



"In the magic forest everyone is talking about the opening of the new hotel located in the old oak, it is said that it will have hundreds of Rooms and will house all races of creatures equally ... will it work?"

Designed by Threemegisto

COMPONENTS:

1 Rule set (you're reading it!)
1 Game sheet.
2 six sided dice.
1 Pencil & eraser.

VERSION: 0407

OF PLAYERS: 1

GOAL

Fill all three floors of the Hotel with Guests, taking into account their Affinities to obtain prestige stars ☆.

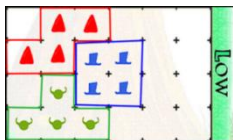
SETUP

Place the game sheet in front of you, keep 2d6 nearby and grab some colored pencils or something to draw, you are good to start.

PLAYER TURN

Each turn you will receive a Guest who will want to stay in a room with a certain shape.

To determine this roll 2d6 and use one result to define the kind of guest and another for the shape of the room, and then place it anywhere on the board that is empty.



You can reroll 1 die result without limits at spend of loss 2 board space per reroll.

FLOOR HEIGHTS

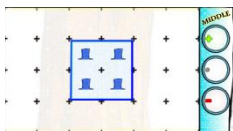
The Hotel is divided into three floors heights, **Top**, **Middle**, **Bottom**, separated by two bright lines. When placing Guests you must choose in which floor to host it taking into account their Affinities (see Affinity wheel).

When placing a Room you can rotate or flip the shape as you prefer as shown in the image.



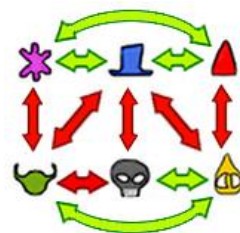
Rooms cannot go over the line that divides floors.

There are some guests who already had a reservation at the hotel so they already occupy a space from the beginning of the game.



AFFINITY WHEEL

To the right of the board there is a wheel that specifies Affinities between Guests kinds, these affinities can be **positive**, **neutral** or **negative** and will allow you (if you place them in the same floor) obtain or lose prestige through the affinity score.



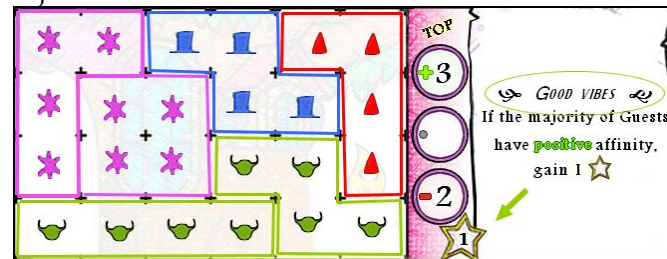
If two kinds are not joined by an arrow, their affinity is **neutral**.

For example: **Humans** have **positive** affinity with **Pixies** and **Gnomes** but at the same time they have **negative** affinity with **Trolls**, **Undead** and **Spirits**.

Pixies have **neutral** affinity with **Undead** and **Spirits**.

AFFINITY SCORE

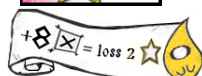
When completing a floor, that is, when there is no more space available to allocate rooms, you must proceed to determine the amount of prestige obtained / lost by counting how many positive, neutral or negative affinities there are between the Guests who occupy it. The score is determined by the kind of guests occupying the room in general, not by being adjacent to each other.



For example: the **Top** floor will **only** get 1 ☆ because there is a majority of **positive** affinity, 3 **positives** between **Humans**, **Gnomes** & **Pixies** and 2 **negatives** between **Trolls** and **Humans** / **Pixies**.



You have a scoring field to write the prestige obtained on each floor, to then add them at the end.



Beware! If at the end of the game you have 8 or more blank spaces you will lose 2 ☆.

If there were the same amount of **positive**, **neutral** and **negative** affinities, or simply **positive** and **negative**, you do not gain or loss any ☆.



GAME END

The game ends when all three floors are full or have no more empty space to draw Guest rooms. **If there is still a space left and you cannot fill it on three consecutive rolls, the game ends.** Count the number of stars obtained and records it on the prestige bar.



