

Suburban Estates™



The real guidebook to real estate...



Introduction

Are you the next Suburban Estates™ real estate mogul? Do you have what it takes? This dynamic game of buying and selling suburban homes combines strategy and luck to provide you, your family and friends with an entertainment experience that is unparalleled. Work your way around the board playing the volatile market to buy and sell at the most opportune moments to accrue wealth and sales and become the next Suburban Estates™ real estate mogul.

General Description of Game Play

Players move around the board adjusting to the dynamics of the market to buy and sell homes. Be the first player to accrue \$3 million in home sales and have \$1.5 million cash on hand to become the coveted real estate mogul and win the game! Having a keen market strategy and a bit of player's luck is the key to reaching this elite status.

Game Pieces

NOTE: This section describes the purpose of each of the game pieces. Appendix A lists the pieces and quantities included in the box.

Board

The board consists of streets, homes, and neighborhoods that make up the play area.

Homes

The home pieces come in separate colors and are placed on the board to indicate that a home has been bought by a particular player.

Property Value Pieces

These pieces indicate the value of each home and are placed in the blue area in front of each home. Each piece has a number on it which is represented in units of thousands. Values range from 200 to 820 thousand.

Player Pieces

The colored cars are the player pieces that each player uses to move around the board. Each color car corresponds with the same color home pieces.

Playing Cards – Market Advantage, Market Change, Agent Cards

These playing cards supplement the flow, strategy, and dynamics of the game.

Information Pads

The information pads allow players to keep track of the market value of the homes they have purchased and total sales.

Money Card

The money card is used to track the current money holdings of each player.

Game Length

It is anticipated that, in general, a game with four players will take about 60 minutes to play. The \$3 million homes sales and \$1.5 million cash marks may be adjusted for desired game length and level of difficulty. Adding more players generally increases game length.



Initial Setup

If opening the game for the first time, property value pieces come arranged on one square sheet. The property value pieces should cut out to create 32 separate pieces

To initially set up the board, property value pieces are drawn at random and placed on the board, beginning with Home A of the Applewood neighborhood and continuing in a clockwise fashion for each home in a neighborhood and clockwise around the board for each neighborhood until all homes have an associated property value.

NOTE: There are intended to be more property value pieces than spaces for them on the board. These extra pieces will be put into play at certain points in the game.

Starting

Players decide who goes first by rolling a die and whoever rolls highest begins play. In the event of a tie, tied players continue rolling until a player is determined to go first. Play then goes in a counter-clockwise rotation among the players.

Each player receives a money card, one white, purple and red money marker, starts with \$200,000 and receives a piece of notepad paper for tracking purchases and sales. The money card is use along with the money markers to track how much money each player has. For example, if a player currently has \$1,240,000, then one marker is placed on the \$1,000,000 space, one marker on the \$200,000 space, and one marker on the \$40,000 space.

Players start at the 'Start Space' indicated on the board, and subsequently move clockwise around the board. Movement around neighborhoods is also one-way, clockwise.

General Game Play

Rolling / Collecting Money

For each turn, the player rolls both dice, moves the amount of spaces indicated by the roll, and collects the amount of money in tens of thousands times two that is rolled. For example, if a player rolls a six, that player moves six spaces clockwise around the board and adds \$120,000 to their total.

In the event that a seven is rolled, the player rolls again and moves the amount of spaces indicated by the roll, but all players then add the amount of money as indicated by the roll. If two sevens are rolled in a row, then the amount of money added by all players is doubled. If three sevens are rolled the money is tripled and so on. For example, if a sequence of 7->7->6 is rolled, all players get \$240,000.

Stopping at a Home

To land on a space in front of a home, a player only need roll an amount equal to or greater than the number of spaces from which the home resides in order to stop on the space in front of the home. For example if the home is four spaces away a player may roll a four, five, or six to reach and stop at the home.



Purchasing and Selling Homes

A player's piece must be located on the space in front of the home they wish to purchase or sell in order to initiate the process.

When a player lands on a space in front of a home they intend to purchase or sell, the player is allowed to roll again once, on that player's same turn to attempt to purchase or sell the home.

While a player is attempting to purchase or sell a home, no money is collected by that player for those rolls.

A player must roll a four or a ten in order to complete the purchase or sale of a home. Once a four or ten is rolled, if a player is purchasing the home, the money for the purchase as indicated by the property value piece in front of the home reduced from the player's money total. The player then records the information about the home and tracks its market value on the Property Tracking Sheet. The player also places one of their home pieces on the property to indicate that they own that property.

Once a four or ten is rolled, to complete the sale of a home, the player collects the amount of money as indicated by the property value piece in front of the home and adds the sale price to the player's total sales amount. The player then removes their home piece from the property. Players may not sell other players' homes.

When attempting to purchase or sell a home, a player may also buy an Agent Card for a specified amount of money to increase the chances of performing the transaction sooner (refer to the section on Agent Cards for rules regarding these cards).

If a seven is rolled while attempting to purchase or sell a home, the player is allowed to roll again.

A player must purchase or sell the home for the value indicated on the property value piece currently located in front of the home when the four, ten, or number on the Agent Card is rolled, unless a proper Market Advantage card is applied.

