

Simone Luciani & Virginio Gigli

GRAND
AUSTRIA
HOTEL

*Alles Walzer!
Let's Waltz!*



Please
note: this is a
rules draft and may
be subject to
change!

EXPANSION



Grand AUSTRIA Hotel - Let's Waltz!

An expansion by Simone Luciani and Virginio Gigli

It is ballroom season in Vienna and the whole city is gripped by dancing fever. And yet, modern dances like Boogie-Woogie or Charleston are nowhere to be seen. No! It is the good old Waltz, the queen of dances, the people are craving!

This brings a whole range of new illustrious guests to the city and to your hotel. However, it is not a comfortable bed most of them are looking for, it is the opportunity to dance the night away!

This is your time to shine, once again, as Vienna's top address: fulfil your customers' every wish, have them escorted to the ballrooms, attract diligent personnel, and build your reputation as the best hotelier far and wide. Let's waltz!

Good day milady, good day milord. We are greatly honored by your visit. My name is Elisabeth, the "good soul" of this house and a colleague of Leopold's, whose acquaintance you have already made. If you allow me, I will be your guide today. Ball season is about to start and splendid ballrooms are looking forward to hosting you! We also have a few surprises waiting for you, too. So please follow me, Ladies and Gentlemen, let our tour begin ...



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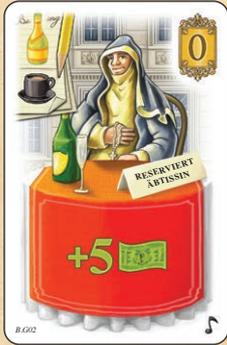
Module I: VIENNA BALLROOMS

Going to bed already? That's no fun—you should go dancing instead!

Each player has a set of 10 dancers, practicing in the rehearsal rooms of the hotel. Whenever you fulfill a guest's order, you can now choose to send them, as a dancer, to one of three ballrooms instead of a hotel room. Getting admission to these famous sites (*and the upper echelons of Society*) is expensive and you must spend a lot on champagne, which is where the Hotel's new staff can help. So: raise your glasses, take an invigorating sip of champagne and shake a leg!

***Additional cards unlockable via stretch goals!**

Components



16* new Guest cards



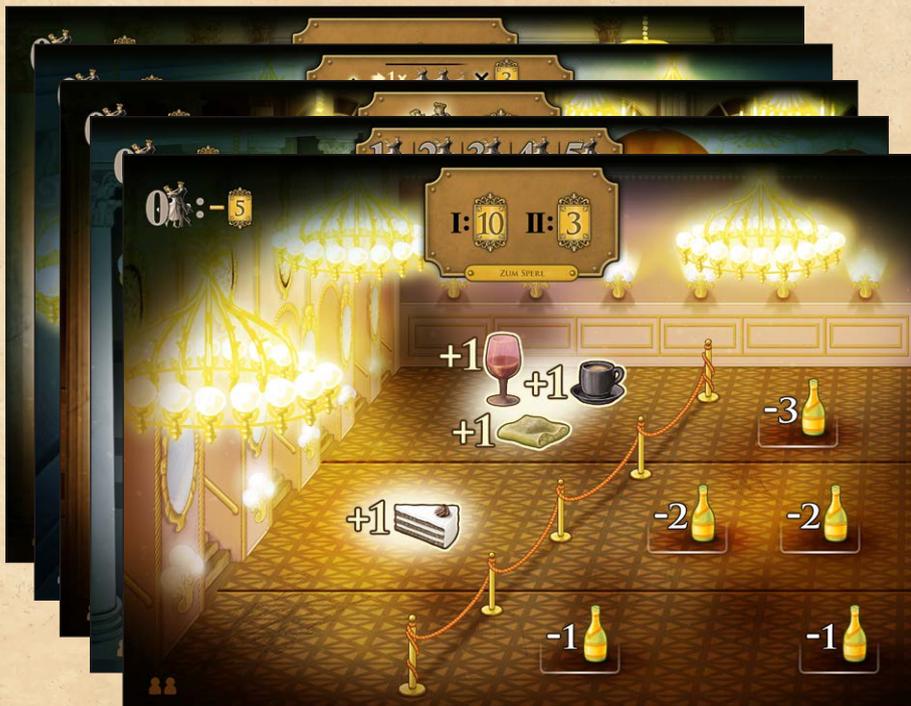
10* new Staff cards



3 new Politics cards



4 Rehearsal room tiles



5 Ballroom tiles (one side for 2 players, the other side for 3 and 4 players)



1 Balcony tile



1 Action board overlay



40 Dancer figures
(in the 4 player colors)



3 Round indicator tiles



3 new Emperor tiles
(marked with a dancer icon on the top right)



25 Champagne
(yellow pieces)

Setup

Set up the game according to the base game rules, except for the following changes:

- Add the new **Guest** cards to the base game Guests and shuffle the combined Guest deck; then draw 5 cards from the top of the deck and place one each face up on the 5 Guest spaces.
- Add the new **Staff** cards to the base game Staff and shuffle the combined Staff deck.
- Add the new **Politics** cards to the respective decks (A, B, C) and shuffle the decks separately. Then draw one Politics card from each deck and place them face up on the corresponding spaces on the Game board.
- Add the new **Emperor** tiles to the respective stacks (A, B, C), shuffle them, draw one each, and put them face up on the corresponding spaces on the game board.
- Select three **Ballroom** tiles at random, turn them to the appropriate side (according to the number of players), and put them face up in a row above the game board, in random order. Return the unused Ballroom tiles to the game box.
- Place the **Round indicator** tile showing “3” above the left Ballroom, the one showing “5” above the middle Ballroom, and the one showing “7” above the right Ballroom.



