

How to Play Lords of Reno

Reno is the biggest little city in the world. When gambling was gaining its initial foothold here, it wasn't four or five casino groups jockeying with each other. It was just a massive empire of shady casino magnate Johnnie Reno. But lately, nobody's seen Johnnie around. We can't be sure what happened to Johnnie. We just know Johnnie's empire is ripe for the taking.

Number of players

2 or 3

Components

Playing *Lords of Reno* requires the Reno board and the arch.

Setup changes

After players choose their colors, choose an unused color for Johnnie Reno's properties. Lay out ten property cards; if any are Strip or F block cards, set it aside and redraw. When you have ten valid cards, shuffle any Strip or F block cards back into the property deck. For each card in the order you drew them, place a casino tile of that color, and roll 1 of Johnnie's dice and put it in that casino. If the tile you just placed neighbors 1 or more other casinos, remodel the other casino tiles to the new casino tile's color. Then discard the card.

Place the arch between squares C3 and C7. It makes those squares adjacent, for now.

Gameplay changes

This game is played using the 2-Player Rules in the rulebook, with the following exceptions:

Johnnie Reno is no longer with us, but under the right circumstances, you might be able to issue some orders on Johnnie's behalf. Johnnie is not an active player; they never take turns, collect money, or score points when their casinos score. But their casinos function like normal casinos, in that you can merge your casinos with theirs, gamble at Johnnie's casinos (with the payments coming from or going to the bank), and so on. If Johnnie has the highest die in a casino, they're the boss, though they don't do anything with that status.

Virginia Street is the Strip, and it is always crossed by an **arch**. The arch makes two squares directly opposite each other on Virginia Street become adjacent, even if they don't share a color. When a casino on one side of the arch pays or scores, the casino on the other side does as well. If they are the same color and height, they merge while the arch is present.

Turn changes

The arch can be torn down and rebuilt elsewhere on Virginia Street. When you draw a Strip or F block card, before it is paid and scored, you must move the arch to a new location crossing Virginia Street, making a new pair of spaces on opposite sides of Virginia become adjacent. Any casinos previously joined by the arch unmerge when it moves, potentially causing changes in ownership. After the arch moves, if the card was for F block, draw a new property card as normal in a 2-Player game.

Example: *The arch connects C3 and C7. Green draws card F4, and must move the arch. She moves it to connect B6 and D7, where she has a gold casino. All gold casinos pay and score, then the card is discarded. Green then draws a new property card, D3. When casinos are paid and scored, Johnnie Reno's aqua casino at B6 pays and scores—and since the arch connects that casino to Green's gold casino at D7, that one pays and scores too.*

Action — Reorganize

On your turn, you may pay to reorganize casinos that contain only Johnnie's dice, as if they were your own for this action only. This is in addition to reorganizing casinos containing your own dice, of course.