

FRIESE'S LANDLORD

Introduction

In **Friese's Landlord** you are all ruthless landlords trying to earn as much money as you can. All sorts of tenants move into your houses - the family, a man with a dog, sometimes even odd ones. All tenants dream of getting a premium apartment, but most often you offer them low rent flats. But beware of squatters! With the help of various action cards you try to get essential advantages or defend yourself against mean attacks, if necessary at the expense of your fellow players ... or the poor tenants!

We wish you a lot of fun causing trouble for your fellow players and being crowned as the most successful landlord of your town!

Game Contents

Friese's Landlord contains:

120 cards, consisting of:

- 97 playing cards
(actions, tenants and expansions - apartments on the back side)
- 23 special cards
(roofs, jail and monsters - its own picture on the back side)

60 money counters

(30 blue »1«, 10 yellow »5«, 15 orange »10«, 5 green »50«)

This rules booklet



Game Preparations

1. Take the special cards (→ **Roofs**, → **Monsters** and → **Jail**), separate them by type and place them into the storage area in the middle of the table (each type has its own picture on the back side).
2. Place the money counters as a bank into the storage area. If the rules mention »coins« we always mean value »1«. The more valuable coins give you a better overview of your wealth and you can always exchange them.
3. Shuffle all playing cards with the apartment side face up and place them as a draw pile into the storage area. The playing cards are simply called »cards« hereafter.
4. Each player takes 3 coins and draws 5 cards. Your coins are always visible to other players, so do not hide them!
5. Determine a starting player. The game begins!



Turn Overview

There are three phases to a player's turn:

1. Check your buildings / Bail out
2. Play cards
3. Receive rental income / Buy cards

After finishing your turn, the player in clockwise order takes his turn.

A general rule for all landlords: If you are a victim of attacks from your fellow players and have the right cards, you are allowed to defend yourself out of sequence. If you are not affected by attacks, you are not allowed to play cards out of sequence!

1. Check your buildings / Bail out

In this phase, you must check the following conditions (this is not performed on the first turn):

- If **→ Squatters** are living in one or more of your buildings, the tenant paying the most rent moves out of each building with squatters. This tenant then moves into a suitable empty apartment in a squatter-free building. You determine if they move into one of your apartments or one of your opponents' apartments. If there are no suitable apartments, place the tenant on the discard pile.
- If **→ Rental Nomads** are living in one or more of your buildings, you may remove Rental Nomads from your apartments for 2 coins each and move them into an opponents' apartment. You choose the suitable empty apartment in a squatter-free building. If there are no suitable apartments, you place the Rental Nomad on the discard pile.
- If the **→ Scientist** is living in one of your buildings, he will create a new **→ Monster**. The Monster moves into a suitable empty apartment in a squatter-free building. You determine if it is one of your apartments or one of your opponents' apartments. If there are no suitable apartments, the Scientist does not create a new Monster this turn.
- If you are sitting in **→ Jail**, you can bail out by paying 5 coins. Place the Jail card into the storage area. If you choose to not pay or cannot pay, you remain in jail.

2. Play cards

In this phase, you may play **any number of cards** and may choose **any player** as the target. You may also play no cards. Choose from the following options in any order and as often as you like:

- **Construct a building and/or expand a building**
- **Move tenants into apartments**
- **Use actions**

Construct a building and/or expand a building

To construct a new building, place any cards from your hand with the apartment side face up onto the table, without showing the front side to your opponents. Constructing new floors of a building does not cost anything except that you may not use the front side of the chosen cards anymore. If you construct your own building, place it in front of yourself. In rare situations that you construct a building for an opponent, place it in front of that player.

A building must have at **minimum one floor** and a **maximum of five floors**.

