

Simone Luciani & Virginio Gigli

GRAND

AUSTRIA

HOTEL

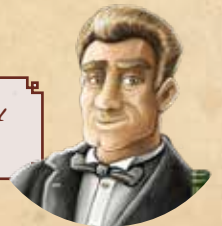


Grand AUSTRIA Hotel

In the early 20th century, Vienna was one of the major centers of Europe. Artists, politicians, nobles, citizens, and tourists populated the streets of the city, and the Emperor ruled them all.

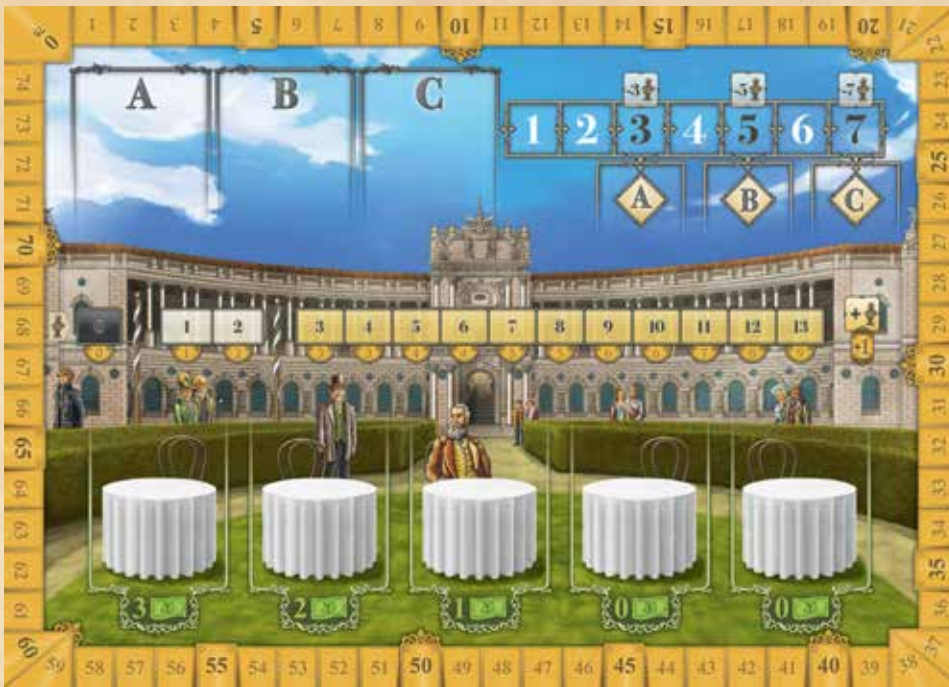
You are in the thick of the Viennese Modern Age, trying your luck as a hotelier. To make it to the top, you need to expand your little hotel while satisfying your guests' culinary wishes, i.e., open and prepare new rooms and ensure the guests receive their proper food and drink orders. To do this, you may need to hire more staff.

While dealing with these challenges, you must also render homage to the Emperor or you will fall into disgrace fairly quickly. Do you have what it takes to turn your little hostel into the Grand Austria Hotel?



I kiss your hand, madam. Good day, milord. My name is Leopold; and, if you allow me, I will be your guide in our Grand Hotel today.

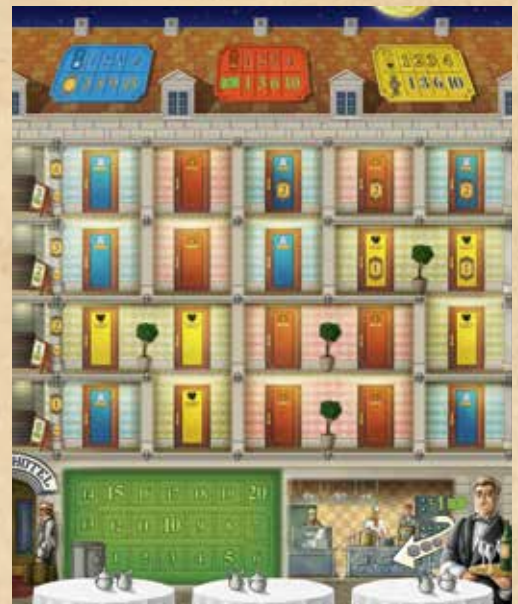
Components

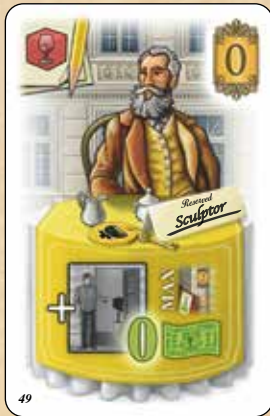


1 game board

4 hotel boards (double-sided)

1 action board





56 guest cards

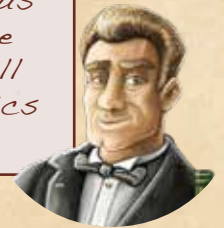


48 staff cards



12 objective cards*
(with A, B, and C
on the back)

**In previous editions, we used to call them politics cards.*



4 overview cards

84 room tiles in 3 colors

(30 blue 🌸, 29 red 🍷, and 25 yellow 🍷)



front: vacant



back: occupied

4 victory point tiles



front



back



front



back

9 turn order tiles
(with the number
of players on the back)



120 dishes and drinks in 4 colors
(30 each of strudel—brown, cake—white,
wine—red, and coffee—black)

1 Round marker



14 dice



24 markers in
4 player colors
(6 each of orange, light
blue, purple, and gray)



12 Emperor tiles
(with A, B, and C on the back)



1 dustbin

Object of the Game

Over the course of seven rounds, you will be serving dishes and drinks to the hotel guests sitting in your café, while preparing rooms for them to stay in and hiring helpful staff. Satisfied guests reward you with valuable bonuses and victory points. Additional victory points can be gained in the Emperor scorings after the 3rd, 5th, and 7th round, depending on whether or not you are in the Emperor's grace. After the third Emperor scoring at the end of the 7th round, a final scoring is conducted, after which the player with the most victory points wins.

