



# The Estates (2018)

2-5 Players Designer: Klaus Zoch

**Duration:** play to complete 2 rows of buildings or until no valid moves. 40 - 60 minutes.



## Board Setup

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- Place **board** and **6 Company Certificates**  on table
- Put all **36** colored **Floor cubes** into the bag. Draw 24 and place #-side up in 3 rows of 8 cubes – rest to box
- Shuffle the **12 Rooftops**  #-side down and place by board
- Put the **3 Building Permits** , **Cancel Cube** , and **Mayor**  by the board

## Player Setup

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- Each player receives **\$12m** in **Checks** . Keep # of checks owned secret [in a stack on the table]
- Pick a start player

## End Game & Scoring

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- Game ends as soon as **2 rows** are completed – filling designated row length & all buildings in those rows have a Rooftop **or** if it is impossible to complete any more buildings [no more rooftops or floor cubes are available]
- All buildings in completed rows score +VP, all buildings in incomplete rows score -VP
- Give player with the **Company Certificate** matching top floor cube of each building VP = sum of all Floor cubes + Rooftop. If **Mayor** is in the building row, double VP [positive **or** negative]
- +1 VP for each **Check** from Illegal Earnings
- Most VP wins. Tie: tied player with most \$ [in hand + Illegal Earnings]

**Rounds:** play multiple rounds as agreed to by all players, summing total scores & retaining Checks [in hand + Illegal Earnings] to start the next round

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## Game Play

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On your turn first decide if you will stow away **Illegal Earnings**. Then **select an item** for **auction**. The winner places the **item** [or removes it from game]. Play then continues clockwise

**Illegal Earnings**: the active player may stow away \$1m, placing it under the board edge by the player. These earnings cannot be used the rest of the game, and cannot be inspected by other players

**Select an Item**: any wooden piece is available for auction if not on the board or already discarded

- **Floor Cubes** can only be selected from the *ends* of any of the 3 cube rows. Any color/# can be chosen, but the chosen cube must have a legal placement on the game board
- **Rooftops** can only be selected if there is at least 1 building without a roof on the board. Select random rooftop then flip it to begin auction
- **Building Permits, Mayor, or Cancel Cube**: can only be selected if not on the board/already discarded

**Auction**: each player bids only 1x. Bidding [of any \$] starts with player left of the active player and proceeds clockwise. Subsequent bids must be higher \$, cannot bid more \$ than you have [Illegal Earnings cannot be used]

- After each player has bid or passed, the active player can:
  - A)** give the item to the highest bidder, who then pays the active player **or**
  - B)** keep the item and pay the highest bid to the highest bidder

**Floor Cubes**: must place immediately, #-side up, into any available row

- 1<sup>st</sup> Floor cube in each row must be placed adjacent to the street. Subsequent cubes in same row can be placed on top of existing Floor **or** in the next adjacent available open lot in the row [no skipping lots]
- To place on top of existing cube, must place lower # than the cube directly underneath [max 6 Floors per building]
- The development lots with white dirt can have only 1 Floor cube total – no stacking
- Cannot build in any row past the Building Permit [starts at 4 buildings per row]. Cannot build on top of a Rooftop
- When placing 1<sup>st</sup> cube of a color, take the Company Certificate in that color & place in front of player. Each player can own multiple Company Certificates

**Rooftop**: must place immediately, #-side up, on top of any Floor cube [finishes construction of building]

**Building Permit**: must place immediately **or** remove from game. # of stripes on the barrier = # of lots affected

- Place on an empty lot in desired row to mark the new end of the development lots in a row [+/- 1-3 lots]
- More than 1 Building Permit can be placed in a row – subsequent permits are placed based on current row permit length. Move previously placed permits to the newly-placed permit lot [both in same lot space]

**Mayor**: must place immediately **or** remove from game. Place on street at end of any building row [buildings score 2x]

**Cancel Cube**: use immediately **or** remove from game. Allows player to discard a previously placed Building Permit

- If another Permit exists on the lot with the removed Permit, adjust the remaining Permit location accordingly
- Cannot remove a Permit if the built row length would exceed the allowable lots after the Permit is removed