

Simone Luciani & Virginio Gigli

GRAND AUSTRIA HOTEL

Let's Waltz!



EXPANSION
RETAIL EDITION



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 ...



Overview

This expansion features five modules: **Vienna Ballrooms**, **Celebrities**, **Unique Hotels**, **Start Player**, and **Would You Like Some More?** You can combine any number of them with the base game at will, but we recommend you try each module separately, before combining them. The more modules that you add to the mix, the more complex the game will become.

Components

Each module lists the components that belong to it separately. The four new **victory point markers**, used when you reach or pass 225 and 300 victory points, are universal to all modules: They are not listed separately or mentioned in any setup instructions. Simply place them with their base game counterparts.

4 victory point markers



front



back

Revised Edition Changes

The following information may be useful if you own an older copy of GRAND AUSTRIA HOTEL and have not read the revised rule book yet:

- Politics cards are now called **objective cards**.
- Rows of rooms on your hotel board are called **floors**.
- The total of guests available on the game board is called the **queue**.
- Paying 1 krone to add a virtual die to the chosen action is called **boosting the main action**.

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Module 1: VIENNA BALLROOMS

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

In this module, you have a set of 10 dancers, practicing in the rehearsal rooms of your hotel. Whenever you complete a guest's order, instead of moving them to a hotel room, you can now choose to send them to one of three ballrooms (*as a dancer*). Entering these famous sites is expensive and must be paid with champagne. In return, you can gain valuable bonuses and additional victory points during the ballroom scoring, which takes place after the Emperor scoring.

So raise your glasses, take an invigorating sip of champagne, and shake a leg!

Components



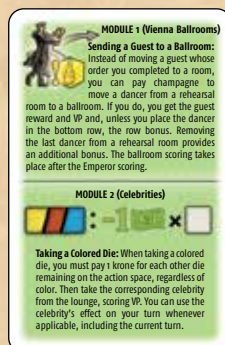
29 guest cards



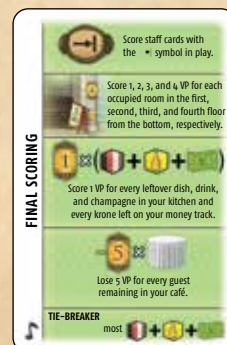
15 staff cards



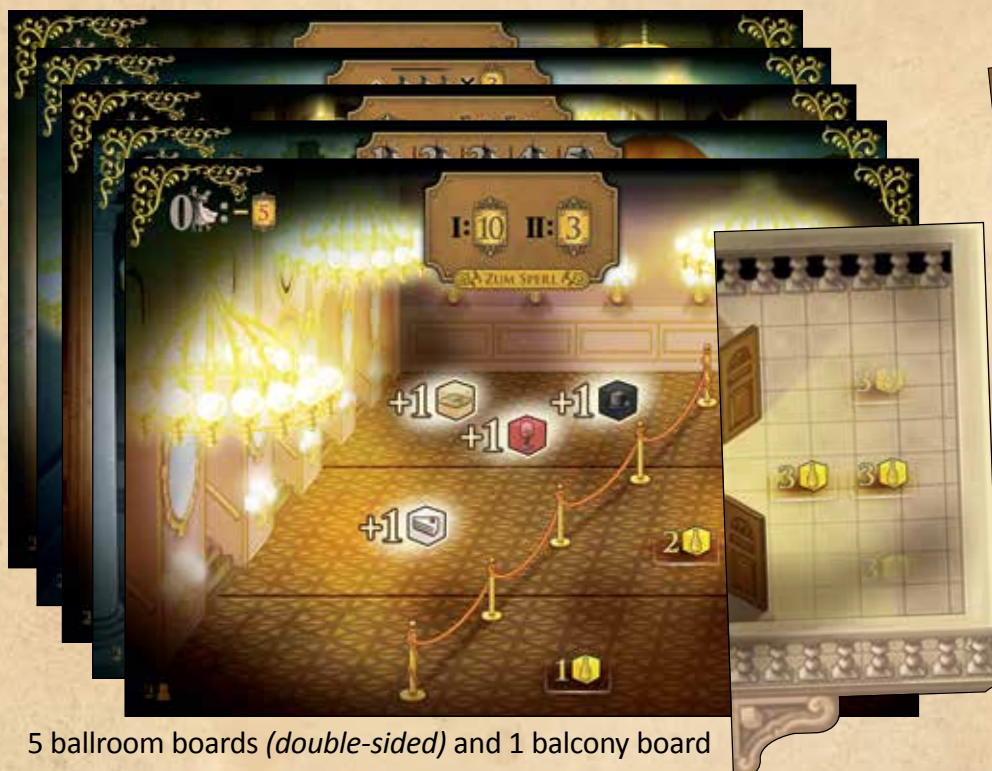
3 objective cards



2 overview cards



2 final scoring cards
(plus 2 for the base game)



5 ballroom boards (double-sided) and 1 balcony board



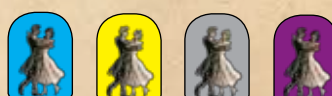
4 rehearsal room boards



1 action board overlay



3 Emperor tiles



40 dancer tokens
(10 in each player color)



25 champagne



3 round indicator tiles

Setup

Shuffle the new **guest cards**, **staff cards**, **objective cards**, and **Emperor tiles** into the respective base game stacks. These components are marked ♪ for ease of separation after the game.