Setup

Common Play Area

1. Place the **game board** in the middle of the play area. The game board features spaces for objective cards, guest cards, and Emperor tiles; also, the Round, Emperor, and score tracks.
 - a. Place the **Round marker** on the first space of the Round track.
 - b. Sort the **Emperor tiles** by letter (*A, B, and C*); shuffle them separately, then randomly place 1 tile from each letter face up on their corresponding spaces (*below the Round track*). Return the remaining Emperor tiles to the game box—you will not need them.
 - c. Sort the **objective cards** by letter (*A, B, and C*); shuffle them separately, then randomly place 1 card from each letter face up on their corresponding spaces (*to the left of the Round track*). Return the remaining objective cards to the game box—you will not need them.
 - d. Shuffle the **guest cards** and place them in a face-down deck to the left of the game board. Then draw five guest cards from the deck and place them face up on the designated spaces at the bottom, from right to left. This is called the **queue**.
 - e. Place the **victory point tiles** near the game board. Use them to indicate when you reach or pass 75 and 150 victory points on the score track.
2. Place the **action board** next to the game board.
The action board features six action spaces associated with dice values 1 through 6.
 - a. Place a number of **dice** near the action board depending on the number of players:
 - **2 players:** 10 dice • **3 players:** 12 dice • **4 players:** 14 dice
 Return the remaining dice, if any, to the game box—you will not need them.
 - b. Place the **dustbin** nearby.
3. Sort the **dishes and drinks** and place them in separate piles near the 1 and 2 action spaces.
4. Sort the **room tiles** by color and place them in separate stacks near the 3 action space.

If you're having trouble with colors, take notice of the little icons differentiating the tiles.

blue 🌸 red 🍄 yellow 🍷
5. Shuffle all of the **staff cards** and place them nearby, face down.

Introductory Variant: On your first play, you should remove all staff cards marked A-D (*on the front*), before you shuffle the deck. See also step 10.
6. Place the **overview cards** nearby, within reach of all players.



Personal Play Area

7. Select the **turn order tiles** for the appropriate number of players and return the rest to the game box. Randomly select a **start player**, who gets the tile showing "1". The next player clockwise gets the tile showing "2", and so on.
8. Take a **hotel board** and the six **markers** in a color of your choice.
 - a. Decide together whether to play the **night side**, featuring four **identical** room layouts, or the **day side**, featuring **unique** room layouts in each hotel. Place the hotel board in front of you accordingly.

For your first play, we recommend using the night side. Oh, and please leave a bit of space below the hotel board for guests.
 - b. Place one **marker** on "10" on the **money track** of your hotel board.

You start with 10 kronas—that's what our currency is called.
 - c. Place two markers on the game board: one on "0/75" on the **score track** and another one on "0" on the **Emperor track**.
 - d. Place the **remaining three markers** beside your hotel board.

You will need those markers later if you complete an objective.
 - e. Return the remaining hotel boards and markers of unused colors to the game box—you will not need them.
9. Take a **strudel**, **cake**, **wine**, and **coffee** from the supply and place these four items in the **kitchen** of your hotel board.



10. Draw **6 staff cards** from the deck into your hand, keeping them hidden from the other players.

Introductory Variant: On your first play, instead of drawing from the shuffled deck, deal each player a starting set of staff cards: the start player gets the “A” set, the next player clockwise gets the “B” set, and so on. Shuffle the remaining sets, if any, into the staff card deck.

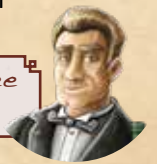


Expert Variant: Perform a **draft** after drawing the initial hand of staff cards. Choose one of the 6 cards to keep and pass the rest to the player on your left. From the 5 cards you get from the player on your right, again choose one to keep and pass the rest to the left. Repeat this process until you have taken 6 cards.

11. Beginning with the player to the right of the start player and **in counter-clockwise order**, take **one guest card** from the queue, **ignoring the cost**, and place it at a table in your café (below your hotel board). After each choice, close the gap by sliding the remaining guests in the queue to the right and placing a new guest from the deck face up on the empty space on the left. At the end of this process, all players should have one guest in their café.
12. Finally, **prepare 3 rooms** in your hotel by taking room tiles from the supply and placing them, with the **vacant side** up, on **same-colored** spaces of your hotel board. You must start with the **bottom left** space and any subsequent rooms must be placed orthogonally adjacent to already placed ones.

When placing a room, **pay the cost** indicated at the start of the **floor** (i.e., row) by moving the marker on your money track down accordingly.

If your name's Scrooge, or you simply like saving money, you can prepare three rooms in the bottom floor for free.



Now you are ready to roll!

Course of Play

The game is played over the course of **7 rounds**.

At the start of each round, the start player (*who has the turn order tile showing "1"*) takes and rolls all the dice, sorts them by the rolled number, and places them on the corresponding **action spaces** on the action board.

Then, play will go around the table as indicated by the **turn order tiles**, in increasing numerical order. When play comes around to you, you can either **take a turn or pass**. The following sections explain what either of these options mean.

Taking a Turn

If you decide to take a turn, immediately carry out the following two actions, in this exact order:

1. **Optional:** Take a guest card from the queue and place it in your café.
2. **Mandatory:** Take a die from an action space that has at least one die and carry out the associated main action.

Before, after, and between these two actions, you can take any number of **additional actions** (see "Additional Actions" on page 8).

1. Taking a Guest

At the start of your turn, you can take **one** guest card from the queue and place it in your café. If you do, **pay the cost** associated with that guest, as printed below the space, by moving the marker on your money track down accordingly. Then place the guest at an **empty table** in your café. If all three tables in your café are occupied, you must first empty a table by taking the corresponding additional action (see "Moving a Guest to a Room" on page 9) or skip the "Taking a Guest" action. Finally, slide the remaining guests in the queue to the right and draw a new guest card from the deck, placing it on the empty space on the left. If the guest deck ever runs out of cards, shuffle the discards to form a new face-down deck.



