

Luciani, Gigli & Hendrickson

High Season

GRAND HOTEL

~ Roll & Write ~

for 2-4 players ages 12 and up
playing time: 45 minutes



Good day, milady! Good day, milord! We're honored to have you with us again. As always, we've reserved the Prince's Suite for you, with a fantastic view over the rooftops of Vienna!

In this game, you run a prestigious hotel in Vienna at the beginning of the 20th century and it is high season: Guests from all over the world require a room to stay and expect exquisite service. New staff have been hired to support you. Even the Emperor has noticed your fine establishment—can you meet all of his demands? Now it is up to you to outdo the competition and shine as Vienna's first address!

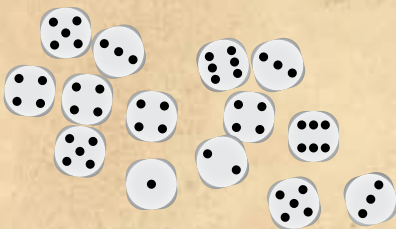
Components



1 action board



4 hotel boards (two-sided)



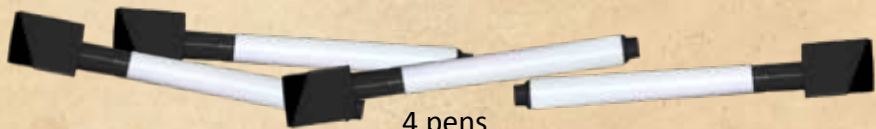
14 dice



1 start marker



4 staff boards (two-sided)



4 pens

Credits

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For all other concerns, please find help at:
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Object of the Game

Over the course of seven rounds, you must face the daily challenges of the hotel business: prepare rooms, accommodate guests, hire staff, manage finances, and secure the Emperor's favor. To achieve these tasks, you need to choose the appropriate dice for your actions and unlock valuable bonuses on your hotel board. After scoring at the end of the game, the player with the most points wins.

Setup

1. Place the **action board** and **dice** in the center of the play area:
 - with 2 players, place 10 dice;
 - with 3 players, place 12 dice;
 - with 4 players, place all 14 dice.
2. All players: Take a random **hotel board** and **staff board** and place them in front of you, with a random side facing up; the staff board fits neatly below the hotel board. Also take a **pen**.

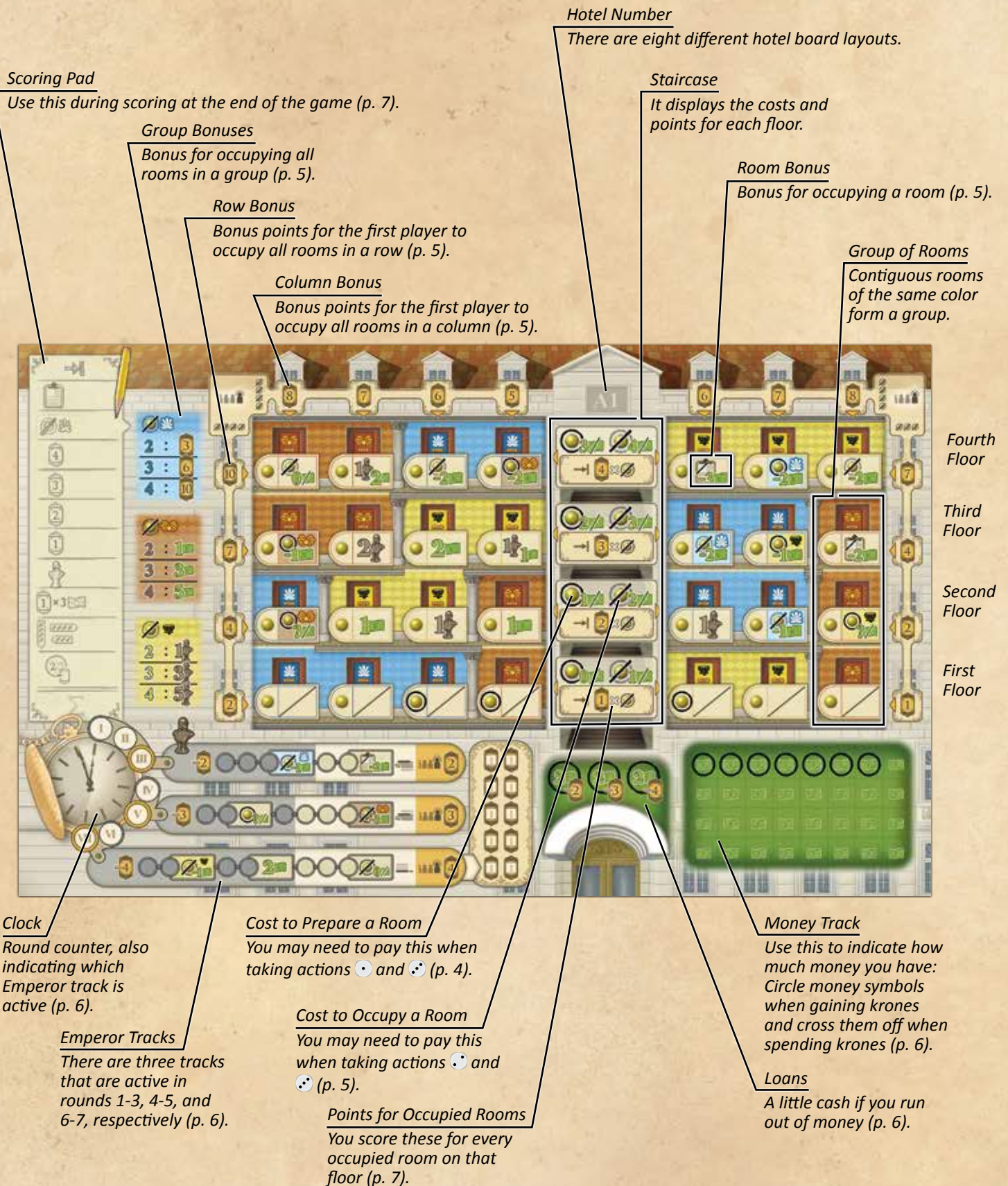
Variant: Freely choose which side of your hotel board and staff board to play with.

