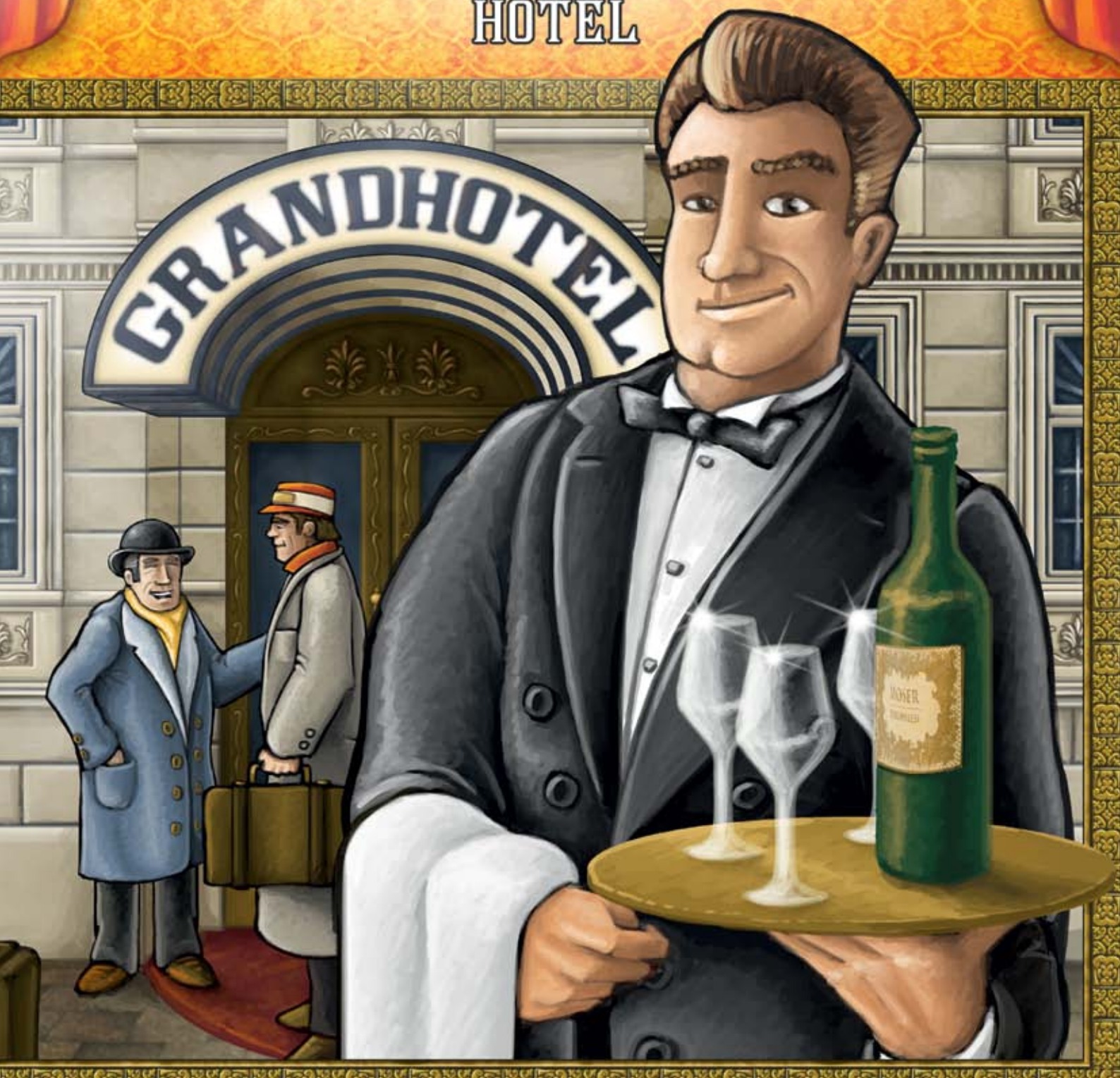
Simone Luciani & Virginio Gigli

GRAND AUSTRIA™ HOTEL



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Grand AUSTRIA Hotel

A game by Simone Luciani and Virginio Gigli

At the beginning of the 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. For that, you must expand your little hotel and prepare new rooms. In the meantime, your guests require culinary excellence. Make sure each and every guest receives a proper dish and drink. You may need to hire additional staff.
Despite all that, do not forget to render homage to the emperor, or you will fall into disgrace pretty soon. Face the challenge and turn your little hostel into the Grand Austria Hotel!

