

HOTELS™

2 TO 4 PLAYERS

OBJECT OF THE GAME

Become a rich Hotel Tycoon! Build hotels, welcome guests, and hope they stay so long that they go broke paying their bills!

PREPARATION FOR PLAY

1. Assemble the game parts as described on the cardboard platform.

2. Place the Bank and Town Hall on their labeled gameboard locations. Place the hotels, recreational facilities, entrances and Title Deeds off to the side of the gameboard.

3. Choose one player to be the Banker. This player handles the bank's money and the Title Deeds. The Banker gives starting money to each player as follows:

• IN A 3 OR 4 PLAYER GAME,
EACH PLAYER GETS \$12,000:

one\$5,000 bill
five.....\$1,000 bills
three.....\$500 bills
five\$100 bills

• IN A 2 PLAYER GAME, EACH
PLAYER GETS \$25,000:

four\$5,000 bills
three\$1,000 bills
three.....\$500 bills
five\$100 bills

4. Each player chooses a car and places it on the START space.

5. Each player rolls the red die. Highest roller goes first. Play continues clockwise.

—OVERVIEW—

HOW TO DEVELOP A HOTEL PROPERTY

- Buy the land.
- Build main building and any extensions after rolling the multicolor die for building permission.
- Add hotel entrances after buying the main building.
- Add recreational facilities after *all* extensions have been built.

To develop a property, you must land on the appropriate gameboard spaces. These spaces and other special ones are described in the rules that follow.

HOW TO PLAY

1. On your turn, roll the red die and move your car forward (clockwise around the board) the number of road spaces shown on the die. Cars may not share spaces. If you land on an opponent's car, move ahead to the next vacant space.

2. BUYING LAND

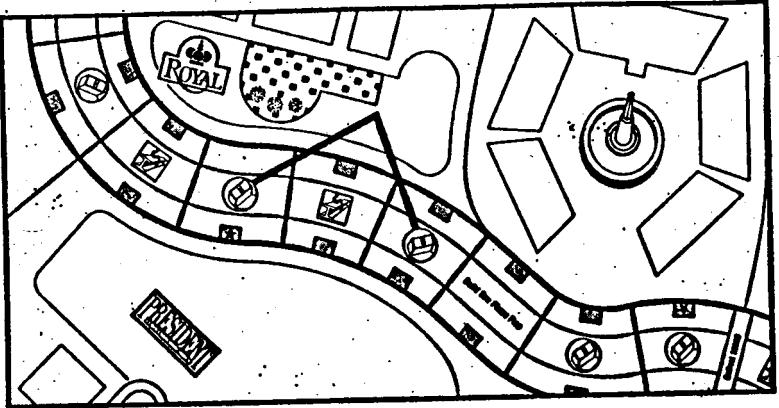
When you land on a *Buying Space*, you may, if you wish, buy one vacant plot of land adjacent to that space. A vacant plot is one with *no* buildings on it.



BUYING
SPACE

ure 1, you may purchase the land for The Royal or the President Hotel.

FIGURE 1



- **Buying From The Bank:** If no one owns the land you want to buy, the Banker tells you the cost of the land listed on the Title Deed. If you decide to buy the land, pay the cost of the land to the Bank and take the deed.
- **Buying From The Owner:** If the land is owned by an opponent, but no buildings are on it, you may buy it by paying the cost of the land to the owner. The owner's consent is not needed. Then you take possession of the Title Deed.

FIGURE 2

C O S T	
Land	\$2500
Entrances	\$ 250
Main Building	\$3600
Extension 1	\$2000
Extension 2	\$2000
Extension 3	\$2000
Facilities	\$3000

Cost Of Land

3. BUILDING HOTELS

When you land on any *Build Space*, and you own some land, you may want to put up one or more buildings on one of your properties. (Adding buildings will increase your property value). In order to put up a building(s), do the following:

- **First, Declare Your Plan:** Announce what and where you want to build. If you can afford it, you may want to *build more than one building* on the same plot of land on that turn.

Each building must be built in the sequence shown on your Title Deed. For example, you must buy the main building before you can buy extension #1. (The main building is the one with the hotel name on it.)

- **Then Get Permission To Build:** To obtain permission, roll the multicolored die. If you roll:



BUILD SPACE

RED—Permission denied. Wait until you land on another *Build Space* to roll again.

GREEN—Permission granted. Pay the Bank the amount(s) shown on your Title Deed for the appropriate building(s) and put it (or them) on your gameboard property.

H—Congratulations! You can build at a special discount — price! Pay the Bank only **HALF** the amount(s) shown on your deed and put your building(s) on your gameboard property.



2—Bad luck! Pay **DOUBLE** the amount(s) shown on the deed to build—or *don't build at all on this turn.*

Building For Free: When you land on a *Build One Phase Free* space, you may do one of these three things at no cost:

- Build the main building on any *one* vacant plot of land that you own;
- Or add an extension to *one* of your properties with one or more buildings on it;
- Or you can add a recreational facility to any *one* of your hotels that has *all* buildings in place. **Note:** Landing on *Build One Phase Free* does not entitle you to add an entrance.

4. PASSING THE TOWN HALL AND ADDING ENTRANCES

Whenever your car passes the yellow line near the **TOWN HALL**, you may buy **ONE** entrance for any or all of your hotel complexes (at the end of your turn).

NOTE: Entrances can only be added to properties that have at least one building on them.

Entrances are desirable because you can charge opponents to stay at your hotel whenever they land on a space containing one of your entrances. Until entrances are added, opponents can land on your hotel spaces without paying.

