HELLTON PALACE™

RULEBOOK

"Of course, sir, I'll send the bellhop straight away!"

The life of a bellhop in the lavish, cozy corridors of the Hellton Palace isn't always easy. Crucial decisions must be made every minute. If you refuse to service a room, you risk irritating the guest and penalizing the hotel's reputation.
But the thing is, addressing all your guests' needs opens the door to an excess of enthusiasm and invites them to ransack the whole hotel... And when your clients are legendary creatures and gods of every kind, they can do a surprising amount of damage.

Somewhere, deep in the underworld, not far from the Styx and Elysian Fields, a bellhop prepares to knock on a guest's door. And they are afraid.

OVERVIEW AND GOAL

## « AS LONG AS YOUR OPPONENT LOSES, YOU'LL WIN!!! »

Admit it, the description of this simple win condition has you hooked. Welcome devilish guests and send bellhops to service their rooms. Decide not to satisfy clients' needs, and you'll gain negative effects. Or do satisfy them, and gain... different negative effects. While guests methodically and diligently ransack every room, the last hotel standing will win the game. It's simple, you see? What's the worst that could happen?

GAME ELEMENTS

→ 2 Hotel boards

Each board represents a Hotel that has three columns and five floors:

- **3 Room floors:**
  each has 3 Rooms, numbered from 1 to 9, used to track Bellhop movement
- **1 Lobby:**
  with spaces for up to 3 Bell tokens
- **1 Basement:**
  with spaces for Pillar tokens, separated into 3 groups of 4 Pillars lined up with the room column

→ 36 Guest cards

price
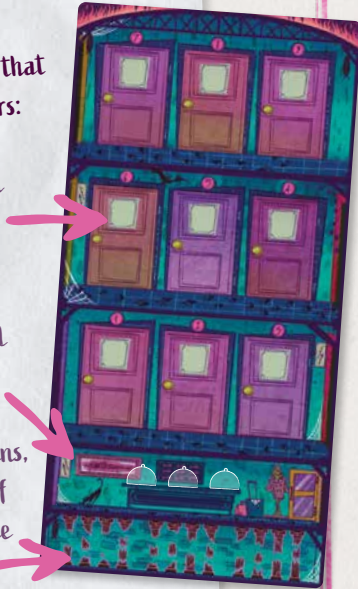
Each card represents a room's occupant(s). There is an illustration and name in the middle. The open door on the right shows the cost of the room in coins. The hanging sign on the door handle shows the (nasty) consequences of your service.

Certain cards are double-sided. They can be played on either side.

Cards suggested for your first game have an asterisk* above the room price.

ANUBIS

→ 18 Irritation tokens

Irritation tokens show whether a Guest is satisfied or not.

→ 6 Bell tokens

Bell tokens show the general satisfaction level of the Guests in your Hotel. Try to keep as many as possible.

→ 2 Bellhop pawns

Each Bellhop pawn makes the rounds between the rooms, starting their movement in the Lobby then moving from room to room, in order from 1 to 9.

→ 10 Bellhop tiles

Each player has an identical set of 5 Bellhops. On one side, the Bellhop is seen taking a break at their desk. This side shows a banner with the cost to hire them, as well as an effect. On the other side, they're shown on duty.

break   on duty

→ 24 Coin tokens

Coin tokens represent the currency in the game and are earned by serving Guests. They let you hire Bellhops. Coins come in values of 1 and 3. You can make change at any time.

→ 24 Pillar tokens

Pillar tokens represent the state of your Hotel. Place them on the Pillar spaces in your Hotel's basement. They are separated into 3 groups of 4 Pillars, lined up with the three columns of the Hotel.

SETUP

1 =

Each player takes a Hotel board and places it in front of them.

2. Place the Irritation and Coin tokens between you and your opponent.

3 _

Take the 5 Bellhop tokens of your color and place them, "break" side up, next to your Hotel.

4

Place 12 Pillar tokens on the spaces in your Hotel's basement.

5 / Place your Bellhop pawn in your Hotel's lobby. Place 3 Bell tokens on the spaces on the counter.

6

Shuffle all 36 Guest cards, then return 18 to the box. Place the remaining 18 cards face up near the playing area in a grid of 3 rows of 6 cards. For double-sided Guest cards, it doesn't matter which side is up.

For your first game, we suggest playing with the 18 cards marked with an asterisk. Once set up, you can look at the back side of the double-sided Guests at any time. The last player to have stayed in a hotel will be the first player.