Note: Even if more than one table in your café is empty, you can take **at most one** guest during this action. You do not have to take a guest if you do not want to. If the guest deck runs out of cards, shuffle the discard pile to form a new draw deck.

May I tell you a secret? Hotels choose their guests—not the other way around. A successful hotelier takes only guests that help their hotel prosper. So choose wisely; yet still, try to get a new guest every single turn. Be careful though: guests won't leave their table until you complete their order!



2. Using an Action Space

After taking a new guest (*or not*), you **must** select an **action space** on the action board containing **at least one die**. The number of dice on that action space determines the **strength** of the associated **main action**. You can pay **exactly 1 krone** to **boost** the strength by 1 (*for this turn only*), i.e., assume an additional "virtual" die is on the action space. You can boost the strength **only once per turn**.

It wouldn't be particularly fair if the rich could simply buy everything they want!



After determining the strength, **remove a die** from the action space and cover the lowest visible number on your turn order tile with it. Then carry out the associated main action as follows.

The Main Actions

• Taking Dishes



Take a total of **strudel and cake** from the supply equal to the strength of this main action. You can take any combination of strudel and cake, but you **must take at least as much strudel as cake**.

Example: With two dice on the action space, you can take **either**: 2 strudel **or** 1 strudel and 1 cake. You may not take 2 cake.

• Taking Drinks



Take a total of **wine and coffee** from the supply equal to the strength of this main action. You can take any combination of wine and coffee, but you **must take at least as much wine as coffee**.

Example: With three dice on the action space, you can take **either**: 3 wine **or** 2 wine and 1 coffee. If you boost the action by paying 1 krone, you can take **either**: 4 wine, **or** 3 wine and 1 coffee, **or** 2 wine and 2 coffee.

Receiving Dishes and Drinks

Whenever you get dishes and/or drinks, from the and main actions, or by any other means (e.g., from a staff card you played), you can immediately place the items you got on **guest cards** in your café (for free), on matching illustrations. Otherwise, or if items remain, place them in your **kitchen**. In the unlikely event that you run out of strudel, cake, wine, or coffee cubes, please improvise—they are supposed to be in unlimited supply.

• Preparing Rooms



Prepare one or more rooms in your hotel, up to the strength of this main action. To do so, take a room tile from the supply and place it, with the **vacant side up**, **orthogonally adjacent** to an already placed room. The **color** of the room must match the color of the space. Unless you place a room in the bottom floor, you must **pay the cost** indicated at the start of the floor.



Of course, you may not place a tile if you cannot pay for it.

victory points for covering a space



The rooms in the top right corner of your hotel show a **victory point symbol**. When placing a room tile on one of these spaces, immediately score the printed number of victory points by moving your marker on the score track accordingly.

Note: These rules apply also when you prepare a room via an effect (e.g., via a guest reward). The number of dice on the action space is irrelevant for those effects.



This effect allows you to prepare exactly one room.

• Gaining Favor and Money



Gain a total of **krones and/or spaces on the Emperor track** equal to the strength of this main action, advancing your markers on the appropriate tracks accordingly. You can freely split the total between these two tracks or use it all on one track.

Example: With two dice on the action space, you can either advance 2 spaces on the Emperor track, or get 2 krone, or advance 1 space on the Emperor track and get 1 krone.

Reaching the End of the Emperor Track

Whenever you advance on the Emperor track, from the main action or by any other means (e.g., via a guest reward), once you reach the end of the track (space 13), instead of moving any further, you simply **score 1 victory point** for each space you would move past 13, as depicted to the right of the track. Move your marker on the score track accordingly.



Reaching the End of the Money Track

You can never have more than 20 krone. If you would ever move past the last space of the money track, simply stop at 20—any additional money is lost.

• Playing a Staff Card



Regardless of the strength of this main action, you can play **exactly one staff card** from hand, placing it face up in your display. The cost printed on the card is **reduced by the strength** of this main action—to a minimum of 0. Pay the remaining cost, if any,

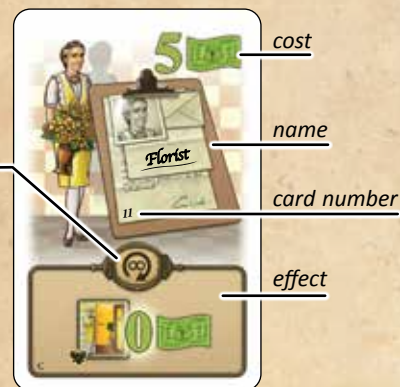
by moving the marker on your money track down accordingly. **Do not** draw a new staff card from the deck—there are ways to draw additional staff (e.g., via guest rewards), but you do not draw new staff automatically.

Example: With four dice on the 🎲 action space, you can play a staff card costing 6 kronas for 2 kronas, or a staff card costing 5 kronas for 1 krone, or any staff card costing 4 kronas or less for free.

Note: These rules apply also when you play a staff card via an effect (e.g., via a guest reward). The number of dice on the 🎲 action space is irrelevant for those effects. The staff card effects are explained in detail in the appendix, on pages 13-15.

time of effect:

- immediate
- once per round
- permanent
- final scoring



• Imitating a Main Action



Pay 1 krone and **choose one** of the other five main actions, 🎲 through 🎲. Take that main action with a strength equal to the number of dice on the 🎲 action space, **not** the chosen one. It does not matter whether or not the chosen main action has any dice left at all. As always, you can boost the chosen action by paying an additional 1 krone.

Example: There are three dice on the 🎲 action space and none on 🎲. You pay 2 kronas, one for taking a 🎲 and one for boosting, to prepare four rooms (for which you must pay also).

Additional Actions

On your turn, you can take any number of additional actions, any number of times. You may do so at any time, except in the middle of another action.

• Serving Items

For 1 krone, you can move **up to 3 items** from your kitchen to one or more guest cards, placing them on matching illustrations. (You cannot move or remove items already placed on guest cards.)

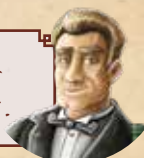
Remember, you can place items on guests for free immediately when you receive them. Only your starting items and items that you cannot place right away are stored in your kitchen and cost you to move them later.



