

FULL HOUSE™

For 2-4 players

In this game each player is an Innkeeper, signing in and checking out guests as directed by the cards and the die. He tries to improve the standard of this hotel from Economy to Luxury, thereby attracting more guests and higher room rates.

Object of the game

Be the first player to make \$500,000.

Parts

- The playing board.
- 4 sets of hotel rate cards, a set for each player. (3 cards = a set) each set is a different colour.
- 48 guest cards, each listing:
 - the type of room required (single, double, suite, floor) and the length of the stay (2 to 60 days)
 - the standards he accepts and the rate he will pay for his stay on coloured stripes: Economy/green, Medium Price/orange, High price/violet, Luxury/yellow
- 30 Telegram cards
- Paper money (in \$50, \$100, \$500, \$1000, \$5,000, \$10,000, \$100,000 bills)
- 1 Die
- 1 People-Popper

Starting the game

1. Shuffle the Telegram cards and place them face down on the centre of the board.
2. Each player chooses a colour (red, yellow, blue or green), takes the set (3 cards) of hotel rates matching his colour and places his token on the "Floor" space of his hotel.
3. Select a player to be the Banker. The Banker then issues \$7,500 to each player.
4. Shuffle the "Guest Cards" and place them face down into the "People-Popper".
5. Each player rolls the die. The highest begins the game with others taking their turn in a clockwise rotation.
(At that point, each player is the Innkeeper of his 8-room hotel rated "Economy", in which he will check-in guests.)

Playing the game

Each player's turn consists of these steps:

1. Pick 3 guest cards out of the People-Popper.
2. Receive all the eligible guests (see below) in your hotel by placing the guest cards face up on corresponding room squares of your hotel.

3. Pass around the cards of non-eligible guests, in the rotation order. Every player must accommodate as many guests as possible assuming they are eligible (see below).
4. Roll the die and advance that number of squares around the board clockwise.
5. Follow the instructions of the square you land on.

Eligibility of guests

A guest is eligible if:

1. He accepts the standard of your hotel (Economy through Luxury) as indicated by the stripes on guest cards.
(Green: accepts Economy; Orange: accepts Medium-Price; Violet: accepts High-Price; Yellow: accepts Luxury),

and

2. The room size he requests is available (Single through Floor).

Note:

- (a) No eligible guest can be refused.
- (b) No guest can be moved from one floor to another.
- (c) If none of the players can use a particular guest card, it is discarded in the People-Popper.

What to do when you land on these board squares

"Floor"

The player must pay the owner of the hotel whose colour he is on the rate of the floor (as indicated by the owner's rate card) times twice the amount of the die he just rolled.

Example: Economy Hotel — Floor rate: \$200
Roll of the Die: 3
To be Paid: $\$200 \times 6 = \$1,200$

"Suite"

The player must pay the owner of the hotel whose colour he is on the rate of the suite (as indicated by the owner's rate card) times twice the amount of the die he just rolled.

Example: Medium Price Hotel — Suite rate: \$100
Roll of the Die: 4
To be Paid: $\$100 \times 8 = \800

"Double"

The player must pay the owner of the hotel whose colour he is on the rate of the Double (as indicated by the owner's rate card) times twice the amount of the die he just rolled.

Example: Luxury Hotel — Double Rate = \$200
Roll of the Die: 5
To be Paid: $\$200 \times 10 = \$2,000$

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"Checkout First Floor"

"Checkout Second Floor"

The player landing on such a square must checkout all the guests of the floor indicated by discarding all the guest cards of the floor back into the People-Popper. He collects from the bank the total compensation for that floor, according to the guest cards.

"Checkout All Guests"

The player landing on such a square must checkout all the guests from his hotel by discarding all the guest cards back into the People-Popper. He collects from the bank the total compensation for all his guests, according to the guest cards.

"Telegram"

Pick the first Telegram of the deck, and follow its instructions. Discard when used on a discard pile.

Note:

- (a) **"ROBBERY" TELEGRAM:** "One Fourth of All Your Money Stolen"
Round to lowest \$50.
Examples: • Total Money \$17,650
Robbery: \$4,400 instead of \$4,412.50
• Total Money \$21,950
Robbery: \$5,450 instead of \$5,487.50
- (b) **"VETO CARD" TELEGRAM:** can be used against any telegram, even drawn by an opponent.
- (c) **"RENOVATION" TELEGRAM:** The guests who are not eligible in other hotels remain in yours.
- (d) **"FIRE":** The hotel is downgraded to an Economy hotel. All non-eligible guest cards are discarded in the People-Popper. The player may then immediately upgrade his hotel (see below), but still lose the above guests.

When all the Telegrams have been used, shuffle the deck and put it back on the centre of the board.

Upgrading Your Hotel

A player can upgrade his hotel at any time during his turn. As soon as he does it, he posts the new rate card over the current one and can charge the new rates for all current and future guests. To upgrade a hotel a player must pay the bank:

From Economy to Medium Price:	\$15,000
From Medium to High Price:	\$35,000
From High to Luxury:	\$60,000

Should a player upgrade his hotel from one standard to two or three levels higher, he has to pay the bank the total of the corresponding above amounts.

Example: From Economy to High Price:
 $\$15,000 + \$35,000 = \$50,000$

Downgrading Hotels

If a Medium Price, High Price or Luxury hotel owner wants or needs more cash than he has, he can or has to downgrade his hotel. The bank will then pay him half the amount he had to pay for the upward conversion:

From Luxury to High Price he collects:	\$30,000
From High to Medium Price he collects:	\$17,500
From Medium Price to Economy he collects:	\$ 7,500

He then posts the new rates and must charge them to all current and future guests.