HELLTON PALACE

GAMEPLAY OVERVIEW

Take turns until one of the end-game conditions is met. On your turn, take the following steps in order:

① WELCOME NEW GUEST
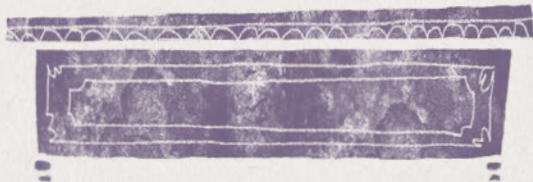
2 DISMISS BELLHOPS

3 HIRE BELLHOPS

> 4 SERVICE ROOMS

⋛5⋚ COLLECT RENT OR GAIN BELL

Choose an available Guest card from the grid near the playing area. Take this card and place it in an unoccupied room on the floor that matches the row it came from:

→ Guests taken from the top row must be placed on the 3rd floor of your Hotel.

→ Guests taken from the middle row must be placed on the 2nd floor of your Hotel.

→ Guests taken from the bottom row must be placed on the 1st floor of your Hotel.

If you have no unoccupied rooms on the required floor, you cannot take a Guest from that row. If you take a double-sided Guest, choose which side to play onto the room.

If all 18 Guests have been taken, skip this step.

– EXAMPLE –

5

2 DISMISS BELLHOPS

Take your 5 Bellhop tiles and place them "break" side up near your Hotel.

Handyman	Fake Clerk	Concierge	Fake Concierge	Supervisor

3 HIRE BELLHOPS

You can hire as many Bellhops as you want, in any order. However, each Bellhop can only be used once per turn. To hire a Bellhop, follow these steps:

✝ Pay the cost shown on the chosen tile, returning Coins to the reserve. If you cannot pay the cost in full, you cannot hire that Bellhop.

✝ Flip the Bellhop tile over to its "on duty" side and apply the effect (see page 11).

– EXAMPLE –

You have 8 Coins.

You decide to hire the Handyman to gain a Pillar, then the Supervisor to remove an Irritation token from a Guest in your Hotel. This costs you 5 Coins total.

You could decide to hire any of the other 3 Bellhops, but you would rather keep your remaining Coins for the next turn.

> 4 SERVICE ROOMS

During this step, move your Bellhop pawn from room to room, starting from room #1 to room #9. When your Bellhop reaches an empty room, ignore it and move to the next one: They check on the room only momentarily to make sure the linens are folded and the chocolate left on the pillow hasn't melted.

When they reach an occupied room, choose whether or not to serve the Guest inside:

😆 Serve the Guest

If you serve the Guest, first remove their Irritation token—if they have one—and return it to the reserve. Then, whether or not you removed an Irritation token, apply the effects on their door hanger in order from top to bottom. Find the descriptions of basic effects on page 10 and special effects on page 12.

This Guest may be satisfied now, but their infernal lack of etiquette will surely have consequences on the rest of the Hotel.

😡 Do not serve the Guest

If you decide not to serve the Guest, several things may happen:

→ If the Guest doesn't have an Irritation token, take one from the reserve and add it to their card.

→ If the Guest already has an Irritation token, follow the steps described in the Irritation token section below.

Irritation tokens

Any time during the game, if you would have to add a second Irritation token to a Guest, do not add one. Instead, remove the token that's already on their card and return it to the reserve. (After throwing a big tantrum, the Guest finally calms down.) Then, remove a Bell token from your Lobby and place it near your Hotel. If you remove your last Bell, continue to the End of the Game (see page 9).

After you make your choice and apply the effects, continue to the next room. Once your Bellhop moves to the next room, you cannot return to the previous room. Professional hoteliers don't go back on their decisions.

Once the room service is done (after room #9), return your Bellhop pawn to your Lobby.

EXAMPLE OF A TURN

It's the 5th turn of the game.

Our Hotel is still standing, with only 2 missing Pillars and 1 broken Bell. Two Guests on the 2nd floor are irritated.

Our opponent's Hotel hired a fake clerk, so we are forced to take Bozo, the last Guest in the bottom row, and place them on the 1st floor of our Hotel.

MORNING BRIEFING: NOTHING TO REPORT.

For 2 coins, we hire the Clerk who lets us swap our new Guest with one of their neighbors. We choose Miss Von Scream, then immediately hire the Supervisor to calm her down (for 3 more coins).

The service begins with only 1 irritated Guest, and this turn we're going to try to serve everyone!!!

① Miss Von Scream is happy with the service and begins to sing. This irritates Bozo and causes a Pillar to be destroyed.

② The Snorer in room can make as much noise as they want, since there's no one in the same column who would be irritated.

③ Anubis and his dogs irritate their neighbor, the Snorer, so another pillar is destroyed.

④ The Duchess rings our 2 Bells and irritates any 2 Guests in our Hotel... We choose Anubis and Miss Von Scream.

⑥ With his tricks, Bozo irritates any Guests in his column or floor who are already irritated. This only affects Miss Von Scream, who destroys a Bell in her fury. All of a sudden, her rage subsides, as does Bozo's after being served.

