

WELCOME, DEVELOPERS!

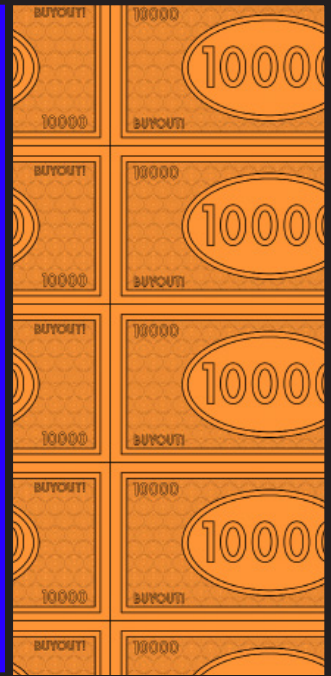
Your role in **Buyout!** is to outbuild and outbuy your opponents to become the wealthiest real estate mogul in the city! To do this, you'll have to plan and compete to control not only the tallest building in each region in the city, but the most buildings too!

In **Buyout!**, play proceeds in rounds. Each round, players choose 3 random tiles from their bag and play them on the board. Having the tallest building or the most buildings in each city region scores you money during the payout at the end of the round. After everyone has played all of their tiles, the game is over, and the player with the most money wins.

MATERIALS

You should have:

- 120 Tiles (30 red, 30 yellow, 30 green, 30 blue)
- Game Money
- 4 Bags
- Buyout! Game Board
- 1 Six Sided Die



SETUP

1. Each player picks a color, and then takes all of their tiles and puts it in a bag. Make sure you've got all your special tiles! You'll learn what they do in a bit, but here's what you should have:



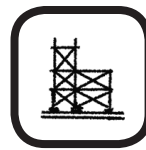
3 Park Tiles



3 Roof Tiles



2 Department Store
Tiles



1 Scaffolding Tile

And 21 regular tiles (the tiles with no pretty pictures on them.)

2. Lay out the board in the center of the table.
3. Place the Game Money to the side where everyone can reach it. This is the Bank.
4. Deal out \$6000 to each player from the Bank.
5. Each player takes 3 Regular Tiles from their bag.
6. Players randomly determine who goes first by rolling the die. The player who rolls highest takes their turn first, and places the die in front of them so we know they're going first.

TIP:

You might want to pick a player to handle the bank's money and figure out how much everyone gets paid. Just make sure they're good at math.

PLAYING THE GAME

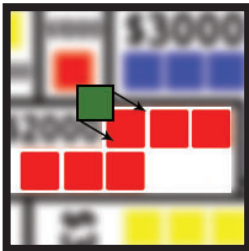
Buyout! is played in rounds. Each player will start the round with 3 tiles, and they build by placing those tiles. At the end of each round, everyone gets paid! The player holding the die goes first.

TAKING A TURN

BUILD

Place your tiles to make a new building or build one up!
There's two ways to do this:

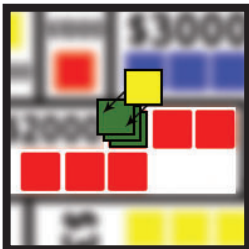
- 1. Place a Tile on any unowned Lot, or a Building you own.**



Green grabs this empty space! Good play, green!

- 2. Buy out an opponent's building by placing a tile on top of their building.**

To do this, pay the opponent you're buying out \$2000 for every tile in that building.



Yellow moves in! Since green owns this 3-tile-high building, yellow's gotta pay green \$6000! (3 tiles x \$2000/Tile)

TAKING A TURN (CONT.)

DRAW AND PASS

Once you place whichever tiles you want to place, draw from your bag until you have 3 tiles. Then, the player on your left goes next.

WHO OWNS A BUILDING?

The color of the tile on top of a building determines who owns it!

PAYOUT

Once every player takes their turn, the round's over and it's time to make some money!

The player with the tallest building in a region receives the monetary value listed next to that region + \$1000 for each tile in the region's tallest building.

Players who have the most buildings in a region get \$2000 for every building they control in that region.

The player holding the die passes it to the player on their left. The player with the die goes first this round.

WHAT ABOUT TIES?

No one wins a tie! Get out there and build some more!

SPECIAL TILES

Good building developers know that their properties need a little panache! There are 4 different special tiles:



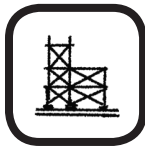
Parks can only be placed on an empty Lot. **Tiles cannot be placed on top of parks.**



Roof tiles can only be placed on top of a building. **Tiles cannot be placed on top of roofs.**



Department Stores steal money from opponents. When placed, players with a building directly next to the Department Store must pay the Department Store owner \$1000 for each building they own that's touching it. If a player places a Tile next to a Department Store, they must pay the Department Store owner \$1000.



Scaffolding tiles move buildings. Scaffolding tiles can only be placed on top of a building. Once placed, the player placing the Scaffolding can move the Scaffolding tile **and the tile directly underneath it** to any legal Lot or Building, still paying any extra costs. Scaffolding cannot be placed on top of Roofs or Parks.

IS MY BUILDING SPECIAL?

The type of tile on top of a building determines what it is. For example, if you were to cover up a special tile, like a department store, with a regular tile, it's no longer a department store and has no special effects.

ENDING THE GAME

At the end of a round, if any player is out of tiles, it's game over. But before you count up the money, there's some bonuses to hand out!

The player with the tallest building on the board receives \$2000 for each tile in that building.

The player with the most buildings on the board receives \$1000 for each building they own.

If any players have any extra tiles they haven't placed. They can sell any unused for \$1000 per tile

After giving out these bonuses, count the money, and the player with the most money wins!