

GRAND AUSTRIA HOTEL

SETUP

- Place the Game Board and the Action Board.
- Place the Round Marker on the 1st space of the Round Track.
- Place the Dustbin, all Resources, Room Tiles, and VP Markers.
- Shuffle the Staff and Guest Cards into 2 separate facedown stacks. Draw 5 Guest Cards and place 1 faceup as a display on the 5 Guest spaces on the Game Board.
- Randomly choose an Objective Card from A, B, and C, and place them faceup on the designated spaces of the Game Board.
- Randomly choose an Emperor Tile from A, B, and C, and place them faceup on the designated spaces of the Game Board.
- Place out the following number of dice:

2 players: 10 Dice | **3 players:** 12 Dice | **4 players:** 14 Dice

- Each player chooses a colour and takes:

1 Hotel Board - decide collectively whether to use the day or night side.

1 Overview Card

1 Strudel, 1 Cake, 1 Wine, 1 Coffee - place in the Kitchen on your Hotel Board.

6 Staff Cards - keep in your hand for now.

6 Markers - place 1 on the '0' space of the VP Track, 1 on the '0' space of the Emperor Track, and 1 on the '10' space on the Money Track on your Hotel Board.

- Each player simultaneously drafts 1 of the Staff Cards in their hand, then passes the rest to the player on their left. Continue doing this until all players have drafted a hand of 6 Staff Cards.
- Place the Turn Order Tiles for the number of players. Randomly assign a start player, they receive the '1' Tile, the next player clockwise gains the '2' Tile, and so on...
- In reverse turn order, each player moves any 1 Guest Card from the display to 1 of their tables for free. Reset the display each time, by sliding all the Cards to the right and drawing another.
- Each player prepares 3 vacant Rooms on their Hotel Board and pays any associated costs. (see **Action space 3 for details**)
Your 1st Room must be placed in the bottom-left on your Player Board.
- Roll all Dice and place them on their corresponding Action spaces on the Action Board.

GAME PLAY

The game is played over 7 Rounds. In each Round, each player will take 2 Turns.

Turns are taken in the order determined by the Turn Order Tiles.

Each player's Turn consists of the following steps, or they may **PASS**:

1) TAKING A GUEST (OPTIONAL)

If you have an empty Table at the bottom of your Hotel Board, you may take 1 Guest Card from the display, paying any cost displayed below the Card, and place it at an empty Table.

Then reset the Guest Card display by sliding all the Cards to the right and drawing another. If the Guest deck ever runs out, shuffle the discards into a new deck.

2) USE 1 ACTION SPACE (MANDATORY)

- Select 1 Action Space containing at least 1 Die.
The Strength of the Action is determined by the number of dice on that space.

  You may pay 1 Krone to increase this Strength by 1.

- Remove 1 Die from the Action space, and use it to cover the lowest visible number on your Turn Order Tile.
- Perform that Action.

At any point on your turn (except in the middle of another Action) you may also perform any number of the following **ADDITIONAL ACTIONS**, any number of times.

ADDITIONAL ACTIONS

  You may pay 1 Krone to move up to 3 Resources from your Kitchen to 1 or more of your Guest Cards, placing them on matching icons.

 If you meet the requirements of an Objective Card, place 1 of your Markers on its highest available VP spot and score that many VP. Each player may only place 1 Marker on each Objective Card.

 **ONCE PER ROUND:** you may exhaust a Staff Card with a  icon.

 A guest with a fully completed order may be moved to a matching coloured, vacant Room on your Hotel Board.

 Green Guests are "wild" and may be moved into a Room of any colour.

- Place the Card into the discard pile, and discard all Resources placed on it.
- Flip a matching coloured vacant Room to the "occupied" side.
- Score the VP on the Card and you may gain the Reward shown on the bottom of the Card.

Rooms are grouped in Groups of 1-4 same-coloured Rooms on your Hotel Board.

As soon as you occupy all Rooms in a Group, gain the bonus according to the number of, and colour of the Rooms in the Group, as indicated on the top of your Hotel Board.



PASS

If a player decides to **PASS** on their Turn, they're postponing their remaining Turns until a 2nd Round of Actions. Play then continues in this 1st Round of Actions from the player who has the next lowest number showing on their Turn Order Tile, and continues until all non-passing players have taken both of their Turns.

Then remove all remaining Dice from the Action Board, discard 1, and reroll all remaining, before placing them on their corresponding Action spaces. The remaining Turns of any passed players then take place in a 2nd Round of Actions, beginning with the player with the lowest number still visible on their Turn Order Tile; in the same order as the 1st Round of Actions (skipping any Turn Numbers which are already covered with Dice).

If players keep passing, repeat this process, until either all players have taken both of their turns, or there are no Dice left to reroll.



[1] TAKE DISHES

For each Action Strength point:

Take 1 Strudel or 1 Cake, but not more Cake than Strudel.



[2] TAKE DRINKS

For each Action Strength point:

Take 1 Wine or 1 Coffee, but not more Coffee than Wine.

- Resources may be placed on Guest Cards for free when you 1st obtain them, if you have space for them, otherwise you must place them into your Kitchen.
- Once you've placed a Resource on a Guest Card, it can't be moved.



