

VEGASTM

(For two or more Players)

VEGAS is a card game directed by a six-sided roller. When the roller stops spinning, it leaves one side facing up with a "Key Letter" showing. Several "Pots" can be won during the game for certain lettered cards played and for scoring special values. The ultimate goal is to win the Big Pot and to have the most chip value at the end of the game.

OBJECT OF THE GAME:

To win the most points by being the first to play scoring cards that spell VEGAS.

TO SET UP THE GAME:

NOTE: To protect furniture, self-adhering pads are included and easy to attach. They should be pressed into the round surface on the underside of the following chip containers: "Pot," "7," "6" and "13." The platform will then be in proper balance.

- 1 Place VEGAS platform in the center of the players.
- 2 Divide the chips evenly among the players. Make the chips of the lesser color worth 5 points each, The color chips there are the most of are worth one point each. The five value chip is *only* to make change either from the pots or from another player so fewer chips are needed on the board.
3. One player will also be the dealer for one entire game. Being the dealer, he shuffles, deals and monitors the game making sure penalties are paid, etc. The cards for scoring are marked with letters and value numbers. Some cards marked "Zap" are used to penalize opponents.
4. At the start of the game, each player places one chip (one point) in *each* of the eight pot containers on the game platform surrounding the roller. The roller has six sides, five of which have the same letters as the cards and one side marked "Wild."

TO PLAY THE GAME:

1. The dealer deals three cards, one at a time, face down, to each player and himself.
2. The player to the left of dealer spins the roller to determine the "Key Letter" for one round. All players in their turn must play that card. Example: Key letter is "V." All players must play "V" or discard.
3. The player spinning goes first and after holding his cards in his hand looks for at least one of the three cards to match the "Key Letter." If he has a match, he plays the card face up in front of him. If the word "Wild" appears on the roller, any letter card may be played.
4. Players must play in turn clockwise and play that "Key Letter" card to score. When a player is unable to play that "Key" scoring card, he must discard one card to a discard pile and pay one chip to a certain pot container (see Penalties).
5. After each player has scored or discarded, a round is completed.
6. To start a new round, the dealer deals one card face down to each player so that each player's hand will again have *three* cards. If the deal pack becomes exhausted, the discard pile is reshuffled by the dealer and used again.
- 7 The player to the left of the last player spinning the roller will spin the roller to start each new round with a new "Key Letter."

PLAYING THE "KEY LETTER" SCORING CARDS:

1. A player with two cards of the same scoring letter but with different number values chooses one to play.
2. The *first* player playing "Key" cards V-G or S IN HIS TURN is allowed to collect *all* the chips in the pot marked with the corresponding letter. A player wins nothing if a pot is empty of chips at the time it could have been won.

3. Only ONE card of EACH letter can be played in front of a player in a round of play.

PENALTIES:

1. A penalty occurs each time a player is unable to play either a "Letter" card or a Zap card.
2. A penalty is the paying of one chip into a designated pot container at the time of discarding, as follows:
 - a. If the "Key" letter for a round is V - G - or S, the payment is made to the corresponding lettered pot container. Example: "V" is the Key letter, but a player does not have a "V." The player discards any card but must pay 1 chip to the "V" pot.
 - b. If the "Key" letter is E or A, the player places one chip in the "Pot" container. Example: Key letter "E" pays the "E" pot
 - c. If "Wild" is the "Key" and a player does not play a card, he still MUST discard and pay a chip to the "Pot" container.

WINNING CHIPS IN THE NUMBERED POTS 5, 7, 11, 13:

1. The score for each card is the number on the card.
2. The first player in his turn to play scoring cards that total five (5) wins the number pot marked 5. The same is true if scoring cards total 7, 11 or 13. (Example G-3 plus A-4 total 7 and pot numbered seven is won.)
3. A player may replace his letter card already on the table, in his turn, with either a higher or lower *like* card (Example: G-3 for G-2) is entitled to:
 - a. Win all chips in the pot marked for that letter (G) if he were first to play "G" in that round.
 - b. Win all chips in the pot marked for the *number* total of those cards (Example: G-3 and A-4 total 7 and win all chips in 7)
 - c. Win from both pots if the letter and number totals now match those on the board. Combining Examples given in both (a) and (b) above.
The replaced card becomes the discard with no penalty.

PLAYING ZAP CARDS:

This card can be played instead of a scoring card or discard. It is played *in turn* on any opponent but usually the one with the highest scoring cards. The player serving the card places it on top of any opponent's scoring card and discards both cards. This can prevent an opponent from winning on the combinations mentioned in rules for winning chips. The Zap cards are NOT reused even if the discard pile is reshuffled.

WINNING THE GAME:

1. The first player to have five cards V - E - G - A - S in front of him wins all the chips in the POT and the game ends.
2. All players total the number value of their played scoring cards and each must pay the winner of the POT a chip for each point their score is lower than his. If their score is higher than his, they pay nothing.
3. Chips in containers at the end of the round are left to build greater pots for the next round.
4. After each player has dealt a round, the player with the most chips is the WINNER OF THE GAME!
A new dealer is chosen for each new game.