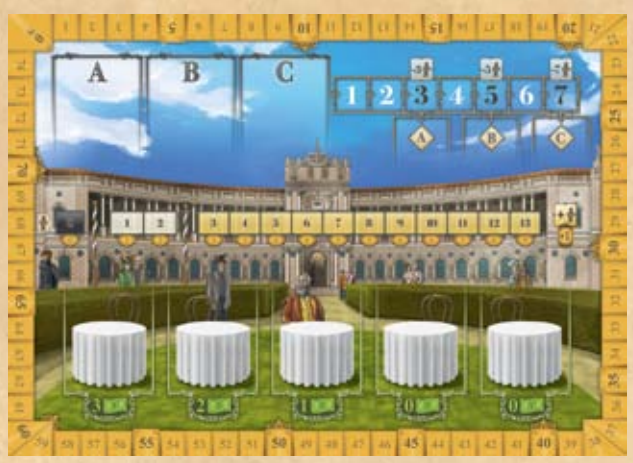
I kiss your hand, madam. Good day, milord. My name is Leopold and, if you allow me, I will be your guide in our Grand Hotel.



Components



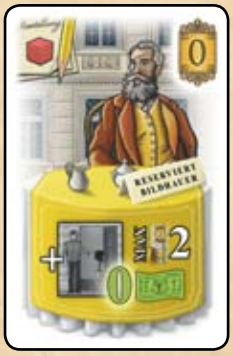
Action board



Game board



4 Hotel boards (two-sided)



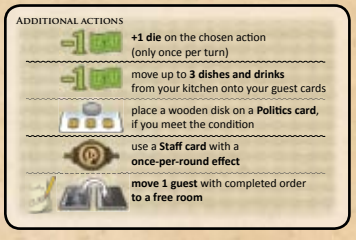
56 Guest cards



48 Staff cards

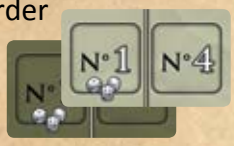


12 Politics cards



4 Overview cards

9 Turn Order tiles



84 Room tiles in 3 colors



front side: free room



back side: occupied



1 Round marker



120 Dishes and drinks (30 wooden cubes in each of 4 colors: black=coffee, white=cake, red=wine, light brown=strudel)



14 Dice



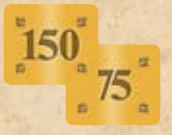
24 Wooden disks (in the 4 player colors: orange, light blue, purple, gray)



12 Emperor tiles



1 Dustbin



4 Victory Point markers

Guest Cards



In order to make your hotel successful, you will have to attract many guests and meet their needs and wishes. Once you fulfill a guest's requests, they will stay at your hotel and bring you rewards. The guests are quite picky, though, when it comes to taking a room: Nobles (blue cards) only take blue rooms, Artists (yellow cards) only yellow rooms, and Citizens (red cards) only red rooms. Only Tourists (green cards) are pleased with any room they can get.
Making a guest happy is not only worth Victory Points, but it also provides an additional action as a reward.

Guests are always the most important! This is how we roll in our hotel. If the guest is happy, they take a room. This is the only way to use our hotel to capacity and gain additional actions.



Staff Cards



Staff can be useful for your hotel. Each helper has a different effect: Some only provide a one-time benefit on hire, while others have permanent effects. Some provide additional Victory Points at the end of the game. Also, there are staff that you can only use once per round.

Staff can be quite helpful, but a skillful hotelier can manage on their own, if he is really clever.



Hotel Board

Your Hotel board features a little Café which can host 3 guests. Your Kitchen is where you prepare the dishes they order, and your Office is where you play your actions and maintain your money and staff.
The Hotel boards are printed on both sides. One side features the same hotel so that all players have the same conditions, but the other sides differ from each other and are more difficult to play.



Allow me: Please start with the front side. It will make life easier for yourself.



At the start of the game, 3 guest rooms are already available for use. Overall, you can use up to 20 rooms in your hotel.
The rooms are organized in 10 groups. Using all the rooms in a group provides valuable benefits.

Sure, who would not like a bonus? A good hotelier, though, only prepares as many rooms as is needed.



