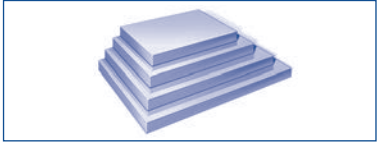




ADDING ENTRANCES

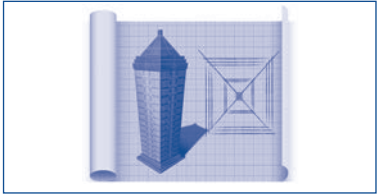
Entrances will allow you to start charging passing customers (other players) to stay at your hotel. You can collect free entrances by landing on certain spaces, or buy them when you go past City Hall:

- When passing City Hall, you may add ONE entrance per hotel per lap;
- To add an entrance to a hotel, at least the main building must already be standing;
- Pay the cost for one entrance as shown on the Title Deed to the banker;
- Place the entrance on any space that borders your land;
- You may only take an entrance if you are able to place it immediately;
- You may not place entrances on the darker grey areas near to or bordering the Bank, City Hall and starting spaces;
- No two entrances (whether yours or an opponent's) may be placed facing each other on the same space on the game board. If the hotel located on the opposite side of a space is owned by a different player, try to stake your claim by placing an entrance on that space first!



LANDING ON A “FREE ENTRANCE” SPACE

You can add ONE entrance to ONE of your hotels - for free! This is in addition to entrances you may have added when passing by City Hall.



LANDING ON A “BUILD ONE PHASE FREE” SPACE

You can add one building to one of your hotels - for free! Note that if all the buildings are already in place on your chosen hotel, you can add the leisure facilities instead - see “LEISURE FACILITIES”. This does not include entrances.



LEISURE FACILITIES

Once you have finished putting up all the buildings that make up one hotel, on any subsequent turn you can improve its star rating further by adding leisure facilities within the grounds of the hotel. You don't need planning permission: simply pay the banker the cost shown on the Title Deed and place the matching leisure facilities piece on the game board. Next time a visitor stops by, they'll be paying the top rate!

Note: If you have several completed hotels and enough money to do so, you can buy multiple leisure facilities on the same turn.



WELCOME YOUR GUESTS!

When another player lands on a space with an entrance to your hotel on it, check them in! Your visitor must roll the standard die to see how many nights they will be staying and then pay you the “Rent due” amount that corresponds to your hotel's star rating (which will increase as you build more of your hotel). The details are all on your Title Deed.

Example

An opponent lands on an entrance next to Mont Blanc, which you own and which has 3 buildings on it but no leisure facilities; equivalent to a 2-star rating. They roll a 4 on the die so you check the Title Deed and show them that they must pay you 1000 for 4 nights.

The visitor can then carry out the action on the game board space (if they wish), and move on as normal on their next turn.

KEEP YOUR EYES OPEN!

Watch other players closely and keep your wits about you throughout the game. When another player lands by an entrance to one of your hotels, be sure to ask them to pay for their stay (see “WELCOME YOUR GUESTS!”). If the next player starts their turn before you have done so, you've missed your chance! In the same way, remember to collect 2000 when you pass by the Bank, and don't miss your opportunity to buy entrances when you pass by City Hall.

ROLLING A “6”

If you roll a “6” on the standard die, you get another turn! Make sure you move and then carry out any action on the game board space (if you wish), including paying for any nights' accommodation, before you roll again.

AUCTIONS

If you find you cannot pay for a hotel stay or for other hotel purchases, you must sell one or more of your hotels to the highest bidder.

- If you have not started to build on the land yet, you may sell the Title Deed on its own;
- If you have buildings, leisure facilities and/or entrances in place, you must sell the ENTIRE hotel as ONE LOT. You cannot sell off parts of a hotel;
- There is no minimum price and all players still in the game may bid;
- You MUST sell to the highest bidder. Remember to hand over the Title Deed.

With the money you raise, immediately pay off as much of your debt as you can, even if it bankrupts you and puts you out of the game!

If you receive planning permission to build on a hotel but find that you cannot afford it, you can auction off the hotel without having to pay any planning permission costs. The player who buys the hotel will have to apply for their own planning permission when the opportunity arises. If you auction off one hotel to finance new buildings on another hotel, you must still roll the planning permission die in the normal way.

If nobody bids on your hotel, the hotel is knocked down, the building(s) removed and the Title Deed becomes available again.

BANKRUPTCY

If you have no money, no hotels and no land left, you are out of the game!

If in a 3 or 4 player game the number of players gets down to 2, those remaining 2 players will no longer receive 2000 as they pass by the Bank. The remaining 2 players must continue, by living only on the money they raise from charging their opponent to stay at their hotels. Note: this last rule does not apply if you are starting the game with only 2 players.

THE WINNER

If you're the last player left in the game, you win!