Then set up the game according to the base game rules, adding the following steps. **Except for step 6**, which must be carried out at a particular point, you can add these steps at any time during setup.

Common Play Area

1. Select three **ballroom boards** at random, turn them to the appropriate side (*according to the number of players*), and place them side by side above the game board, in a random order. Return the remaining ballroom boards to the game box—you will not need them.
 - a. From left to right, place the **Round indicator tiles** in ascending order above the ballroom boards.
 - b. Place the **balcony board** to the right of the ballroom boards, so that the door aligns with the top row of the rightmost ballroom.

1a



number of players



1b

2. Place the **action board overlay** with the light side facing up over the ● and ○ actions on the action board.
3. Place the **champagne** with the dishes and drinks.
4. Place the new **overview cards** with their base game counterparts.



Personal Play Area

5. In addition to the four starting dishes and drinks, you also start with **1 champagne** in your kitchen.
6. Insert this step after drawing (*and drafting*) staff cards but before choosing your initial guest (*i.e., between steps 10 and 11 of setup, as described in the revised base game rule book*):



- a. Lay out a random assortment of **rehearsal room boards** equal to the number of players. (*In a 4-player game, all four tiles are used.*)
- b. Beginning with the player to the right of the start player and **in counter-clockwise order**, choose a rehearsal room board and place it to the left of your hotel board.
- c. Take the **10 dancer tokens*** in your color and distribute them on the marked spaces on your rehearsal room board.



6c

Every rehearsal room board features four **sections**, containing 1, 2, 3, and 4 dancers, respectively, and depicting an individual **room bonus**.

**Even though the tokens show a dancing couple, for the purposes of this game, each token is considered one dancer.*



Course of Play

Play the game according to the base game rules, with the following changes:

Main Actions

Two action spaces have been modified to provide the new item introduced by this expansion, champagne. The other action spaces remain unchanged.



• Taking Dishes and Champagne



For each die on this action space, you can take either **1 strudel, 1 cake, or 1 champagne** from the supply. You can take any combination of strudel, cake, and champagne, but you **must take at least as much strudel as cake and at least as much cake as champagne**.

Example: With three dice on the action space, you can take **either**: 3 strudel, or 2 strudel and 1 cake, or 1 strudel, 1 cake, and 1 champagne.

• Taking Drinks and Champagne



For each die on this action space, you can take either **1 wine, 1 coffee, or 1 champagne** from the supply. You can take any combination of wine, coffee, and champagne, but you **must take at least as much wine as coffee and at least as much coffee as champagne**.

Example: With four dice on the action space, you can take **either**: 4 wine, or 3 wine and 1 coffee, or 2 wine and 2 coffee, or 2 wine, 1 coffee, and 1 champagne.

Important! Even though champagne is literally a beverage, for the purposes of this game, it is considered **neither dish nor drink**. Apart from that, all rules that apply to dishes and drinks also apply to champagne, e.g., when gaining champagne, you can place it on guests in your café or in your kitchen.

Additional Actions

This module introduces an alternative additional action that you can take when completing a guest's order. The existing additional actions remain unchanged.

As you might have suspected, the "Serving Items" additional action now also includes champagne.



• Sending a Guest to a Ballroom

When you complete a guest's order, **instead** of moving them to a vacant room, you can now, alternatively, send them to a ballroom; if you do, proceed as follows:

1. Select a row (*top, middle, or bottom*) in a **ballroom** of your choice that has at least one unoccupied space remaining, and pay the indicated amount of **champagne** from your kitchen. (*You must select a row that you can afford. If you cannot afford any, you may not select this additional action.*)
2. Take a **dancer token** from your rehearsal room board and place it in the selected row, on the first unoccupied space from the left. You can take dancers from your rehearsal room board in any order.
3. When placing a dancer in the **top or middle row**, you immediately get a **row bonus**, as depicted at the start of the row. (*The bottom row does not provide a bonus. If you get dishes and drinks as a bonus, you can place them on guests or in your kitchen as normal.*)
4. Discard the guest, gaining the **reward and victory points** depicted on the card as normal.
5. If you **remove the last dancer from a section** of your rehearsal room board, you immediately get the depicted **room bonus**.