• Completing an Objective

If you meet the requirements of an objective card, you can place one of your remaining markers on the highest available victory point spot, immediately scoring the printed number of victory points. You can place at most one marker per objective card.

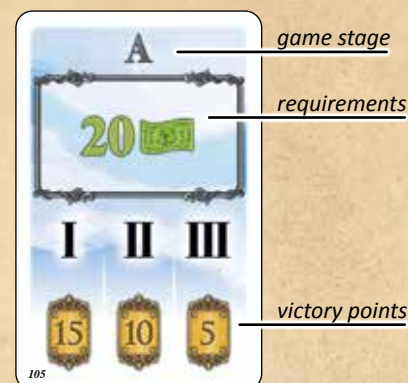
If you'd like some direction for what to go for during your game, check out the objective cards.



Note: The different objectives are explained in detail in the appendix, on page 19.

• Using a Staff Card

You can use a staff card with the 🔄 symbol. These cards can be used **once per round**; when you use them, turn them sideways (or mark them) to indicate that they cannot be used again this round.



• Moving a Guest to a Room

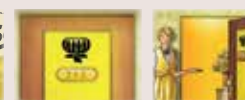
Guests stay in your café indefinitely, blocking a table, until you complete their order and move them to a vacant room. To complete a guest's order, you must place all required items, as shown in the top left corner of the card, on the guest.

Remember, when you receive dishes and drinks, you can place them on guests immediately. You can also use the "Serving Items" additional action to use items from your kitchen.



When an order is complete, you can move the guest to a **vacant room** in your hotel, if it has the **same color** as the guest (or, more accurately, as the table cloth depicted on the card), turning the room tile to the **occupied** side. **Green guests** are special, as they can move into a room of **any color**. (There are no green rooms.) If you have no vacant room with a matching color, the guest will stay at their table until you have one (and decide to move the guest into it).

Notice the symbol on the key (on the guest card) and the door sign (on the room tile) to help distinguish between the colors.



Then score the **victory points** printed on the guest card and gain the **reward** shown at the bottom of the card, if any, **optionally** carrying out any or all of the depicted effects. Also, return the items that were placed on the card to the supply and place the card in a discard pile.

Note: The guest card effects are explained in detail in the appendix, on pages 17-19.

If it matters, remove the guest card from your café before gaining the depicted rewards, especially if those allow you to gain new guests from the queue.



Occupancy Bonus

The 20 rooms in your hotel are organized in 10 groups of up to four same-colored rooms each. As soon as you occupy all the rooms in a group, you immediately get a bonus based on the group's **size and color**, according to the tables on the roof of your hotel:

- **blue:** additional victory points
- **red:** additional amount of kronen
- **yellow:** additional spaces on the Emperor track

Each group provides its bonus **only once** when the last room in that group is occupied. It does not matter what caused that room to be occupied (e.g., some guest rewards can cause additional rooms to be occupied). If a guest moves into the last room of a group, you can take the occupancy bonus immediately before or after the guest reward; otherwise, take it immediately after the effect that causes it.

Example: Benedict moves a noble into the last room in a blue group of two, thus scoring an additional 5 victory points and advancing his marker on the score track accordingly.



End of Turn

After you finish your turn, the player with the lowest number visible on their turn order tile goes next, deciding whether to take a turn or pass. As a result, the player to the right of the start player can have two consecutive turns.



Example of an entire turn: Doris is next and decides to take a turn. She has three guests already and not enough items in her kitchen to complete any of their orders, so she cannot take a new guest from the queue. She chooses the main action, which has three dice on it, and pays 1 krone to boost the action for a total of 4 drinks. She takes 2 wine and 2 coffee, placing these items on the Baroness to complete her order. She moves the Baroness to a vacant blue room, turning the room to the occupied side, scoring 5 victory points and receiving the reward (of drawing three staff cards and playing one of them at a discount). Because that blue room was the only in its group, Doris also gets an occupancy bonus of 2 victory points. Finally, she returns the items from the Baroness to the supply and places her in the discard pile.



Passing

Instead of taking a turn, you can simply **pass**. By doing so, you **do not** forfeit your turn, you just postpone it until later, when the dice have been re-rolled. When you pass, you must wait until all other players have also passed or taken both of their turns.

When that happens, take the **remaining dice** from the action board, **remove one die** by placing it on the dustbin, and **re-roll** the rest, distributing the rolled dice on the action spaces as before. Then continue with the player who has the **lowest number** showing on their turn order tile. That player can again choose to take a turn or pass. Play continues according to the numbers visible on your turn order tiles.

If players keep passing, repeat this process, if necessary, until either all players have taken their two turns (*and, thus, covered both numbers on their turn order tile*) or there are no more dice left to re-roll.

Example: In a 3-player game, Andrea has the “1/6”, Britta the “2/5”, and Cindy the “3/4” turn order tile. Andrea takes a turn. Britta needs a to prepare rooms but none have been rolled and there is only one , which she does not want; so she passes. Cindy takes both of her consecutive turns. Because Britta has passed already, it is now Andrea to decide whether or not she wants to take a second turn; she decides to pass also.



After removing one die and placing it on the dustbin, Britta re-rolls the remaining eight dice. The numbers still showing on the turn order tiles are: Andrea—6, Britta—2 and 5, Cindy—N/A. So Britta is next up. Luckily, there are two 1's, so she decides to take a turn. She also gets to take her second turn right after, because she has a "5" showing while Andrea has a "6". Only then it is up to Andrea to decide. Yet, she still does not like what she sees so she re-rolls five of the remaining six dice (placing the sixth on the dustbin)—with success! She gratefully takes one of the two 1's rolled. Now that all players have taken two turns, the current round is over.



End of Round

The round ends when all players have taken two turns or, if players kept passing, when there are no more dice left on the action board.

At the end of the 3rd, 5th, and 7th round, there is an **Emperor scoring** (see next chapter). The game ends with a final scoring after the Emperor scoring of round 7. Otherwise, pass your turn order tiles to the left, turn your staff cards with the 1 symbol upright (or unmark them), advance the Round marker, and start a new round.

