

Landlord!

Published by Abacus Spiele and Rio Grande Games
Designed by Friedemann Friese
For 2-6 players aged 10 and up
English translation and editing by Jay Tummelson

Overview

Build apartment houses, rent them to tenants, and collect the rent. Sounds simple, but in Landlord! every card gives you two options for play: one side is an apartment, the other has tenants, roofs (gotta have those when you build), cellars, renovations, and special actions. Move the wealthy tenants to your apartments and put the deadbeats in your opponents'. You can even bomb buildings, but don't get caught: jail awaits those who are careless!

What's in the box

110 cards: the back of each represents a single apartment;
the fronts have other building sections, events or tenants

1 set of rules

Before you start

Before the first game, the players should familiarize themselves with the text on the tenant cards. Alternatively, you may play the first few games ignoring the text on the tenant cards.

Remove the Jail card and set it aside (both sides show the jail to make it easy to find). Select one player to be the dealer. The dealer gives each player a card with a normal roof; sorts the rest of the cards so that the sides with the apartments all face the same way; shuffles the cards and deals five to each player, apartment side up; and places the remaining cards with the apartment side up in the middle of the table. Select one player to keep score using paper and pencil; each player starts with five dollars.

Playing the Game

Beginning with the player to the left of the dealer and continuing clockwise, each player on their turn will:

- examine the apartment buildings of all players
- play as many cards as they choose
- collect rent from their tenants
- buy as many cards as they choose (and can afford)

Some cards may be played during other players' turns; see the card descriptions below for more details.

Examine the buildings (required)

The player must examine his buildings to see if any contain squatters. In every building that contains squatters the player must remove the tenant who pays the most rent. The player must move the tenant to a suitable empty apartment, if one is available. If the player has such an apartment, the tenant may be moved there. Otherwise, the tenant must be moved to a suitable empty apartment of another player, if one is available. The player moving the tenant may choose among all suitable empty apartments. If there are no empty suitable apartments, the tenant is placed in the discard pile.

Play cards (optional)

The player may play as many or as few cards as he chooses. Cards can be played on any player. By playing cards a player may:

- build or renovate a building
- place a tenant in an apartment
- take an action

Build or renovate a building

To build an apartment building a player places one to five cards apartment side up so that the other players cannot see the other side. A new building must be completed in the round it is begun. A player can add apartments to a new building until a roof is placed on the building. A roof is either a roof or a dormer roof. A dormer roof is habitable, but does not count as a floor when determining the height of the building.

A player may seek to buy a roof from another player. There is no limit to the price; it can be negotiated freely, but only paid in dollars; no cards may be exchanged for the roof. Except for the purchase of a roof, players may never sell or trade cards with other players.

In completed buildings, the only changes possible are upgrading the roof to make it habitable or adding a cellar.

Roofs may be upgraded by playing roof conversion, which converts the roof to dwelling space, without adding to the height of the building, or flat roof, which inhibits further changes to the roof.

A cellar may be placed below the bottom floor of a building, adding dwelling space to the building. This does not add to the height of the building. Only one cellar can be added to a building; sub-basements are not allowed.

Place a tenant in an apartment

Tenants may be placed in habitable buildings. Tenant cards may be in either landscape (requires one floor) or picture (requires two floors) format and must be placed in that format when played. To place a tenant, a player lays the tenant card over the apartment(s) the tenant will occupy; only one tenant card may be placed per floor, although some tenant cards (those in picture format) will occupy two floors.

The amount of rent a tenant will pay is shown in the upper left corner of the card when placed with the picture of the tenants right-side-up. When playing using the card text, some tenants will pay more or less than this amount as indicated by the card text. Tenants also have requirements which must be met by the building they will occupy. The number within the building symbol indicates the maximum height for the building they are willing to occupy. A tenant with 3 as a maximum will only live in buildings with 1, 2, or 3 floors. Roof dwellings and cellars are not counted when determining a building height.

Take an action

A player may play action cards on his buildings and tenants or on other players' buildings and tenants. When a player plays a card on a building or tenant of another player, that player may play a card to defend himself if he has one. Any action card played, whether successful or not, is discarded. The rules contain explanations of the cards below.

Collect rent

When a player has played all the cards he wants, he collects rent from his tenants. Each tenant pays the amount listed in the upper left corner of the card, unless you are playing using the card text and the card text indicates a different amount. For each empty apartment the player collects 1 dollar. A building with squatters produces no income, even for apartments that are empty or still occupied by other tenants. If a player has no buildings that produce income, he collects 1 dollar.