You can collect the various rewards (*steps 3, 4, and 5*) in an order of your choice. Steps 1 and 2, however, must take place before gaining any rewards, i.e., you cannot use champagne from rewards to pay for the dancer.

room bonus



The Balcony

The **top row of the rightmost ballroom** (with the “7” Round indicator tile) is considered to have an unlimited number of spaces. Once all depicted spaces in the top row are occupied, the next time you send a dancer to a ballroom, you can pay 3 champagne to place the dancer on the **balcony board**, gaining the **top row bonus** of the adjacent ballroom. For all intents and purposes, dancers on the balcony are considered to be placed in the top row of the rightmost ballroom.



Note:

- When sending a dancer to a ballroom, you do not turn a room in your hotel; also, the guest’s color does not matter.
- On the 3/4-player side, some spaces are reserved for the 4-player game, marked by the symbol shown at the right. Do not use these spaces during 3-player games.



When playing a 3-player game, you can cover these spaces with dancers of the unused color. Of course, if you do, this color does not participate in the ballroom scorings.



- Once all spaces in the leftmost or middle ballroom are occupied, you cannot send any more dancers to it.

Remember that, thanks to the balcony board, you can always send dancers to the rightmost ballroom, even if all depicted spaces are occupied.



- Once placed, a dancer token remains on its space until the end of the game and cannot be moved.

Except when the Emperor makes you lose dancers because you suffer His penalty.



- You may place a dancer in an already scored ballroom (see “Ballroom Scoring” on the next page).
- In spite of the card name, you can move the “Flamenco Dancer” guest card from the base game (#53) to a hotel room or send her to a ballroom.

Clarifications



This icon represents champagne.



This icon represents a dish or drink, **not** champagne.



This icon represents any item: dish, drink, or champagne.

New Icons



You can send an additional dancer, paying the cost as normal.



You can send an additional dancer at no cost.



You can send an additional dancer, paying up to the indicated amount of champagne less.

Note: If any of these new icons appear in a guest reward, sending the additional dancer is independent of what you do with the guest.

Example:

- 1 After completing the Tsarina's order, you move her to a hotel room, scoring 9 victory points.
- 2 You decide to send the additional dancer—from her reward—to "Apolllosaal", the rightmost ballroom in this game. Because all regular spaces are occupied, you must send the dancer to the balcony.
- 3 Normally, this would cost 3 champagne; but, thanks to the discount from the reward, you must pay only 2 champagne from your kitchen.
- 4 As a result, you get 3 kronen from the row bonus and, because you removed the last dancer from the third section of your rehearsal room board, you get 2 champagne and 1 space on the Emperor track from the room bonus.



In this example, even though you got back all the champagne you spent (effectively paying 0), you could not have sent the dancer if you did not have 2 champagne in your kitchen to begin with, because you must first pay and only then collect any rewards.

Ballroom Scoring

Ballrooms are scored **after each Emperor scoring**. The **Round indicator tiles** above the ballrooms indicate when each ballroom is scored: the leftmost 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 rightmost ballroom is scored after the third and final Emperor scoring (*at the end of round 7*).

Each ballroom scores in a specific way, as shown at the top of the ballroom board. When a ballroom is scored, each player with **no dancer** in that ballroom **loses 5 victory points**.

Technically, there is no obligation to show up during ball season, but people will look funny at you if you don't.



Note: The ballrooms are explained in detail in the appendix, on pages 16-17.

Game End and Final Scoring

The game ends after the third and final ballroom scoring at the end of round 7, followed by a final scoring as explained in the base game rules.

Each champagne left in your kitchen is worth 1 victory point.

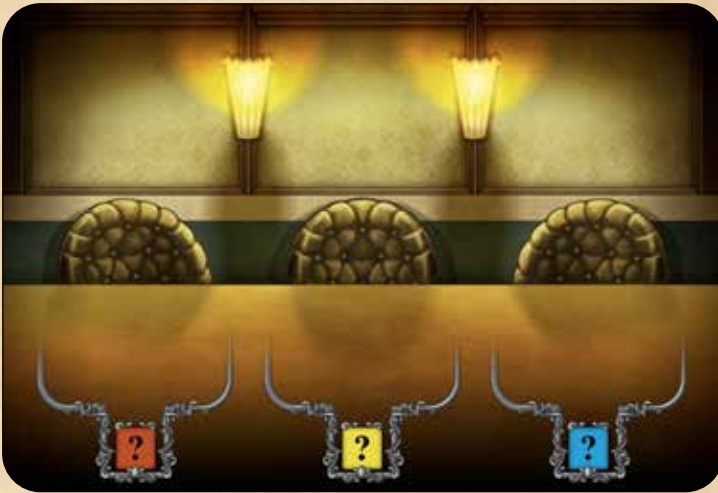
The player with the most points wins. In case of a tie, the combined total of dishes, drinks, and champagne in the kitchen plus your position on the money track breaks the tie.