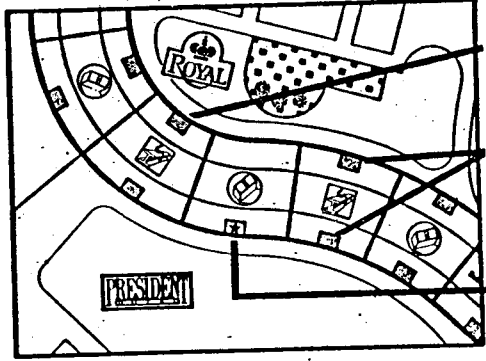
To buy an entrance, pay the Bank the amount shown on your Title Deed. Then place the entrance on a gray rectangle (found inside a road space) that borders your property. See Figure 3.

The rules for placing your entrances are:

- Only one entrance is allowed per road space bordering your property.
- No two entrances (whether belonging to you or an opponent) may be placed facing each other on the same space. See Figure 3.
- If there are no more open gray rectangles bordering your hotel complexes, then you can't add any more entrances there.
- Building permission (rolling the multicolored die) is not needed to add an entrance.

Reserved spaces: Your *first* entrance on any property must be placed on the *Reserved Space*. Each hotel complex has one road space reserved exclusively for an entrance to that property. A *Reserved Space* is designated by a star inside the rectangle. A hotel *must* use its own *Reserved Space* before it starts competing for spaces with the hotel(s) across the street. See Figure 3.

FIGURE 3



Entrance markers are placed on these gray rectangles.

Entrance markers cannot be placed opposite each other.

An example of a *Reserved Space*. Only the President Hotel can build an entrance on this road space.

NOTE: Occasionally, you will land on a *Build Space* on the same turn that you pass the yellow "Buy An Entrance" line. When this happens, you could (with the proper die roll) build on any vacant land that you own and then add one entrance there on the same turn. If your die roll doesn't give you permission to build, you can still buy an entrance for one or more of your other properties that have at least one building on them.

Getting Free Entrances: When you land on a *Free Entrance Space*, you may add one entrance to any **ONE** of your properties with at least one building on it, free of charge. If there are no open gray rectangles bordering your hotel property, then you cannot build a free entrance.

5. PASSING THE BANK

Every time your car crosses the yellow line in front of the Bank, collect \$2,000 from the Bank.

In a 3 or 4 player game, when only 2 players are left, they can no longer receive income when passing the Bank. They must survive only on guests' payments. In a 2 player game, players continue to collect \$2,000 whenever they pass the Bank.

9. INSTALLING RECREATIONAL FACILITIES

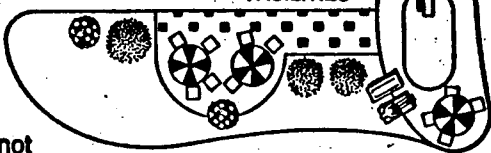
When you land on a *Build Space*—and you've built a hotel and *all* of its extensions—you may then add recreational facilities.

(Recreational facilities cannot

be installed on the same turn that Hotel buildings are built.)

You do not need to roll the multicolored die for building permission—simply pay the price to the Bank and install your facilities.

RECREATIONAL FACILITIES



7. STAYING & PAYING AT AN OPPONENT'S HOTEL

When you land on a space with an entrance to an opponent's hotel, you become a hotel guest and must pay the owner for your stay.

To determine the length of your stay, roll the red die. The owner looks at the COST column on the Title Deed and finds the most recent building, extension or facility that was built. The owner reads across to the column number that matches your "length of stay" die roll. You then pay your opponent the dollar amount indicated.

EXAMPLE: You land on a space containing an entrance to the Royal Hotel, which is owned by your opponent. He has constructed the main building plus two extensions. You roll a four on the red die. Four nights at the Royal with two extensions will cost you \$1,400, payable immediately! See Figure 4.

FIGURE 4

Die Roll, 4 Nights



Most recent building

COST		RENT DUE						
		Star Rating	1	2	3	4	5	6
Land	\$2500	*	150	300	450	600	750	900
Entrances	\$ 250	**	250	500	750	1000	1250	1500
Main Building	\$3600	***	350	700	1050	1400	1750	2100
Extension 1	\$2000	****	450	900	1350	1800	2250	2700
Extension 2	\$2000	*****	650	1300	1950	2600	3250	3900
Extension 3	\$2000							
Extension 4	\$2000							
Facilities	\$3000							

You pay this amount

8. KEEP YOUR EYES OPEN!

It is up to you to ask for payment when someone lands on an entrance to one of your hotels. A "guest" *does not* have to pay you if you do not request payment *before* the next player rolls the die to move his or her car. You must also remember to claim \$2,000 when you pass the bank and to add entrances when you pass the Town Hall.

9. AUCTIONS

If you are unable to pay a hotel owner the full amount you owe, you must immediately put one (or more) of your properties or plots of land up for auction. You must sell as much property as necessary to pay your debt in full. You cannot sell off *parts* of a hotel property. You must sell an entire complex. Here's how to auction your property:

- **First, announce that you're auctioning property.** All players may bid. The minimum bid is the *cost of the land*, whether or not you have developed it! Players bid until one player makes the highest offer.
- **Then sell to the highest bidder.** The highest bidder receives the property, all buildings, entrances, facilities and the Title Deed.

If no one offers the minimum bid, the Bank takes possession and pays you the minimum price. When this happens, the hotel, buildings, facilities and entrances are then removed from the game-board. The bank-held property, buildings and facilities are available for purchase again by any player as the game continues.

10. BANKRUPTCY

You must drop out of the game when you run out of money and lose all of your property.

THE WINNER The last player left in the game wins.