Old Oak HOTEL

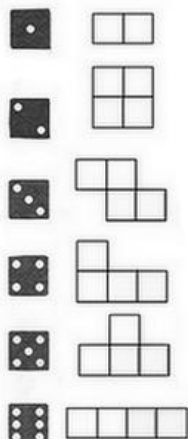


GUEST KIND

- Zombie
- Troll
- Human
- Gnome
- Pixie
- Spirit

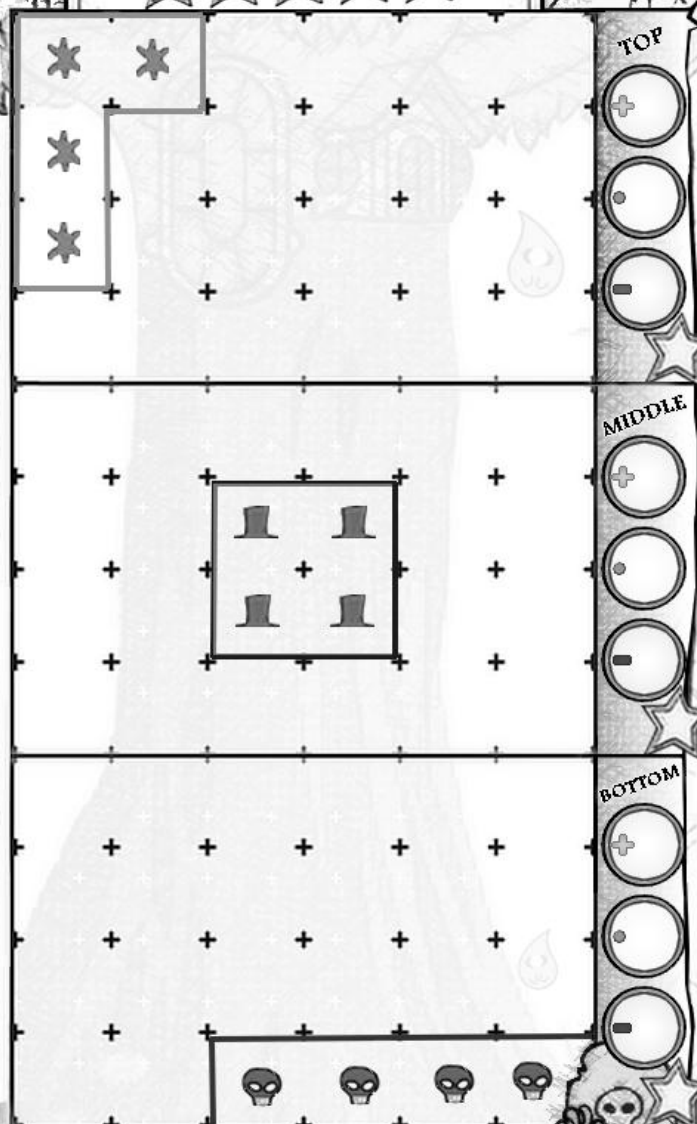
1 = 2 space
re-roll

ROOM SHAPE



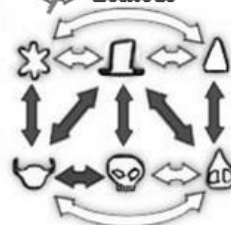
PLAYER TURN

Each turn roll 2d6, use one result to define the type of guest and another for the shape of the room, then place it anywhere on the board that is empty.