Module 2: CELEBRITIES

Vienna is a classy city attracting lots of famous people; Albert Einstein and Marie Curie are having a cup of coffee 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 associated with a celebrity in the lounge. When taking a colored die from the action board, you also get the associated celebrity from the lounge, who will provide valuable support for the rest of that round—for a price, of course. The earlier you get them, the higher the price, so the right timing is key!

Components



1 lounge board



11* celebrity tiles

3 victory point chits



front back



3 colored dice
(red, blue, and yellow)

*The celebrity tiles marked ♪ (Giacomo Puccini, Mata Hari, and Picasso) are only used in combination with module 1.

Setup

Set up the game according to the base game rules, adding the following steps:

Common Play Area

1. Remove **three white dice** from the game, replacing them with the three **colored dice**. The total of dice remains unchanged (10/12/14 dice in a 2/3/4-player game).
2. Place the **lounge board** beside the action board.
 - a. Shuffle the **celebrity tiles** and place them in a **face-down stack** next to the lounge.
 - b. Draw **three celebrities** from the stack and place them **face up** on the lounge, from left to right, one celebrity per space.
 - c. Place the **victory points chits** nearby.

Don't forget to remove the celebrity tiles marked ♪ if you aren't playing modules 1 & 2 combined.



Personal Play Area

No changes.



Course of Play

Play the game according to the base game rules, with the following changes.

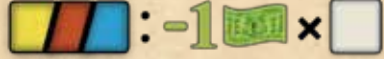

At the start of each round, the start player rolls **both the white and colored dice** together, distributing them on the action board as normal.

Using an Action Space

When using an action space, the color of the dice on the action space does not matter—the strength of the main action is always equal to the total number of dice on the action space (*including the chosen die*), regardless of color.

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

• When taking a **colored die**, proceed as follows, in this order:

1. **Pay 1 krone for each other die** on the action space (*i.e., excluding the chosen die*), **regardless of color**. 
2. Take the **celebrity** from the lounge associated with the color of the chosen die and place it face up in front of you.
3. Immediately **score 1, 2, or 4 victory points**, as indicated on the celebrity tile or the victory point chit on it (*if it has one, in which case it replaces the printed value*). 
4. Then carry out the associated main action as normal (*including the chosen die to determine the strength*).

You can use the celebrity's effect **on your turn**, whenever applicable, for the rest of the current round, including the current turn.

Example: There are five dice on the • action space: three white ones, a blue one, and a red one. If you take the red or blue die, you must pay 4 kronen. Then take Ghandi (red) or Einstein (blue) from the lounge, scoring 1 or 4 victory points, respectively. Finally, carry out the • main action with a strength of 5.



Passing

When placing a die on the dustbin, you must choose a **white die**, if possible. Only in the unlikely event that only colored dice are left can you remove a colored die: in this case, the player who re-rolls the dice (*i.e., whose turn order tile is showing the lowest number*) decides which die to remove.

End of Round

At the end of the round, before the Emperor scoring (*if there is one*), proceed as follows:

1. **Collect** all player's celebrities and place them in a **discard pile**.
2. **Update** the celebrities in the lounge:
 - If a celebrity does not have a victory point chit yet, place one with the "2 victory points" side facing up, covering the "1 victory point" printed on the celebrity tile.
 - If a celebrity has a victory point chit showing "2 victory points", turn the chit to the other side showing "4 victory points".
 - If a celebrity has a victory point chit showing "4 victory points", place the celebrity on the discard pile and return the victory point chit to the supply.
3. **Replenish** the lounge by drawing new celebrities from the stack, placing them on the empty spaces, from left to right. If the stack runs out, shuffle the discard pile to form a new face-down stack.

Proceed with the Emperor scoring (*if there is one*), passing your turn order tiles, advancing the Round marker, and turning your staff cards upright, as detailed in the base game rules.

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!


In this module, you start by bidding on individual hotel entrances that change your starting conditions and empower you with unique abilities for the duration of the game. Get out of your comfort zone, adapt to the changes from your hotel entrance, and score more victory points than ever before!

Components



5 bonus tokens
(for Hotel Dove)

9 hotel entrances*

*The hotel entrance marked  (The Ren) is only used in combination with module 1.

Setup

Set up the game according to the base game rules, adding the following steps.

Common Play Area

No changes.

Personal Play Area

1. Do not place any dishes or drinks in your kitchen (*i.e.*, skip step 9 of setup, as described in the revised base game rule book).