After a home has been purchased, a player must move away from the home and return to it before a sale can be made.

Cards

The cards are where all the excitement happens. Think you can predict the market? These cards will certainly challenge that claim!

Market Advantage

When a player lands on a market advantage space on the game board, the player is awarded the corresponding market advantage card. There are four types of market advantage spaces and associated market advantage cards.

Market Advantage Cards may be played at any point during a player's turn, except on the turn it was acquired. A player may only hold two Market Advantage Cards at a given time. After a card is used it is returned to the Market Advantage Card pile.



Market Block

Use this Market Advantage Card to block the property value of a home from potential changes incurred from Market Change Cards. A market block card may be applied to a player's own home or another player's home, but not on an un-owned home.

When applying a market block to a home, place the property value piece associated with the home underneath the home piece to indicate that the property value cannot change.

A market block on a home is dissolved upon the sale of the home, and the property value piece is returned to its normal location in front of the home piece.

How to proceed if a 'Switch Neighborhoods' Market Change card is drawn: For example, if Homes "A" and "B" of the Hillborough Neighborhood have market block cards played against them and a market change card is drawn requiring the switch of Hillborough and SilverLake property value pieces, Homes "A" and "B" from the SilverLake neighborhood are switched with randomly drawn pieces from the "in reserve" pile rather than homes "A" and "B" of Hillborough. Homes "C" and "D" from Hillborough and Silverlake are switched normally.

If a 'Switch with Property Value Reserves' Market Change card is drawn, only change out the homes that do not have a market block applied.

Instant Equity

Use this card upon the successful sale of a home and receive \$50,000 from the bank in addition to the sale amount. The additional \$50,000 is also counted towards the player's total home sales tally.

Foreclosure Find

You found a foreclosed home! Use this card to subtract \$150,000 off the purchase price of a home. When the player sells the home, the sale price is for the full amount indicated by the property value piece at the time of sale.

Home Buyer Credit

Upon the successful purchase of a home, use this card to receive \$100,000 cash incentive from the bank for making the purchase.

Market Change

There are four types of Market Change cards which are listed below. When a player lands on a "Market Change" space on the board the player draws a Market Change Card from the pile. A Market Change card is implemented immediately after it is drawn.

Market Change Cards apply to all players even though a specific player has landed on the Market Change Space.



Switch Neighborhoods

Switch Neighborhoods cards require that the property values of each home in the specified neighborhoods be switched. Home “A” is switched with home “A”, home “B” with home “B” and so on.

Switch with Property Value Reserves

The extra property values pieces are not in play, or “in reserve”. When a Switch with Property Value Reserves card is drawn, the property value pieces of the specified neighborhood are switched with four randomly drawn property value pieces that are “in reserve” starting with home “A” in the neighborhood finishing with home “D”.

No Change

A No Change card means nothing happens to the property value of the homes.

Lose Money

Some Market Change cards indicate that a specified amount of money is lost. When this type of card is drawn, each player loses the amount specified by the card.

Agent Cards

Agent Cards increase the chances of being able to buy or sell a home. Each Agent Card has a number or numbers listed which supplement the normal ‘four’ and ‘ten’ that can be rolled to buy or sell a home. An agent card may be acquired at any point during a player’s turn.

An Agent Card acquired for the intent of buying a home cost \$20,000 and one acquired for the intent of selling a home is \$40,000. The money is reduced from a player’s total when an agent card is purchased.

Only two agent cards may be held by any one player at a given time. In this case, one card must be delegated for buying and one delegated for selling a home.

Once an agent card has been used to supplement the successful purchase or sale of a home it must be discarded to the bottom of the agent card pile.

If an Agent Card is used to supplement the attempted purchase or sale of a home, but a player decides not to further pursue the transaction of that home, the player does not need to discard the Agent Card and may apply it to the transaction of another home.

Final Note

As always have fun! If you come across a situation in the game that is not directly addressed by the rule book, or a specific rule is not clear to you – make it your own and decide how you would fairly handle the rules under the circumstances. Also, we are always interested in feedback so please let us know what you think. Refer to the back cover for our contact information.



Tracking Sheet

Below is an example of how one could use the tracking sheet to follow home purchases, changes, and sales.

Neighborhood	Home	Purchase Price	Change	Change	Sale Price	Total Sales
Hillborough	A	\$240,000	\$300,000		(Not yet sold)	\$600,000
Applewood	B	\$500,000	\$260,000	\$600,000	\$600,000	\$1,020,000
Applewood	C	\$420,000			\$420,000	

Appendix A – Parts List

Item	Quantity	Description
Board	1	-
Property Value Pieces	32	Blue rectangular pieces each with a number on them
Homes	24 (4 ea color)	Used to indicate that a player owns a property
Die	2	
Tracking Pad	1	Notepad for tracking acquisitions and sales
Market Change Cards	27	Cards marked with M
Market Advantage Cards	16	Cards marked with MA
Agent Cards	20	Cards marked with A
Player Pieces	6 (1 ea color)	Cars, one of each color
Money Markers	18	Rings used for marking spaces on the money marker cards
Rule Book	1	-
Box	1	-
Pencils	6	-
Plastic Bag	1	Used to store Property Value Pieces once they are cut out



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