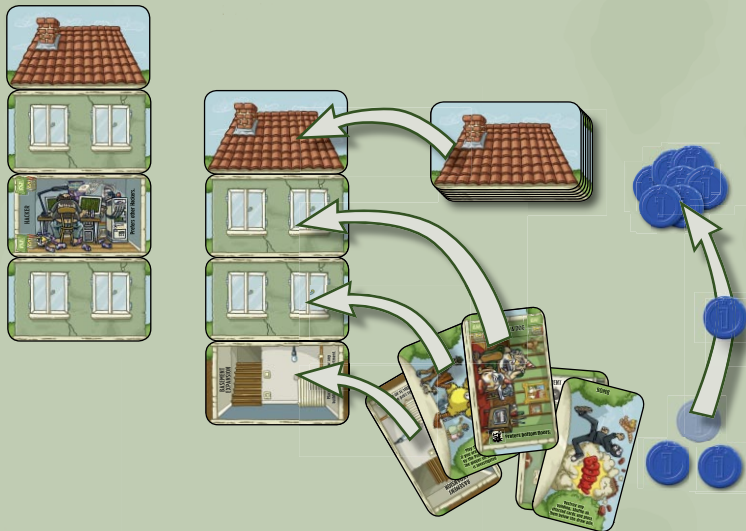
You must complete a new building in the same turn it was begun. First, place the desired number of floors and then finish the building with a → **Roof**. You can always take a normal Roof from storage and pay the matching construction costs. For each normal Roof, the cost is equal to the number of previously completed buildings you own; i. e. the Roof for the first building is free, the Roof for the second building costs 1 coin, the Roof for the third building costs 2 coins, etc.

If you have an → **Attic Apartment** or a → **Flat Roof** card in your hand, you do not have to pay to finish the building by using these special cards instead of the normal Roof.

In rare situations, if the supply of normal Roofs is depleted, you can only finish a building with an Attic Apartment or a Flat Roof. The only way to refill the supply of normal Roofs is by using a → **Bomb** or a → **Demolition!**



You may expand a building by using the → **Roof Expansion** card for expanding a normal Roof, and you can add a basement with a → **Basement Expansion** card. A building cannot have more than a single roof and a single basement expansion. You may expand your own buildings or opponents' buildings.



Example: You construct a new building with 2 floors using 2 cards from your hand. To complete the building you take a normal Roof from the storage and pay 1 coin (it is your second building). Afterwards you place a Basement Expansion below the building to offer more apartments for tenants.

Move tenants into apartments

You can move tenants into **any empty apartment** in either your buildings or in opponents' buildings. Tenants have different demands for the buildings. They only move into buildings, which have up to a certain number of floors. This number is printed on the building symbol in the top corners of the tenant cards. To determine the number of floors of a building you count the cards that show the apartment side face up. You do not count → Attic Apartment, → Roof Expansion and → Basement Expansion as floors.

Some tenants only want to move into the ground floor, into a Basement Expansion, Attic Apartment or Roof Expansion. You can find matching symbols in the text area on the bottom of the tenant cards.

Tenant cards may be pictured in either landscape or portrait (upright) format. If a tenant is shown in landscape, he requires an empty apartment. If a tenant is shown in portrait (upright), he requires two empty apartments directly on top of each other.

To move a tenant into an apartment, place the card face up on top of the empty apartment(s). All floors, Attic Apartments, Roof Expansions and Basement Expansions are considered to be apartments.

Every tenant has different effects that are explained in the glossary. We suggest you play without these effects for the first few games. But remember: you **always** use the effects of the → Squatters!



Use actions

You can play actions on either **your own buildings and tenants**, or an **opponent's buildings and tenants**.

If you play actions against an opponent, the victim of the attack is allowed to defend themselves out of sequence with appropriate cards. You may continue to play action cards.

In rare situations, you can be the victim of your own attacks (see Playing Hints).

Place all played action cards face up on the discard pile.
Explanations of all actions are found in the glossary.

3. Receive rental income / Buy cards

When you are finished playing cards, you receive the rental income from all your buildings. You can choose to buy new cards from the draw pile and/or receive coins from the bank.

First, determine the amount of your rental income. The tenants pay different rental fees. This amount is indicated by the number printed on the money symbol in the top corners of the tenant cards. Additionally you receive 1 coin for each empty apartment in your buildings.



You do not receive any rental income for tenants and empty apartments, if → **Squatters** are living in the same building.

If you do not own any buildings giving you rental income or if you are sitting in → **Jail**, you instead receive the minimum income of 2 coins.

Using this rental income you may buy cards from the draw pile. Drawing one card at a time, the first 5 cards cost 1 coin each. The sixth and further cards cost 2 coins each. You may not spend more money than you received from your rental income this turn. When you are finished drawing cards, take the remaining rental income in coins from the bank. You may not discard any cards to receive coins for them.