CONTENTS

- 1 game board
- 30 building bases
- 30 building roofs
- 3 punchboards (30 x building walls and 8 x leisure facilities)
- 30 entrances (yellow steps)
- 8 Title Deeds
- 100 bank notes (10 x 5000, 30 x 1000, 20 x 500, 30 x 100, 10 x 50)
- 4 cars
- 2 dice (1 x standard and 1 x planning permission)
- 2 zip-lock bags (for storing entrances/cars/dice/title deeds/bank notes)

WARNING! Not suitable for children under 36 months. Choking hazard - contains small parts.
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HOTEL™

INSTRUCTION MANUAL

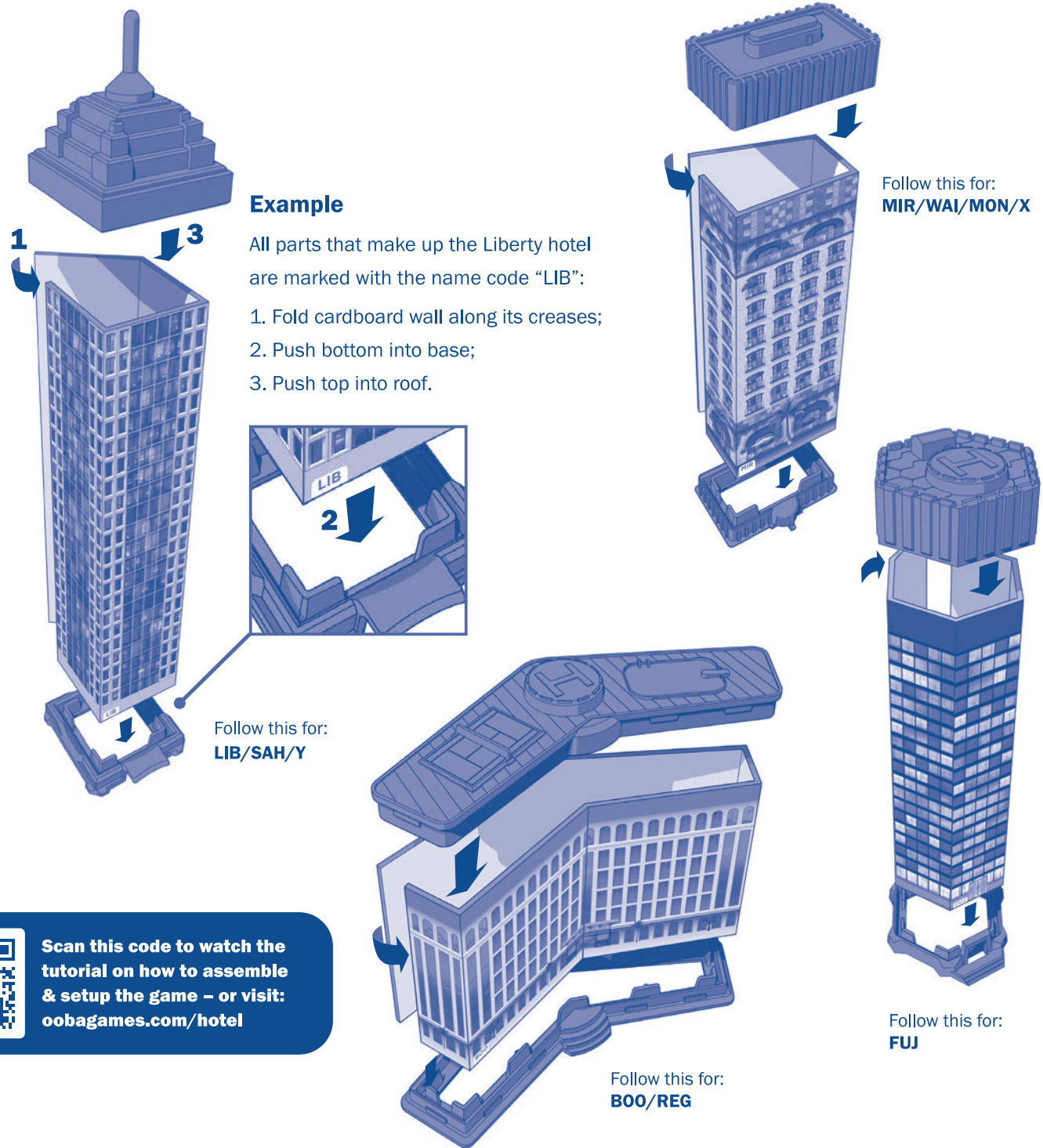


ASSEMBLY

- Divide the building roofs and bases into piles according to their name codes (written on the plastic pieces);
- Carefully separate the building walls from the 3 punchboards and group them together with the piles of roofs and bases according to their name codes (also written on the cardboard pieces);
- The name codes are as follows:

BOO - Boomerang Bay (1 building)	MIR - Mirasol (4 buildings)	X - Bank (1 building)
MB - Mont Blanc (3 buildings)	REG - Regency (5 buildings)	Y - City Hall (1 building)
SAH - Sahara (3 buildings)	WAI - Waikiki (5 buildings)	
FUJ - Fujiyama (3 buildings)	LIB - Liberty (4 buildings)	

- Remove the leisure facilities from their punchboard and place them to one side;
- Fold each building wall along its creases so the illustrated sides face outwards;
- Push the bottom edge of a folded wall (the name codes are on the bottom edge) into its corresponding base. Then push the top edge of the folded wall into its corresponding roof - as shown below:



Scan this code to watch the tutorial on how to assemble & setup the game – or visit: oobagames.com/hotel

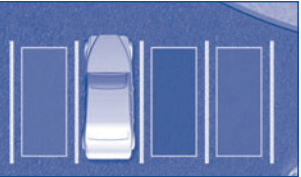
SETUP

Place the Bank and City Hall buildings on the spaces marked “X” and “Y” on the game board. Keep all the hotel buildings, yellow entrances and leisure facilities in the open box for now.