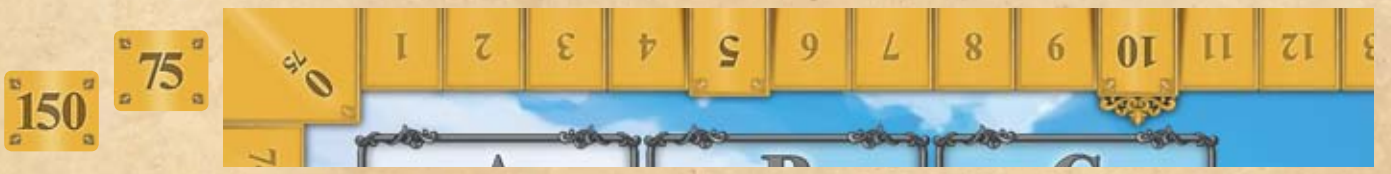
Emperor Track

There are 13 spaces on the Emperor track, each of which features a Victory Point value below it. You cannot move past space 13. Instead, you receive 1 Victory Point for each space you would move beyond space 13.



Victory Point Track

For each Victory Point you receive, advance your wooden disk on the Victory Point track by 1 space. Each space can have more than one player's wooden disk. If you move past space 75, take a Victory Point marker with 75 facing up. If you move past space 75 again, turn the Victory Point marker to the other side. At the end of the game, add the number on your Victory Point marker to your position on the Victory Point track.



Setup

- Place the game board in the middle of the table. It features spaces for the Guest cards, the Emperor track, 3 spaces for the Emperor tiles, and 3 spaces for the Politics cards.
- Place the action board with the 6 Action spaces next to it.
- Place the dustbin and the victory point markers next to it.
- Sort the 4 different dishes and drinks and place them next to the game board.
- Shuffle the Guest cards and place them face down in a stack on the designated space. Draw 5 cards from the top of the stack and place one each face up on the 5 Guest spaces.







- Shuffle the Staff cards and place them face down in a stack next to the game board.



On your first play, you should only use the recommended sets (see page 11). Sort out the appropriate cards, before you shuffle the rest.

- Choose a Politics card each from A, B, and C, and place them face up on the designated spaces of the game board.
- Choose Emperor tiles from each of the A, B, and C tiles, and place them face up on the designated spaces of the game board.
- Sort the Room tiles by color and place them in stacks next to the game board.
- Place the following number of dice on the first Action space: 10 dice in a 2-player game, 12 dice in a 3-player game, and 14 dice in a 4-player game. Put the remaining dice back into the game box.
- Take the Turn Order tiles with the correct number of players on their backs, and place the rest back into the game box.
- Take an Overview card, a Hotel board, and the 6 wooden disks in a color of your choice. Put the remaining Overview cards, Hotel boards, and wooden disks back into the game box.
- Place one of your wooden disks on space "0" of the Emperor track and another one on space "0" of the Victory Point track.
- Place one of your wooden disks on space "10" of the Money track of your Hotel board, i.e. you start the game with 10 krones. Place the remaining wooden disks next to your Hotel board.

You may need those wooden disks later to engage in politics, marking the corresponding cards with them.



- Take a coffee, wine, cake, and strudel from the supply and place them in the Kitchen on your Hotel board.
- Draw 6 Staff cards and keep them hidden from the other players.

As I said before: play the introductory variant and use the recommended sets, if you please.

- Put the round marker on space "1" of the Round track.





Preparations



Decide collectively which side of the Hotel boards you would like to use. For your first play, we recommend you use the front sides.

Randomly determine a start player. This player receives Turn Order tile “1”. The next player in clockwise order receives Turn Order tile “2”, and so on.

Beginning with the last player (who has the highest Turn Order tile) and in counter-clockwise order, each player chooses a guest from the face-up ones on the game board and places it in their Café at no cost. After each choice, slide the remaining guests to the right and place a new one from the draw pile on the empty space at left. After that, each player should have a guest in their Café.

Then, players prepare up to 3 rooms by taking Room tiles from the game board and placing them on same-colored spaces of their Hotel board. You must start with the bottom left room of your Hotel board. Subsequent Room tiles must be placed adjacent to already placed ones. You pay the cost printed on your Hotel board by moving the wooden disk on your Money track down.

Now you are ready to go!



Little piece of advice: definitely prepare 3 rooms. If you are Scottish or simply like saving money, you can prepare 3 free rooms.



Objective

The game is played over 7 rounds. At the end of rounds 3, 5, and 7, there is an Emperor Scoring. After round 7, there is also the Final Scoring. The player who then has the most Victory Points wins.

You know, there are several ways to get Victory Points: guests provide some, you get some in the Emperor Scorings, and for occupied rooms. With the right staff, there are even more ways to get points.



Course of Play

At the start of each round, the start player (who has Turn Order tile “1”) takes and rolls all the dice, sorting them by the rolled number and placing them on the corresponding Action spaces.