3. Return any remaining hotel boards, staff boards, pens, and dice to the game box—you will not need them.
4. Determine who gets the **start marker**.
In clockwise order, the other players get 1, 2, and 3 additional kronas, respectively, i.e., circle that many money symbols on the money track of your hotel boards.



Your Hotel

Most of the game revolves around your hotel and staff board. The following provides an overview of their features. Everything will be explained on the following pages.





Clipboard
Cross it off when hiring a person (p. 6).

Cost
You may need to pay this when taking action (p. 6).

Staff Number
Useful to reference certain staff.

Permanent Effect
Staff on the left provides a permanent effect that you can use for the rest of the game when applicable (p. 8).

One-Time Effect
Staff in the middle provides a one-time effect that you can use immediately after you hire that person (p. 8).

Scoring Effect
Staff on the right allows you to score additional points (p. 8).

Course of Play

The game is played over **7 rounds**; in each round, each player takes **2 turns**.

At the **start of each round**, all players cross off the current round number on the clock. Then the start player (*indicated by the start marker*) rolls **all** the dice, **sorts** them by the rolled numbers, and places them on the corresponding spaces on the action board.

Next, beginning with the start player and going **clockwise** around the table **twice**, each player takes a total of **two turns**—one turn per cycle. On your turn, you take a die from the action board and carry out the associated **action**.

After all players have taken two turns, the round ends and the start marker is passed to the next player clockwise. After 7 rounds, the game ends and you score your hotel boards.



Your Turn

On your turn, choose a space on the action board containing at least one **die**, and take a die from it. Then carry out the associated action according to its **strength**, i.e., the number of dice on the chosen space **including** the taken die. If there is a cost associated with the chosen action, you must be able to pay it; otherwise, you may not choose that action.

Example: You take a 3, of which there are three, carrying out the action with a strength of 3. Afterward, there are only two 3s left on the action board.

Note: Unlike its predecessor, Grand Austria Hotel, both turns of a round are played in clockwise order. Also, you may not pass your turn or boost the action by paying a krone.

Special case: If you cannot carry out any of the available actions, take a die and ignore the associated action. Instead, you get 1 krone.



The actions



Preparing Rooms

Prepare **one or more** rooms in your hotel, **up to** the strength of this action. For each room you prepare, proceed as follows:

Circle the doorknob of a room that is **orthogonally adjacent** to a room with a circled doorknob. Rooms that are immediately to the left and right of the staircase on the same floor are considered orthogonally adjacent. You start the game with three circled doorknobs on the first floor.