AFFINITIES

- positive
- negative
- neutral



AFFINITY SCORE

- MOONSHINE* If there are only Guests of the same kind, gain 2 ★
- GOOD VIBES* If the majority of Guests have **positive** affinity, gain 1 ★
- TEA PARTY* If the majority of Guests have **neutral** affinity, don't gain or loss ★
- BAR FIGHT* If the majority of Guests have **negative** affinity, loss 1 ★
- DISASTER DAY* If there are only Guests with **negative** affinity, loss 2 ★

+8 = loss 2 ★

Old Oak HOTEL



PRESTIGE

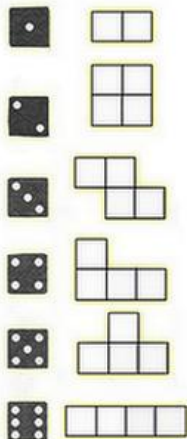


GUEST KIND

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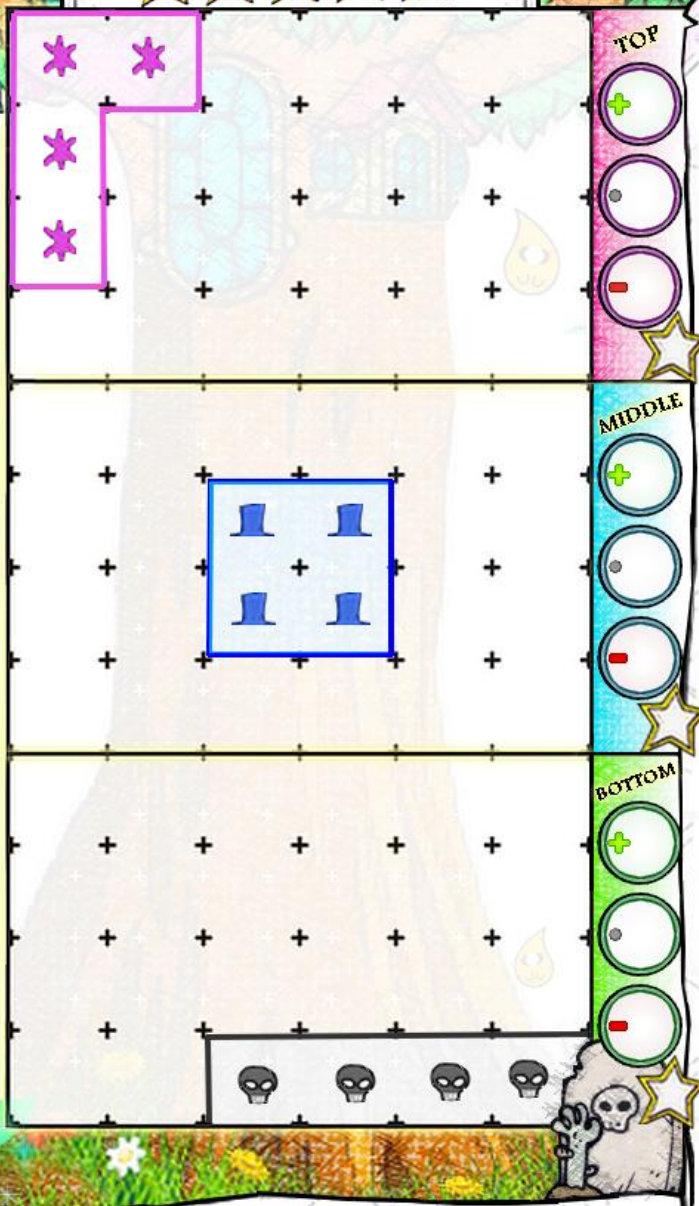
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re-roll

ROOM SHAPE



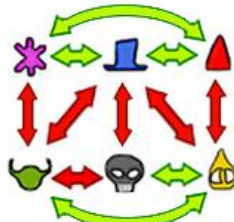
PLAYER TURN

Each turn roll 2d6, use one result to define the type of guest and another for the shape of the room, then place it anywhere on the board that is empty.



AFFINITIES

- positive
- negative
- neutral



AFFINITY SCORE

MOONSHINE

If there are only Guests of the same kind, gain 2

GOOD VIBES

If the majority of Guests have **positive** affinity, gain 1

TEA PARTY

If the majority of Guests have **neutral** affinity, don't gain or loss

BAR FIGHT

If the majority of Guests have **negative** affinity, loss 1

DISASTER DAY

If there are only Guests with **negative** affinity, loss 2

+8 = loss 2