

For Sale



Game Components:

- 30 Property Cards
- 30 Currency Cards
- 60 \$1000 Coins
- 12 \$2000 Coins
- 1 Rule Booklet

A highly regarded Stefan Dorra classic, out of print for many years, *For Sale* is now back in a snappy – dare we say it, timely – new edition! One man’s castle is another man’s cardboard box... or maybe his RV, tree house, igloo or skyscraper.

In this award-winning and fast-paced game of bidding and bluffing to get the highest-ranking properties, it isn’t how much you pay for the properties; it’s how much you sell them for.

All players try to purchase the most valuable properties for the least amount of money and then “flip” them (turn around and sell those properties) for the highest-valued Currency Cards. Whoever has earned the most money at the end of the game wins!

“This is a remarkable little game - easy to learn, sweetly short, engaging from beginning to end, bringing people closely together, almost always surprising, almost always making people laugh... Like a friendly game of poker, only friendlier, lighter-of-heart, and without any consequences other than fun, and getting to know each other a little better, and surprising each other a little more often.”

-- Bernie DeKoven on majorfun.com

“This is THE game that should be in every collection ... It is likely the best game in the world to introduce specific fun “mechanics” ... or to turn to as a quick filler. If you're just starting to collect some great games to have around for family or friends, and want something fairly simple and very accessible, then do yourself a favor and get For Sale.”

-- Mike Summers on boardgamegeek.com

Game designed by Stefan Dorra

Artwork by Alvin Madden

Published by Gryphon Games

Players:	3 – 6
Playing time:	20 – 30 minutes
Age:	8 and up
Cost to Retailer:	\$13.25

Title:	For Sale
UPC:	718122623440
Size:	6 ¼” x 8 ½” x 2”
MSRP:	\$25.99

Target Audience:

- Families and casual to advanced gamers
- Collectors and fans of auction/bidding games

Core Information:

- Handsome numbered bookshelf series
- Light to medium strategy with risk vs. value assessment
- Fun, eye-catching artwork featuring 30 “houses” with accompanying “wildlife”
- Develops advance planning, evaluation, logic, social, memory and basic math skills

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