Pay the **cost** for preparing a room, as indicated by the staircase on that floor (0, 1, 2, or 3 kronen, respectively).

Important! You do **not** get a bonus for preparing a room. You get the bonus depicted on the door, if there is one, only when you occupy that room (*see page 5*).





Occupying a Room

Occupy **exactly one** room in your hotel by crossing off a **circled doorknob** that has not been crossed off yet.

Pay the **cost** for occupying a room, as indicated by the staircase on that floor (1, 2, 3, or 4 krones, respectively), **reduced** by the **strength** of this action, to a minimum of 0 krones.

Immediately after, you get the **one-time room bonus** if there is one depicted on the door; the rooms on the first floor do not provide a room bonus.



Example: ① There are 3 dice on space ●. You take one of them to occupy a prepared room on the fourth floor.
 ② Thanks to the 3 dice on the space, the normal cost of 4 krones is reduced to 1 krone. ③ You cross off 1 krone and the doorknob of the room, and you get the depicted bonus, ④ which allows you to occupy another room at a reduced cost.



Group Bonus

The 28 rooms in your hotel are divided into **9 groups** of two to four **contiguous** rooms of the **same color**. As soon as all rooms in a group are **occupied**, you get a bonus according to the **color and size** of the group, as indicated on the left of your hotel board:

- **Blue:** During scoring, you get the indicated number of points.
- **Red:** Immediately circle the indicated number of krones.
- **Yellow:** Immediately cross off the indicated number of spaces on the active Emperor track (see page 6).

Each group provides its bonus only once when the last room in that group gets occupied. If you get both a group and room bonus (from the last room you occupied), carry them out one after the other, in an order of your choice.

Example: You occupy the last room in a blue group of 2 rooms. During scoring, you get 3 points for that group.



Row and Column Bonuses

If you are the **first** player to **occupy all** rooms in a row or column, circle the corresponding points, which you will get during scoring. All other players must cross off those points—they cannot gain them any longer. Please note that each floor features **two separate rows** of rooms: one to the left and one to the right of the staircase.



Preparing Rooms OR Occupying a Room

Choose exactly one of the “Preparing Rooms” (●) and “Occupying a Room” (○) actions and carry out the chosen action according to the strength of space ●. You may not carry out both actions. The number of dice on the ● and ○ action spaces does not matter; nor does it matter whether there are any dice on those spaces at all.



Emperor OR Kroner

Equal to the strength of this action, **either** cross off that many spaces on the active Emperor track **or** circle that many money symbols on your money track. You must choose one or the other—you may not mix and match.

The Emperor Tracks

Cross off spaces from left to right on the **active track**, i.e., the top track in rounds 1-3, the middle track in rounds 4-5, and the bottom track in rounds 6-7. If you cross off a space with a printed **bonus**, carry out its effect **immediately** after you finish crossing off spaces. If you get multiple bonuses, carry them out one after the other, in the order you got them.

Track Bonus

If you are the **first** player to cross off the **last space** of a track, circle the points at the end of that track, which you will get during scoring. All other players must cross off those points—they cannot gain them any longer.



If you reach the **end** of the top or middle track, continue with the middle or bottom track, respectively, when crossing off additional spaces, even if that track is not active yet.

If you reach the end of the bottom track, for each additional space that you were supposed to cross off, instead circle a **point symbol** in the area to the right of the tracks. (*This way you can score up to 10 additional points.*)



The Money Track

For each krone that you get, **circle** a money symbol on your money track; for each krone that you spend, **cross off** a circled money symbol that has not been crossed off yet.

You start the game with up to 10 kroners (*i.e.*, circled money symbols). There is no limit to how many kroners you may have. If the 32 money symbols do not suffice, improvise, e.g., by erasing kroners that you have already spent.



Loans

Below the staircase, you can find three spaces from which you can get additional kroners if you run out of money: **At any time**, but **at most three times** per game, you can **cross off** a space that has not been crossed off yet to get **2 kroners**. During scoring, you lose the indicated number of points.



Hiring Staff

Hire **exactly one** person from your staff board by crossing off their **clipboard**. Pay the indicated **cost**, **reduced** by the **strength** of this action, to a minimum of 0 kroners.