[3] PREPARE ROOMS

For each Action Strength point:

PREPARE 1 ROOM:

Place any 1 Room Tile from the supply, vacant-side up on a matching coloured space, orthogonally adjacent to an already placed Room.

- Rooms placed from the 2nd Floor up require that you first pay the indicated cost.
- If you place a Room on a door with a VP symbol, immediately receive that amount of VP.



[4] GAIN FAVOUR AND MONEY

For each Action Strength point:

Either move 1 space forward on the Emperor Track or take 1 Krone.

- You cannot move past space '13' on the Emperor Track.
- Score 1 VP for each space you would move past space '13'.
- You cannot gain more than 20 Kronen, additional Krone gained is lost.



[5] PLAY A STAFF CARD

You may pay exactly 1 Staff Card from your hand.

For each Action Strength point:

The cost printed on the Card is reduced by 1 Krone.



[6] IMITATE A MAIN ACTION

Pay 1 Krone and perform any 1 of the other 5 Main Actions with the Action Strength of this space.



EMPEROR SCORING

- Each player scores VP equal to the number below their Marker on the Emperor Track.
- Each player retreats their Marker the number of spaces indicated above the Round Marker. Players cannot drop below '0' on the Emperor Track.
- Check the resulting position of each player's Marker:



IF IT IS ON SPACE '3' OR MORE: gain the Reward depicted in the top half of the Emperor Tile below the Round Marker.



IF IT IS ON SPACES '1' OR '2': nothing happens.



IF IT IS ON SPACE '0' OR MORE: suffer the Penalty depicted in the bottom half of the Emperor Tile below the Round Marker. If it shows 2 options, you must suffer the full effect of the left option if possible, otherwise suffer the right option. It is possible to drop below '0' on the VP Track.

END OF ROUND

The Round ends once all players have taken 2 Turns, or no more Dice are left.

At the end of the 3rd, 5th, and 7th Rounds perform Emperor Scoring. Then:

- Pass Turn Order Tiles to the left.
- Refresh any exhausted Staff Cards with a  icon.
- Advance the Round Marker 1 space and begin a new Round by rolling all Dice and placing them on their corresponding Action spaces on the Action Board; unless it's the end of Round 7 where you instead perform **FINAL SCORING**.

FINAL SCORING

The game ends after Emperor Scoring at the end of the 7th Round. Scoring proceeds as follows:

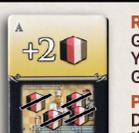
- Score Staff Cards with a  icon.
- Score the Occupied Rooms on your Hotel Board, according to their row:

1st Row:  | 2nd Row:  | 3rd Row:  | 4th Row: 

- Score 1 VP for every Resource and Krone you have leftover.
- Lose -5 VP for each Guest still sitting at a table in your café.

The player with the most VP is the winner.

Ties are broken by most remaining Resources and Krone.