- Place the **Balcony** tile to the right of the rightmost Ballroom so that the door aligns with the topmost row of that Ballroom.
- Place the **Action board overlay** over the action board, covering actions 1 and 2.
- Put the **Champagne** next to the dishes and drinks.
- In addition to one strudel, cake, wine, and coffee, each player also starts with **one Champagne** (in their kitchen).



Preparations

Proceed with the Preparations as described in the base game rules, adding the following two steps, immediately before choosing Guests:

- In **reverse player order**, each player also chooses a **Rehearsal room** tile and places it to the left of their hotel board.
- Each player takes the **10 Dancer figures** of their color and places them on the designated spaces of the Rehearsal room tile; the number of dancers on each space is equal to the number printed on that space.



Course of Play

Unless stated otherwise, all base game rules remain unchanged.

This module introduces a new resource: Champagne. You can get it from various sources, as a bonus, or from the action board when taking a “1” or “2” die.



When taking the “1” action, you get a total of Strudel, Cake, and Champagne equal to the number of dice on the action space. As depicted, you may not take more Cake than Strudel and you may not take more Champagne than Cake.

Example: There are 4 dice on the “1” action. You can take either 4 Strudel, or 3 Strudel and 1 Cake, or 2 Strudel and 2 Cake, or 2 Strudel, 1 Cake, and 1 Champagne.

Important! Even though Champagne is literally a beverage, for the purposes of this game, Champagne is considered neither dish nor drink.



When taking the “2” action, you get a total of Wine, Coffee, and Champagne equal to the number of dice on the action space. As depicted, you may not take more Coffee than Wine and you may not take more Champagne than Coffee.

Additionally, you now have a **new option after fulfilling a guest’s order: Instead** of moving the guest whose order you completed to a free room, you can alternatively send them to a Ballroom. If you do:

- You immediately receive the **victory points** (“VP”) and the reward depicted on the Guest card, as normal.
- You **do not** turn a room tile in your hotel to the other side.
- Place the **Guest card** next to your hotel, face down.
- Select a row (*top, middle, or bottom*) in a **Ballroom** of your choice.
- Take a **Dancer figure** from your Rehearsal room tile and place it in the selected row, on the first unoccupied space from the left. You can take Dancers from your Rehearsal room tile in any order.
- Pay the depicted number of **Champagne**, as indicated on the Ballroom space, by taking Champagne from your kitchen and returning it to the general supply. (*You do not have to pay 1 krone for moving Champagne out of your kitchen.*)
- If you cannot pay the required Champagne, you must select a different row or Ballroom, or send the guest to a free hotel room, as per the base game rules.
- After paying the required Champagne, you immediately receive the **bonus** of that row (*depicted to the left of the row*). (*The higher the row, the better the row bonus; the bottom row never has one.*)
- Once all spaces in a particular Ballroom are occupied, you cannot send any more Dancers to it.
- The **top row of the Ballroom on the far right** is considered to have an **unlimited number of spaces**, indicated by the **Balcony tile** next to it. Placing a Dancer there always costs 3 Champagne, providing the normal top row bonus. (*Dancers on the Balcony count for scoring and are considered to be in the top row of the adjacent Ballroom, see XXX.*)

Note:

- Unlike moving a guest to a free hotel room, the color of the Guest card does not matter when sending a guest to a Ballroom.
- Once placed, a Dancer remains on their space until the end of the game and cannot be moved away (*except when you lose them via an Emperor penalty, see page xxx*).
- You may place a Dancer in a Ballroom that has already been scored.

Removing the Last Dancer from a Rehearsal Room

Whenever you remove the last Dancer from a Rehearsal room, i.e., a section of your Rehearsal room tile, you **immediately** receive the indicated **room bonus**, even before placing the Dancer on a Ballroom space. (Each Rehearsal tile features four different room bonuses.)

Note: As a consequence, you can use Champagne that you receive from a room bonus to pay for placing the Dancer in a Ballroom (see example)!



Example: You have just fulfilled the Tsarina's order; you decide to send the Tsarina to a hotel room and the additional Dancer she rewards you with to the third Ballroom, "Apollosaal". Because all spaces are occupied, you place the Dancer on the Balcony, costing 3 Champagne. Right now, you do not have any Champagne in your kitchen; however, the reward on the Guest card allows you to pay 1 Champagne less and, since you removed the last Dancer from a Rehearsal room, you receive a room bonus of 2 Champagne (as well as one advancement on the Emperor track), which you can use to pay the Ballroom cost. As a result, you get 3 kronen for the row bonus.

New Icons

+1  Receive the indicated number of Champagne.

3  Pay the indicated number of Champagne.

 This symbol represents a dish or drink of your choice. **You cannot choose Champagne.**

+1  Place an additional Dancer from one of your Rehearsal rooms (of your choice) on an unoccupied Ballroom space (according to the above rules).