Important: Money determines the winner at the end of the game. It might not always be the best decision to draw 5 cards, just because they are so cheap!

See the next page for a detailed example.



Example: You own 3 buildings. Sadly, Squatters live in the first building, so the whole affected building does not pay rental fees. For the other two buildings you get a rental income of 9 coins (7 coins for the two tenants and 2 coins for the two empty apartments). You want to buy new cards and draw one at a time. After drawing 4 cards you are satisfied and receive 5 coins for your remaining rental income.

Game End

When the draw pile is depleted, all players take one more turn including the player who drew the final card.

If you must place cards below the draw pile by playing a → **Bomb** or a → **Murder** card, instead place those cards on the discard pile.

The player with the most money wins the game. He is the most successful Landlord in this town!

Glossary

Special Effects of the Tenants

The following cards are considered to be tenants, regardless of whether they cause positive or negative effects. Make sure that other tenants never move into a building if → **Squatters** already live in this building (except other squatters)!



Family (3x): The Family pays close attention to what goes on in their building. They notice their Landlord's crimes and report them to the → **Police**. If the Family lives in one of your buildings and you play a → **Bomb** or a → **Murder**, which is not repelled by the → **Lunatic**, the Family automatically calls the → **Police**, without forcing the affected player to play the matching card. Exception: The Family does not call the Police if they are victims of the action. The Family does not stop → **Squatters** from moving in. The Family requires two suitable empty apartments directly on top of each other.



Group House (3x): The Group House is immune to → **Murder**. There is always a demand for space at Group Houses so for each former housemate there are two new housemates standing in line to move in. The Group House requires two suitable empty apartments directly on top of each other.



Hacker (5x): If several Hackers are living in the same building, they install a network. This increases the desirability of the building to other Hackers: each new Hacker pays 1 additional coin rent for each Hacker already living in the building. The first Hacker pays 2 coins, the second 3 coins, etc., the fifth and final Hacker pays 6 coins.



Man with a Dog (3x): The Man with a Dog is elderly and does not want to walk up too many flights of stairs, therefore he will only move into a ground floor apartment or Basement Expansion.



Monster (4x): There is a separate Monster pile in the storage area. The → **Scientist** creates a new Monster in Phase 1 of your turn if he is living in your building. The Monster will move into a suitable empty apartment in a squatter-free building. You determine if it is one of your apartments or one of your opponents' apartments. If there are no suitable apartments, the scientist does not create a new monster this turn. If a Monster is killed by a → **Bomb** or a → **Murder**, then return it to the Monster supply.



Mother with Children (4x): You may remove the Mother with Children anytime during Phase 2 of your turn because of the nuisance of noise to the other tenants. Simply take her back into your hand, so you can move another tenant into the empty apartment.



Mover (1x): As landlord of the Mover you receive 2 coins from the bank any time an opponent plays a → **Move** action card, regardless of where the moved tenant lives. If the Mover himself is moved out of your apartment, then you get paid one final time. For all other changes in residence of any tenant, you do not receive payment as landlord of the Mover. You may not use this money to buy new cards in Phase 3 of your turn!



Musicians (3x): When the Musicians move into your musicians-free building, all other tenants immediately move into suitable empty apartments in squatter-free buildings because of the noise. You determine if they move into your apartments or opponents' apartments. If there are not enough suitable apartments, place the remaining tenants on the discard pile. If Musicians already live in a building, any tenant can move in without any problems.



Nobles (2x): Nobles are simply rich and pay the highest rental fee. The Nobles require two suitable empty apartments directly on top of each other.



Odd Ones (3x): The Odd Ones will only move into completely empty buildings or buildings with other Odd Ones. No other tenant moves into a building with Odd Ones, not even → **Squatters!**



Rental Nomad (2x): The Rental Nomad drives each landlord to desperation. He does not pay any rental fees in Phase 3. In Phase 1 of your turn you may pay 2 coins for each Rental Nomad removed from your apartments and move them into an opponent's apartment. You choose the suitable empty apartment in squatter-free buildings. If there are no suitable apartments, you place the Rental Nomad on the discard pile.