If both modules 1 and 3 are in play, you do start with 1 champagne in your kitchen; you just don't place any dishes or drinks there yet.



2. Insert this step after drawing (and drafting) staff cards but before choosing your initial guest (*i.e.*, between steps 10 and 11 of setup, as described in the revised base game rule book):
 - a. Lay out a random selection of **hotel entrances** equal to the number of players. Note the additional instructions for Hotel Dove, Ninas Melange, and The Grand Wray Hotel, if they are among the selected hotel entrances:



Hotel Dove: Place the 5 bonus tokens face up near "Hotel Dove".



Ninas Melange: Draw 3 objective cards at random from those remaining (*one each of A, B, and C*) and place them face up near "Ninas Melange".



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

- b. Once the selection is set, the start player must choose one of these hotel entrances and **put it up for auction**, placing the first bid of **0 or more kronen**. Proceeding **clockwise**, players must **either raise or pass**. If you pass, you cannot rejoin that particular auction later. The auction continues around the table until all but one player has passed.

- c. The winning player pays their bid (*if it is greater than 0*), moving the marker on their money track down accordingly, and places the hotel entrance to the left of their hotel board, collecting the **starting items** depicted at the top of the tile. Some hotel entrances provide additional things at the start; if in doubt, consult the appendix for instructions when to collect them (*see pages 19-21*). Once you get your hotel entrance, you may not participate in any subsequent auctions.
- d. If the start player did not win the auction, they must start another in the same fashion. If they did win, the next player clockwise who has not yet won a hotel entrance must start the next auction. Continue this process until all but one hotel entrance is auctioned off. The remaining player gets the last hotel entrance **at no cost**.

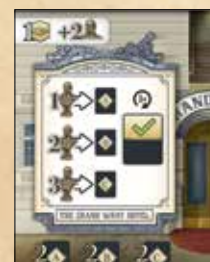
Example: Anna, Beth, and Cyril are about to auction off Hotel Mayenfels, The Grand Wray Hotel, and The Kozi Palace, Vienna. Anna is the start player; she decides to put Hotel Mayenfels up for auction, bidding 5 kronen right off the gate. Beth raises 7; Cyril passes. Anna raises 8, winning the auction, as Beth passes. Now Beth has to start the next auction; she bids 0 on The Kozi Palace, Vienna. Cyril and Beth raise each other a couple of times, before Cyril places the winning bid of 5 kronen. As a result, Beth gets The Grand Wray Hotel for free, keeping her starting money of 10 kronen, whereas Anna and Cyril have to make do with 2 and 5 kronen, respectively.



Anna 5
Beth 7
Cyril pass
Anna 8



Beth 0
Cyril 1
Beth 2
Cyril 3
Beth 4
Cyril 5



Beth 0



Anna



Beth



Cyril

Course of Play

The base game rules remain unchanged, except for the individual changes introduced by each hotel entrance. Only the owner of a hotel entrance may use its effect, whenever applicable. Consult the appendix for a detailed explanation of all hotel entrance effects (*see pages 18-20*).

Game End and Final Scoring

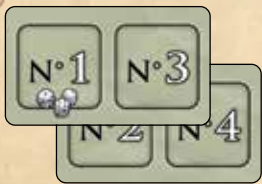
No changes.

Module 4: START PLAYER

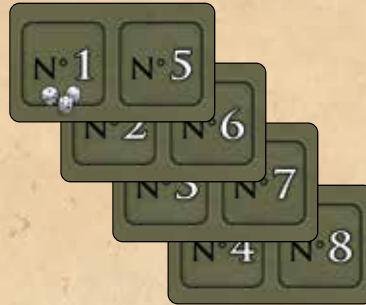
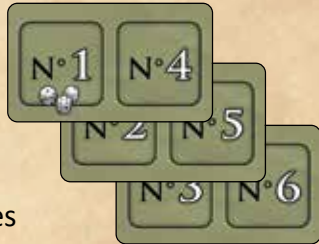
The first shall be the last? No more! This module replaces the snake-like turn order from the base game with a classic clockwise one, while adding the option to actively become start player next round: a minor advantage with a major effect!

The new Start Player action is featured on an action board extension. Taking this action, you forgo taking a die from the action space. Instead, you get the skeleton key, i.e., you will go first next round, and, in addition, you get a dish or drink of your choice and you can take a main action with a strength of one.

Components



9 new turn order tiles



1 skeleton key

1 action board extension



Setup

Set up the game according to the base game rules, adding the following steps:

Common Play Area

1. Place the **action board extension** to the left of the action board (*so the illustrations match*) and put the **skeleton key** on the action board extension.

Personal Play Area

2. Randomly select a start player and distribute the **turn order tiles** accordingly, using **only** the new tiles from this expansion in place of their base game counterparts.