Then the start player takes a turn or passes (see “Passing”).

On your turn, you take the following actions:

1. Take a guest from the game board. (optional)

2. Take a die and carry out the corresponding action. (mandatory)

You can also take **additional** actions (see “Additional Actions”).

1) Take a Guest from the Game Board

On your turn, you can take one of the 5 face-up guests on the game board and place it in your Café. Pay the cost associated with the guest you took (printed on the game board), moving the wooden disk on your Money track down accordingly. Then place the guest on a free space in your Café. If all spaces are occupied, you cannot take a guest.



Slide all remaining guests on the game board to the right and place a new guest from the draw pile on the empty space at left.

Can I tell you a secret? The truth is the hotels choose their guests. A successful hotelier only takes guests that help the hotel prosper. So choose wisely, but try to get a new guest each turn, if possible. Be careful though: a guest does not leave your Café unless you complete their order!



2) Take a Die and Carry Out the Action

Choose an Action space with at least one die left and carry out the action. The **number** of dice on the Action space determines how much you get from the action. Then remove a die from the Action space and place it on the lowest visible number on your Turn Order tile.

The actions in detail:



For each die on this Action space, you can take 1 strudel or 1 cake. You cannot take more cake than strudel, but other than that you can take any combination of cake and coffee.

Example: There are 3 dice showing "1". Taking the action, you can choose 3 strudel, or 2 strudel and 1 cake.



For each die on this Action space, you can take 1 wine or 1 coffee. You cannot take more coffee than wine, but other than that you can take any combination of coffee and wine.

If you understand action "1", you also understand this one – you are not dumb, after all.





For each die on this Action space, you can prepare a room. Take a Room tile of your choice from the supply and place it on your Hotel board, according to the following rules:

- Each Room tile must be adjacent to an already placed tile.
- The front of the Room tile has to be visible.
- You must pay the cost according to the row of the Room space.
- The color of the Room tile must match the color of the Room space.



If you place a Room tile on a space in the top right part of your Hotel board, you immediately receive the printed number of Victory Points.



For each die on this Action space, you can advance 1 space on the Emperor track or your Money track. You can split the total between the two tracks.

Example: There are 2 dice showing "4". You can either advance 2 spaces on the Emperor track, or 2 spaces on your Money track, or 1 space on each.



You can play exactly one Staff card. For each die on this Action space, the cost is reduced by 1. Pay the remaining cost by moving down on your Money track accordingly. If the cost drops below 0, you do not get any money out of this.

Example: There are 4 dice showing "5". You play a Staff card costing 6, paying 2 krones. Alternatively, you could play any Staff card costing up to 4 for free.



Pay 1 krone and choose any of the 5 other actions (1-5). Take the action based on the number of dice showing "6", not the chosen number!

Example: There are 4 dice showing "6", but only 1 die showing "2". You pay 1 krone and take 2 wine and 2 coffee.

Whenever you receive dishes and drinks, you can place them immediately on a guest's order. Place the rest in the Kitchen of your Hotel board.

By the way, this is a general rule, regardless of how you get those dishes and drinks.



Additional Actions

On your turn, you can also take the following additional actions:

- Once per turn, you can pay 1 krone to add 1 to the number of dice on the chosen Action space.
- You can pay 1 krone to move up to 3 dishes and drinks from your Kitchen to the orders on your Guest cards.
- You can place a wooden disk on a Politics card (see "Politics Cards").
- You can use a Staff card you played with a "once per round" effect. If you do, turn it to the other side.
- You can move a guest whose order you completed to a free room. You immediately receive the printed number of Victory Points and the reward that guest provides. (See page 16 for an explanation of the used symbols.) Guests can only move into an unoccupied room of the same color. Turn the room to the other side and place the guest on the discard pile. When you turn over the last room in a group, you immediately and only once receive a bonus (see "Occupancy Bonus").

  If you have no free room of matching color, you cannot take this action. Guests for which you have no room stay in your Café and block space.

Except for the first one, you can take the additional actions any number of times during your turn.

