

How to Play Lords of New Orleans

Imagine it, the casino lobby said: riverboats like in Mark Twain's day, plying the Mississippi bearing gamblers aplenty. I like the cut of your jib, the legislators said, but no jibs would be cut. All the boats the casinos built were firmly attached to land, and never went anywhere except into bankruptcy. But we want to play in the dreamworld sold to the legislature, where your fortunes float upon the mighty river. Imagine it.

Number of players

2 to 6

Components

Playing *Lords of New Orleans* requires the New Orleans board and the 5 riverboats.

Setup changes

The Strip is Tchoupitoulas Street. The spaces on the other side of the board are called **dockside** spaces, because they border six **docks** (numbered 1–6) where the casino groups' **riverboats** will go. A riverboat is a 1-square casino that moves along the Mississippi River. Each riverboat has a spot called a **wheelhouse** for the highest die on the boat, and a **cabin** for any other dice on the boat. These dice let their owners collect income and score points when casinos of their color would normally do so.

Each dock has 1, 2, or 3 **slips**, each of which can moor 1 boat. (A, B, and E block can fit 1 boat, D and F can fit 2, and C can fit 3.) After dealing property cards, randomly order the boats and then roll a die for each boat. Put the boat in the topmost unoccupied slip on that dock; if the dock is full, roll again. (In a 2-player game, you shut off F block and its dock, so reroll any 6's.)

Example: *The players roll a 5 for the Tivoli, placing it in E block's only slip. Then they roll a 3 for the Vega, placing it in the first of C block's slips. They roll a 2 and 6 for the Sphinx and Pioneer, so they moor in B block and F block's slips. Then they roll a 2 for the Albion, but B block's only slip is occupied, so they roll a 3, slotting the boat into C block's second slip.*

After determining who will go first and dealing property cards, players put 1 die on each boat. Starting with the first player and going clockwise, each player places a die with a 5 on it in the wheelhouse of a boat of their choice.

Then, starting with the last player and going counterclockwise, each player chooses a direction heading either up or down the docks and places 1 more die per boat, the first set to 4, the second set to 3, the third set to 2, and the fourth set to 1. Wrap around the board if needed. After every player has 1 die on each boat, if any boat has a tie for highest die, resolve any such ties by roll-offs, and put the highest die on each boat in its wheelhouse.

Example: *Green will go first. She has a lot on C block, so she puts her 5 die on the Albion's wheelhouse. Blue puts a 5 die on the Tivoli, then Red puts a 5 die on the Sphinx. Red then chooses to go south, placing a 4 on the Vega, a 3 on the Albion, a 2 on the Tivoli, and a 1 on the Pioneer. Blue goes north, playing a 4 on the Albion, a 3 on the Vega, a 2 on the Sphinx, and then wraps to put a 1 on the Pioneer. Green puts a 4 on the Vega, a 3 on the Sphinx, a 2 on*

the Pioneer, and a 1 on the Tivoli. There's a conflict on the Vega, which has two 4s as its highest dice. The tied players roll off, Red getting a 6 and Green getting another 4. Red puts the 6 in the Vega's wheelhouse. Meanwhile, Green's 2 gets the prize seat in the Pioneer's wheelhouse, for now.

Gameplay changes

All rules from *Lords of Vegas* apply, with the following changes:

Boats count as 1-tile casinos of their color, even though they have multiple dice in them. The **captain** is the highest die in the boat, and if the boat is unattached to a land casino, the captain is the boss of the 1-square casino. All other dice are **crew**. When the boat's casino color comes up, all dice on the matching boat (captain and crew) are paid as normal. The captain die will also score 1 point if the die is unattached to a land casino. If the boat is attached to a land casino, the captain will score if they are the boss of the united casino.

A die can only leave a boat when a player trades it or pulls it off when they don't have a die in their supply to fill a new tile. A die on a boat is available for trading regardless of whether it is the captain die. A boat without any dice in it stays in its slip and can never move again.

Turn changes

Riverboats can move. At the start of a turn, after scoring and paying casinos of a specific color, reroll the captain die for the matching boat and resolve ties. Whenever the captain changes from a trade, reroll, or any other reason, the new captain may move the boat to any open dock. If this change occurs due to an action such as a reorganization, complete the entire action before moving the boat. (Note that a trade is not an action, so a boat could move in the middle of a trade.)

