



PERFECT HOTEL

Every hotel owner wants to build the perfect hotel in which to receive their guests.

This starts with thorough research into the desires of the guests. However, the opening date is already set. So, at a certain date the research must be finished, and the actual construction of the hotel must start.

The highest hotel and the hotel with the largest penthouse will be awarded extra prestige but a cheap hotel with few useful facilities will cost you your reputation.

Investigate the possibilities, plan carefully and build the perfect hotel!

COMPONENTS

57 floor cards (11x 5, 10x 6, 9x 7, 8x 8, 7x 9 and 12x 10)



3 bonus tiles



6 floor tags (value 5 to 10)



5 tourist cards



Note: The tourist cards have a special marking on their back.

54 victory point markers



SETUP

- Shuffle the floor and tourist cards together into one deck. Place this draw pile face-down in the middle of the table. Deal each player 2 cards. Each player takes their cards on hand without showing these to the other players.
- Place the floor tags ("standard" side up) in ascending order next to each other. The cards placed below these tags during the game are called the supply.
- Place the 3 bonus tiles next to the playing area, clearly visible to all players.
- The player who last spent a night in a hotel becomes the start player for the first round.
- Place the victory point markers in a supply on the table.

Setup example:



GAMEPLAY

The game lasts 3 rounds. Each round is played in turns. Players take turns in clockwise order. When it is your turn, you must perform either a **Research** or **Build** action:

A. Research

Draw 2 cards from the draw pile and add them to your hand. Then place 1 card from your hand in the supply below the corresponding floor tag.

Note: You may place a card of your choice in the supply. This doesn't have to be one of the cards you've just drawn.

Important: When placing a tourist card, you may choose where to place it. A maximum of 1 tourist card may be present in the supply below each floor tag.

***Example:** The player draws 2 cards from the draw pile and takes these on hand. Then he places 1 restaurant card from his hand in the supply below the restaurant floor tag.*

B. Build

Play a set of 2 or more cards from your hand and/or from the supply. This set must consist of cards of the same value, possibly supplemented by tourist cards.

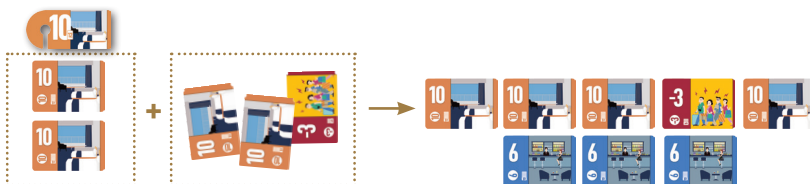
Note: It is allowed to create a set with only cards from your hand or only cards from the supply, as long as this set consists of at least 2 cards.

Important: If a player creates a set using cards from the supply then he must take all the cards below that floor tag and add them to his set. If these cards contain a tourist card, then he must take this tourist card on hand.

Then place all cards in this set in a row in front of you on the table. This is a floor of your hotel. If you already have a row of cards in front of you, then place this new row of cards above it. The difference in length between the different floors does not matter.

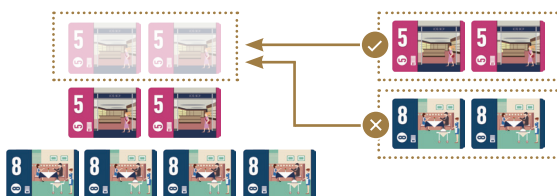
Tourist cards can be used in any set. It is allowed for a set to contain multiple tourist cards. A set can however not consist solely of tourist cards.

Example: The player takes the 2 cards from the bedroom supply. He adds 3 cards from his hand to this and places the entire set as the second floor of his hotel in front of him.



Important: Each player can only have one floor with cards of a certain type. He can however extend this floor by creating a new set of cards of this type on a future turn. He then places these cards in a row above the extended floor. These 2 rows count as 1 floor for scoring purposes. Mind you, it is only possible to extend your top floor.

Example: The player already has a floor with value 5 and a floor with value 8 in front of him. Extending the bottom floor is not possible, because it has a row of cards of a different value above it. The player decides to play another set of 2 cards with value 5. For scoring purposes his floor of value 5 cards is now considered to be 4 cards in total.



END OF A ROUND & SCORING

When the draw pile is empty, the round is over.

When a player draws the last card from the draw pile, he still places one card from his hand into the supply. This is followed by the scoring.

Now players determine their score for this round. Players receive point markers to keep track of their score.

Players receive victory points for:

Floors

Score the floors in the hotel of each player. Start with scoring floors with value 5, then floors with value 6 and so on.

Note: Tourist cards in a floor count as floor cards for determining the floor's size.

The player with the largest floor of a certain type receives as many victory points as the value of the cards in that floor. In case of a tie, the tied players both receive 1 point per card in that floor.

Tourist cards

Each player loses 3 victory points per tourist card in his possession (both in his floors and in his hand).

Example: Player A has the largest bedroom floor. He scores 10 victory points. However, he loses 6 victory points because of his 2 tourist cards.



Stars

Each player receives 1 victory point for each floor card with a -symbol in his hotel. Cards in a player's hand with this symbol do not provide victory points.

Bonus tiles

Score each bonus tile:



Best view

The player with the tallest hotel receives 5 victory points. In case of a tie, each tied player receives 1 point.



Penthouse

The player with the most cards in his top floor receives 3 victory points. In case of a tie nobody scores victory points for this bonus.



Budget hotel

Each player with fewer than 4 different floors loses 3 victory points.

Important: Perform the scoring in the order described above. When a player loses victory points and does not have enough victory points markers to pay, then he must return all the point markers he has at that moment to the point marker supply.

Then prepare the next round.

Collect all cards (floor and tourist cards), shuffle them and place them in a face-down draw pile next to the floor labels. The player to the left of the previous start player begins the next round.

After the third round the game is finished. The player with the most victory points wins the game. In case of a tie, there are multiple winners.

HIGH-SEASON VARIANT

This variant makes the game more strategic; highly recommended for seasoned hotel owners!

Place the floor labels with the “standard” side up during the game setup.

When the cards in the supply below a floor tag are taken with the “build” action, then the corresponding floor tag is flipped to the high-season side.

From now on players can only take cards from the supply below the floor tag with the “build” action when there are at least 2 cards there. **Note:** It is still allowed to create a set of cards solely from your hand when there are fewer than 2 cards below this floor tag.

The “high-season” stays active for cards of that value until the end of the round. Flip the floor tags back to the standard side at the beginning of the next round.

Game design: Hiroshi Kawamura
Illustrations: Hiroshi Kawamura
Graphic design: Martijn Haddering
Rulebook development: Jeroen Hollander
English translation: Kenny van den Bergh
Projectmanager: Jonny de Vries



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