Should a player downgrade his hotel from one standard to two or three levels lower, the bank would pay him half the total amount of the corresponding upward conversions.

Example: From Luxury to Medium Price:
 $\$30,000 + \$17,500 = \$47,500$

When downgrading a hotel, the guests remain in it except those who became not eligible. They go back in the People-Popper, not to another hotel.

Bankruptcy

If an Economy hotel owner has insufficient cash to pay a debt, he is considered bankrupt and must:

- (a) Pay all the money in his possession to his creditor.
- (b) Check out all the guests and collect the money. Pay the creditor up to the debt and pay the bank the remaining amount if any.
- (c) If it is insufficient, his creditor is entitled to check in his debtor's guests if eligible at his convenience.
- (d) The debt is then considered paid.
- (e) The player can then collect \$7,500 welfare from the bank and start off again.

Winning the game

The first player holding \$500,000 in cash is the winner, whatever his hotel standard is.

Specific rules for 2-3 players

The following rules apply for a 2 or 3 player game:

- (a) Pick only two guests from the People-Popper at each turn.
- (b) When moving around the board, disregard the 6 squares on top of any non-used hotel.

Alternative rules for shorter games

- (a) Start the game with \$10,000 instead of \$7,500.
- (b) The winner is the richest player in cash at the end of a specified time, whatever his hotel standard is.

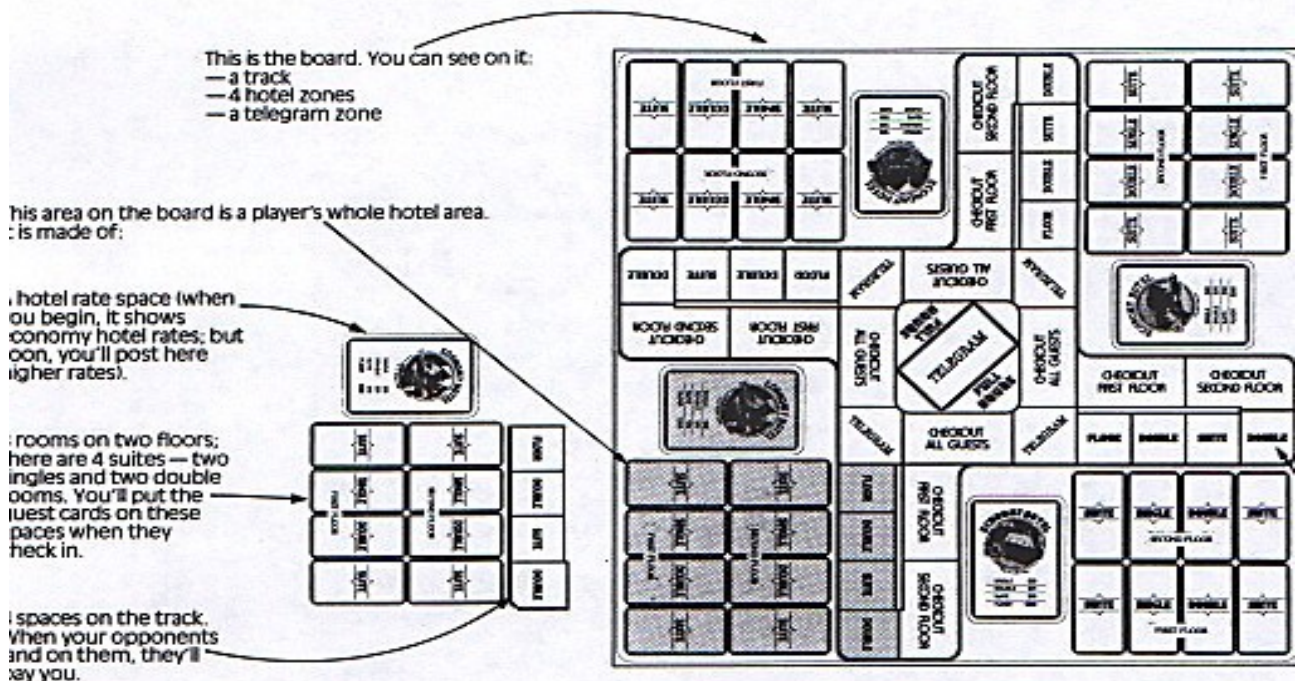
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OBJECT: be the first player to make \$500,000.

Carefully study this page to become familiar with the parts and basic rules. Then read the rules completely and have fun playing!



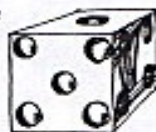
This is one player's set of hotel rate cards (there are 4 sets in total). As soon as you improve the standard of your hotel, you'll post them upon the "economy hotel rate" card already printed on the board.

These rates are generally used to know how much another player will owe you when landing on your hotel room spaces on the track.

This is the playing piece: it has been designed in order to be also a good luck piece.



And this is the die: let it roll!



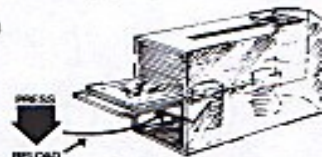
This is the track you'll move along in a clockwise direction.

These are some guest cards (there are 48 in total). If the guests are eligible (see rules), you'll put those cards in your room spaces, either on the 1st or the 2nd floor.



All the guest cards are stored in this device, called the people-popper, that will "pop" guest cards for you on your turn.

For smooth operation trim rough edges from guest cards before loading in people-popper. If jamming occurs, inspect exit slot, remove cards, clear any debris from slot, and reload cards.



If guest cards become damaged due to jamming, we will gladly replace cards.

Please write:
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