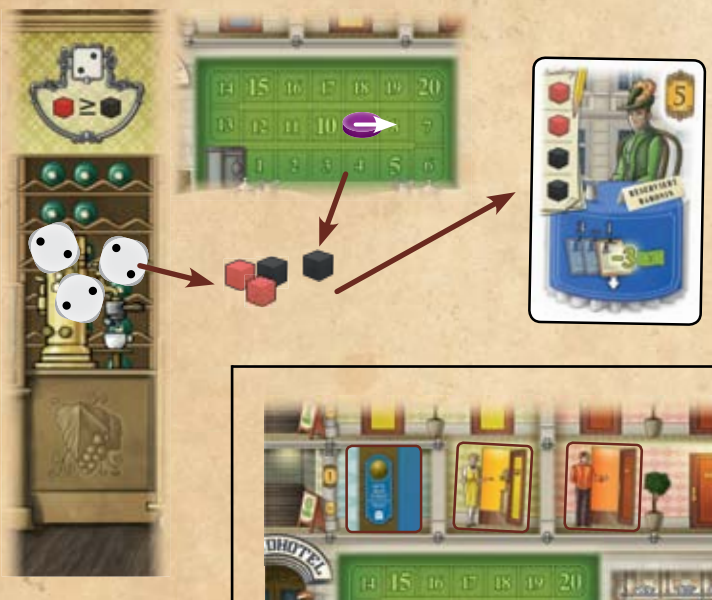
It would not be fair if rich people could simply buy everything they want!



After you finish your turn, the player with the lowest number visible on their Turn Order tile goes next. Consequently, the player to the right of the start player takes two consecutive turns.

Example of a turn:







It is Doris' turn. Since she has 3 guests already, she cannot attract a new guest into her Café. She chooses action 2 (there are 3 dice showing "2") and pays an additional krone to receive 2 wine and 2 coffee. She places those on her Baroness, thus completing her order. She receives 5 Victory Points and moves the Baroness to an empty blue room, turning that room to the other side. She receives the depicted reward (drawing 3 Staff cards and playing one of them) and places the Baroness on the discard pile. She also receives an occupancy bonus of 2 Victory Points for occupying the last room in this group.

Passing

Instead of taking a turn, you can simply pass. This happens quite frequently when there are only a few dice left on Action spaces you do not want to use. When you pass, you must wait until every other player has either passed or taken two actions (and, thus, covered both numbers on their Turn Order tile).

When that happens, the player with the lowest number still showing on their Turn Order tile takes the remaining dice from all the Action spaces, removes one, and rolls the rest again, sorting them by number and placing them back accordingly. Then that player can take a turn or pass again.

Play continues in this fashion until all players have covered both numbers on their Turn Order tiles or there are no dice left on any Action space.



Example: It is Andrea's turn. She desperately needs new rooms to move their guests into. Unfortunately, all dice from Action space 3 are gone. So she passes to wait for the re-roll. After every other player has taken 2 actions, she takes the remaining dice, removes one, and rolls again. She is lucky enough to roll "3" twice. She can now take that action and prepare 2 rooms.



Occupancy Bonus



When all the rooms in a group are occupied, you receive a bonus based on the size of the group and the quality of the rooms in it. According to the table on your Hotel board, you receive additional advancements on the Emperor track for yellow rooms, Victory Points for blue rooms, and krones for red rooms. The bigger the group, the greater the bonus you receive.
You can trigger the bonus when receiving a reward from a guest that lets you turn a Room tile. Each group provides its bonus only once, in the moment you turn the last Room tile in that group.

Example: Benedict moves a noble to his last free blue room, thus occupying the last room in a blue group. He immediately receives an occupancy bonus for that group: since it has 2 rooms, he can advance 5 spaces on the Victory Point track.

Politics Cards



Each Politics card shows a requirement. As soon as you meet the requirement of a Politics card on your turn, you can place a wooden disk on the highest available space, receiving the printed number of Victory Points for that. You can only place one wooden disk per Politics card.

If you have no clue what to aim for in this game, you should take a look at the Politics cards. They usually provide some idea of what to play towards. If you have better plans, though, you can ignore them altogether.



There are 12 Politics cards, but only 3 are used in each game. If you meet the requirements of a card on your turn, you can place a wooden disk on the card and you immediately receive the printed number of Victory Points. You can only place **one** wooden disk on each card.

Here is an explanation of the cards:

			
You have 20 krones.	You are on space 10 of the Emperor track or higher.	You have played at least 6 Staff cards.	You have at least 12 Room tiles on your Hotel board.
			
All rooms in at least 2 rows of your Hotel board are occupied.	All rooms in at least 2 columns of your Hotel board are occupied.	All rooms in at least 6 groups of rooms on your Hotel board are occupied.	All rooms of one color are occupied on your Hotel board.
			