Scientist (1x): The Scientist only moves into an → **Attic Apartment** or a → **Roof Expansion**. In Phase 1 of each of your turns he creates a new → **Monster**, until a maximum of 4 Monsters are in play.



Squatters (4x): The Squatters move into any empty apartment. The affected player can either play the → **Police** out of sequence to prevent the Squatters to move in, or in Phase 2 of his own turn, he can retroactively throw them out of his building. In both situations place Police and Squatters on the discard. During Phase 1 of your turn in each of your buildings with Squatters the tenant who is paying the most rent moves out. This tenant then moves into a suitable empty apartment in a squatter-free building. You determine if it is one of your apartments or one of your opponents' apartments. If there are no suitable apartments, place the tenant on the discard pile. Other tenants never move into a building if Squatters already live there, except other Squatters. In Phase 3 of your turn you do not get any rental income from your buildings with Squatters.



Tavern (1x): The Tavern only moves into a ground floor apartment or a Basement Expansion. Because of the noise you can only have tenants with low demands. In the building containing the Tavern, only tenants who pay a maximum of 2 coins rent can be placed in that building. In your buildings without the Tavern, tenants pay a maximum of 3 coins rent. The other tenants immediately move into suitable empty apartments in squatter-free buildings. You determine, if they move into your apartments (if the rental fee is low enough) or opponents' apartments. If there are not enough suitable apartments, you place remaining tenants on the discard pile.

Special Effects of the Building Cards

There are two types of building cards. The normal → **Roofs** are in a separate draw pile in the storage and all players have access to these cards at all times. If a building is destroyed by a → **Bomb** or a → **Demolition**, place the normal roof back on the draw pile in the storage.

The four special building cards, → **Attic Apartment**, → **Basement Expansion**, → **Flat Roof** and → **Roof Expansion** are shuffled into the draw pile. If a building is destroyed by a → **Bomb**, you shuffle these special building cards together with the other cards and place them back at the bottom of the draw pile. If a building is destroyed by a → **Demolition**, you take these special building cards back into your hand.



Attic Apartment (3x): If you finish a new building with an Attic Apartment, you may not add additional floors to this building. You may not place the Attic Apartment on top of a normal → **Roof**. The Attic Apartment is an apartment, but does not count as a floor!



Basement Expansion (4x): You can place the Basement Expansion after a building is completed, below the ground floor. Each building can only have a single Basement Expansion. The Basement Expansion is an apartment, but does not count as a floor!



Flat Roof (2x): If you finish a new building with a Flat Roof, you may not add any additional floors to this building. You may not place the Flat Roof on top of a normal → **Roof**. A Flat Roof cannot be expanded!



Roof (18x): Each time you finish a new building, you can take one of the normal Roofs from the supply and pay the matching construction costs. When you finish a new building with a Roof, you may not add additional floors to this building.



Roof Expansion (4x): You can only place the Roof Expansion after a building is completed with a normal → **Roof**. A Roof Expansion is an apartment, but does not count as a floor!

Special Effects of the Action Cards

All played action cards are placed on the discard pile after resolving their effects.



Alibi (5x): When you are investigated by the → **Police** because of an exploded → **Bomb** or a successful → **Murder**, you may play the Alibi card, out of sequence, to prevent going to → **Jail** one-time only. If you are investigated by the Police a second time in the same turn, you must play another Alibi or a → **Court**, to prove your innocence.



Bomb (4x): You may play the Bomb on any building. The building is destroyed, and all tenants and building cards are shuffled and placed face down on the bottom of the draw pile. The affected player can immediately, out of sequence, call the → **Police** or choose to save his building with help from → **The Lunatic**.



Broker (3x): You may play the Broker immediately, out of sequence, when one of your tenants is affected by a → **Move**. You immediately take the rent owed by this tenant from the bank. The new landlord does not get any rent this one time only in his next Phase 3. You may not use this money to buy new cards in Phase 3 of your turn!



Court (4x): You may play the Court in Phase 2 of your turn to get out of Jail. You may also play the Court anytime, out of sequence, as an → **Alibi**.



Demolition (2x): You may play Demolition on any building, but only if all tenants can move into suitable empty apartments in squatter-free buildings. The affected owner of the building decides, if they move into his apartments or into opponents' apartments. If there are not enough suitable apartments for all tenants, you may not play Demolition. The affected player takes all cards of the demolished building back into his hand.