Decide who will be the banker. That player looks after the money and the Title Deeds. Each player (including the banker) receives bank notes as follows:

In a 4 player game:	In a 2 or 3 player game:
1 x 5000 note	1 x 5000 note
5 x 1000 notes	8 x 1000 notes
3 x 500 notes	5 x 500 notes
4 x 100 notes	4 x 100 notes
2 x 50 notes	2 x 50 notes
Total: 12000	Total: 16000



Each player chooses a car and places it on the matching coloured starting space. The youngest player goes first. Play moves to the left (clockwise).

OBJECT OF THE GAME

To be the last player left in the game, with all the other players declared bankrupt.

THE BIG PICTURE

These are the steps you'll need to take to make it BIG in the world of HOTEL:

1. Buy the land;
2. Get planning permission;
3. Put up the main building;
4. Buy entrances and start making other players pay for stays;
5. Keep adding buildings, the leisure facilities and more entrances to make stays more expensive;
6. Invest in more land, more buildings, more entrances...

ON YOUR TURN

Roll the standard die and move forward that number of spaces. The space with the white arrow on it (next to the starting spaces) is the first space, so if you roll a “1” then you end your move on this space and there is no further action to perform. No two cars can occupy the same space, so if another car is already on the space where you land, move forward to the next free space.



LANDING ON A “BUYING” SPACE

If you want to, you can buy the land next to this buying space, providing that land has no buildings already on it. Ask the banker to see the Title Deed. If you can afford it and decide to buy it, pay the banker the “Cost of land” shown and keep the Title Deed.

You may only buy one Title Deed per turn and may only start building on that land on your next turn.

Example

You've landed on this buying space. You can either buy the land for Regency OR Sahara. You cannot buy Waikiki or Mirasol because their land is not immediately next to the buying space.

If you land on a buying space where another player already owns the adjacent land, but has not started building on it, you may buy that land from them by paying the “Compulsory purchase price” shown on the Title Deed (which is half the normal price!). Your purchase cannot be refused. Pay the player in question and take the Title Deed!

LANDING ON A “PLANNING PERMISSION” SPACE

Land on one of these ANYWHERE ON THE GAME BOARD and if you own at least one Title Deed, you can apply for planning permission to start building on ONE piece of land.

1. Tell the banker which land you are applying for planning permission on and which building you're applying to construct;
2. The tallest building is the main building and must be placed first;
3. If you think you can afford it, you can apply to put up more than one building on the same piece of land on that turn, using the same planning application;
4. Throw the planning die...



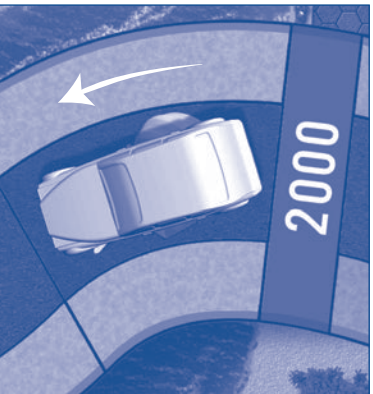
If you throw **RED**, your application was rejected! Wait until you land on another planning permission space and try again.

If you throw **GREEN**, your application was successful! Pay the banker the cost shown on the Title Deed for the building(s) you applied for. Then place the corresponding building(s) on the game board in the allocated space(s).

Roll this and you can build **FREE OF CHARGE!**

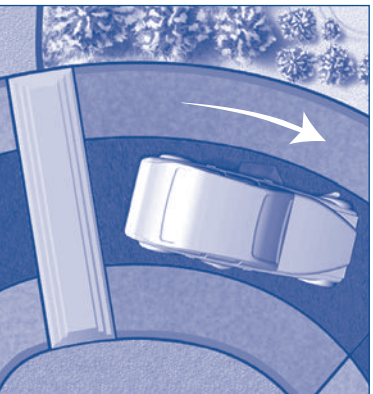
Uh-oh! You get permission, but you must pay the banker **DOUBLE THE COST** shown on the Title Deed!

Note: You MUST build if planning permission is granted, even if you have to raise extra money to do so (see “AUCTIONS”).



PASSING BY THE BANK

Collect 2000 each time you drive over the red line next to the Bank.



PASSING BY CITY HALL

Whenever you drive over the yellow line next to City Hall, you are entitled to buy one entrance for EACH of your hotels, providing you follow ALL the rules of “ADDING ENTRANCES”.