

Grand Hotel

Instructions

Components:

- 6 Game Pieces
- 6 Bags of Paperclips (colors matching the game pieces)
- 1 Die
- 2 Lobby Cards
- 2 Elevator Cards
- Room Deck
- Character Deck
- 3 Item Decks

Objectives:

Accomplish the tasks written on your character card and return to home base (the lobby) before any of the other players.

Set-Up:

1. On a flat surface, lay out the item decks, the room deck, and the bottommost two stories of the hotel. On the lowest level, place the lobby cards horizontally side by side, so it looks like the ground floor. On each end, place the elevator cards. Above the lobby, lay out four room cards, face down (door side showing) to create the second story.
2. Take a number of character cards equal to the amount of players from the deck.
With 2 players, have a guard and a robber
With 3 players, have a guard, a robber, and a guest
With 4 players, have one of each character class
As players increase, add a guest, a guard, a robber, and then a staff member, while keeping the previous player numbers.
Or, you could ignore our suggestions and choose whatever characters you want.
After you have the characters selected, shuffle the deck and randomly deal the cards out to the players.
3. Each player chooses one of the colored game pieces, the character card that you received has no effect on the color of your piece. Place the piece anywhere in the lobby. Take the bag of paperclips that matches the color of your piece.
4. All players roll the die. Whoever rolls highest goes first, and the order of play continues in a clockwise circle from there.

Round Order:

Everyone has 3 action points to use on their turn; these can be used for any of the following actions:

- Move your game piece 1 space/ room
 - The lobby does not count as a room, and you may move freely through it without using any action points.
 - Moving from a room to the elevator does count as movement
- Call the elevator
 - This brings the **elevator card** nearest to you up to your floor.
 - This is only one action, no matter what floor the elevator started on when you called it.
 - When you call an elevator, you do not have to get on it.
 - Calling an elevator and entering an elevator are two separate actions, and each requires you to spend an action point.
- Move up or down one floor in the elevator
- Open/Close a room
 - To open a room, flip it so the room side is face up, and the door side is face down
 - To close a room, flip it so that the door side is face up again.
 - Your game piece needs to be on a room in order to open it.
- Search a room
 - To search a room, draw a card from the item deck that corresponds to the type of room you are searching. (i.e., if you entered a cheap room, draw a cheap item)
 - Do not reveal what the item was to the group. You may only view an item by searching the room it is in.
 - Once you have searched a room, place a paperclip on it to signify that it has been searched. Use the paper clips that match the color of your game piece. The paperclips are to keep track of which rooms you have searched.
 - Once you have drawn the item, you can keep it or leave it. To leave it, paperclip it to the room card so that you cannot see what the item is.
 - If an item is left in a room, you may search the room to view the item. After searching the room, add your paperclip to it.
 - Once a room has been searched, another item cannot be drawn for that room. If a room has a paperclip, but no item, the room cannot be searched. A room that has already been searched cannot be searched again, unless an item was **left** or **dropped** in that room.

Once everyone around the circle has taken a turn and the order returns to the person who started, lay out the next floor above all the floors already out. Make sure to lay out four rooms in a horizontal line, door side face up. Continue to do this every time it gets back to their turn until the hotel is six stories tall (not including the lobby).

Interactions:

An **interaction** can be done between any two characters that are in the same room, including the elevators but not including the lobby. **Interactions** may be initiated at any point during a player's turn if their character is occupying the same space as another character. An **interaction** does not use an action point. To **interact**, choose one of the 3 **interactions** (Attack, Identify, and Trade) and roll a die to determine the outcome.

Attack - specified outcomes of attacking may be an objective

1. Success! You **attack** the other player (they are **unconscious** and lose a turn).
2. Success! You **attack** the other player (they **drop** an item card).
3. Success! You **attack** the other player (they are taken **hostage**, or **arrested** if you are a guard character).
4. Fail - no negative consequences
5. Fail - no negative consequences
6. Fail! You lose a turn.

To **drop** an item card, leave it in the room you are in. If you are in the elevator, leave it in the nearest room. This item is in that room in addition to its regular item, and once the room is searched both may be viewed. You can't **drop** an item unless you are attacked and the attacker rolls a 2.

When you take another character **hostage**, take one of their paperclips. The character you have taken hostage loses any hostages in their possession, and return the paperclips to their owners. A hostage can still use **interactions**. A hostage can still take their turn, but they may not move any spaces, or any floors in the elevator. They must accompany you everywhere.

Once the **hostage** is free, return their paperclip. Once you reach the lobby with them, they are set free. If they succeed in knocking you unconscious, they are set free. If they take you hostage, then they are set free (and you are their hostage). If somebody else takes you hostage, all of your hostages will be set free.

Identify - To reveal your identity to another player, show them your **character card**.

1. Success! The other player must reveal their **identity** to you. Only you can see their card.
2. Success! The other player must reveal their **identity** to you. Don't reveal it to anyone else.
3. Fail - both identities remain secret
4. Fail - both identities remain secret
5. Fail - both identities remain secret
6. Fail! You must reveal your identity to the other player.

Trade

You don't need to roll in order to trade. You can give a card to another player, and they can give one to you. Both parties must agree to the trade. Both parties are not required to give up a card to the other, but they cannot give more than one card.

Maintenance Rooms

Maintenance rooms are special rooms that do not fit with the other three types of rooms. When you open a maintenance room, you immediately roll the die. The card will have a list of outcomes corresponding to the number you rolled. The effects will last until the end of your next turn, unless somebody else rolls a 4 in any maintenance room during that time.

Rolling for a maintenance room is an automatic reaction and does not use an action point. You have to roll every time you open one of these rooms, or enter one that is already open. Maintenance rooms cannot be searched.

Characters:

There are 4 types of characters: Hotel Guests, Security Guards, Hotel Staff & Robbers. Every character has different objectives. Some objectives require you to **interact** with a specific character or type of character. Your character type is listed on your character card underneath your name.

Ending the Game:

When someone gets both of their objectives done (Item Objective & Interaction Objective), they will yell out "It's been Grand!" to indicate that they are on their way back to the lobby to complete the game. When they reach the lobby after completing all objectives, they win.

Players who have not completed their objectives can attack the player on their way to the lobby and try to slow them down.