At the end of the service, 3 Guests are satisfied (Miss Von Scream, the Duchess, and Bozo). We now have the choice to collect rent (4 coins) or gain a Bell. I think we'll make the wrong choice...

During this step, choose one of these options:

Collect Rent OR Gain Bell

Collect Rent

Gain as many Coins from the reserve as are shown on the doors of your satisfied Guests (those with no Irritation tokens). Irritated Guests don't pay rent.

Gain Bell

If you have less than 3 Bell tokens in your Lobby, gain 1 and place it on the counter.

Now it's your opponent's turn. They begin their turn with Step ① Welcome New Guest.

END OF THE GAME

The end of the game is triggered as soon as one of these conditions is met:
→ A player has no more Bell tokens in their Lobby.
→ A player removes the 4th Pillar token from any of their 3 groups.

≂ If either of these conditions is met in the first player's Hotel:

The first player's turn ends immediately. Leave their Bellhop pawn where it is, in front of the room being served when the end-game was triggered.

The second player takes their final turn, so that each player has the same number of turns.

If the second player manages to serve all the rooms in their Hotel without meeting an end-game condition, they win the game.

If they meet an end-game condition before finishing the service, compare the room numbers of each Bellhop pawn. The player whose Bellhop is in the room with the higher number wins the game. If there's a tie, the player with fewer irritated Guests wins the game. If there's still a tie, share the defeat.

≂ If either of these conditions is met in the second player's Hotel:

The first player wins the game.

9

DESCRIPTION OF EFFECTS

DIFFERENT DOOR HANGERS

The "What?" icons are almost always combined with a "Who? Where?" icon, which together describe what effect you apply to which target. If there are not enough targets to completely apply an effect, apply as much as you can.

VOCABULARY

→ Satisfied: Guests without an Irritation token on their card.

→ Irritated: Guests with an Irritation token on their card.

WHAT?

→ Add an Irritation token to the targeted Guest.

→ If the targeted Guest is irritated, remove the Irritation token from their card and a Bell token from your Lobby. Otherwise, nothing happens.

→ Remove a Bell token from your Lobby.

→ If the targeted Guest is satisfied, add an Irritation token to their card. Otherwise, nothing happens.

→ Remove a Pillar from this Guest's column, unless told otherwise.

→ Flip this card over.

WHO? WHERE?

→ The effect targets adjacent Guests on this Guest's floor and/or column.

→ The effect targets all Guests on this Guest's floor and/or column.

→ The effect targets any other Guest or a Pillar in any column of your choice.

→ The effect targets a different Guest or a Pillar in any column that your opponent chooses.

10

THE DIFFERENT BELLHOPS

Concierge
→ Swap rooms between the new Guest you welcomed this turn and an orthogonally adjacent Guest.

Fake Clerk
→ Choose an irritated Guest in your opponent's Hotel. They must swap rooms with an orthogonally adjacent Guest.

Handyman
→ Place a Pillar token on any empty space in your Basement.

Fake Concierge
→ Place this Bellhop tile on a row of available Guests. On their next turn, your opponent must welcome a Guest from this row. The chosen row of Guests must correspond to a floor in your opponent's Hotel with at least 1 empty room.

Supervisor
→ Remove an Irritation token from any Guest of your choice in your Hotel.

CREDITS

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SPECIAL EFFECTS

→ Remove a Bell token from your Lobby if you have hired at least 1 Bellhop this turn.

→ Add an Irritation token to any other Guest in your Hotel for each Pillar in this column. You can add multiple tokens to the same Guest (removing Bells as normal).

→ Destroy a Pillar from any column of your choice for each Bellhop your opponent currently has hired.

→ Destroy a Pillar in this column for each adjacent satisfied Guest.

→ Remove a Bell token if your opponent's Guest with the same room number is satisfied.

→ Destroy a Pillar in this column for each adjacent irritated Guest.

→ Destroy a Pillar from any column of your choice for each Bell token in your Lobby.

→ Add an Irritation token to any other Guest in your Hotel for each Bell token in your Lobby. You can add multiple tokens to the same Guest (removing Bells as normal).

→ Remove a Bell token if there are as many Bell tokens in your Lobby as your opponent's.

→ Remove a Bell token if your opponent has more Coins than you.

→ This Guest copies the effects of the door hanger of your opponent's Guest with the same room number. If that room is empty, nothing happens.

→ Destroy a Pillar in the columns to the left and right of this Guest.

→ Add Irritation tokens to this Guest for each adjacent irritated Guest on the same floor and/or column as this Guest.

→ Add an Irritation token to this Guest for each irritated Guest on the same floor and/or column as this Guest.