The start player does not get the skeleton key! It stays on the action board extension until it is taken as an action.



3. When setting up your money tracks, place the **money marker** on the space indicated by the following table, based on your position in the initial turn order (*as indicated by the lower number on your turn order tile*):

Turn order position	1	2	3	4
Money marker on space	9	10	11	12

Course of Play

The base game rules remain unchanged. As indicated by the new turn order tiles, play goes around the table in a **clockwise** manner, as opposed to the snake-like pattern of the base game.

It is now possible to **actively become start player** by taking the **start player** action.

Start Player Action

On your turn, if the **skeleton key** is still available on the action board extension and you **have not passed** this round, **instead of taking a die**, you can take the skeleton key from the action board extension and place it on your turn order tile (*covering the lowest visible number as you would with a die*).

If you do, you get **1 dish or drink** of your choice (*no champagne*) and, additionally, you can carry out **any main action** (● through ☼) **with a strength of 1**. The number of dice on the respective action space does not matter: you carry out the main action as though there were one die.

In other words, your choices are:

- take 1 strudel, or
- take 1 wine, or
- prepare 1 room, or
- take 1 krone, or
- advance 1 space on the Emperor track, or
- play 1 staff card from hand for 1 krone less.

Note:

- You **do not** take a die from the action space.
- You **may not** pay 1 krone to boost that main action.
- Your staff that activate on taking a particular die **do not** activate here.
- As always, you can place the items you get on guests in your café or in your kitchen.

When taking the Start Player action, the **subsequent players** get **0, 1, and 2 kronen**, respectively. In other words:

- In a **4-player game**, the player to your left gets nothing, the player to their left gets 1 krone, and the player to your right gets 2 kronen.
- In a **3-player game**, the player to your left gets nothing and the player to your right gets 1 krone.
- In a **2-player game**, your opponent gets nothing.

This is to provide some compensation to the players that you pushed back in turn order.



Example: The current turn order is Anna, Beth, and Cyril. It is Beth's turn; she decides to take the skeleton key, choosing strudel as her free dish/drink and another strudel for the single-die main action. As a result of Beth's taking the skeleton key, Anna gets 1 krone.

Important! You can take the skeleton key, if it is still available, on your first or second turn in a round. You **may not** take it when or after you pass, even if it is still available after the re-roll.



Otherwise you'd keep re-rolling until there are no dice left, knowing you'll definitely get a useful action if the dice fail you.



End of Round

At the end of the round, redistribute the turn order tiles clockwise, 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 left, as normal.

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, objective cards, and new Emperor tiles, without changing any of the base game rules. You can add these new components to the base game or combine them with any or all of the other modules.

Components



3 Emperor tiles



14 staff cards



3 objective cards

Setup

Shuffle the new **staff cards**, **objective cards**, and **Emperor tiles** into the respective base game stacks. These components are marked **+** for ease of separation after the game.

Then set up the game according to the base game rules.

Course of Play

No changes; but there is a new type of staff card:

Staff cards with a **bell symbol** do not activate immediately after you play them, but only when you **meet the requirement** to the left of the colon on this or a later turn. When you do, you **can** take the reward depicted to the right of the colon. This is a **one-time reward**. When you take it, turn the staff card **face down** to indicate it has been resolved. (*Face-down staff cards still count as "played staff" for any relevant effect.*)



Once the card is face down, it remains that way until the end of the game. Do not turn it face up again! I'm speaking to you, owners of an older edition of GRAND AUSTRIA HOTEL.



When you meet the requirement, you can choose **to not activate** the card (*if it is inconvenient for you at that time*). However, if you do not activate it immediately after meeting the requirement, you have to wait until a later point in time when you meet the requirement **again**, to get the reward.

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 that you initially use only one of these two modules at once to keep complexity at bay.

Using two or more modules together can affect some steps of setup. The following features an abbreviated but complete set of setup instructions, based on the revised rule book, that incorporates the setup steps of all modules in this expansion.