+1  **-1**  See above, but pay the indicated number of Champagne less.

Note: If a Guest card shows this icon in the reward box, you can send an additional Dancer to a Ballroom (according to the normal rules), regardless of whether or not you send the guest to a Ballroom or hotel room.

Ballroom Scoring

Ballrooms are scored from left to right after the Emperor scoring: the left Ballroom is scored after the first Emperor scoring (at the end of round 3), the middle Ballroom is scored after the second Emperor scoring (at the end of round 5), and the right Ballroom is scored after the third Emperor scoring (at the end of round 7). Each Ballroom scores in a specific way (see "The Ballrooms" below for details).

To participate in a Ballroom scoring, you must have at least one Dancer in the respective Ballroom.

Note: When a Ballroom is scored, any player who has no Dancer in that Ballroom immediately loses 5 VP.

Technically, there is no obligation to show up in the ballrooms, but people will look funny at you if you don't. It's ball season after all!



Game End and Final Scoring

The game ends after the 7th round as normal, followed by the final scoring as described in the base game rules. Each Champagne left in your kitchen is worth 1 VP.

The player with the most VP wins. In case of a tie, the player who has the greatest combined total of drinks, dishes, Champagne, and kronen left wins.

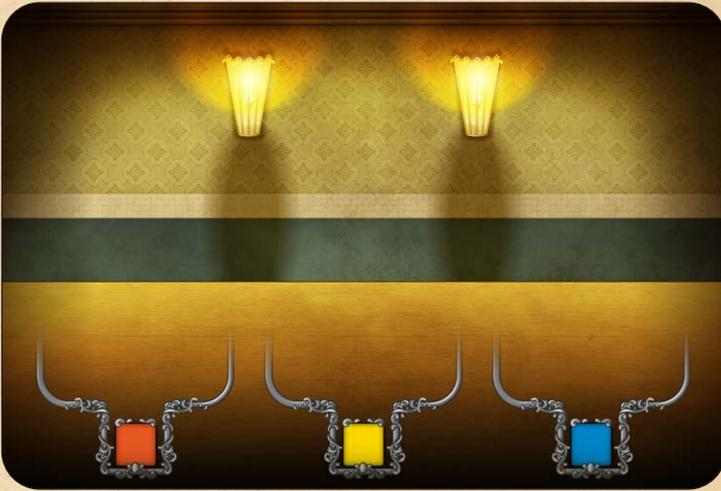
Module 2: CELEBRITIES

Vienna is a classy town attracting lots of celebrities. Albert Einstein and Agatha Christie are having a cup of tea in the lounge as we speak! Can you impress them and, thus, gain the edge over your opponents?

This module replaces three white dice with **colored dice**, each associated with a **Celebrity** in the **Lounge**. When taking a colored die from the action board, you also get the associated Celebrity, providing **valuable support** for the rest of that round. However, this support is **not free** so the **right timing** is key.

***Additional Celebrities unlockable via stretch goals!**

Components



1 Lounge tile



3 Victory Point tokens



front back

10* Celebrity tiles (of which three are only used when playing modules #1 and #2 together)

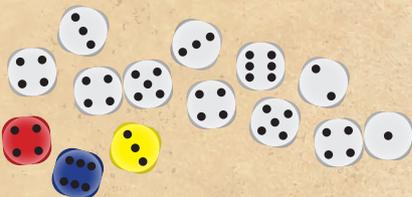


3 colored dice (red, blue, and yellow)

Setup

Set up the game according to the base game rules with the following changes:

- Return **three white dice** to the game box and replace them with the **colored dice**. (Consequently, the total number of dice remains the same as in the base game.)
- Place the **Lounge** to the left of the action board.
- Unless you are playing modules #1 and #2 together, return the three Celebrities with a **note icon** (Giacomo Puccini, Mata Hari, and Picasso) to the game box.
- Shuffle the (remaining) Celebrities and place them in a **face-down stack** near the Lounge.
- Draw **three Celebrities** from the top of the stack and place them **face up** on the spaces in the Lounge, one tile per space, in random order.



Preparations

No changes.

Course of Play

Unless stated otherwise, all base game rules remain unchanged.

When rolling the dice, roll **both the white and colored dice** together and distribute them on the action board, by value, according to the base game rules.

When taking a **white die**, carry out the associated action as normal.

When taking a **colored die**, you must **immediately pay 1 krone** for each **white die** remaining on that action space. Then proceed as follows:

- Take the **Celebrity** from the Lounge associated with the **color** of the chosen die and place it face up in front of you.
- Immediately **score 1, 2, or 4 VP**, as indicated on the Celebrity tile.
- Then carry out the action associated with the **value** of the chosen die as normal (*counting both white and colored dice on the action space to determine the strength of the action, including the chosen die*).

Once you have a Celebrity tile, you can use its effect **for the rest of the round** (*including the current action, if applicable*).

Passing

When re-rolling dice after one or more players have passed, you must remove a **white die** if possible. Only in the unlikely event that only colored dice are left, can a colored die be removed: in this case, the player to take the next turn decides which die to remove.

End of Round

At the end of the round, take all Celebrities in players' hands and return them to the bottom of the stack, in random order. Then place a **Victory Point tile**, with the **2 VP side up**, on each Celebrity left in the Lounge.