Buy cards

The player may now buy cards to be drawn from the draw pile. The first five cards cost 1 dollar each; each card after that costs 2 dollars. However, the player may not spend more money for cards than he collected in rent (in the Collect rent phase) this turn. Cards may not be returned or discarded for money.

Ending the Game

For 2 to 4 players: when the last card is drawn from the draw pile, each player gets one more turn and then the game ends.

For 5 or 6 players: when the last card is drawn from the draw pile, the discard pile is shuffled and play continues. When the last card is drawn from the draw pile a second time, each player gets one more turn and then the game ends.

The player with the most money, wins.

When there are no cards in the draw pile and an action card is played that directs cards to be placed at the bottom of the draw pile, they should be discarded instead.

Playing Tips

A player can add a cellar or a roof dwelling to another player's building and then move squatters into that space, forcing the player to move the paying tenants out of the building.

When a player is in Jail, he has an automatic alibi. This could be a good time to play murder or bomb for it will be blamed on one of your opponents.

Variants

- Change the end game to a specified number of rounds or amount of money earned.
- Allow players to buy or trade any card on their turn.
- Allow all players to respond to cards played against a player, rather than limiting it to just the player who was attacked.
- You may notice that the rents are quite low, ranging from \$2 to \$6. You may multiply all dollar amounts by 100 if you want more realistic numbers.

The Tenants

The family The family pays close attention to what goes on around them. They will notice if their landlord commits murder or uses a bomb and report it to the police. They will also report a murder or bomb played on the building they live in. They will not inhibit squatters from moving in.

The freaks Freaks don't like living with squares and nobody wants to live with freaks - not even squatters. Freaks will only move into an empty building or a building with other freaks. Other tenants and squatters will not move into a building with freaks.

The musician When a musician moves into a building where no other musicians live, all other tenants move out. The player who placed the musician in the building decides where the other tenants move. If there are no apartments available, the tenants will stay in the building with the musician. Once a musician lives in a building, other tenants will move into it – they apparently like his music.

The mother with child The entire neighborhood is tired of complaining about the crying child. As a result, this tenant can be removed by the landlord at any time. This means that a player with this tenant can, during the card playing part of his turn, return this tenant to his hand. He may, of course, place it in another apartment on this turn.

The celebrities Everybody wants to live near celebrities. They are even willing to pay more in rent to do so. As a result, landlords reduce celebrities rent by 2 dollars to just 2 dollars, but all other tenants in the building pay double their normal amount.

The pensioners Because of their age, pensioners will only live in ground floor or cellar apartments. They do pay well and regularly for the convenience.

The Single There are so many singles about that it is useless to try to create a vacancy by killing one. Another shows up before the body is cold. As a result, any attempt to use murder on a single fails - no vacancy and no police.

The student If several students live in a building they can work together on class assignments and improve their grades. Therefore, each student after the first will pay 1 dollar more than the previous student. Thus, the first student in a building pays 2 dollars, the second will pay 3 dollars, the third will pay 4 dollars and so on. If all 5 students are living in your building, you collect 20 dollars.

The mover This is the guy that makes sure all the other tenants get moved properly. Because he is running a business from your building, you get 2 dollars for every moving card played - from the player who played it. Of course, you lower his rent to 1 dollar because of this.

Squatters Squatters may be placed in any empty apartment in any building, except a building with freaks - even squatters have standards. At the beginning of a players turn, if he has buildings that contain squatters he must remove the tenant who pays the most rent in each such building. The player must move the tenant to a suitable empty apartment, if one is available. If the player has such an apartment, the tenant may be moved there. Otherwise, the tenant must be moved to a suitable empty apartment of another player, if one is

available. The player moving the tenant may choose among all suitable empty apartments. If there are no empty suitable apartments, the tenant is placed in the discard pile.

Building cards

Roof A roof completes a building and makes it habitable. Once a roof has been placed on a building no further floors may be added. However, roof and cellar renovations may be made to the building. (see also roof renovation, flat roof, and cellar renovation)

Roof dormer A roof dormer, like the roof, may be used to complete a building. It may also be used as a roof renovation. Once a roof dormer has been placed on a building no further floors may be added. Also, roof renovations may not be made to a building with a roof dormer. However, cellar renovations may be made to the building. (see also roof and cellar renovation)

Flat roof A flat roof, like the roof, may be used to complete a building. It may also be used as a roof renovation. Once a flat roof has been placed on a building no further floors may be added. Also, roof renovations may not be made to a building with a flat roof. However, cellar renovations may be made to the building. (see also roof and cellar renovation)

Roof renovation A roof renovation may only be played on a roof. When played it makes the roof habitable, but does not add floors to the building. A building with a roof renovation may not have another roof renovation, but may have a cellar renovation. (see also roof and cellar renovation)

Cellar renovation A cellar renovation is placed below the bottom floor of a building to add habitable space to the building without adding a floor. Only one cellar renovation may be added to a building.