Emperor Scoring

As indicated on the Round track, at the end of the 3rd, 5th, and 7th round, an Emperor scoring takes place, in which you will be rewarded or punished based on your progress on the Emperor track. During an Emperor scoring, all players must carry out the following steps:

- Score** victory points based on the position of your marker on the Emperor track: The numbers below the track spaces (ranging from 0 to 9) indicate how many victory points each position is worth. Advance your marker on the score track accordingly.
- Retreat** a number of spaces on the Emperor track, as indicated above the Round space: 3, 5, and 7 steps in the first, second, and third Emperor scoring, respectively. You cannot drop below 0: if you lose more spaces than your position indicates, simply stop at 0.
- Check** the resulting position of your marker on the Emperor track:
 - If it is 3 or more, you **gain the reward** depicted in the **top half** of the Emperor tile that is below the current Round space.
 - If it is 1 or 2, nothing happens—you will be neither rewarded nor punished.
 - If it is 0, you must **suffer the penalty** depicted in the **bottom half** of the Emperor tile. If the Emperor tile shows two options separated by a slash ("/"), you must suffer the left option, if possible. Only if you cannot suffer the full effect of the left option, you instead suffer the right option (and lose victory points)—you **do not** have a choice here. When losing victory points, it is possible to drop below 0 on the score track.



Note: Normally, you can do all steps simultaneously. If need be, resolve the Emperor tile in clockwise order, beginning with the player holding the turn order tile showing "1" (or, in other words, the start player of the ending round). The Emperor tile effects are explained in detail in the appendix, on page 20.

The Emperor scoring ends when all players have carried out all of these steps; then, either proceed with the next round (as detailed in "End of Round") or, after the third Emperor scoring in round 7, proceed with the final scoring. In either case, **do not reset** your markers on the Emperor track—your marker stays on the spot moved to during step 2.

Example: It is the end of round 5—time for the second Emperor scoring. Andrea is on space 8 of the Emperor track, scoring 5 victory points. She then retreats her marker by 5 spaces, ending up on space 3—barely in the reward zone—so she gets 5 kronen.



Game End and Final Scoring

After the Emperor scoring of round 7, there is a final scoring:

1. **Score** your **staff cards** with the  symbol. (For details on what each card does, see the appendix, pages 13-15.)
2. **Score** the **occupied rooms** in your hotel: Occupied rooms on the first, second, third, and fourth floor **each** score 1, 2, 3, or 4 victory points, respectively (as depicted on the pillar at the start of each floor). Vacant rooms do not score anything.
3. **Score** 1 victory point for every leftover **dish and drink** in your kitchen and every **krone** left on your money track. (Items on guest cards in your café do not count.)
4. **Lose** 5 victory points for every guest still sitting in your café (regardless of how many items are placed on them).



The game ends after the final scoring. The player with the most victory points wins. In case of a tie, the player who scored more in step 3 (dishes, drinks, and money left) breaks the tie.

Credits

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For missing pieces or damaged parts, please contact your point of purchase.

For all other concerns, please find help at: lookout-spiele.de/en/contact.php

The designers would like to thank all play testers for their time, suggestions, and enthusiasm; in particular: Luporucicco and Simona Boa, Marco Pranzo, Bruno Andreucci, Luca Leoni, Samantha Milani, Daniele Tascini, Antonio Tinto, Gabriele Ausiello, Carlo Lavezzi, Simone Scalabroni, Claudia Dini, Davide Pellacani, Davide Malvestuto, Luca and Livia Ercolini, Filippo Di Cataldo, Riccardo Rabissoni, Francesca Vilmercati, Jamie Zabarah, Giorgia Pandolfo, Daniel Marinangeli, and Gessica Sgrulloni.

A special thanks to Flaminia Brasini for her collaboration in all phases of the long development of the game, and to Jonathan Bobal for proof-reading this revised rule book.

APPENDIX

This appendix comprises four parts: a **staff card index**, a **guest card index**, an **objective card index**, and an **Emperor tile index**.

Staff Cards

Staff cards provide useful effects throughout the game, e.g., bending the rules for you, or providing victory points at the end of the game. There are four types of staff, indicated by a symbol above the effect box:

-  These staff activate **only once**: immediately after you play them. You can ignore them afterward, but keep them in play, as they can matter later (*e.g., for an objective*).
-  These staff activate **once per round**, on your turn, when you decide to use them. When you do, turn them sideways (*or mark them*) to show they have been used that round.
-  These staff feature **permanent** effects that you can use for the rest of the game, whenever applicable.
-  These staff are best played late in the game, as they provide victory points during **final scoring**; they do not do anything else.

You start the game with a hand of six staff cards. To play a staff card from hand, you must normally take the  action. Some guests and Emperor rewards can allow you to play additional cards or draw new ones from the deck. In this game, you do not draw new cards automatically after playing cards from your hand.

The following table explains all staff cards in detail, in ascending order by card number:

#	Name	Description
1	Breakfast Server	Once per round, you can use this card to get 1 strudel.
2	Waitress	Once per round, you can use this card to get 1 cake.
3	Barkeeper	Once per round, you can use this card to get 1 wine.
4	Sous-Chef	Once per round, you can use this card to get 1 coffee.
5	Groom	Each time you remove a red guest whose order you completed from your café, you get 2 kronas.
6	Stableman	Each time you remove a blue guest whose order you completed from your café, you can advance 1 space on the Emperor track.
7	Masseuse	Each time you remove a yellow guest whose order you completed from your café, you get 1 krone.
8	Tour Guide	Each time you remove a green guest whose order you completed from your café, score 2 VP.
9	Butler	From now on, whenever you prepare a blue room (<i>from any action or effect</i>), it is free to do so (<i>pay 0 kronas</i>).
10	Chauffeur	From now on, whenever you prepare a red room (<i>from any action or effect</i>), it is free to do so (<i>pay 0 kronas</i>).
11	Florist	From now on, whenever you prepare a yellow room (<i>from any action or effect</i>), it is free to do so (<i>pay 0 kronas</i>).
12	Executive Housekeeper	Each time you take a die showing 3 or 4, immediately score 2 VP.
13	Restaurant Manager	Each time you take a die showing 1 or 2, you can add 1 to the strength of that action. <i>As always, you can boost this further by paying 1 krone.</i>
14	Decorator	Each time you take a die showing 1 or 2, before or after taking the main action, you can also prepare one room (<i>of any color</i>) by paying the normal cost. <i>You may not take any additional actions between the main action and preparing that room.</i>

This does not grant a free action; it merely removes the cost.