- If a Celebrity in the Lounge already has a tile showing 2 VP, turn the tile to the **4 VP side**.
- If the tile is showing 4 VP already, remove the Celebrity from the Lounge, returning it to the bottom of the stack (*and the Victory Point tile to the supply*).

Finally, replenish the Lounge with Celebrities from the top of the stack, placing them on the empty spaces in random order.

Example: There are 5 dice on "1": four white ones and a red one. If you take the red "1", you must pay 4 kronas; then take Gandhi from the red space in the Lounge and place him in front of you, scoring 1 VP. Now carry out the "1" action choosing 5 dishes and/or drinks total. For the rest of the current round, placing rooms in your hotel does not cost you any money.



Game End and Final Scoring

No changes.

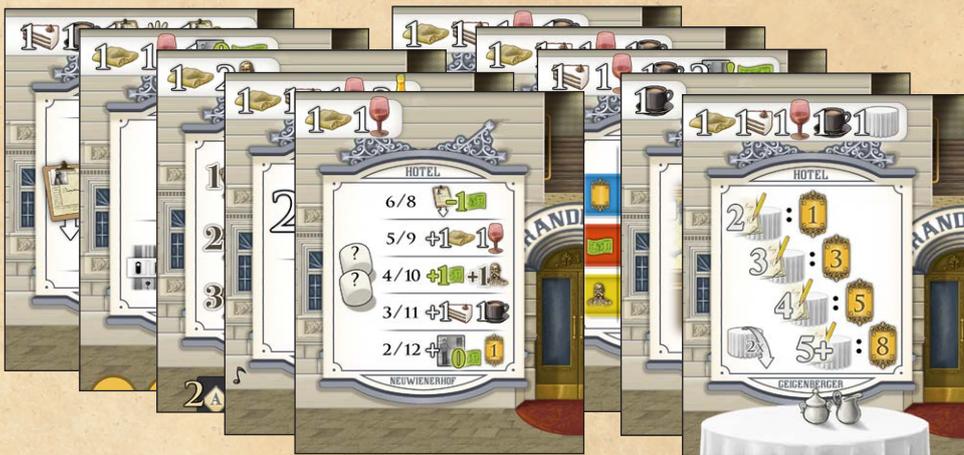
Module 3: UNIQUE HOTELS

Places to stay overnight are a dime a dozen in Vienna and customers are left with the agony of choice. Tasteful furnishings and excellent service alone will not suffice any longer. You need to go out of your way and offer something truly remarkable to make a name for yourself worldwide!

At the start, players choose an **individual Hotel Entrance** that will change the **starting conditions** for them and provide **unique abilities** (or individual rules changes) for the duration of the game. Try out the different Entrances and explore their interaction with the cards and available scoring options. Which strategy will prove to be most profitable and which one will run into a dead end?

**Additional Hotel Entrances unlockable via stretch goals!*

Components



5 Bonus tokens
(for Hotel Bretonia)

9* Hotel Entrance tiles (of which one is only used when playing modules #1 and #3 together)

Setup

Set up the game as per the base game rules but **do not place any resources in your kitchens!** You start with 10 kronen on the money track as normal.

Preparations

Insert the following steps after settling for a hotel board side and determining the start player, but before choosing guests and preparing rooms:

- Unless you are playing modules #1 and #3 together, return the Hotel Entrance with a **note icon** 🎵 (*Hotel Zacher*) to the game box.
- Lay out a random selection of (*the remaining*) **Hotel Entrances** equal to the number of players. Note the additional instructions for “Hotel Bretonia”, “Hotel Oxford”, and “Hotel Wantz”, if they are among the selected Hotel Entrances:

Hotel Bretonia: Place the **5 Bonus tokens** face up near Hotel Bretonia.

Hotel Oxford: Draw **6 random Emperor tiles** from those remaining (*two each of A, B, and C*) and place them face up near Hotel Oxford.

Hotel Wantz: Draw **3 random Politics cards** from those remaining (*one each of A, B, and C*) and place them face up near Hotel Wantz.

- Then the start player selects one of those Hotel Entrances and **puts it up for auction**, placing the first bid of 0 or more kronen.
- In turn order, each other player must **either raise or pass**. If you pass, you cannot rejoin that particular auction later.
- Once all but one player have passed, the winning player pays their bid, if at all, (*by moving the marker on their money track accordingly*) and places the Hotel Entrance to the left of their hotel board, receiving the depicted **starting resources**.

- If the start player did not win the auction, they start the next one in the same fashion. If they did win, the next player in turn order who has not received a Hotel Entrance yet starts the next auction.
- Continue this process until all but one Hotel Entrance are auctioned off. The remaining player receives that last Hotel Entrance **at no cost**.

Example: Anna, Beth, and Charlie are about to auction off Hotels Caesar, Oxford, and Sissi. Anna is the start player; she decides to put Hotel Caesar up for auction, bidding 5 kroner right off the gate. Beth raises 7; Charlie passes. Anna raises 8, winning the auction, as Beth passes. Now Beth has to start the next auction; she bids 0 on Hotel Sissi. Charlie and Beth raise each other a couple of times, before Charlie places the winning bid of 5.