Common Play Area

1. Place the game board in the middle of the play area.
 - a. Place the Round marker on the first space of the Round track.
 - b. **If using modules 1 or 5**, add the new Emperor tiles to the mix. Place a randomly selected A, B, and C tile face up below the appropriate Round spaces.
 - c. **If using modules 1 or 5**, add the new objective cards to the mix. Place a randomly selected A, B, and C card face up on the designated spaces.
 - d. **If using module 1**, add the new guest cards to the mix. Place five randomly selected guests in the queue.
 - e. Place the victory point markers, **including** those from this expansion, nearby.
2. **If using module 1**, place three randomly selected ballroom boards side by side and in random order above the game board.
 - a. Place the Round indicator tiles in ascending order above the ballroom boards.
 - b. Place the balcony board to the right of the ballroom boards.
3. Place the action board next to the game board.
 - a. **If using module 1**, place the action board overlay on the action board, light side up.
 - b. **If using module 4**, place the action board extension next to it and put the skeleton key on the action board extension.
 - c. In a 2/3/4-player game, place 10/12/14 dice near the action board.
 - d. **If using module 2**, replace three of those dice with the colored dice.
 - e. Place the dustbin nearby.
4. **With module 2**, place the lounge board above the action board.
 - a. Place the shuffled stack of celebrity tiles next to the lounge. (*Remove any celebrities with the 🎵 symbol prior to this, unless you are playing with module 1.*)
 - b. Place the top three celebrities from the stack in the lounge.
 - c. Place the victory points chits nearby.
5. Place the dishes and drinks and, **if using module 1**, the champagne in a supply.
6. Place the room tiles ready at hand.
7. Shuffle the staff cards and place them nearby; **if using modules 1 or 5**, include the new ones.
8. Place the overview cards within reach of all players; **if using modules 1 or 2**, include the new ones.

Personal Play Area

9. Randomly select a start player and distribute the turn order tiles accordingly. **If using module 4**, make sure you are using the new turn order tiles in place of the base game ones.
10. Take a hotel board, and the six markers in a color of your choice.
 - a. Decide together whether to play the night or day side.
 - b. Place one marker on space "10" of your money track. **If using module 4**, instead place the marker on 9/10/11/12, based on your turn order position.
 - c. Place one marker on space "0/75" on the score track and one marker on space "0" of the Emperor track.
 - d. Place the remaining three markers beside your hotel board.
11. **Unless using module 3**, place 1 strudel, 1 cake, 1 wine, and 1 coffee in your kitchen. **If using module 1**, also place 1 champagne in your kitchen. **If using both modules 1 and 3**, place only 1 champagne in your kitchen.
12. Draw 6 staff cards into your hand. If you wish, perform a draft with these cards.
13. **If using module 3**, lay out one random hotel entrance per player. Then bid for the hotel entrances until each player has a hotel entrance. You can bid 0 or more kronen.
14. **If using module 1**, lay out one random rehearsal room board per player.
 - a. Beginning with the player to the right of the start player and in counter-clockwise order, take a rehearsal room board and place it to the left of your hotel board.
 - b. Place the 10 dancer tokens in your color on your rehearsal room board.
15. Beginning with the player to the right of the start player and in counter-clockwise order, take a guest from the queue, ignoring the printed cost. Replenish the queue after each selection.
16. Prepare three rooms in your hotel, beginning with the bottom left room, by paying the cost printed at the start of each floor.

APPENDIX

This appendix comprises seven parts: a ballroom board index, a celebrity tile index, a hotel entrance index, a staff card index, a guest card index, an objective card index, and an Emperor tile index.

Ballrooms

The following explains the row bonuses and how each ballroom scores. For all of these, remember that dancers on the balcony count as being in the top row of the rightmost ballroom.

Apollosaal

Top row bonus: You get 3 kronen.

Middle row bonus: You get 2 kronen.

Ballroom scoring: Multiply the total number of dancers you have in this ballroom by the highest row they occupy (*bottom* = 1, *middle* = 2, *top* = 3) and score that many VP. Lose 5 VP if you have no dancers at all in this ballroom when scored.

Example: Anna has two dancers in this ballroom, one of them in the top row, so she scores $2 \times 3 = 6$ VP. Beth has one dancer in the bottom row, so she scores only $1 \times 1 = 1$ VP. Cyril has three dancers, all in the middle row, so he scores $3 \times 2 = 6$ VP.

Goldener Strauss

Top row bonus: Advance 3 spaces on the Emperor track.

Middle row bonus: Advance 1 space on the Emperor track.

Ballroom scoring: Score the rows individually: in each row, the player with the most dancers in that row scores 7 VP; the player with the second most dancers scores 2 VP. All other players score nothing for that row. To score VP, you must have at least one dancer in that row.

In case of a tie in a row, apply the tiebreaking rules detailed in the “Resolving Ties” box on the next page.

Lose 5 VP if you have no dancers at all in this ballroom when scored.

Example: The top row is empty, so nobody scores any VP for it. In the middle row, Beth (gray) and Cyril (purple) have one dancer each, so they both score 4 VP each (= half of 7 VP + 2 VP, rounded down). In the bottom row, Anna (blue) has two dancers and Cyril has one; consequently, Anna scores 7 VP and Cyril scores 2 VP.

There is no middle row in the 2-player game.



Odeonsaal

Top row bonus: You can occupy one room in your hotel (*of any color*) by turning it to the occupied side. Additionally, score 3 VP.

