



VEGAN

**RULES
OF THE CASINO**

LAS VEGAN

A game by Baptiste Laurent, Corentin Lebrat and Ludovic Maublanc.
2 to 5 🧑, ages 10 and above, game length: 30 minutes.

Welcome to the Las Vegan Casino! Come in, and choose one of our cabbage machines. In this trick-taking game, make sure to take the tricks that matter the most, and don't lose all your cabbages!

COMPONENTS :

40 numbered cards #0 to #9
(10 in each of the 4 colors)



12 CABBAGE MACHINE cards



4 double-sided CASINO tokens
(-2/+1, -2/-1, 0/+1 et -3/-1)



1 GOLDEN

CABBAGE MACHINE card



1 double-sided
GOLDEN CASINO token (-4/-3)



75 CABBAGES



1 rule leaflet

SETUP: deal 15 CABBAGES to each player. The remaining CABBAGES form a common supply. Place the GOLDEN CABBAGE MACHINE card on the table – it stays there for the whole game. Then, shuffle the remaining CABBAGE MACHINE cards to form a face down draw pile next to the GOLDEN CABBAGE MACHINE card. Draw the first 3 cards from this draw pile and place them below the GOLDEN CABBAGE MACHINE card. Set aside the CASINO tokens for now.



GOAL OF THE GAME: a game of LAS VEGAN lasts one to four rounds. At the end of the game, the player(s) with the most CABBAGES win(s).

THE GAME ROUND: LAS VEGAN is a trick-taking game. A player starts a trick by playing a card from their hand. Then, proceeding clockwise, the other players must play a card of the same color. If they don't have any card of the required color, then they can play any card from their hand.

Note: if you have a card of the required color, then you must play this card.

The last person to play in a casino goes first. They throw the CASINO tokens at random and place them as they fall next to the CABBAGE MACHINE cards. Then, they deal all the cards and start the first trick of the first round.

Note: in a 3 🎰 game, the last card is not dealt. Instead, it is placed face down.

WHO TAKES THE TRICK? The player who played the card with the highest value OR the last player to play a "0" of a different color than the required color takes the trick.

EXAMPLE 1 :



Ludo goes first with a purple "2". Baptiste takes the trick because he played the card with the highest value (a "9") in the required color (purple).

EXAMPLE 2 :



Ludo goes first with a red "4". Fanny plays a purple "0" and Baptiste a green "0". Since Baptiste played the last "0" in a different color than the required color (green instead of purple), then he takes the trick.

When you take a trick: regroup the cards that form that trick and place them face down in front of you. Place your tricks so that you can count them easily. Then, it's your turn to start a new trick.

Note: you are never allowed to check the cards of the tricks that you've already taken.



TAKING A TRICK WITH A "7": if you take a trick with a "7", you must place one CASINO token on one of the CABBAGE MACHINE according to the following rules:

- The GOLDEN CABBAGE MACHINE card can only take the GOLDEN CASINO token. You can either place it on the left (MIN) or on the right (MAX).
- Each CABBAGE MACHINE can only take one CASINO token.
- Once you've placed a CASINO token, it can no longer be moved.

If you've taken a trick with several "7", place as many CASINO tokens as there are "7" in the trick that you took.

END OF A ROUND: once all the cards have been played, the round is over. Depending on the tricks that you took and the CASINO tokens that have been played, you will either gain (+) or lose (-) CABBAGES for each CABBAGE MACHINE card.



Gain or lose as many CABBAGES as the CASINO token value for each set of 3 cards of this color in the tricks that you took.



Gain or lose as many CABBAGES as the CASINO token value for each card of this value in the tricks that you took.



If the GOLDEN CASINO token has been played on the left of the GOLDEN CABBAGE MACHINE, the player who took the least tricks during this round loses as many CABBAGES as the GOLDEN CASINO token value. If the GOLDEN CASINO token has been played on the right, the player who took the most tricks during this round loses as many CABBAGES as the GOLDEN CASINO token value.

Note: if there is a tie for the number of tricks that have been taken, all tied players lose CABBAGES.

When you lose CABBAGES, place them back in the supply. When you gain CABBAGES, take them from the supply.

Note: in 3 🎰 games, there might be a CABBAGE MACHINE without any CASINO token. If that happens, simply ignore this MACHINE.

EXAMPLE :




In this round, Ludo has taken three tricks. He is not the player with the most tricks, so the GOLDEN CABBAGE MACHINE has no effect for him. He loses 4 CABBAGES: -2 for his two "4", -3 for his blue cards, and +1 for his "3".

Discard the three CABBAGE MACHINE cards and replace them with 3 new cards. The player that took the last trick starts the new round: they launch the CASINO tokens at random and play a card from their hand.

END OF THE GAME: the game ends after 4 rounds or as soon as one or several players have lost all their CABBAGES. The player with the most CABBAGES wins. If there is a tie, all tied players share victory.

2 GAME

In a 2  game, the BANK plays against you. The BANK never runs short of CABBAGES. Use the standard rules with the following adjustments:

SETUP: deal 12 cards to each player. Form a face down draw pile with the remaining cards. Draw 3 cards and place them face up next to the draw pile to form a display. These are the BANK's cards. Set up the CABBAGE MACHINE cards and throw the CASINO tokens. Place the CASINO token in ascending order next to the CABBAGE MACHINE cards.



ROUND: both players place a card. Then, the first player (who started the trick) plays a card for the BANK:

- If the BANK has at least one card of the required color, the first player chooses one of these cards from the display and plays it.
- If the BANK has no such card, the first player chooses any card from the display and plays it. They can also decide to play the first card of the draw pile.

Whenever you play a card from the display, immediately replace it with the top card from the deck. There must always be 3 cards in the display.

EXAMPLE :



Ludo starts the trick with a green "8". Fanny plays a green "1". Ludo plays for the BANK. There are no green cards in the display: Ludo can either play a card of his choice, or the top card from the draw pile. He chooses to play the blue "7", which he immediately replaces with a new card from the draw pile.

If the BANK takes a trick, it starts the next one with the top card from the draw pile. Then, both players choose and simultaneously reveal a card from their hand, instead of playing normally.

Note: if both players play a "0" of a different color than the required color, the BANK takes the trick.

TAKING A TRICK WITH A "7": if the BANK takes a trick with a "7", it takes the first available CASINO token (from left to right) and places it on the first available CABBAGE MACHINE (from left to right). If the BANK should place the GOLDEN CASINO token, it places it on the left of the GOLDEN CABBAGE MACHINE card (MIN).

Note: if a player takes a trick with a "7", they place a CASINO token as usual.

END OF THE GAME: once the game is over (after the 4th round, or when a player runs out of CABBAGES), the player with the most CABBAGES wins. If there is a tie, the game is a draw. If both players finish the game with 0 CABBAGES, then the BANK wins.

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