When it arrives at a dock, a boat will join with any casino of that color that is dockside on its block, regardless of which slip it's in. One boat can join with multiple dockside casinos on the same block if they are all the same color, regardless of their heights.

Example: *At the start of Green's turn, she draws an aqua card. After paying and scoring aqua casinos, Red rerolls his captain 6 die on the Vega and gets a 2. This gives Green's 4 the captaincy of the Vega. She docks it in C block's third slip, where it merges with a 2-square aqua casino in C8 and C9 and a 1-square aqua casino on C3 with a riser, making a 5-tile casino.*

When a boat moves, it severs its connection to any land casino tiles of its color on its previous block. If the boat was connected to multiple casinos, they will become independent, and might have new leadership questions for questions about their captaincy and/or casino boss status. (If you have any questions, see Con Jobs' sidebar on Splitting Casinos, page XX.)

Example: *The Vega is docked on C block. Green is in its wheelhouse with a 4, and is the boss of the 5-tile casino because of her 5 die in C3. Green has a 2 in C9 and Blue has a 4 in C8. At the start of Red's turn, aqua casinos pay and score. After collecting her money and 5 points, Green rolls her captain's die and gets a 1. Red and Blue's 3s on the Vega roll off for the captaincy, with Red winning with a 4. He moves the Vega away from C block to the second dock on D block, where he is the boss of an aqua casino. Now Green has her risen 1-square casino on C3, but Blue is the boss of the 2-square casino at C8 and C9.*

Action — Sprawl

The captain of a boat can sprawl from the boat, as long as they are the boss of their casino (including any currently merged dockside casino spots).

Action — Remodel

Boats never change color. The remodel action does not account for the boat in any way, so a remodel does not cost a dollar amount for the boat. Any remodel will sever a boat's connection to a casino, possibly causing a leadership change on land. If the boat's captain is the boss, they can still remodel the casino, even though it will sever the boat's connection to the land casino.

Example: *Red is the captain of the Vega, which is docked on D block and merged with an aqua casino on D5 and D6. But there are no aqua tiles left, and Red wants to sprawl to D4 so he touches the Strip. He pays \$10 million—not \$15 million, since the boat doesn't count—and remodels the casino to purple, causing the Vega to sever its connection to the casino.*

Action — Reorganize

The cost to reorganize a boat is \$5 million, regardless of what dice are on it. If it's merged with a casino, it must be reorganized as part of the casino. All dice on the boat roll at once. In a reorganization or other contest for control, dice on boats stay on boats, and dice in the inland casino tiles stay in casinos. (Consider having one player roll the casino dice and another player roll the boat dice.) If the boat is connected to a land casino, keep rerolling ties until there is both a captain's highest die on the boat and a boss's highest die in the connected casino and boat. (These will often be the same die.)

Example: *After winning the Albion's captaincy from Green on her turn, Blue moves it to D block, merging it with Red's 3-square gold casino there. Blue has a 4 on the boat, but Red has two 5s and a 4 on land. Blue pays \$18 million to reroll the merged casino. Blue rolls the 3 dice on the boat and Red rolls the 3 dice on land. Red rolls two 4s and a 1, and Blue rolls a 2 for herself, a 3 for Red, and a 4 for Green. Purple is now the highest die on the boat, but is still in a tie with Red for boss of the casino. Red rolls the two 4s on land and Green rolls her die on the boat. Red gets two 5s, but Green gets a 6, meaning that she regains the captaincy and becomes the boss of a casino she never paid a dime to be in. That's life in the Big Easy.*

Action — Raise

Boats never get risers. They connect to any land casinos of their color regardless of height, and can merge casinos of differing heights. When raising a casino, you must raise all tiles to the same height. Regardless, the boat is only ever 1 tile, not the height of the neighboring casinos.

Example: *Green regains control of the Vega and moves it back to C block, merging with the two casinos there, the one at C3 having a riser. She has \$30 million and wants to raise C3 again, but she can't do so without raising the connected casinos at C8 and C9 by 2 risers each, at a prohibitive price of \$75 million. She settles for raising C8 and C9 once for her entire bank, matching the height of C9 and making a 7-tile casino—as long as the boat stays attached.*