Anna 5

Beth 7

Charlie pass

Anna 8



Beth 0

Charlie 1

Beth 2

Charlie 3

Beth 4

Charlie 5



Beth 0

As a result, Beth gets Hotel Oxford for free, keeping her starting money of 10 kroner, whereas Anna and Charlie have to make do with 2 kroner and 5 kroner, respectively.



Anna



Beth



Charlie

Course of Play

The base game rules remain unchanged. Each Hotel Entrance provides a special ability or changes some rules for its owner. Only the owner can ever benefit from those rules changes. (For a detailed explanation of all Hotel Entrances, see the appendix on page XXX.)

Game End and Final Scoring

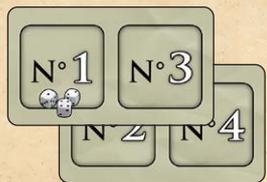
No changes.

Module 4: START PLAYER

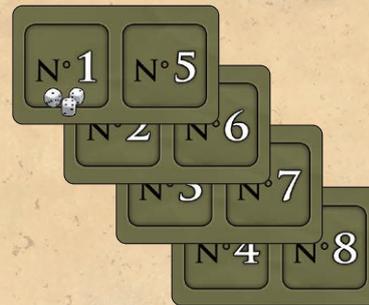
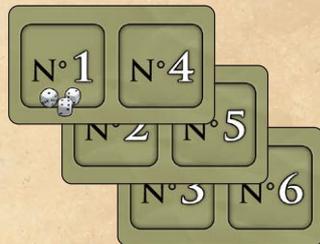
The first shall be the last?—No more! This module replaces the base game turn order with a classic clockwise one, while adding the option to become start player for the next round: a minor advantage with a major effect!

The new Start Player action is featured on an action board extension. By taking this action, you forgo the opportunity to take a die from the action board. Instead, you get the Skeleton Key, thus becoming start player next round, and you can take an action of your choice as though you had taken one die.

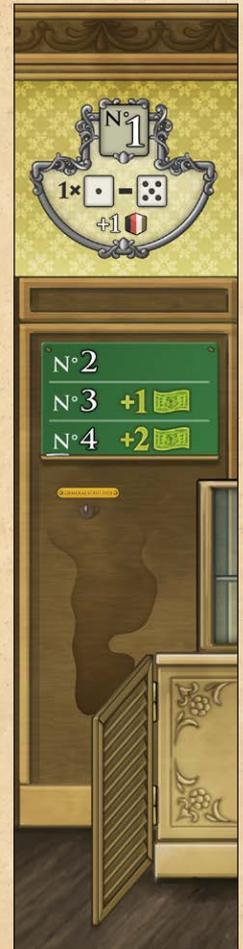
Components



9 turn order tiles
(replacing the base game ones)



1 Skeleton Key



1 action board extension

Setup

Set up the game according to the base game rules, except for the following three changes:

- Replace the base game **turn order tiles** with the new ones, provided by this module.
- Place the **action board extension** to the left of the action board (so that the illustrations match) and put the **Skeleton Key** on it.
- Do not place a marker on your money tracks yet.

Preparations

As per the base game rules, randomly determine a first start player. That player starts with **9 kronas**, placing a marker in their color on their money track accordingly. The subsequent players start with **10, 11, and 12 kronas**, respectively. Take the appropriate turn order tiles. (The Skeleton Key remains on the action board extension!)

Course of Play

Except for the turn order and the new Start Player action, all base game rules remain unchanged. As detailed by the new **turn order tiles**, players take turns in **clockwise order**.

On your turn, if the Skeleton Key is still available (on the action board extension) and you **have not passed** yet, **instead of taking a die**, you can take the **Start Player action** by taking the Skeleton Key (from the action board extension). If you do, you **get 1 dish or drink** of your choice (no Champagne) and you can also carry out **one of the five die actions** as though there were **exactly one die** on the action space, regardless of how many dice, if any, there actually are on the action space. You **may not** pay 1 krone to upgrade this action and **you do not take a die**. Instead, place the Skeleton Key on your turn order tile to show you have taken an action.

In other words, by taking the Skeleton Key, in addition to your choice of 1 strudel, 1 cake, 1 wine, or 1 coffee, you can also either

- take 1 strudel, or
- take 1 wine, or
- prepare 1 room (*by paying the cost*), or
- take 1 krone, or
- advance 1 step on the Emperor track, or
- play a Staff card from hand for 1 krone less.

When a player takes the Skeleton Key, the subsequent players may also get kronen:

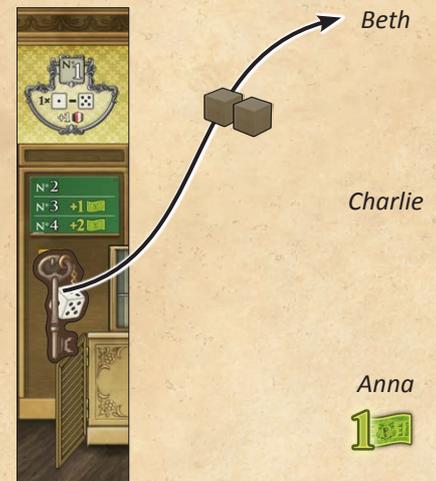
- In a 4-player game, the subsequent players get 0, 1, and 2 kronen, respectively (*counting from the active player, who took the Skeleton Key*).
- In a 3-player game, the player to the right of the active player (*who took the Skeleton Key*) gets 1 krone.
- In a 2-player game, the other player gets nothing.

