

An Expansion to 'For Sale' by Stefan Dorra

3-6 players · Ages 12+

The game of Property and Prosperity, and now, Advisors! One man's castle is another man's cardboard box, and now you can get help from crafty advisors to make even higher profits on your properties.

Components

- 30x Advisor Cards (numbered 1-30)
- 6x $6,000 Coins

Setup

To set up the game including the expansion, separate the cards by type (Advisors, Property and Currency) and shuffle each deck. Set aside the Property and Currency decks for now. Place the Advisor Cards facedown as the initial draw deck.

When playing with ***3 players, remove 6 random cards from each of the 3 decks*** and return them to the box without looking at them. ***With 4 players, remove 2 cards from each deck.***

With 3-4 players, give each person $28,000 starting money. With 5-6 players, give each person $20,000 starting money. Players should keep their money secret during the game.

Gameplay

For Sale: Advisors Expansion is played over 3 phases: the ***Hiring Advisors*** phase, the ***Buying Properties*** phase and the ***Selling Properties*** phase. The person with the most money at the end of the game is the winner!

Advisor Cards have two functions. In Phase 2, players use Advisor Cards to acquire properties. The higher the value of the Advisor, the more valuable the property. However, each Advisor also provides the player a small advantage during one of the three game Phases, or at the end of the game. See *Advisor Abilities* for details on each Advisor.

Phase 1: Hiring Advisors

Draw and place faceup on the table a number of Advisor Cards equal to the number of players. These Advisors will now be auctioned. The player who most recently purchased a house starts and lays down any amount of money onto the table as their bid (if needed, players may make change with the supply at any time).

Play continues clockwise around the table. The next player must decide whether they will bid or pass. If they bid, the bid amount must be more than the previous bid. Bidding continues around the table for as many times as needed until all but one player has passed.

If a player passes, they take the Advisor on the table with the lowest value. They also takes back half of their bid (rounded down).

Example: If a player had previously bid $3,000, but ultimately decides to pass, they take back $1,000 into their hand.

The rest of the money is returned to the supply. The next player to pass will do the same, taking the lowest value Advisor still on the table. After all players but one have passed, the remaining bidding player takes the highest valued Advisor Card, but pays the full amount of their bid to the bank.

NOTE: It is not necessary to bid anything to gain the least valuable Advisor. You can pass, pay nothing and secure the least valuable Advisor at no cost.

Players put the Advisors they purchase facedown in front of them. The player who took the most valuable Advisor then turns over the next set of Advisor Cards (one per player) for auction and continues play by bidding or passing. This continues until all of the Advisor Cards have been sold, ending Phase 1. Unused coins are kept by the players and will be worth their face value at the end of the game.

Phase 2: Buying Properties

All players now take the Advisors they purchased into their hands. The player who took the last Advisor Card begins the first round of Buying Properties. They draw and place one faceup Property Card for every player.

They then place 1 Advisor Card from their hand ***faceup*** in front of themselves as their bid. There is no passing in this round. Play continues clockwise with each other player also playing an Advisor Card faceup.

After everyone has played a card, the player with the highest valued Advisor takes the property with the highest value, followed by the player with the second highest Advisor taking the second highest Property Card, and so on. Purchased properties are placed facedown in front of the player who purchased them. The player who received the most valuable property turns over the next set of Property Cards and then plays the first Advisor Card. This continues until all of the Property Cards have been sold.

Note: Keep your Advisor Cards with a blue or gray background after Phase 2. You will be able to use blue cards in Phase 3, and gray cards at the end of the game.

Phase 3: Selling Properties

It's time to sell your Property Cards and earn some money! In this Phase, the Property Cards are sold for Currency Cards. All players now take their Property Cards into their hands. As in the first two Phases, the same number of Currency Cards as there are players are drawn and placed faceup.

Then, each player will choose 1 Property Card to place facedown. Once all players have their facedown Property Card ready, everyone reveals their Property Card ***simultaneously***. The player who played the most valuable Property Card takes the highest valued Currency Card. The player who played the second most valuable Property Card takes the second highest valued Currency Card, and so on. Used Property Cards are then removed from the game.

Game End

The game ends when all players have sold all of their Property Cards. Players add up their Currency Cards, remaining coins, and any scoring bonuses from their Advisors. The player with the most money wins! If tied, the tied player with the most remaining money in coins wins. If still tied, the players share the victory.

Advisor Abilities

All Advisor abilities apply to either **Phase 1 (Red)**, **Phase 2 (Green)**, **Phase 3 (Blue)**, or **Game End Scoring (Gray).**

Sales Associate (1-3): When you take a Sales Associate Advisor, instead of getting back half of your bid, you take back all your money bid.

Agent (4-6): When you take an Agent, you receive $1,000 from the player to your right as long as they possess $1,000 or more.

Contractor (7-9): If you offered the lowest Property Card after they are all revealed, use the Contractor to take the second lowest-valued Currency Card instead of the lowest. Discard the Contractor Card after use. *Example: The Currency Cards available are $15,000, $10,000, and $4,000. You played a Property Card of value 6, while the other Properties played were 25 and 27. Before the Currency Cards are taken, you use your Contractor Card to take the $10,000 Currency Card instead of the $4,000, and the 25 value property now receives the $4,000 Currency Card instead.*

Appraiser (10-12): At Game End, your lowest valued Currency Card is worth 10/11/$12,000. If you have multiple Appraisers, each must be used on a different Currency Card. *Example: At the end of the game you have Currency Cards $0, $5,000, $7,000, and $10,000, plus you have 2 Appraisers. The first Appraiser (10) changes the $0 Currency Card into $10,000, and the second Appraiser (12) changes the $5,000 Currency Card into $12,0000.*

Realtor (13-15): When you play a Realtor, you may pay $3,000 in coins to increase its value to 31/32/33. You must decide to pay or not before the next player plays an Advisor.

Broker (16-18): If the Broker acquires a Property Card of 16/17/18 or more, you immediately receive $3,000 in coins from the supply.

Lawyer (19-21): You may use a Lawyer to play 2 facedown Property Cards instead of 1. Immediately after all the cards are revealed, take one of the Property Cards back into your hand. If multiple players use a Lawyer in the same round, the player who used the lowest value Lawyer has to take back their Property Card first.

Investor (22-24): Choose one Currency Card between $2,000 and $9,000 and double its value. If you have multiple Investors, each must be applied to a different Currency Card. *Example: At the end of the game you have Currency Cards worth $0, $2,000, $8,000, and $12,000, plus you have 2 Investors. One of the Investors doubles the $2,000 Currency Card to be worth $4,000, and the other Investor doubles the $8,000 Currency Card to be worth $16,000.*

Financier (25-27): For each remaining $1,000 in coins you have, score an additional $1,000 at the end of the game. If you have 2 Financiers, each remaining $1,000 gives you $2,000, and having 3 Financiers means each remaining $1,000 you have in coins earns an additional $3,000. *Example: At the end of the game you have $2,000 in coins left over, and you have all 3 Financiers. That means you get a bonus of $6,000 (3 x $2,000) in addition to the $2,000 in coins you have.*

Underwriter (28-30): If the Underwriter does not receive the most valuable Property Card on the table, you immediately receive $4,000 in coins from the supply.

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