

PERFECT HOTEL

BUILD & BOOK CARD GAME



Game Cards: 62 cards / Line Tags: 6 / Award Cards: 3 cards
Point Track Board: 1 / Score Trackers: 4 colors / Rule Book

OVERVIEW

As an owner, the mission is to create the 'perfect' hotel.

Research and groundwork is vital in creating a successful hotel that attracts customers. An owner must understand all aspects, from location to customer needs, to create a distinguished hotel.

However, the hotel open date is fixed. One must be careful not to over-research and miss the optimal time to construct the hotel.

Bonuses exist for having the 'tallest hotel' and the 'best penthouse floor'.

as well as deductions for being a 'cheap hotel' by not meeting the criteria.

Research carefully, plan for the best timing, create distinguishable qualities, and become that hotel mogul to create the 'Perfect Hotel' !

COMPONENTS

Game Cards



Build Cards

(x 57 / 6 kinds)

- ① Points to be gained
- ② Amount of cards of that kind



Tourist Group Cards x 5

Tourist Group Cards have a little mark on the back of the cards

Build Tags



Build Tags x 6

Award Cards



Award Cards x 3

③ Bonus Points to be Awarded

GAME SETUP

Setup



① Card Setup (House Deck / Hand Cards)

- Shuffle the cards and deal 2 cards to each player as Hand Cards.
- The remaining cards will be House Deck, to be placed face down where all players can reach.

② Award Cards (Bonus Points)

- Line up Award Cards, to be given out as bonus points at the end of game.

③ Build Tags

- Line up the 6 Build Tags, as shown in the above diagram.
- Build Cards will be placed under Build Tags of its specific kind, so leave ample space to line cards in a Row under each Tag.

④ Start of Game

- The game will start and move clockwise from the player to have "stayed in a hotel most recently".

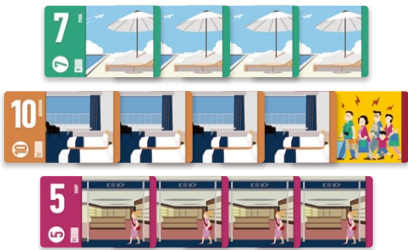
GAME OBJECTIVE



Create set of 2 cards or more



Build up!



- Players will create Floors with set of 2 cards or more of a kind to build up their hotels.
- At the end of all turns, the player to have built the largest Floor of a specific kind of Build will collect the points for that kind.
- The amount of points awarded for each kind of Build is designated on the cards. Awarded points are the same regardless of the amount of cards to have of that kind, except in instances of a tie where each player will receive points in accordance to the amount of cards.
- Award points will be given out at the very end as bonus points.
- The player with the most points is the top hotel mogul.

GAMEPLAY

Choose to either 'Research' or 'Build'

A. Research

A-① Draw 2 cards from House Deck



Draw 2 cards from House Deck to add to Hand Cards

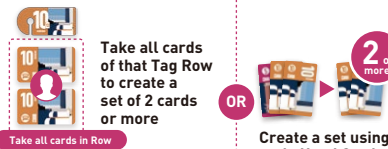
A-② Place 1 card in Tag Row



Place 1 card in Tag Row of same kind

B. Build

B-① Create set of 2 cards or more



A player can use as many cards in hand of the same kind to add to the set

B-② Build



Place created Floor(s) in front of you and build up your hotel
Upper floors can be larger than the lower floors.
(ex: 3 cards for Floor 2 / 5 cards for Floor 3)

③ Player turn shifts to next player (clockwise)

- A player must complete either (A) Research or (B) Build during a turn.

A. Research

- Draw 2 cards from House Deck to place in hand.
- Place 1 card from hand onto the Tag Row of same kind.

B. Build

- Create a set of 2 cards or more using Hand Cards and cards in Tag Row.

Create a set with cards in Tag Row

Take all cards in Tag Row to create a set. When doing so, a player can use as many cards in hand of the same kind to add to the set.

Create a set with only Hand Cards

Create a set of 2 cards or more with cards in hand.

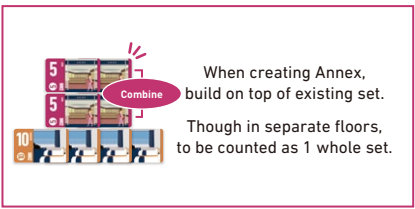
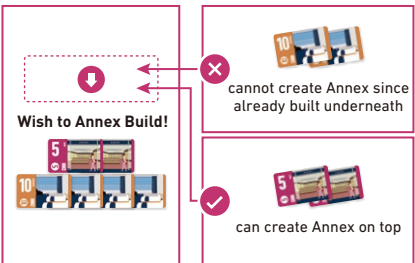
- Each player will display their created sets from the bottom up in the order of creation.