You have at least 3 occupied rooms of each color.	You have at least 4 red and 3 yellow occupied rooms.	You have at least 4 yellow and at least 3 blue occupied rooms.	You have at least 4 blue and 3 red occupied rooms.

End of a Round

At the end of the 3rd, 5th, and 7th round, there is an Emperor Scoring (see “Emperor Scoring”). After the 7th round and its Emperor Scoring, there is a Final Scoring.
At the end of each round, you can turn your Staff cards face up again. Then pass your Turn Order tile to the next player in clockwise order. The new start player takes all the dice and moves the Round marker one space forward.

Emperor Scoring

Each player receives Victory Points for their wooden disk on the Emperor track, according to the value printed below the space that the wooden disk occupies.
Then each player must move their wooden disk a number of spaces back on the track: 3 spaces after the first, 5 spaces after the second, and 7 spaces after the third Emperor Scoring. If your wooden disk ends up in the yellow area (so at least on space “3”), you receive the bonus on the Emperor tile. If your wooden disk ends up on “0”, you suffer the penalty of the Emperor tile. If your wooden disk ends up on “1” or “2”, you neither get a bonus nor suffer a penalty.

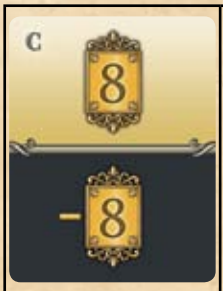




Emperor Tiles

There are 12 Emperor tiles, but only 3 are used in each game. The penalty part usually shows 2 options. If one of them is not possible, you must choose the other. Here is an explanation of the tiles:

	Bonus: You receive 3 krones. Penalty: You lose either 3 krones or 5 Victory Points.		Bonus: You receive any 2 dishes and/or drinks. Penalty: You must return all dishes and drinks from your Kitchen to the general supply.
	Bonus: Draw 3 Staff cards. You can choose one and play it for 3 fewer krones. Return the unused cards to the bottom of the Staff card pile. Penalty: You must either return 2 Staff cards from your hand to the bottom of the Staff card pile or lose 5 Victory Points.		Bonus: Prepare a room of your choice without paying any cost. Other rules regarding the preparation of a room remain intact. Penalty: You either lose 5 Victory Points or must remove an unoccupied room from the highest possible row of your Hotel board.
	Bonus: You receive 1 strudel, 1 cake, 1 wine, and 1 coffee. Penalty: You must return all dishes and drinks from your guests and Kitchen to the general supply.		Bonus: You receive 5 krones. Penalty: You lose either 5 krones or 7 Victory Points.

	Bonus: Draw 3 Staff cards. You can play one of them at no cost. Return the other two to the bottom of the Staff card pile. Penalty: You must either return 3 Staff cards from your hand to the bottom of the Staff card pile or lose 7 Victory Points.		Bonus: You can place a Room tile of any color in the first or second row of your Hotel board. Immediately turn that room to the other side, marking it occupied. You must place the room adjacent to another. Penalty: You either lose 7 Victory Points or must remove 2 unoccupied rooms from the highest possible row(s) of your Hotel board.
	Bonus: You receive 8 Victory Points. Penalty: You lose 8 Victory Points.		Bonus: You can place a Room tile of any color on your Hotel board. Immediately turn that room to the other side, marking it occupied. You must place the room adjacent to another. Penalty: You must remove 2 occupied rooms from your Hotel board. These must be the occupied room in the highest possible row and the next possible room below it, if any.
	Bonus: You receive 2 Victory Points per Staff card you played. Penalty: You lose 2 Victory Points per Staff card you played.		Bonus: You can play a Staff card from your hand at no cost. Penalty: You must either discard a Staff card you played with a “game end” effect or lose 10 Victory Points.

Game End and Final Scoring

After the 7th round, there is a Final Scoring:

- You receive Victory Points for your Staff cards that provide them.
- You receive Victory Points for your occupied rooms: 1 Victory Point for each room in the first row of your Hotel board, 2 Victory Points each in the second row, 3 Victory Points each in the third row, and 4 Victory Points each in the top row.
- You receive 1 Victory Point for each krone and leftover dish and drink in your Kitchen.
- You **lose** 5 Victory Points for each guest in your Café.

The player with the most Victory Points wins. In case of a tie, the player who has more dishes, drinks, and krones left wins.

Introductory Variant

In order to familiarize yourselves with the game, we recommend you each start the game with an equal set of Staff cards. Before your first play, sort the Staff cards and give each player a set. The start player receives set A, the next player set B, and so on.
Then shuffle the remaining Staff cards to form the draw pile.