Example: The current turn order is Anna, Beth, and Charlie. It is Beth's turn; she decides to take the Skeleton Key, choosing Strudel as her free dish/drink and another Strudel as her free single die action. As a result of Beth's taking the Skeleton Key, Anna gets 1 krone for being third, counting from Beth.

At the end of the round, redistribute the **turn order tiles** in clockwise order, beginning with the player holding the Skeleton Key. Then return the Skeleton Key to the action board extension.

If the Skeleton Key has not been taken, instead pass your turn order tiles to the player to your left.

Note: If you pass, you may not take the Skeleton Key, even if it were still available after the dice have been re-rolled!



Game End and Final Scoring

No changes.

Module 5: WOULD YOU LIKE SOME MORE?

Sometimes, only more is more!

This module features **new Staff cards, Politics cards, and Emperor tiles**, without changing any of the basic rules. You can add these to the base game or combine them with any or all of the other modules. This module does not introduce any new rules, except for the fact that some of the new Staff **activate only at a specific time**. Good timing is key here!

Components



3 new Emperor tiles



14 new Staff cards



3 new Politics cards

Setup

Shuffle the new components into the respective piles, before setting up the game as normal.

Preparations

No changes.

Course of Play

No changes but there is a new type of **Staff cards**:

These cards do nothing when played. Instead, they feature a **requirement** on the left and a **reward** for meeting that requirement on the right. If, on your turn, you meet the requirement, you **may** immediately take the reward. If you do, you must turn the card **face down**—it still counts as a played Staff card but you cannot activate it more than once per game. If you decide not to take the reward, keep the card face up until you meet the requirement **again** later. (*You will not get the reward later unless you meet the requirement again.*)



Game End and Final Scoring

No changes.

Combining Modules

All modules can be played on their own or in any combination. Be aware that combining modules #1 and #2, in particular, will increase the complexity and probably result in a longer and more challenging game. We recommend you use only either of these two modules to keep complexity at bay.

Using two or more modules together can affect some steps of Setup and Preparations. Carry out the following steps in this order:

1. **With modules #1 or #5:** Shuffle the new Guest, Staff, and Politics cards and the new Emperor tiles into the appropriate piles before setting up the game as normal.
2. Randomly determine the start player.
3. **With module #4:** Replace the base game turn order tiles with the new ones and adjust the marker on your money tracks based on the initial turn order: 9, 10, 11, and 12 kronas, respectively, instead of the normal 10 kronas.
4. **With module #3:** Bid for Hotel Entrances and stock your kitchens.
5. **With module #1:** Select Rehearsal rooms in reverse turn order.
6. Select initial Guests in reverse turn order.
7. Prepare up to 3 starting rooms.
8. If you play with drafting, draft your starting hand of Staff cards.

All other Setup and Preparations steps can happen in any order.

Ballroom Overview

Apollosaal

Row	Cost	Row Bonus
Top	3 Champagne	3 kronen
Middle	2 Champagne	2 kronen
Bottom	1 Champagne	N/A

Ballroom scoring:

Each player **multiplies** the number of Dancers they have in this Ballroom by the “highest” row they occupy and scores an equal number of VP. The bottom row has a multiplier of 1; the middle row has a multiplier of 2; and the top row has a multiplier of 3.

Penalty: You lose 5 VP if you do not have at least one Dancer in this Ballroom.

Example: Anne (blue) has 2 Dancers in this Ballroom; the highest row occupied by her Dancers is the top one (x3), so she scores $2 \times 3 = 6$ VP. Belinda (grey) has 1 Dancer in the bottom row (x1), so she scores only $1 \times 1 = 1$ VP. Cybil (purple) has 3 Dancers, all in the middle row (x2), so she scores $3 \times 2 = 6$ VP.



Goldener Strauß

Row	Cost	Row Bonus
Top	3 Champagne	Immediately advance 3 spaces on the Emperor track.
Middle*	2 Champagne	Immediately advance 1 space on the Emperor track.
Bottom	1 Champagne	N/A

* There is no middle row on the side for 2 players.

Ballroom scoring:

Score each row separately: The player with the most Dancers in a given row scores 7 VP; the player with the second most Dancers in that row scores 2 VP. (All other players score nothing for that row.)

Penalty: You lose 5 VP if you do not have at least one Dancer in this Ballroom.

If players tie, the tied players share the place. Do not award the next place(s). Add the points for that place and the next place(s), then divide by the number of players who tied and round down.

Example: The top row is empty, so no one scores VP for that. In the middle row, Belinda and Cybil each have 1 Dancer, so both receive 4 VP ($7 + 2$, divided by 2 players, rounded down). In the bottom row, Anne has 2 Dancers and Cybil has 1. Consequently, Anne scores 7 VP and Cybil 2 VP.