Additional Rules

- Only 1 Tourist Group Card may be placed per Tag Row (2 Tourist Cards cannot be on same Tag Row).
- A player is allowed to Build only 1 set per kind, except for 'Annex' building.

Annex Building

- A player can have only 1 Floor per Build kind but may Annex Build on top by adding another set to the last created set, if of the same Build kind.



Tourist Group Cards (specialized cards)

- Tourist Group Cards are specialized cards that can act as any of the 6 kinds of Build Cards.
- Tourist Group Cards can be used to either 'Research' or 'Build' , just as any of the Build Cards.



- However, beware of the Tourist Group Cards as 3 points will be deducted for every card used to build the hotel or to remain as a Hand Card.
- Only 1 Tourist Group Card may be placed per Tag Row
(2 Tourist Cards cannot be on same Tag Row).
- Multiple Tourist Group Cards may be used at one time to Build.
- Tourist Group Cards must be combined with Build Cards to Build.

** Not able to Build using solely Tourist Group Cards.

GAME END

- When the House Deck clears, the game ends.
- The player to draw the last card of the House Deck places 1 card on Tag Row.
- Now, we calculate the points.

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POINT CALCULATION

- Total amount of cards in a set per kind of Build.
- Annex Build to be counted as 1 whole set with the same kind.
- Designated points per card kind will be awarded to the player with the most amount of cards of that kind.
- If there is a tie for the most cards by more than 1 player, then each player receives a point for each card they have for that card kind.

(ex: if 2 players have 3 cards each of Pool Build Cards, then both players receive 3 points.)


- 3 points are deducted for each Tourist Group Card used for the hotel or remaining in hand.
- Bonus points are given to the player with the hotel that meets the criteria of Award Cards.
- If there exists a tie in the total points accumulated, the best hotel mogul moniker is shared.

ex: Player B has 2 and Player C has 5 Bedroom Build Cards (10 points). Player A has 4 Bedroom Build Cards but also used 2 Tourist Group Cards to Build a set of 6 cards. Player A receives the designated 10 points for having the most cards for Bedroom. However, with 2 Tourist Group Cards in use, Player A will only receive 4 points due to 3 points being deducted for each Tourist Group Card.



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AWARD CARDS



PERFECT VIEW

Awarded to the tallest hotel.
In the instance of a tie, each hotel receives 1 point.

+5 pts. in a tie / + 1pt.



SKY ROOM

Awarded to the hotel with the grandest penthouse floor.
(most cards on highest floor of hotel)
No points awarded if a tie.

+3 pts. in a tie / + 0pt.



CHEAP HOTEL

Hotels must have at least 4 kinds of Build.
3 points are deducted for all hotels with less than 4 kinds of Build.

-3 pts.

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Hotel Information

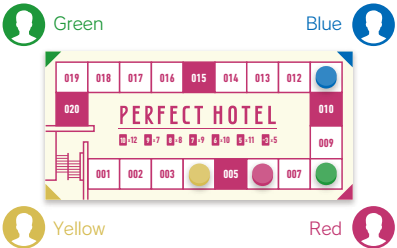
POINT TRACK BOARD

- Point Track board allows for easy calculation of accumulated points.
- Keeping the scores as is after each game and adding to it, allows for games to go on for rounds.

3-round games are highly recommended!!

How to use Point Track Board

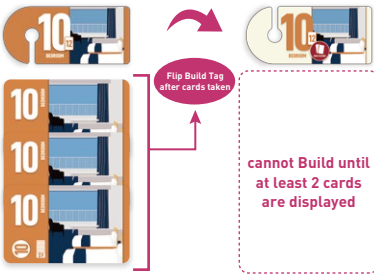
- Place a Point Track Board at the center of the table and check the color of the corner. The color of each player is determined by the seat of the player.
- Place all Score Trackers at 0 point to start.
- Advance the Score Trackers in accordance to points awarded.
- 20 points is the maximum on the Point Track Board but by starting back at 1 point it can be calculated as 21 points and onward.



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ADVANCED RULE (HIGH-SEASON MODE)

- Whenever cards are taken to Build, flip the Build Tag of that Row upside-down.
- The upside-down Build Tag represents 'High-Season' and no player will be able to Build using cards of that Tag Row until at least 2 cards get displayed.
- Once at 'High-Season', that Tag Row will remain as such until the game ends.



ADVANCED RULE (STAR BONUS)

- At the time of score calculation, +1 point to each icon "★" at my own constructed hotel.
- The addition of this advanced rule will make the game that much more strategic, so do give it a try when you are no longer a novice hotel owner.



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Be the owner to create the 'Perfect Hotel'!