

## Positions

### Purchasing positions

As soon as you land on a company, you can start buying Positions (you don't have to wait for your turn). Pay the bank the cost on the Title Deed card, and place an appropriate floor on the Property. You can only purchase one position at a time.

### Promoting yourself

Once you land on a claimed company, you can avoid paying the owner by purchasing a higher position. Pay the same cost listed on the board and place an appropriate floor on top of the existing floor.

### Owning a company

You can permanently own a company by becoming the CEO. Once you've claimed the top floor of the company, you'll be guaranteed to get paid the most everytime someone visits your company.

### Not enough floors?

If multiple players want to buy the last floor, the Banker must auction it. Bids start at \$10K and everyone can increase the bid by as little as \$1K. You don't need to follow turn order. Payment goes to the Bank.

### No floors left?

You can't buy until someone sells theirs back.

## Deals & Trades

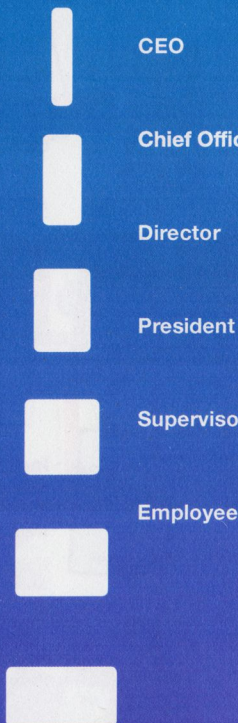
You can buy, sell, or swap positions with other players at any time.

You must sell all floors on a color set to the Bank before you can sell or trade a company. You cannot sell nor trade positions to another player.

Positions can be traded for cash, other positions, and/or/ Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged positions can be traded at any agreed-upon price. The new owner must immediately: Repay the mortgage (pay the Bank the unmortgage cost). Or keep the mortgage (just pay the Bank 10% of the mortgage value now.=).

## Floors



CEO

Chief Officer

Director

President

Supervisor

Employee

## Out Of Money?

### Try to raise money.

If you owe money and can't pay, try to raise money by selling companies back to the Bank and/or mortgaging positions.

### Selling Companies

Sell positions to the Bank for half the cost price and exchange them immediately for a lower position.

### Mortgaging Property

To mortgage a property, you must first sell all positions in its color set to the Bank at half their cost price.

To **mortgage**, turn the Title Deed card facedown, and collect the mortgage value on the back from the Bank.

To **repay mortgage**, pay the unmortgaged cost to the Bank (mortgage value +10%); then, turn the card faceup.

### If you're still in dept, you are bankrupt and out of the game!

### Do you owe another player?

Give them all your mortgaged properties and any Get Out of Jail Free cards.

The new owner must immediately:

Repay the mortgage (pay the Bank the unmortgage cost).

Or keep the mortgage (just pay the Bank 10% of the mortgage value now).

### Do you owe the Bank?

Return all your properties to the Bank. Any mortgages are cancelled.

All your properties must immediately be put up for auction.

Return any Get Out of Jail Free cards to the bottom of the appropriate deck.

## Top Tips

To keep your game short and sweet, don't use house rules!

Always auction when someone doesn't want to buy the property they've landed on.

Never loan money to other players or make deals not to charge each other rent.

Never put cash in the center of the board; you don't get a bonus for landing on Free Parking!

### The Fast-Dealing Position Trading Game

# SILICON VALLEY

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The Fast-Dealing Position Trading Game

# SILICON VALLEY

CONTENTS:  
Gameboard  
6 Tokens  
28 Title Deed Cards  
16 Raffle Cards  
16 Breaking News Cards  
Building Floors  
2 Dice  
Paycheck Pack