Variant for Experienced Players

At the start of the game, each player receives 6 Staff cards, chooses 1, and takes it into their hand. Then give the rest to the player to your left. Again, choose 1 card and pass the rest to the left. Repeat this process until you have chosen and taken 6 Staff cards into your hand.

Staff Cards

You have a question for the Staff? I am gladly at your service. I would like to explain each and every Staff member in detail: I will also tell you when each Staff member activates and how much you have to pay for their services.
Some activate only once, namely when you hire them, i.e. when you play the Staff card.
Others activate once per round. You decide when that is, but once they have done their jobs, they take a nap for the rest of the round (meaning you should turn them face down). You can use them again next round.
There are also quite busy Staff who work permanently. Their effects last for the rest of the game.
Finally, there are Staff that only come into effect at the end of the game providing Victory Points.



Bademeister / Pool Attendant (1 krone, one-time): Advance 3 spaces on the Emperor track.
Barista / Barista (3 krones, one-time): You receive 4 coffee.
Barmann / Barkeeper (4 krones, once per round): You receive 1 wine.
Bote / Delivery Boy (6 krones, permanent): You can take guests from the game board at no cost.
Butler / Butler (5 krones, permanent): You can prepare blue rooms at no cost.
Chauffeur / Chauffeur (5 krones, permanent): You can prepare red rooms at no cost.
Chefkoch / Chef (3 krones, one-time): You receive 1 strudel, 1 cake, 1 wine, and 1 coffee.
Concierge / Concierge (4 krones, game end): You receive 3 VP per occupied blue room.
Dekorateur / Decorator (2 krones, permanent): Each time you take a die showing "1" or "2", you can also prepare 1 room.
Direktionsassistent / Assistant Manager (4 krones, game end): You receive 4 VP per Staff card you played, including the Assistant Manager, of course.
Direktor / Hotel Manager (4 krones, game end): You receive 4 VP for each set of 3 occupied rooms of different colors. Each room can only be part of one set.
Example: At the end of the game, you have 3 red, 4 blue, and 6 yellow rooms, which are all occupied. You receive 3x4=12 VP.
Empfangschef / Reception Clerk (4 krones, game end): You receive 3 VP per occupied yellow room.
Etagendame / Female Floor Housekeeper (2 krones, game end): You receive 5 VP for each fully occupied floor in your hotel.
Etagendiener / Male Floor Housekeeper (5 krones, permanent): Each time you complete a guest's order, that consists of 4 dishes and drinks, you also receive 4 VP. You only receive those points when the guest moves to a room.

You also receive the guest's printed VP.



Floristin / Florist (5 krones, permanent): You can prepare yellow rooms at no cost.
Fremdenführer / Tour Guide (2 krones, permanent): Each time you complete a green guest's order, you also receive 2 VP. You only receive those points when the guest moves to a room.

You also receive the guest's printed VP.

Frühstückskellner / Breakfast Server (4 krones, once per round): You receive 1 strudel.
Garderobenfrau / Checker (2 krones, permanent): Each time you take a die showing "5", you also receive a discount of 2 krones.



As usual: if the discount exceeds the cost, you do not receive any money.

Gärtner / Gardener (3 krones, permanent): Each time you receive the Emperor bonus, you also receive 5 VP.
Hausdame / Executive Housekeeper (2 krones, permanent): Each time you take a die showing "3" or "4", you also receive 2 VP.
Hausdetektiv / Detective (2 krones, permanent): Each time you take a die showing "5", you can also advance 2 spaces on the Emperor track.
Hausverwalter / Custodian (5 krones, permanent): Each time a guest moves into a room, you also receive 1 krone.