Eviction (2x): You may play Eviction on any building. The owner of the building must take all tenants back into his hand. The apartments are now empty and ready for new tenants. You can play Eviction on buildings occupied by → **Squatters**, but the Squatters do not move out!



Jail (1x): The Jail is placed in the storage until needed. If the → **Police** throw you in Jail, place this card in front of you as a reminder. While sitting in Jail you can play cards as usual, but in Phase 3 of your turn you do not receive rental income; instead you receive the minimum income of 2 coins. While sitting in Jail, you have an automatic → **Alibi**. Only one player can be in Jail; if the Police arrest another player, he immediately takes the Jail card and you are released. During your turn, if you bail out in Phase 1 by paying 5 coins or by playing the → **Court** in Phase 2, place this card back into the storage.



Move (12x): You may play Move on any tenant, to move them out of any apartment, either one of your apartments or an opponent's apartment. This tenant moves into a suitable empty apartment in a squatter-free building; you determine, if it is one of your apartments or one of your opponents' apartments. If there are no suitable apartments, you place the tenant on the discard pile. Of course, you can move Squatters into buildings with other Squatters!



Murder (5x): You may play Murder on any tenant. The murdered tenant is placed face down to the bottom of the draw pile. The affected player may immediately call the → **Police** or instead save his tenant with help from → **The Lunatic**.



Police (6x): You may play the Police immediately, out of sequence, if you are affected by → **Squatters**, a → **Murder** or a → **Bomb**. If you play the Police against → **Squatters**, the Squatters do not move into the apartment. In Phase 2 of your turn you may use the Police to throw Squatters out of one of your buildings. If you play the Police after a → **Bomb** or a → **Murder**, the Police do not prevent the effects - your building is destroyed or your tenant is murdered - but they immediately start searching

for a suspect. The Police investigate the player who played the Bomb or the Murder. If this player does not play an → **Alibi** or a → **Court**, the Police throw him in → **Jail**. Otherwise, the Police continue their investigation with the next player in clockwise order. The Police continue to search for the suspect in clockwise order, until a player has no Alibi or Court and is thrown in Jail. For this reason the Police might also investigate the player, who originally called the Police! If you are sitting in Jail, you automatically have an Alibi and do not need to play an appropriate card. In rare situations, if all players have many Alibis and Courts in their hands, the Police might investigate the same players several times. You must play a new Alibi or Court, each time the Police investigate you to avoid going to Jail.



Politics (2x): You may play Politics either as → **Demolition** or as → **Eviction**.



Rent Withheld (3x): You may place Rent Withheld on any tenant. For one time only this tenant does not pay their rent. When the affected player receives rental income in Phase 3 of his turn, he can then place the Rent Withheld card on the discard pile. If the tenant moves out of the apartment before paying the next rental fee, discard Rent Withheld immediately.



The Lunatic (1x): If you are threatened by a → **Bomb** or a → **Murder**, you may play The Lunatic out of sequence. The Lunatic saves your tenants and your buildings from the effects of the played card. Play the card against the player, who played the Bomb or the Murder initially. The affected player may not play the → **Police**, as the Police are powerless against The Lunatic!

Strategy Tips

As the draw pile gets smaller, watch out for a possible game end. The player drawing the last card has a minor advantage, if he has a lot of cards in his hand. In his last turn he can build a multi-story »skyscraper« and get a nice rental income without giving you a chance to react.

As a tricky play on your turn you may expand a building of an opponent by adding a → **Roof Expansion** or a → **Basement Expansion**, so you can move → **Squatters** into the empty apartment.

You may also throw a → **Bomb** on one of your own buildings, while sitting in → **Jail** to get rid of annoying tenants. In defense of this attack you may play the → **Police**, which investigates all your opponents; while sitting in Jail you have an automatic → **Alibi!**

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Simply winning - The first winners

# of players	Date	Winner/Money
2		
3		
4		
5		
6		

Winning in Jail - At the end the winner sits in Jail

# of players	Date	Winner/Money
2		
3		
4		
5		
6		

Lost it all - At the end a player has no buildings

# of players	Date	Player/Place/Money
2		
3		
4		
5		
6		