#	Name	Description
15	Bootblack	You no longer have to choose when taking a die showing 4: For each die on the action space, you get 1 krone and you can advance 1 space on the Emperor track. <i>As always, you can boost this by paying 1 krone, for which you will also get 1 krone (back) and advance 1 space on the Emperor track, effectively gaining one space for free.</i> 
16	Laundress	Each time you take a die showing 4, immediately score 4 VP.
17	Kitchen Hand	You no longer have to pay 1 krone when taking a die showing 6; additionally, you can add 1 to the strength of this action. <i>As always, you can boost this further by paying 1 krone. For your information: We increased the cost of this card from 3 krones (in previous editions) to 5 krones.</i> 
18	Checker	Each time you take a die showing 5, you can add 2 to the strength of this action. <i>In other words, you are getting an additional discount of 2 krones.</i> 
19	Interior Architect	Each time you take a die showing 3, immediately score 5 VP.
20	Detective	Each time you take a die showing 5, before or after taking the main action, you can also advance 2 spaces on the Emperor track. <i>You may not take any additional actions between the main action and advancing on the Emperor track.</i> 
21	Chef	Immediately (and only once) gain 1 strudel, 1 cake, 1 wine, and 1 coffee.
22	Staff Manager	Each time you take a die showing 3, before or after taking the main action, you can also play a staff card from hand by paying its cost. <i>You may not take any additional actions between the main action and playing the staff card.</i> 
23	Custodian	Each time you occupy a room (by whichever means), you also get 1 krone.
24	Chief Waiter	From now on, moving items from your kitchen onto your guests costs you nothing.
25	Delivery Boy	From now on, taking guests from the queue costs you nothing. <i>This does not provide a guest; it merely removes the cost.</i> 
26	Conference Manager	From now on, you can pay 1 krone to ignore the penalty during an Emperor scoring.
27	Booking Manager	During final scoring, score an additional 3 VP for each occupied red room in your hotel.
28	Concierge	During final scoring, score an additional 3 VP for each occupied blue room in your hotel.
29	Secretary	During final scoring, select an opponent's staff card in play with the → symbol and apply its effect to your hotel. <i>You may not use this to copy one of your staff. If none of your opponents have staff with the → symbol in play, the Secretary scores nothing.</i> 
30	Reception Clerk	During final scoring, score an additional 3 VP for each occupied yellow room in your hotel.
31	Chambermaid	During final scoring, score an additional 1 VP for each occupied room in your hotel, regardless of color.
32	Assistant Manager	During final scoring, score 2 VP for each staff card you played (regardless of type), including this.

#	Name	Description
33	Male Floor Housekeeper	Each time you get the rewards for completing a guest's order that required 4 (or more) items to complete it, in addition, score 4 VP.
34	Receptionist	During final scoring, score (an additional) 1 VP for each room tile in your hotel, regardless of color and which side is facing up.
35	Page Boy	Immediately (and only once) occupy up to 2 rooms (of any color) in your hotel by turning them to the occupied side.
36	Sommelier	Immediately (and only once) gain 4 wine.
37	Room Service	During final scoring, score 2 VP for each fully occupied group of rooms (of any color) in your hotel.
38	Porter	Immediately (and only once) fill a guest's order by taking the required items from the supply.
39	Confectioner	Immediately (and only once) gain 4 cake.
40	Marketing Director	During final scoring, score 5 VP for each objective card that has your marker on it.
41	Operator	During final scoring, score a number of VP equal to double your position on the Emperor track. <i>Remember, you lose 7 spaces after the final Emperor scoring; as such, you will usually score at most 12 VP from the Operator. Under the right conditions, though, you can get more than 12 VP from this. This wasn't allowed in earlier prints, but it is now.</i> 
42	Gardener	Each time you get the reward during an Emperor scoring, in addition, score 5 VP.
43	Barista	Immediately (and only once) gain 4 coffee.
44	Larder Cook	Immediately (and only once) gain 4 strudel.
45	Pool Attendant	Immediately (and only once) advance 3 spaces on the Emperor track.
46	Female Floor Housekeeper	During final scoring, score 5 VP for each floor in your hotel that has all of its rooms occupied.
47	Liftboy	During final scoring, score 5 VP for each column in your hotel that has all of its rooms occupied.
48	Hotel Manager	During final scoring, score 4 VP for each set of occupied red, blue, and yellow rooms that you have in your hotel. <i>In other words, you get 4 VP for each occupied room of the color that you have the least of.</i> 

Guest Cards

You start the game with one guest in your café, chosen from the queue on the game board, which always features five guests. During each turn, you can take **one** new guest from the queue, unless all three tables in your café are occupied. So, normally, you can get up to 15 guests total over the course the game. Some guest rewards can allow you to take additional guests.

Guests in your café stay there indefinitely, until you complete their order by placing the depicted items on the card. You can place newly acquired items on guests for free. To move items from your kitchen, you must pay kroners: for each 1 krone you pay, you may move up to 3 items.

When a guest's order is complete and you have a vacant room of matching color in your hotel, you can move the guest there (*green guests can move into any color*), gaining the rewards and victory points printed on the card and turning the vacant room to the occupied side. Some guest rewards allow you to turn additional rooms. When you occupy the last room in a group, you get an occupancy bonus based on the room color.

Towards the end of the game, you should take guests with caution: Every guest who you could not move into a room before game end costs you 5 victory points during final scoring.