Innenarchitekt / Interior Architect (3 krones, permanent): Each time you take a die showing "3", you also receive 5 VP.
Kaltmamsell / Larder Cook (2 krones, one-time): You receive 4 strudels.
Kellnerin / Waitress (6 krones, once per round): You receive 1 cake.
Konditor / Confectioner (3 krones, one-time): You receive 4 cakes.
Küchenhilfe / Kitchen Hand (3 krones, permanent): You can take a die showing "6" at no cost. You get also the reward for the number of dice in Action space "6" plus one.
Liftboy / Liftboy (4 krones, game end): You receive 5 VP for each fully occupied column in your hotel.
Marketingleiter / Marketing Director (2 krones, game end): You receive 5 VP for each Politics card on which you placed a wooden disk.
Masseurin / Masseuse (1 krone, permanent): Each time you complete a yellow guest's order, you also receive 1 krone. You only receive that krone when the guest moves to a room.
Oberkellner / Chief Waiter (1 krone, permanent): You can move dishes and drinks from your Kitchen to your guests at no cost.
Page / Page-boy (2 Krones; one-time): You can turn 2 rooms of any color to the other side, marking it occupied.
Personalchef / Staff Manager (3 krones, permanent): Each time you take a die showing "3", you can also play a Staff card from your hand.
Pferdeknecht / Groom (4 krones, permanent): Each time you complete a red guest's order, you also receive 2 krones.
Portier / Porter (5 krones, one-time): Complete a guest's order by taking the dishes and drinks from the general supply.
Reservierungsleiter / Booking Manager (4 krones, game end): You receive 3 VP per occupied red room.
Restaurantchef / Restaurant Manager (2 krones, permanent): Each time you take a die showing "1" or "2", you also receive 1 additional dish and drink, respectively.

The normal rules apply: you cannot take more cake than strudel, or more coffee than wine.



Rezeptionist / Receptionist (5 krones, game end): You receive 1 VP per room in your hotel, regardless of whether or not the room is occupied, or merely prepared.
Schuhputzer / Bootblack (4 krones, permanent): Each time you take a die showing "4", you advance 1 space on the Emperor track **and** on your money track for each die, instead of chosing one of the two options.
Sekretärin / Secretary (5 krones, game end): You can copy another player's Staff card.

Of course, you should copy a card providing VP—nothing else makes sense.

Sommelier / Sommelier (2 krones, one-time): You receive 4 wine.
Sous Chef / Sous-Chef (6 krones, once per round): You receive 1 coffee.
Stallmeister / Stableman (1 krone, permanent): Each time you complete a blue guest's order, you can also advance 1 space on the Emperor track.
Telefonistin / Operator (3 krones, game end): You receive VP for your position on the Emperor track. You receive twice the depicted value in VP.



So you can get at most 12 VP from this, since your wooden disk can be at most on space 6 after the final Emperor scoring.

Veranstaltungsleiter / Conference Manager (5 krones, permanent): You do not suffer the penalty for being on "0" on the Emperor track.
Wäscherin / Laundress (2 krones, permanent): Each time you take a die showing "4", you also receive 4 VP.
Zimmerdiener / Room Service (3 krones, game end): You receive 2 VP for each fully occupied group of rooms in your hotel.



The rooms must be occupied, it does not suffice to merely prepare them.

Zimmermädchen / Chambermaid (4 krones, game end): You receive 1 VP per occupied room in your hotel.

Guest Cards

Guests are usually open books to us experts, so I should not need to explain them all, just a few of them:



Bildhauer: You can prepare a room in the first or second row of your Hotel board at no cost.

If you cannot do so: tough luck!

Reichsritter: The only guest with no reward.

What a greedy odd fellow. At least he is worth an easy 3 VP.

E. Gizia: You receive another turn without taking dice.

Thanks

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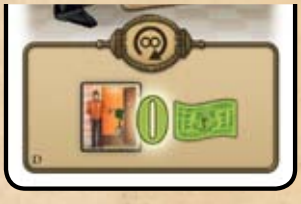
Overview of Symbols

	Advance the depicted number of spaces on the Emperor track.
	Take a dish or drink of the depicted color. Place it on a guest's order or in your Kitchen.
	Take a dish or drink of your choice. Place it on a guest's order or in your Kitchen.
	You receive 2 Victory Points.
	Prepare a room of your choice, according to the placement rules. You must pay the cost.
	Prepare a room of your choice, according to the placement rules. You must pay the cost minus 1 krone.
	Prepare a room of your choice at no cost, according to the placement rules.
	You receive 1 krone.
	You can play a Staff card at no cost.

	You can play a Staff card, paying 3 krones less than printed on the card.
	Take a Staff card from the draw pile and put it into your hand.
	Take 3 Staff cards from the draw pile and play one of them immediately, paying 3 krones less than printed on the card. Return the other 2 cards to the bottom of the draw pile.
	You can turn a room of the depicted color to the other side, marking it occupied. Gray color means you can turn any room, regardless of color.
	Complete the order on a Guest card of the depicted color. Take the required dishes and drinks from the general supply, placing them on the Guest card. Gray color means you can complete any guest's order, regardless of color.
	Prepare a room of the depicted color at no cost.
	Take a face-up Guest card from the game board and place it in your Café at no cost, unless you have no space in your Café.

	
one-time	once per round
	
permanent	game end