Odeonsaal

Row	Cost	Row Bonus
Top	3 Champagne	Turn 1 room in your hotel (of any color) to the other side.
Middle	2 Champagne	Turn 1 room in your hotel (of any color) to the other side, unless it is in the top floor.
Bottom	1 Champagne	N/A

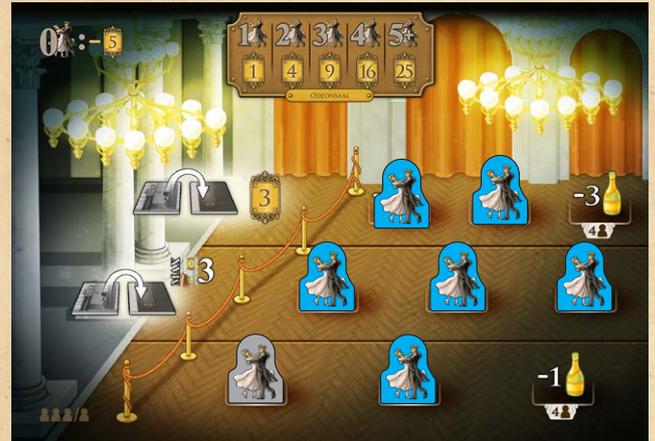
Ballroom scoring:

Each player scores VP according to the number of Dancers they have in this Ballroom, as detailed by the following table:

# of Dancers	1	2	3	4	5
VP	1	4	9	16	25

Penalty: You lose 5 VP if you do not have at least one Dancer in this Ballroom.

Example: Anne (blue) has 6 Dancers; Belinda (grey) has 1 Dancer; and Cybil (purple) has no Dancers in this Ballroom. Anne scores 25 VP, Belinda 1 VP, and Cybil loses 5 VP, because she has no Dancers in this ballroom at all.



Zum Sperrl

Row	Cost	Row Bonus
Top	3 Champagne	1 strudel + 1 wine + 1 coffee
Middle	2 Champagne	1 cake
Bottom	1 Champagne	N/A

Ballroom scoring:

2 players: The player with the most Dancers in this Ballroom scores 10 VP; the player with the second most Dancers scores 3 VP.

3-4 players: The player with the most Dancers in this Ballroom scores 15 VP; the player with the second most Dancers scores 10 VP; and the player with the third most Dancers scores 5 VP. (The fourth player scores nothing.)

Penalty: You lose 5 VP if you do not have at least one Dancer in this Ballroom.

If players tie, the tied players share the place. Do not award the next place(s). Add the points for that place and the next place(s), then divide by the number of players who tied and round down.

Example: At the end of Round 5, the "Zum Sperrl" Ballroom is scored: Anne (blue) and Belinda (grey) each have 3 Dancers in this Ballroom; Cybil (purple) has only 1. Anne and Belinda tie for the first place. They each receive 12 VP (15 + 10, divided by 2 players, rounded down). The third place (5 VP) is awarded to Cybil.



Zur Kettenbrücke

Row	Cost	Row Bonus
Top	3 Champagne	5 VP
Middle	2 Champagne	3 VP
Bottom	1 Champagne	N/A

Ballroom scoring:

Each player scores 7 VP for each pair of Dancers they have in this Ballroom.

Penalty: You lose 5 VP if you do not have at least one Dancer in this Ballroom.

Example: Anne (blue) has 1 Dancer in this Ballroom; Belinda (grey) has 4 Dancers; and Cybil (purple) has 3 Dancers. Anne scores nothing; Belinda scores 14 VP; and Cybil scores 7 VP.



Celebrities

ALBERT EINSTEIN



Once per round, you can exchange up to 4 dishes and/or drinks in your kitchen for an equal number of other dishes and drinks from the supply. If you do, you can immediately place the newly gained dishes and drinks on guests in your cafe, at no cost. Champagne and money cannot be part of the exchange.

CHARLY CHAPLIN



Each time you get any number of VP, you get an additional 2 VP.

ELIZABETH MAGIE



Each time after you get any amount of money, you can prepare a room for 1 krone less.

J.R.R. TOLKIEN



Each time you send a guest to a room, you get an additional 2 VP.

MAHATMA GANDHI



You can prepare rooms of any color at no cost.

MARIE CURIE



Each time you play a Staff card, you also get your choice of 2 dishes and/or drinks total (no champagne).

MATA HARI



Only used when both modules #1 and #2 are in play. Each time you send a Dancer to a Ballroom, you also get 1 VP and you can advance one step on the Emperor track.

PABLO PICASSO



Only used when both modules #1 and #2 are in play. Each time you get any amount of champagne, you also get 1 dish or drink of your choice (no additional champagne) and 1 VP.

SIEGMUND FREUD



You can pay 1 item less (dish, drink, or champagne) when fulfilling a guest's order, unless the guest ordered just one item.

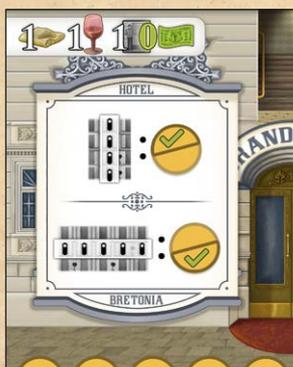
WINSTON CHURCHILL



Each time you advance on the Emperor track, you can take one additional step.

Hotel Entrances

Hotel Bretonia



You start the game with **1 strudel and 1 wine** in your kitchen. Place the **5 Bonus tokens** nearby. After preparing up to 3 rooms at the end of the Preparations phase, you can **prepare a 4th room at no cost**. (That room must be adjacent to an existing room as normal.)

