FOR SALE

GAME RULES

Buy the besthouses when prices are low, force your opponents to spend over budget, then sell your properties for the biggest profit!

CONTENTS

- 30 House cards numbered 1 to 30.

- 84 Bills cards ($1,000).

- 30 Check cards: 14 worth $2 000 to $15 000 with two copies of each, along with 2 "Void" worth $0.

OVERVIEW & GOAL

A game of **For Sale** plays over two phases. In the first phase, players bid on Houses that will form their hand of cards. In the second phase, they sell these Houses to receive Checks. The player with the most money at the end of the game wins.

SETUP

1. Separate the House, Check, and Bill cards. Shuffle the House cards then the Check cards to form their respective decks.

2. In a 4-player game, remove the top two cards from each deck without looking at them.

3. Give each player:

👤 X 3	👤 X 4	👤 X 5	👤 X 6
💵 x 28	💵 x 21	💵 x 16	💵 x 14

You can keep your Bills face-down.

4. Choose the first player randomly.

GAMEPLAY

A game of For Sale is divided in two separate phases. During the first phase, players buy House cards with their Bills. In the second phase, they resell these cards to receive Checks.

PHASE 1: BUYING HOUSES.

This phase consists of several rounds and ends when all House cards have been sold.

At the beginning of each round, draw as many House cards as players and place them face up in the middle of the table. The round ends when all players have chosen a House.

Play continues clockwise, starting with the first player.

On your turn, you have two options: **Bid** or **Pass**.

Example of setup for 3 players

🏠 Bid

To bid, you must reveal a certain number of Bills. The first player to bid can choose whatever value they want. The next players must raise the bid declared by the previous player.

If the turn comes back to a player who has already bid, they can raise their bid or pass.

🏠 Pass

When you pass, take the lowest-valued House card still in the middle of the table and add it to your hand.

Then take back half of the Bills you bid (rounded down) during the round. The other half are put back in the box.

You cannot play for the rest of the round.

If you don't have any Bills left, you must pass.

End of the Round

Once all players but one have passed, the player still in play must put all of the Bills they bid back in the box and take the single House card remaining in the middle of the table.

Then begin a new round. The player who took the last card in the previous round becomes the first player for the new round.

When all cards in the House deck have been chosen by players, the Buying phase ends. Continue to the Selling phase.

Example of a Buying round:

Theo is the first player for this round since he won the most valuable house in the previous round.

- *Theo opens the bidding with 1 Bill.*
- *Marianne plays next and raises the bid to 2 Bills.*
- *Then it's Guilaine's turn who outbids everyone with 5 Bills.*
- *It comes back to Theo who hasn't surrendered and raises to 6 Bills (by adding 5 Bills to his previous bid).*

Marianne chooses to stop there. She takes back 1 of the 2 Bills she bid (putting the other back in the box) and gets House 8, which has the lowest value among the available houses.

Guilaine follows suit and takes back 2 of her 5 Bills and takes House 20. Théo is the last player in play, so he spends all 6 Bills he bid and gets House 28, the last remaining card.

PHASE 2: SELLING HOUSES.

During this phase, players sell the Houses they acquired in the first phase for Checks.

This phase also consists of several rounds and ends when all the Checks have been handed out.

At the beginning of each round, draw asmany Check cards as players and placethem face up in the middle of the table.

The round ends when all Checks have been given to players.

Simultaneously, players choose a single House card from their hand and place it face down in front of them. Once everyone has chosen their card, all players reveal their card at the same time.

The player who revealed the highest-valued House takes the largest Check from those available in the middle of the table; the one with the second highest-valued House takes the second largest Check, and so on until everyone has received a Check.

Players keep Checks they receive face down in front of them. Sold Houses are put back in the box. When there are no more Checks in the middle of the table, the round ends. Start another Selling round.

Example of set up for 3 players

Example of a Selling round:

Theo, Guilaine, and Marianne simultaneously choose a House from their hands and place it face down on the table. Then they reveal their chosen cards at the same time:

- *Theo played the highest-valued House (28), so he takes the largest available Check: $13,000.*

- *Guilaine's House (20) is next. She gets the next highest-valued Check remaining: $12,000*

- *Marianne played the lowest-valued House (8) and takes the only Check left: the void Check worth $0.*

THEO

GUILAINE

MARIANNE

END OF THE GAME

The game ends when players have sold all their Houses and all Checks have been distributed amongst players.

Everyone adds up the value of their Checks and Bills they didn't spend during the Buying phase.

The richest player wins the game. In case of a tie, the player with the most Bills wins. If there is still a tie, players share the victory.

VARIANT:

There won't be enough for everyone!

To play with this variant, follow the usual rules with the following changes:

- During setup, randomly remove 10 House and 10 Checks (3-player game) or 2 Houses and 2 Checks (5-player game) from the game without looking at them. With 4 or 6 players, play with all cards.

- During the Buying phase, reveal one House less than the number of players each round. The player who passes first takes back all the Bills they bid, but do not receive a House.

- During the Selling phase, reveal as many Checks as the number of players who still have House cards in their hand. When a player has sold all their Houses, they are out of the game. There will be fewer and fewer Checks available each round. When there is only one player who still has House cards, they immediately take all remaining Checks.