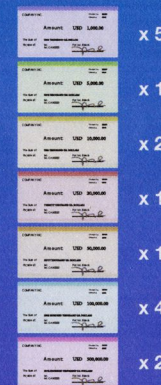
AGES 8+ 2-6 PLAYERS

## Setup

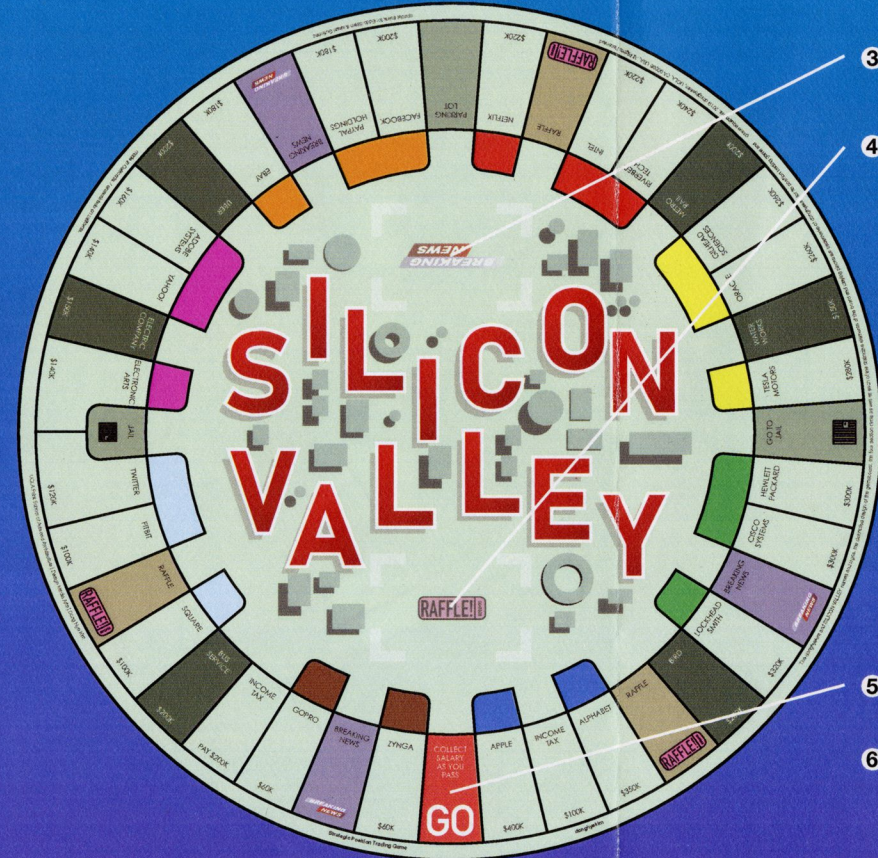
- Choose someone to be the Banker. The Banker's in charge of:
  - The Bank's money
  - Floors
  - Penthouses
  - Title Deed cards
  - Auctions

The Banker can play too but must keep their money separate from the Bank.

- Banker, give each player:



(Total = \$1,500K)  
Keep the rest of the money in the box as the Bank.



- Shuffle the Breaking News cards, and place them facedown here.

- Shuffle the Raffle cards, and place them facedown here.

- Each player chooses a token and places it on GO.

- Put the dice by the gameboard.

## Play

### How to win

Move around the board buying as many job positions as you can. The more you own, the more paycheck you'll be able to collect from other players. If you're the last player with money when all other players have gone bankrupt, you win!

### Who goes first?

Each player rolls both dice. The highest roller starts, and play moves to the left.

### On your Turn

- Roll both dice
- Move your token clockwise that number of spaces.
- Where did you land? Carry out the rules of that board space. See The Board Spaces.
- Your turn ends. Pass the dice to your left.

### Did you roll a double?

Roll the dice again, and take another turn.

### Watch out!

If you roll a double 3 times in a row, you must immediately Go To Jail! Do not complete your third turn.

### Start Playing!

That's all you need to know, so get going. Look up the spaces as you land on them.

## The Board Spaces

### Properties

There are three types of properties: Companies, which come in color sets, Services, and Utilities.

### Unclaimed Properties

When you land on an unowned Company, Service, or Utility, you must buy it or auction it.

### Want to buy it?

Pay the price on the board space, and take the Title Deed card from the Bank.

### Don't want to buy it?

The Banker must auction it. Bidding starts at \$10K, and anyone can increase the bid by as little as \$1K. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

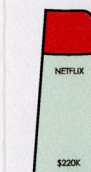
### Collect color sets!

When you own each Companies in a color set:
 

- you can double the pay for those Company positions!
- You may promote yourself and get paid even more! See Positions.

### Claimed Properties

When you land on a property that someone else works in, the owner must ask for a paycheck. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay! If only a part of the company is owned, you may purchase the higher position. Only the highest positions within companies receive paychecks. Becoming the CEO makes you permanently own the entire company.



**Streets**  
Pay the owner the amount shown on the Street's Title Deed card.

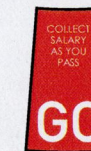


**Services**  
Pay fee based on the number of Services the owner has.



**Utilities**  
Roll the dice to determine pay. If the owner has 1 Utility, pay is 4x the dice roll. If the owner has 2 Utilities, pay is 10x the dice roll.

## Action Spaces



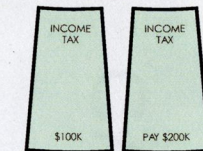
### Go

When you pass or land on the GO space, collect \$200K from the bank.



### Raffle and Breaking News

Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when done.



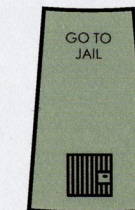
### Income Tax and Luxury Tax

Pay the Bank the amount shown on the space.



### Parking Lot

Relax! Nothing happens.



### Go To Jail

Move your token to the Jail space immediately! Do not collect \$200K for passing GO. Your turn is over. You can still collect paychecks, bid during auctions, buy Floors and Penthouses, and trade while you are in jail.

### How do I get out of Jail?

You have 3 options:

- Pay \$50K at the start of your next turn; then, roll and move as normal.
- Use a Get Out of Jail Free card at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck; then, roll and move.
- Roll a double on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for a double. If you don't roll a double by your third turn in Jail, pay \$50K, and use your last roll to move.