



2-4 20-40 min 8+

Dead & Breakfast

Rodrigo Rego

In **Dead & Breakfast**, you are building a haunted hotel for your incautious guests. Place windows, roofs, gardens, make sure the poison ivy is growing along your walls and after everyone is comfortable, sprinkle the rooms with their worst fears to be the most evil hotel manager and win the game.

Components:



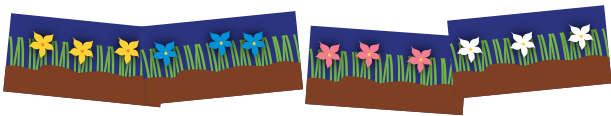
4 doors tiles: you start with one of them



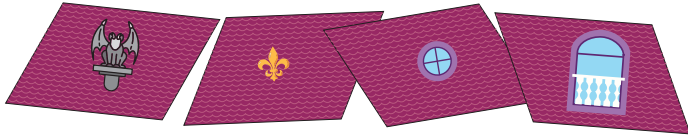
4 double window tiles: place one of them above your door



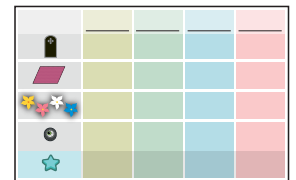
70 window tiles: draft them to build your hotel



24 garden tiles: place them in your hotel to score the flowers



24 roof tiles: 12 left roofs and 12 right roofs. They will score architectural features on your hotel.



35 haunted tiles: place them on a window to scare your guests



20 eyeball tokens: use them to take a scoring tile out of your turn

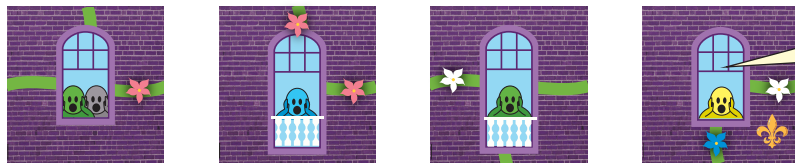
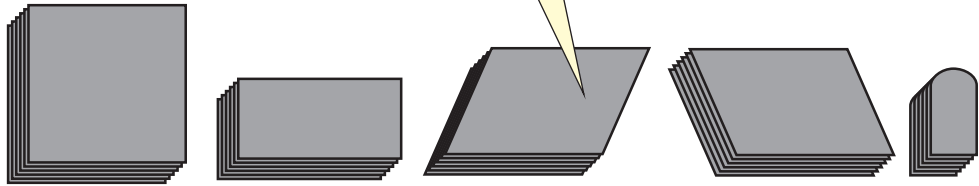
1 score pad: to score your points at the end of the game.

Setup:

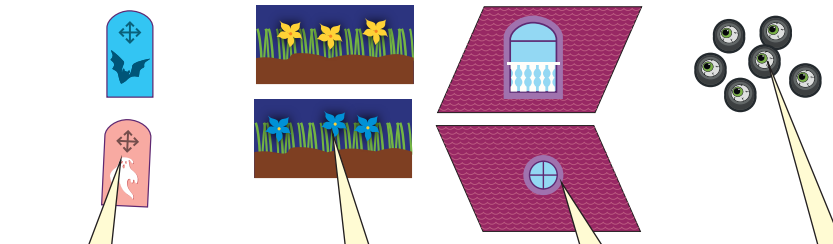


1. Each player takes a door tile and a double window tile at random, placing one above the other. This is your initial hotel, already with 2 guests, 2 flowers and 1 architectural feature.

2. Shuffle separately the window, garden, left roof, right roof and haunted tiles, and create a face down pile for each one.



3. Open 4 window tiles from the top of their pile side by side at the centre of the table.



4. Reveal 2 haunted tiles and place them below one of the windows.

5. Reveal 2 garden tiles and also place them below a window.

6. Reveal 1 right roof and 1 left roof tile and place them below a window.

7. Place all eyeball tokens below the last window.

Structure of the game:

Beginning with the starting player (decide using any method you prefer) and continuing clockwise, players will take turns drafting tiles to build their hotels. After 16 turns, all players will have a complete hotel, and will proceed to scoring.

Your turn:

On your turn, choose 1 window tile and one of the 2 tiles associated with it (or the eyeball token, if you select the last window tile), and place them immediately on your hotel. After that, refill the tiles you took from their corresponding pile (eyeball tokens don't need to be refilled and don't need to be used immediately).

! If you took a haunted or garden tile, refill only the one you took, the other one stays.

! If you took a left roof tile, replace it with a left roof tile. The same goes for right roof tiles. There should be always 1 of each below the window tile.

Placement rules:

Window tiles:

1. You must connect them to another tile already placed (they can also be connected through roofs and gardens).
2. You will build 2 columns of windows in each side of your initial hotel. You can't build beyond that limit. You also can't build above the 4th floor or below the 1st floor.
3. You don't need to connect the ivy running through the wall - but it's better if you do, as you'll see later.