- ☞ The two staff on the left provide a **permanent effect**:
 - ☐ : 2☞ You can use the depicted effect (*e.g.*, gaining 2 kroners) each time you take the indicated die (*e.g.*, 3), before or after carrying out the associated die action.
 - 👑 : 0☞ From now on, you do not need to pay when preparing rooms of the indicated color (*e.g.*, yellow).
- ☒ When you hire the two staff in the middle, use their effect **immediately and only once**.
- ➔ The two staff on the right provide bonus points during scoring.



Imitating an Action

Pay 1 krone and choose one of the other five actions (● to ☉). Carry out the chosen action according to the strength of space ☉. The number of dice on the space of the chosen action does not matter; nor does it matter whether there are any dice on that space at all.

Example: There are three dice on space ☉ and no dice on space ●. You take a ☉, paying 1 krone and choosing action ●; you then prepare up to three rooms.



End of Round

After all players have taken two turns, the round ends. In rounds 1-6, pass the start marker to the next player clockwise and play another round. After round 7, the game ends and you score your hotel boards.

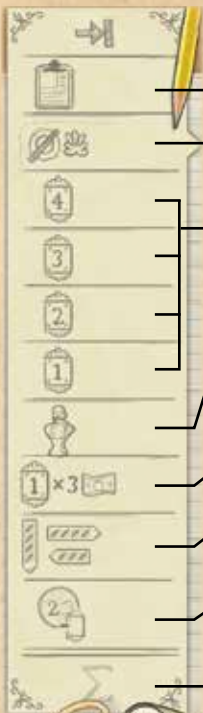
The Emperor Checks In

At the end of the **third, fifth, and seventh** round, check your progress on the top, middle, and bottom Emperor track, respectively. All players who **did not** cross off at least one space in the **light section (on the right)**, must **circle** the negative points at the start of the respective track. (*The Emperor is dissatisfied with them.*) All other players may cross off these negative points. (*They have earned the Emperor's favor.*)



Game End and Scoring


The game ends after 7 rounds. Then score your hotel boards using the **scoring pad** printed on the left side of the board.



1. Score **hired staff** with the →| symbol.
 2. Score points for fully occupied **groups of blue rooms** according to the table on your hotel board.
 3. On each floor, score points for **occupied rooms** as indicated on the staircase: 1/2/3/4 points for each occupied room on the 1st/2nd/3rd/4th floor, respectively.
 4. Total the points from **Emperor tracks**: 2/3/4 points if you were the first to complete a track; up to 10 additional points after completing the bottom track; subtract points if you had to circle negative points on a track.
 5. Score the **money track**: You get 1 point for every 3 kronas that you have left, rounded down.
 6. Total the points from (**circled**) **row and column** bonuses that you got during the game.
 7. Total the negative points from **loans** that you have crossed off: -2 points for the first, -3 points for the second (*i.e., -5 total*), and -4 points for the third (*i.e., -9 total*).
- The player with the highest total wins. In case of a tie, there are multiple winners.

Overview of Effects

Immediate Effects

Prepare a room (like action , p. 4) of the indicated color—or any color if none is given.




Pay the normal cost (see stairway).



The cost is reduced by the indicated amount.



The action is free of any cost.


Occupy a prepared room (like action , p. 5) of the indicated color—or any color if none is given.



The cost is reduced by the indicated amount.



The action is free of any cost.



Hire a person (like action , p. 6).





The cost is reduced by the indicated amount.










The action is free of any cost.




 Circle the indicated number of kronas (like action , p. 6).



 Cross off the indicated number of spaces on the active Emperor track (like action , p. 6).

Permanent Effects



 :  You can use the depicted effect (e.g., gaining 2 kronas) each time you take the indicated die (e.g., , before or after carrying out the associated die action.



 :  +  The strength of the action increases by the indicated number of dice. (In this case, the strength of action  increases by two, i.e., you get an additional discount of 2 kronas.)



 :  When you take a , you do not need to pay 1 krone; instead, you get 1 krone.



 :  From now on, you do not need to pay when preparing rooms of the indicated color (e.g., yellow).



Scoring Effects →


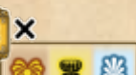
 ×  2 points for each occupied room of the indicated color (on all floors)



 ×  2 points for each occupied room (of any color) on the 3rd and 4th floor

 ×  4 points for each fully occupied row on the left and 3 points for each fully occupied row on the right of the stairway

 ×  5 points for each fully occupied column

 ×  2 points for each hired staff member

 ×  3 points for each set of rooms of all three colors (need not be adjacent; a room cannot belong to more than one set)

 ×  2 points for each fully occupied group of rooms