Action cards

Demolition A demolition may be played on any building. All tenants in the building to be demolished must move to other apartments. If there are insufficient available suitable apartments for all the tenants, demolition may not be played. The owner of the demolished building determines where the tenants move and then takes the cards that made up the building back into his hand. Demolition is discarded after being played.

Alibi Playing an alibi card prevents a player from going to jail when investigated by the police for committing a murder or bombing a building. Alibi is discarded after being played.

Bomb A bomb may be played on any building. The building is destroyed; all tenants and all cards making up the building are placed under the draw pile. Bomb is discarded after being played. The affected player may play lunatic, who will take the unexploded bomb to a building of the player who played the bomb and blow it up. The affected player chooses which building. The affected player (unless the bomb was moved by the lunatic) may call the police (Play the police card) to investigate the bombing.

Recycle Recycle may be played at any time. When played, the player takes the top card from the discard pile and discards the recycle card.

Lunatic When a player is the victim of a murder or a bomb, he may play lunatic. The lunatic diverts the effect of either to the player who played the murder or bomb card. The affected player chooses which tenant or building to target. The victim of the lunatic may not call the police. Lunatic is discarded after use.

Eviction Eviction may be played on any building. The owner of the building takes all tenant cards back into his hand, except for the squatters who ignore all eviction notices. The apartments are now available to be filled with new tenants. Eviction is discarded after use.

Court Court may be played during a player's turn to get out of jail. Also, court may be played to keep a player out of jail when he is investigated by the police for a murder or bombing. Court is discarded after use.

Jail Jail is removed from the deck and placed on the table at the beginning of the game. When a player is sent to jail, he takes the jail card to indicate he is in jail; as it is a small jail, only one player may be in jail at a time. When in jail, a player may play cards normally, but may only collect 1 dollar per building (unless it has squatters) per turn. A player in jail automatically has an alibi if investigated by the police in a murder or bombing. To get out of jail a player may:

- while examining his buildings he may pay 5 dollars
- while playing cards he may play court or politics
- wait until another player goes to jail

Broker Broker is played by the player affected by a move card played by another player. The player who played the move card must pay the amount of rent the tenant pays as a commission to the previous owner. Broker is discarded after it is played.

Rent withheld Rent withheld is played on a tenant. On the next turn, that tenant will withhold his rent, presumably to

encourage the landlord to turn on the heat. After the rent is withheld once, the card is discarded. If the tenant is moved before rent is withheld, the card is also discarded.

Murder Murder may be played on any tenant (including squatters) in any building. The player affected by the murder may play the lunatic to divert the murder to one of the attacking player's tenants (the player playing lunatic chooses which tenant). The murdered tenant and the murder card are discarded. The affected player may also play police, but they don't arrive until after the murder is complete. The player playing murder may not play police in response to the lunatic.

Police Police may be played anytime by a player is affected by squatters, murder, or bomb. When played in response to squatters, the squatters are discarded. A player may also play police during the play cards part of his turn to remove the squatters; they are discarded. When a player plays police in response to murder or bomb, normal play is interrupted until the guilty party is found and taken to jail. The police first investigate the player who played the murder or bomb card. He can avoid jail by playing alibi or court. If he does then the police move their investigation clockwise around the table until they find a player without an alibi or court card. If the players all avoid jail, the police continue clockwise until they find the guilty party. Thus, having just one alibi may not be enough. Of course, a player already in jail has an automatic alibi and cannot be the guilty party. Police is discarded after use.

Politics Politics can be played as Eviction, Demolition, or to get out of jail free. Politics cannot be used as an alibi. Politics is discarded after use.

Moving Moving allows a player to move any tenant (including squatters) from any apartment to another. The player may also place the moved tenant at the bottom of the draw pile if he chooses. Moving is discarded after use.

The chart below shows a summary of action cards (plus squatters and jail) and what response, if any, can be taken to them.

<u>Card</u>	<u>Response</u>
Demolition	none
Bomb	Lunatic/Police
Recycle	none
Eviction	none
Squatters	Police
Lunatic	none
Jail	Court/Politics
Rent withheld	none
Murder	Lunatic/Police

Police (Murder/Bomb) Alibi/Court
Moving Broker/The mover