Garden tiles:

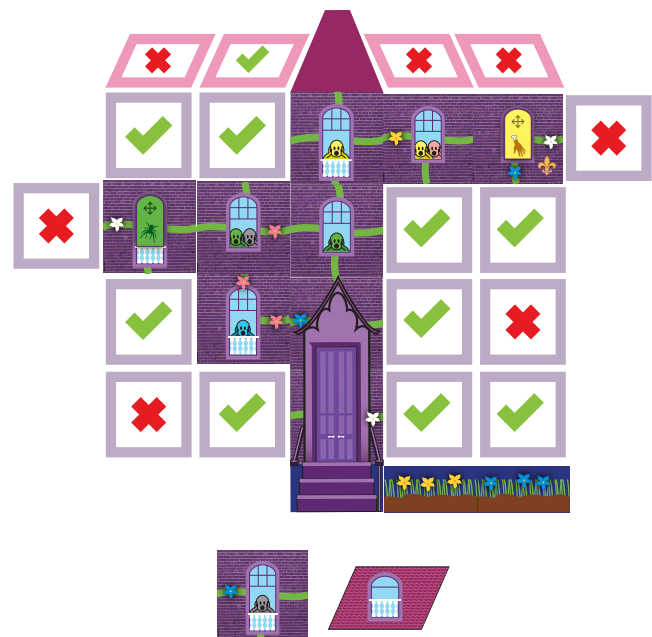
1. You must connect them to the door, to another garden or to a window tile.
2. You will build at most 2 gardens in each side of the door. But you can finish the game with less than that.
3. After the garden is complete, you may replace one of the garden tiles with the one you drafted. If you decide not to, you must discard a garden tile from the drafted area.

Roof tiles:

1. You must connect them to the central roof, to another roof or to a window tile.
2. Left roof goes on the left of the building, and right roof goes on the right.
3. You will build at most 2 roofs in each side of the hotel. But you can finish the game with less than that.
4. After the left or right side of the roof is complete, you may replace one of the tiles with the one you drafted. If you decide not to, you must discard it from the drafting area.

Haunted tiles:

1. Place them on any window tile (doesn't need to be the one you just took), covering the guest.
2. After placed, you can't move or replace a haunted tile.
3. You may decide to discard a haunted tile from the drafting area instead of placing it in your hotel.



Susan drafted a window and a left roof tile. Above, you can see where she can and can't place each of them.

! In the rare case that the supply of garden tiles, roof tiles, haunted tiles or eyeball tokens is over, you can still take the associated window tiles, but you won't be able to take anything else.

Eyeball tokens:

You can spend 1 eyeball token before another player takes a turn to snatch a garden, roof or haunted tile (NOT a window tile) out of your turn. If that happens, refill the tile you took with another before your opponent plays.

You can't use your eyeball tokens after your opponent has made their move. If someone wants to snatch the same tile as you, then whoever declares that intention first does it.

Game end:

The game ends right after the last player completes their hotel. Take the scoring pad to add up your scores. The player with the most points is the winner.

In case of a tie, the player with more eyeball tokens wins. If the tie persists, players share the victory.

Scoring rules:


Garden tiles:

For each of the 4 color of flowers, multiply the number of flowers in that color connected to your door by the ivy by the number of garden tiles in their color. The position of the gardens doesn't matter, just the amount in each color.

Example: If you have 8  connected to the door and 2  , you will score 16 points.

Roof tiles:

For each of the 4 architectural features, multiply the number of them you have in your roof tiles (both left and right) by the number you have in your window tiles. The position of the roof tiles doesn't matter, just the amount in each color. Architectural features don't need to be connected by the ivy to score.

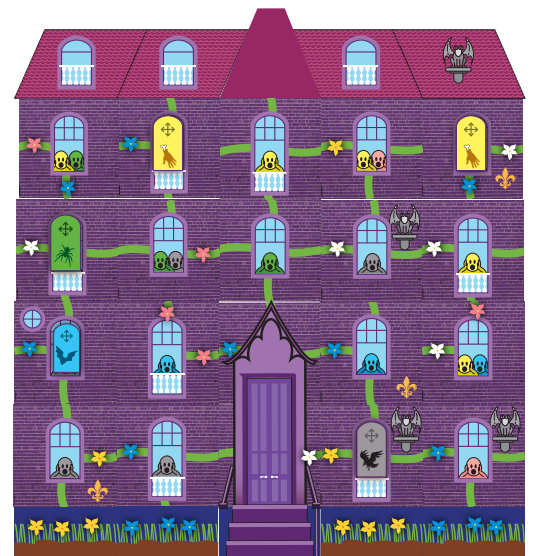
Example: If you have 5  in your window tiles and 3 in your roof tiles, you'll score 15 points.

Scared guests:

1. Each haunted tile scares all guests that are afraid of that kind of creature both in the same column and in the same floor. The color of the guest determines its biggest fear.
2. Score 2 points for each guest you were able to scare. They don't need to be connected by the ivy to score.
3. Guests covered by haunted tiles don't score for this or any other haunted tile.
4. You may place more than 1 haunted tile in a column or floor, but only 1 in each window.
5. Guests can be scared by more than 1 haunted tile, providing multiple points.

Eyeball tokens:

Score 2 points for each eyeball token you have left.



Susan's score:

Gardens: 18 points

3 yellow connected flowers x 2 yellow gardens = 6

6 blue connected flowers x 2 blue gardens = 12

Roof: 24 points

3 varandas in the roof x 7 in the windows = 21

1 gargoyle in the roof x 3 in the windows = 3

Scared guests: 34 points

Severed hand 1 (yellow): 6

Severed hand 2: 10

Spider (green): 6

Bat (blue): 6

Crow (grey): 6

Eyeball tokens: 0 points

(Susan didn't keep any eyeball tokens)

Total: 76 points