The Estates

Goal

Have the highest score at the end of the game.

Setup

Randomly select 24 of the 36 cubes and arrange them in three rows of eight.

Shuffle the 12 rooftops face down.

Give each player $12.

Note that each street initially ends after space 4 (just before the river).

Play turns in rotation.

Turn

Decide whether you will embezzle $1m (from cash to the embezzled pile; it will not return to the game).

Pick a thing to auction. Any of:

- Any of the six cubes at either end of the cube layout;

- A random rooftop;

- An un-auctioned special (building permit 1, 2 or 3; mayor; or cancel cube).

Other players in rotation may place a bid or pass. The bid must be higher than any prior bid this turn.

Active player chooses: take the winning bidder's money and give them the item, or take the item and pay the winning bidder the price. If all other players passed, the active player gains it without cost.

A floor cube must be placed on top of, or in the same row as and adjacent to, an existing cube, or in the first space of a row. If placed on top of another cube, it must have a smaller number. Only one floor cube may be placed on a "sandy" space. If this is the first cube of that colour to go onto the board, that player takes the corresponding company card.

A rooftop must be placed on top of a building with no roof. Any value is allowed.

Other items may be placed or discarded.

- A building permit moves the end of the street forward or backward by that many spaces; it may not exclude lots that have already been built on.

- The mayor is placed on one street.

- The cancel cube discards the mayor or one building permit.

End Game

The game ends when either (a) two streets are completed (all lots

in each have buildings with roofs) or (b) no more buildings can be completed due to a lack of floor cubes or rooftops.

Scoring

Each building is worth points equal to the total value of all floor cubes and rooftop, assigned to the player holding the company card of the topmost cube. Buildings in incomplete streets have a negative value. The presence of the Mayor doubles this value, positive or negative.

Each player adds their embezzled money to their score.

Break ties by total cash (in hand plus embezzled).