 <p>A 20 Kronen</p> <p>You have 20 Kronen.</p>	 <p>B</p> <p>At least 2 Floors in your Hotel Board are fully occupied. These Floors do not have to be adjacent.</p>	 <p>C 3 Red, 3 Blue, 3 Yellow</p> <p>You have at least 3 Red, at least 3 Blue, and at least 3 Yellow occupied Rooms on your Hotel Board.</p>
 <p>A 10</p> <p>Your Marker is on space 10 or higher on the Emperor Track.</p>	 <p>B</p> <p>At least 2 columns on your Hotel Board are fully occupied. These columns do not have to be adjacent.</p>	 <p>C 4 Red, 3 Yellow</p> <p>You have at least 4 Red, and at least 3 Yellow occupied Rooms on your Hotel Board.</p>
 <p>A 6</p> <p>You have played at least 6 Staff Cards (of any types).</p>	 <p>B 6</p> <p>At least 6 Groups of occupied Rooms, of any colours, are on your Hotel Board. These groups do not need be contiguous.</p>	 <p>C 4 Yellow, 3 Blue</p> <p>You have at least 4 Yellow, and at least 3 Blue occupied Rooms on your Hotel Board.</p>
 <p>A 12</p> <p>There are at least 12 Room Tiles (of any colour) on your Hotel Board. It doesn't matter whether they're vacant or occupied.</p>	 <p>B ALL</p> <p>All Rooms of at least 1 colour on your Hotel Board are occupied</p>	 <p>C 4 Blue, 3 Red</p> <p>You have at least 4 Blue, and at least 3 Red occupied Rooms on your Hotel Board.</p>
 <p>REWARD: You may prepare 1 Room for free.</p> <p>PENALTY: Remove 1 vacant Room from as high a Floor on your Hotel Board as possible.</p> <p>If you do not have a vacant Room: Lose 5 VP instead.</p>	 <p>REWARD: You may prepare 1 Room in the bottom 2 Floors on your Hotel Board (otherwise forfeit this Action) for free, and turn it to the occupied side immediately.</p> <p>PENALTY: Remove 2 vacant Rooms from as high a Floor on your Hotel Board as possible.</p> <p>If you do not have 2 vacant Rooms: Lose 7 VP instead.</p>	 <p>REWARD: You may prepare 1 Room on your Hotel Board for free, and turn it to the occupied side immediately.</p> <p>PENALTY: Remove 1 occupied Room from as high a Floor on your Hotel Board as possible, and if possible, remove a 2nd occupied Room from the next highest possible Floor.</p>
 <p>REWARD: Draw 3 Staff Cards, you may play 1 of them immediately with a discount of 3 Kronen. Return all unplayed Cards to the bottom of the deck, in an order of your choice.</p> <p>PENALTY: Discard 2 Staff Cards from your hand to the bottom of the deck.</p> <p>If you do not have 2 Staff Cards in hand: Lose 5 VP instead.</p>	 <p>REWARD: Draw 3 Staff Cards, you may play 1 of them immediately for free. Return all unplayed Cards to the bottom of the deck, in an order of your choice.</p> <p>PENALTY: Discard 3 Staff Cards from your hand to the bottom of the deck.</p> <p>If you do not have 3 Staff Cards in hand: Lose 7 VP instead.</p>	 <p>REWARD: You may play 1 Staff Card from your hand for free.</p> <p>PENALTY: Discard 1 Staff Card with the  icon from your play area.</p> <p>If you have not played a  Staff Card: Lose 10 VP instead.</p>
 <p>REWARD: Gain 3 Kronen.</p> <p>PENALTY: Lose 3 Kronen.</p> <p>If you have less than 3 Kronen: Lose 5 VP instead.</p>	 <p>REWARD: Gain 5 Kronen.</p> <p>PENALTY: Lose 5 Kronen.</p> <p>If you have less than 5 Kronen: Lose 7 VP instead.</p>	 <p>REWARD: Score 8 VP.</p> <p>PENALTY: Lose 8 VP.</p>
 <p>REWARD: Gain any 2 Resources of your choice. You may immediately place them on your Guests.</p> <p>PENALTY: Discard all Resources in your Kitchen to the supply.</p>	 <p>REWARD: Gain 1 Strudel, 1 Cake, 1 Wine, and 1 Coffee.</p> <p>PENALTY: Discard all Resources in your Kitchen, and on your Guest Cards to the supply.</p>	 <p>REWARD: Score 2 VP for each Staff Card you've played (regardless of type).</p> <p>PENALTY: Lose 2 VP for each Staff Card you've played (regardless of type).</p>

 <p>A Staff Card that activates once, immediately when played.</p>	 <p>You may prepare 1 Room in a colour of your choice with standard placement rules, paying any costs as per usual.</p>	 <p>You may play 1 Staff Card from your hand, paying the usual costs.</p>
 <p>A Staff Card that activates once per Round, when you decide to use it.</p>	 <p>You may prepare 1 Room in a colour of your choice with standard placement rules, paying any costs as per usual with 1 Krone of discount.</p>	 <p>You may play 1 Staff Card from your hand, paying the usual costs with a discount of 3 Kronen.</p>
 <p>A Staff Card with a permanent effect that immediately goes into effect.</p>	 <p>You may prepare 1 Room in a colour of your choice for free, with standard placement rules.</p>	 <p>You may play 1 Staff Card from your hand for free.</p>
 <p>A Staff Card that provides VP during FINAL SCORING.</p>	 <p>Each time you move a Guest with a completed order that required 4 (or more) Resources to your Hotel Board, score 4 VP.</p>	 <p>Draw 3 Staff Cards, you may play 1 of them immediately with a discount of 3 Kronen. Return all unplayed Cards to the bottom of the deck, in an order of your choice.</p>
 <p>Gain 1 Resource of your choice. You may immediately place them on Guests and/or in your Kitchen.</p>	 <p>Each time you move a Yellow Guest with a completed order to your Hotel Board, gain 1 Krone.</p>	 <p>Draw 3 Staff Cards, you may play 1 of them immediately for free. Return all unplayed Cards to the bottom of the deck, in an order of your choice.</p>
 <p>Gain 2 Wine. You may immediately place them on Guests and/or in your Kitchen.</p>	 <p>You may take 1 Guest Card from the display for free.</p>	 <p>Draw 1 Staff Card and add it to your hand.</p>
 <p>Gain 1 Krone.</p>	 <p>Immediately completely fill a Guest's order with Resources from the supply.</p>	 <p>Select 1 Action space with at 1 Die and perform it without taking a Die. You cannot boost this Action or apply any other effects.</p>
 <p>Score 2 VP.</p>	 <p>You may flip an additional vacant Room, in a colour of your choice, to its occupied side.</p>	 <p>Each time you take a Die from the 5 Action space, add 1 to the Strength of the Action.</p>
 <p>Advance your Marker 2 spaces on the Emperor Track.</p>	 <p>You must choose a Room in the bottom 2 Floors of your Hotel Board.</p>	 <p>From now on: you may pay 1 Krone to ignore a Penalty during an Emperor Scoring.</p>
<p>This Card has no effect.</p>	<p>From now on: you may move Resources from your Kitchen to Guests for free.</p>	<p>From now on: each time you gain the Reward during Emperor Scoring, also score 5 VP.</p>