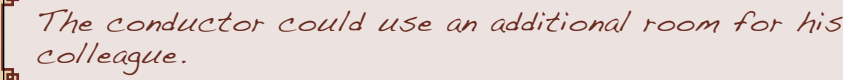
The following explains the icons used in the reward box of the guest cards, for quick reference. For a more detailed explanation of every guest reward effect, consider the next table after this.

	You get the depicted dishes or drinks in the indicated quantity. Place them on guests and/or in your kitchen.		You get the indicated amount of kroners. Move the marker on your money track accordingly.
	You get a dish or drink of your choice. Place it on a guest or in your kitchen.		Advance your marker on the Emperor track the depicted number of spaces.
	Score the indicated number of victory points (VP).		You can prepare one room of a color of your choice by paying the normal cost. Place the room tile according to the normal placement rules.
	You can prepare one room of a color of your choice, paying the indicated amount of kroners less. Place the room tile according to the normal placement rules.		You can prepare one room of a color of your choice at no cost. Place the room tile according to the normal placement rules.
	You must choose a room in the bottom two floors of your hotel board.		You can occupy an additional room of a color of your choice by turning it to the occupied side.
	You can play a staff card from hand, paying up to the indicated amount of kroners less.		You can play a staff card from hand at no cost.
	Draw 3 staff cards from the deck and play one of them immediately, paying up to 3 kroners less. Return the other two cards to the bottom of the deck, in an order of your choice. If you cannot afford any of these cards or do not want to play any of them, return all three.		Draw 3 staff cards from the deck and immediately play one of them at no cost. Return the other two cards to the bottom of the deck, in an order of your choice.
	Draw the indicated number of staff cards from the deck and add them to your hand.		You can take a guest from the queue at no cost.
	See the "E. Gizia" explanation in the following table, card #97.		This card has no effect.

The following table explains all guest cards in detail, in ascending order by card number.

#	Name	Description
49	Sculptor	You can prepare one room (<i>of any color</i>) at no cost; you must choose a room in the bottom two floors of your hotel board. <i>If the bottom two floors are full of rooms already, you get nothing from this, I'm afraid.</i>
50	Musician	Draw 1 staff card from the deck and add it to your hand. Additionally, you can prepare one room (<i>of any color</i>) by paying the normal cost.
51	Composer	You get 1 strudel.
52	Tailor	You get 1 strudel and 2 kronen.
53	Flamenco Dancer	You get 1 coffee and you can advance 2 spaces on the Emperor track.
54	Portrait Painter	You get 1 dish or drink of your choice, and 2 kronen.
55	Photographer	Draw 2 staff cards from the deck and add them to your hand.
56	Vocalist	You get 1 cake. Additionally, you can play a staff card from hand, paying up to 3 kronen less.
57	Architect	You can prepare up to two rooms (<i>of any color</i>), paying 1 krone less each.
58	Actress	You can occupy an additional room (<i>of any color</i>) by turning it to the occupied side. <i>The actress could use an additional room for her staff.</i>
59	Poet	You get 1 cake. Additionally, you can play a staff card from hand, paying up to 2 kronen less.
60	Jewelry Designer	You get 1 coffee and 3 kronen.
61	Painter	You can prepare up to two rooms: Pay 1 krone less for one of them; if you choose to prepare a second, you must pay the normal cost.
62	Opera Singer	You can take a guest from the queue at no cost. Additionally, you can advance 3 spaces on the Emperor track.
63	Dame	You can take a guest from the queue at no cost.
64	Duchess	You can play a staff card from hand, paying 1 krone less.
65	Knight of the Empire	No effect. <i>At least he is worth 3 VP.</i>
66	Landgrave	You can play a staff card from hand, paying 1 krone less. Additionally, you can prepare one room (<i>of any color</i>) by paying the normal cost.
67	Sovereign	Draw 2 staff cards from the deck and add them to your hand. Additionally, you can advance 2 spaces on the Emperor track.
68	Princess	You can advance 3 spaces on the Emperor track.
69	Countess	You get 3 kronen.
70	Elector	You can play a staff card from hand, paying 1 krone less. Additionally, you can advance 3 spaces on the Emperor track.
71	Baron	You can prepare one room (<i>of any color</i>) at no cost.
72	Prince	You can occupy an additional room (<i>of any color</i>) by turning it to the occupied side. <i>The prince could use an additional room for his entourage.</i>
73	Count	You can play up to two staff cards from hand, paying 1 krone less each.
74	Earl	You get 1 krone.

#	Name	Description
75	Baroness	Draw 3 staff cards from the deck and play one of them immediately, paying up to 3 kroner less. Return the other two cards to the bottom of the deck, in an order of your choice. <i>If all three cards are too expensive for you, or you don't want to play any of them, you must return all three to the bottom of the deck.</i> 
76	Duke	Draw 3 staff cards from the deck and immediately play one of them at no cost. Return the other two cards to the bottom of the deck, in an order of your choice.
77	Apothecary	You get 1 krone.
78	Post Councillor	You can take a guest from the queue at no cost.
79	Privy Councillor	You get 1 krone and you can advance 1 space on the Emperor track.
80	Professor Emeritus	You can take a guest from the queue at no cost.
81	General	You get 1 wine and 3 kroner.
82	Senior Councillor	You can occupy an additional room (of any color) by turning it to the occupied side. <i>The senior councillor could use an additional room for his secretary.</i> 
83	Councillor of Commerce	You get 5 kroner.
84	Court Councillor	You get 3 kroner. Additionally, you can take a guest from the queue at no cost.
85	Major	You get 3 kroner.
86	Veterinary Councillor	You can play a staff card from hand, paying up to 3 kroner less.
87	Medicinal Councillor	You get 3 kroner. Additionally, you can take up to two guests from the queue at no cost. Replenish the queue before taking the second guest.
88	Procurator	You can prepare up to two rooms (of any color), both at no cost.
89	Lord High Commissioner	You get 4 kroner.
90	Senior Legal Secretary	You get 1 wine and 3 kroner.
91	Tezcatlipoca	Draw 3 staff cards from the deck and add them to your hand.
92	Capt. Goldhaken	You get 1 krone.
93	Mr. Horsa	You can advance 1 space on the Emperor track.
94	M. Ingalls	You can play a staff card from hand, paying 1 krone less.
95	Mr. Boydell	You can advance 2 spaces on the Emperor track. <i>Please note: This does not allow you to clear rubble from the track—all staff must stay in the hotel during this game.</i> 
96	Mr. Oundo	You can play a staff card from hand, paying up to 3 kroner less.
97	E. Gizia	Select an action space with at least one die and carry out the action as normal, but without taking a die from that space. You cannot boost this action. Staff cards providing benefits for taking a specific die cannot be used, because you are not taking a die with this. <i>This is not a bonus turn, but part of your current turn, right after sending E. Gizia to a room and collecting all other benefits from him. This does not affect your main action, for which you do take a die, in any way. For your information: We've weakened the effect from previous editions, in which you would get an additional turn.</i> 
98	M. Polo	You get 4 kroner.
99	Cramersopholus	Draw 1 staff card from the deck and add it to your hand. Additionally, you can advance 2 spaces on the Emperor track.

