

# T Up For Sale

Dear G & S Realty Agents,

Today you have been tasked with assessing a potential piece of property and its contents. We have been informed that this property is quite valuable, however the exact value is currently unknown to the agency. We need you all to go to the property, look at the contents of the house, and, through your careful evaluation of those items and the property itself, determine how valuable this house is. The owner of this estate comes from wealth and is an extremely avid collector, however they are no longer able to maintain this property and its contents. Bear this in mind as you look at the property. Have no doubts that you are all working for the agency, however please keep in mind that whichever one of you is able to come away with the highest evaluation for the owner will be given the task of selling the property. This is a huge opportunity for you and one you should not squander. With that in mind, play nice with your fellow agents, keep a careful eye out for valuable items, and, please, don't steal anything.

*Daniel Gold*

Daniel Gold  
Principal Broker  
Gold & Shank Realty

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4 player pieces  
1 six sided die  
110 Item Cards  
3 Room Mats  
Instructions

# Up For Sale

## OBJECTIVE

Collect the most valuable items you can find to achieve Realty greatness!

## SETUP

- Each player chooses a player piece.
- Place all player pieces in the Main Hall.
- Shuffle item cards and place a face down item card on every card space on the room sheet.
- Place round marker on round counter at the desired amount of rounds you wish the game to take (We recommend 12)
- Have every player roll the die to determine play order, play order starts with the player who rolls the highest and moves clockwise.

## RULES

1. Only 5 item cards may be held at a time.
2. If a player is in a room with multiple items, they may announce before rolling that they wish to remain in the room and roll for a chance to pick up an item card. The player will then roll and if they roll a 6 they may pick up another item card.
3. If a player is unhappy with their roll, the player may forfeit their turn and not move.
4. When a player picks up an item card and already holds 5 item cards, they may return the drawn card or a card from their hand to the room item slot face down.

## PLAYING THE GAME

1. Player announces whether they are moving or searching for items (Rule 2).  
**If player is moving:**
  1. Roll die and either enter any door up to the number rolled or forfeit turn (Rule 3)  
*(ex. Player rolls a 5, now the player may enter any door labeled 1,2,3,4, or 5)*
  2. If the room you enter has an item(s), choose one. (refer to Rule 4).**If player is searching:**
  1. Roll die.
  2. If 6 is rolled, draw item otherwise turn is over. (Rule 2)

## ENDING THE GAME

- After each round (when all players have taken the same amount of turns) move the round marker down 1 space.
- When the round marker hits the Up For Sale logo, the game is over and scoring may begin.

## SCORING

Add up the points of all item cards in your hand.

Group card bonuses work by giving an additional bonus for each ADDITIONAL card in the same group. (Ex. I have 3 Group N cards with + 9 bonuses, I will receive an additional 18 points to my total score.)