Each time you **complete a column** in your hotel, by occupying the four rooms in that column, you must immediately choose one of your remaining Bonus tokens and receive the Bonus printed **at the top**.

Each time you **complete a row** in your hotel, by occupying the five rooms in that row, you must immediately choose one of your remaining Bonus tokens and receive the Bonus printed **at the bottom**.

In either case, remove the Bonus token from play after receiving the Bonus. (So, in total, you can get a maximum of 5 Bonuses over the course of the game.)

Hotel Caesar



You start the game with **1 cake and 1 coffee** in your kitchen. At the end of the Preparations phase, draw an additional **Staff card** into your hand; then **choose a Staff card** from your hand and **play it for 3 kroners less**.

Each time you **play a Staff card**, including at the start (*see above*), you get **1 krone** and you can **draw a new Staff card** into your hand.

Hotel Geigenberger



This Hotel Entrance provides a **4th table** for guests.

You start the game with **1 strudel, 1 cake, 1 wine, and 1 coffee** in your kitchen. When choosing your initial guest during the Preparations phase, you can choose **up to 2 guests** (*instead of the normal 1*) at no cost. If you do, do not replenish guests until after you choose both guests.

In phase 1 of each round, you can take **up to 2 guests** (*instead of the normal 1*) by paying the costs, if applicable. If you do, do not move or replenish guests until after you choose both guests.

Each round, collect the guests whose orders you fulfilled that round in a separate pile. At the end of the round, you get **1, 3, 5, or 8 VP** if that pile contains at least 2, 3, 4, or 5 guests, respectively. Afterwards, move the pile to your main pile collecting completed guests from all previous rounds.

Hotel Neuwiennerhof



You start the game with **1 strudel and 1 wine** in your kitchen.

Each round, as soon as you take your **second die**, even before carrying out the associated action, you can get a **bonus based on the combined value** of your two dice:

7: You get nothing.

6 or 8: You can immediately play a Staff card for 1 krone less.

5 or 9: You get 1 strudel and 1 wine.

4 or 10: You get 1 krone and you can advance 1 step on the Emperor track.

3 or 11: You get 1 cake and 1 coffee.

2 or 12: You can prepare a room at no cost and you get (*an additional*) 1 VP.

When playing modules #3 and #4 together, for the purposes of this Hotel Entrance, the Skeleton Key copies the value of the one die you have. (*In other words, as soon as you have a die and the Skeleton Key, double the value of that die to determine your bonus.*)

Hotel Oxford



Before auctioning off Hotel Entrances, draw **6 random Emperor tiles** from those remaining (*two each of A, B, and C*) and place them **face up** near this Hotel Entrance.

You start the game with **1 strudel** in your kitchen. Immediately after you get this Hotel Entrance, advance 2 steps on the Emperor track and place the 6 Emperor tiles that come with it nearby.

Once per turn, you can retreat your marker on the Emperor track by **1, 2, or 3 spaces** (*i.e., move it to the left*). If you do, you can immediately carry out the top part of an **A, B, or C tile** belonging to this Hotel Entrance. Afterwards, remove the chosen tile from play.

Hotel Pansen



You start the game with **1 strudel, 1 cake, 1 wine, and 1 coffee** in your kitchen. Each time the **first room in a group** gets occupied, you immediately get a bonus based on the color of that room: if it is blue—3 VP; if it is red—2 kronas; if it is yellow—advance 2 steps on the Emperor track.

Hotel Sissi



You start the game with **1 coffee** in your kitchen.

Each time you are about to take a **die action**, you can move a die **from an adjacent action space** onto the action space you are about to use.

When playing modules #3 and #4 together, this does not apply when taking the Start Player action.

Hotel Wantz



Before auctioning off Hotel Entrances, draw **3 random Politics cards** from those remaining (*one each of A, B, and C*) and place them face up near this Hotel Entrance as your **personal objectives**.

You start the game with **1 strudel, 1 cake, 1 wine, and 1 coffee** in your kitchen. Immediately after you get this Hotel Entrance, place the 3 Politics cards that come with it nearby.

Each time you **complete a personal objective**, you immediately get **15, 10, or 5 VP** if you do so in **rounds 1-3, 4-5, or 6-7**, respectively. Afterwards, remove the completed Politics card from play. (*This does not apply to the Politics cards on the game board.*)

Completing a personal objective does not activate any Staff effects that require placing a marker on a Politics card, nor does it count towards the depicted Emperor tile.

At game end, you get **3, 6, 10, or 15 VP** if you completed a total of **3, 4, 5, or 6 Politics cards**, respectively. (*This total is the number of markers you have on Politics cards on the game board plus the number of completed personal objectives.*)



Hotel Zacher



Only used when both modules #1 and #3 are in play.

You start the game with **1 strudel, 1 cake, 1 wine, and 2 Champagne** in your kitchen. (*It is two Champagne total, not two additional Champagne—remember to leave the kitchen empty during setup.*)

Each time you **send a Dancer to a Ballroom**, you get **double the row bonus**. (*Sending a Dancer to the bottom row does nothing for you, because there is no bonus for bottom rows.*)

Each time a Ballroom is scored, you get **4 VP** if you **alone** have the **most Dancers** in that Ballroom. (*Tying for most Dancers does nothing for you.*)