#	Name	Description
100	Farmer Franz	You can advance 3 spaces on the Emperor track. Additionally, you can occupy an additional room <i>(of any color)</i> by turning it to the occupied side.  
101	Brother Uwe	You can advance 3 spaces on the Emperor track. Additionally, you can take a guest from the queue at no cost.
102	Conductor	You can advance 1 space on the Emperor track. Additionally, you can occupy an additional room <i>(of any color)</i> by turning it to the occupied side.  
103	Durgoing	Draw 2 staff cards from the deck and add them to your hand.
104	MacLeod	You can play a staff card from hand at no cost.

Objective Cards

There are twelve total objectives in the game, but only three are used, one from each category. The following explains their requirements:

			
You have 20 kronen.	Your marker is on space 10 of the Emperor track or higher.	You have played at least 6 staff cards <i>(of any types)</i> .	There are at least 12 room tiles <i>(of any color)</i> on your hotel board. It does not matter whether they are vacant or occupied.
			
At least 2 floors in your hotel are fully occupied. These floors need not be adjacent.	At least 2 columns in your hotel are fully occupied. These columns need not be adjacent.	At least 6 groups of rooms in your hotel <i>(of any colors)</i> are fully occupied. The groups need not be contiguous.	All rooms of at least one color in your hotel are occupied.
			
You have at least 3 red, at least 3 blue, and at least 3 yellow occupied rooms in your hotel.	You have at least 4 red and at least 3 yellow occupied rooms in your hotel.	You have at least 4 yellow and at least 3 blue occupied rooms in your hotel.	You have at least 4 blue and at least 3 red occupied rooms in your hotel.

Remember: You can claim an objective only on your turn, as an additional action. If you meet the requirement during an Emperor scoring, from getting the Emperor reward, you must wait until your next turn to claim the objective.

Emperor Tiles

There are twelve total Emperor tiles in the game, but only three are used, one from each category. The following explains their rewards and penalties (*VP = victory points*):

	Reward: You get 3 kronen. Penalty: Lose 3 kronen. If you have less than 3 kronen, lose 5 VP instead.		Reward: You get 2 dishes and/or drinks of your choice. You can place them on guests as normal. Penalty: Return all dishes and drinks in your kitchen to the supply.
	Reward: Draw 3 staff cards from the deck and play one of them immediately, paying up to 3 kronen less. Return the other two cards to the bottom of the deck, in an order of your choice.¹ Penalty: Return 2 staff cards from hand to the bottom of the deck. If you have less than 2 staff cards in hand, lose 5 VP instead.		Reward: You can prepare one room at no cost. Penalty: Remove one vacant room from your hotel, from as high a floor as possible.² If you do not have a vacant room, lose 5 VP instead.
	Reward: You get 1 strudel, 1 cake, 1 wine, and 1 coffee. Penalty: Return all dishes and drinks in your kitchen and on guest cards in your café to the supply.		Reward: You get 5 kronen. Penalty: Lose 5 kronen. If you have less than 5 kronen, lose 7 VP instead.
	Reward: Draw 3 staff cards from the deck and immediately play one of them at no cost. Return the other two cards to the bottom of the deck, in an order of your choice. Penalty: Return 3 staff cards from hand to the bottom of the deck. If you have less than 3 staff cards in hand, lose 7 VP instead.		Reward: You can prepare one room at no cost and immediately turn it to the occupied side; you must choose a room in the bottom two floors of your hotel. If the bottom two floors are full of rooms already, you get nothing. Penalty: Remove two vacant rooms from your hotel, each from as high a floor as possible.² If you have at most one vacant room, lose 7 VP instead.
	Reward: Score 8 VP. Penalty: Lose 8 VP.		Reward: You can prepare one room at no cost and immediately occupy it by turning it to the occupied side.^{3 4} Penalty: Remove an occupied room from the highest possible floor of your hotel and, if possible, a second occupied room from the next highest possible floor (<i>from the same or a different column</i>).⁵
	Reward: Score 2 VP for each staff card you played (<i>regardless of type</i>). Penalty: Lose 2 VP for each staff card you played (<i>regardless of type</i>).		Reward: You can play a staff card from hand at no cost.⁴ Penalty: Remove a staff card with the → symbol from your display. If you do not have any staff with the → symbol in play, lose 10 VP instead.

¹ If you cannot afford or do not want to play any of them, return all three to the bottom of the deck.

² If this causes to break up your hotel into separate clusters of rooms, you can add rooms to any cluster in the future. You do not need to connect the clusters.

³ You do get the occupancy bonus if you complete a group with this.

⁴ Even if this completes an objective for you, you cannot claim it, because claiming objectives is an additional action that you have to take on your turn; and now that the game is over, there will not be another turn for you to claim an objective.

⁵ This is different from previous editions, in which the removed rooms had to be in the same column.