

For Sale

By Stefan Dorra

For 3 – 5 players, Ravensburger 1997

Contents

- 20 Building cards
- 20 Checks
- 75 Chips in 5 colors

Aim of the game

By way of clever auctioning, players attempt to purchase the most valuable buildings in order to sell them afterwards with profit. The player who gained the most money wins the game.

Preparation

Before the game, the two decks are separated by their different backsides and shuffled thoroughly. The checks are put aside. They will only be needed in the second half of the game. The deck of buildings is placed face-down in the middle of the table.

Every player receives 15 chips of his color.

With 3 players, 2 building cards and 2 checks are taken out of the game. With 4 or 5 players all of the cards are used.

The game begins

1st Phase: Buying buildings

First, as many building cards are displayed openly in the middle as players are taking part. So, 3 cards with 3 players, 4 cards with 4 players and 5 cards with 5 players.



Example with 4 players

Unrestricted

Then all the revealed building cards will be auctioned off simultaneously, in a way that each player gets to purchase exactly one.

Each player has always the choice of either bidding or passing.

Bidding: The player who lives in the smallest house, places one or more of his chips in the middle of the table. Now, the next player in turn order also places one or more of his chips to the middle, but he must at least bid the same number as the previous bid. Bidding continues over several rounds until all but one player have passed.

Passing: Whenever a player decides to pass, he leaves the current bidding phase and takes the cheapest building. Additionally, he gets back half of his bid (rounded up). The other half goes to the bank.

The player, who remains in the bidding until the end, gets the most valuable building, but he must pay his entire bid to the bank.

Example: (See above picture)

There are 4 buildings valued 1m, 13m, 15m and 19m displayed in the middle.

Player A bids one chip. Player B goes along and also places one chip in the middle. Player C bids 2 chips. Now player D must also bid 2 chips or pass. If player D passes, he gets the building valued 1m, even if he didn't bid anything for it. Player A raises his bid to 3 chips. Player B goes along. Player C may go along with another chip, or top the bid or pass. If he passes, he gets building valued 13m, takes back one of his chips and pays the other one to the bank. Player A passes. He receives the building valued 15m and two of his chips back, the other one is paid to the bank. Player B must now pay all 3 chips to the bank, but in return, he receives the most expensive building of 19m.

Hint: It is of tactical importance, to keep the chip supply hidden from the other players and to cover the chips collected in the middle with the box cover.

Players place their auctioned buildings face-down in front of them. Then the player who purchased the most expensive building reveals another 4 building cards (with 4 players) from the deck and again bids one or more of his chips or passes.

As soon as all 20 (or 18 in a 3-player game) buildings have been auctioned off, the 2nd phase of the game begins. Chips still owned by the players remain with them. They are worth 1m each at final scoring.

2nd Phase: Selling buildings

Now the checks come into use. Just as with building cards in 1st phase, checks are displayed according to the number of participating players, 3 with 3 players, 4 with 4 and so on.

Each player takes his building cards onto his hand and chooses one card which he places face-down in front of him. Once all players have done so, the cards are flipped face-up at the same time.

The player who played the most valuable building may take the highest check from the middle. The player who played the second most valuable building takes the second highest check and so on. In this way, each player receives a more or less valuable check. Bad luck for those players who end up with an uncovered check. However, with a little luck and tactics, it is possible to achieve a good profit for a dump.

The building cards played in this way are taken out of the game.

End of the game

When all buildings are sold, the game ends.

Players add up the values of their checks and chips still in their possession (1m per chip). The richest player wins the game. When tied, the player with the most remaining chips wins.

Variant for Real Estate sharks

With 3 players only 16 buildings and check cards are used in the game. With 4 players 18 of each and with 5 players all 20 are used.

In the 1st phase of the game, there'll always be one card less revealed than number of players. So with 4 players, only 3 cards are uncovered in each round. The player who passes first gets no building card at all. But he gets back all of his offered chips. The player, who passes next, gets the cheapest building and half (rounded up) of his offered chips back and so on. The player, who remains in the round until the end, gets the most expensive building but none of his chips back.

Once all buildings are sold, the sale of 2nd phase begins. As many checks are displayed as there are players participating. But it is quite possible, that one player has 6 buildings whereas another player has only 4. When only 3 or 4 players have buildings in the final rounds, there will only be 3 or 4 checks revealed accordingly. (Most money wins again).

(Translation by S.Naji)