Middle row bonus: You can occupy one room in your hotel (*of any color*) by turning it to the occupied side. You must choose a room in the bottom three rows of your hotel board.

Ballroom scoring: Score VP for the total of dancers you have in this ballroom as indicated by the table at the right. Lose 5 VP if you have no dancers at all in this ballroom when scored.

Dancers	0	1	2	3	4	5+
VP	-5	1	4	9	16	25

Example: Anna has six dancers, Beth has one dancer, and Cyril has no dancers in this ballroom. Consequently, Anna scores 25 VP, Beth scores 1 VP, and Cyril loses 5 VP.

Zum Sperrl

Top row bonus: You get 1 strudel, 1 wine, and 1 coffee.

Middle row bonus: You get 1 cake.

Ballroom scoring: Total the number of dancers you have in this ballroom across all rows. Then score VP according to your rank as follows:

- In a 2-player game, the player with the most total dancers in this ballroom scores 10 VP. If the other player has at least one dancer in this ballroom, they score 3 VP.

- In a 3- and 4-player game, the player with the most total dancers in this ballroom scores 15 VP; the player with the second most total dancers scores 10 VP; and the player with the third most total dancers scores 5 VP. (*The fourth player scores nothing.*)

In either case, lose 5 VP if you have no dancers at all in this ballroom when scored.

Resolving Ties

In case of a tie, the tied players share a rank and an according number of subsequent ranks are skipped. Total the VP of the shared rank and any skipped ranks and divide the total by the number of tied players of that rank, rounded down. The tied players score that many VP.

Example: Anna and Beth both have three dancers each in this ballroom; Cyril has only one dancer. Consequently, Anna and Beth tie for most dancers, scoring 12 VP each, i.e. 15 VP + 10 VP divided by two, rounded down; Cyril scores 5 VP for third most dancers.

Zur Kettenbrücke

Top row bonus: Score 5 VP.

Middle row bonus: Score 2 VP.

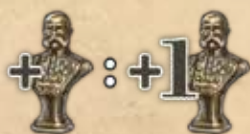
Ballroom scoring: Score 7 VP for every second dancer you have in this ballroom, rounded down. Lose 5 VP if you have no dancers at all in this ballroom when scored.

Example: Anna has one dancer in this ballroom; Beth has four dancers; and Cyril has three dancers. Consequently, Anna scores 0 VP, Beth scores 14 VP, and Cyril scores 7 VP.

Celebrities

The following explains the effects of the eleven celebrity tiles. The celebrity tiles marked 🎵 are only used when both modules 1 and 2 are in play.

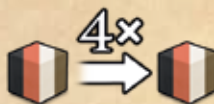
WINSTON CHURCHILL



Each time you advance at least 1 space on the Emperor track, you can advance one additional space. If you advance on the Emperor track from multiple sources (e.g., a guest reward and an occupancy bonus), you get an additional space for each source.

And no, this effect does not trigger itself.

ALBERT EINSTEIN



At any time during this round, but **only once**, you can exchange up to four dishes and/or drinks in your kitchen for an equal number of other dishes and/or drinks from the supply (*different from those spent*). As always, you can place the dishes and drinks that you get from the supply on guests or in your kitchen. Champagne and money cannot be part of the exchange.

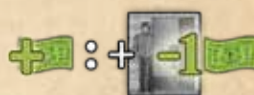
CHARLIE CHAPLIN



Each time you get at least 1 VP, you get an additional 2 VP. If you get VP from multiple sources (e.g., a guest and an occupancy bonus), you get the bonus VP per source.

And no, this effect does not trigger itself.

ELIZABETH MAGIE



Each time after you get at least 1 krone, you can prepare one room (*of any color*) for 1 krone less. If you get money from multiple sources (e.g., a guest reward and an occupancy bonus), you can prepare one room per source.

GIACOMO PUCCINI 🎵



Only used when both modules 1 and 2 are in play. Each time after you play a staff card, you also get 1 champagne and 2 VP.

J. R. R. TOLKIEN



Each time you occupy a room (*of any color, and by any effect*), you also score 2 VP.

MAHATMA GANDHI

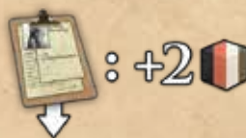


Preparing rooms (of any color) costs you nothing this round.

This does not grant a free action; it merely removes the cost.



MARIE CURIE



Each time after you play a staff card, you also get your choice of 2 dishes and/or drinks (no champagne). You can take the same or different dishes and/or drinks.

MATA HARI



Only used when both modules 1 and 2 are in play. Each time you send a dancer to a ballroom (for any reason), you also score 1 VP and you can advance 1 space on the Emperor track. If you send multiple dancers, you can apply this effect once for each dancer sent.

PABLO PICASSO



Only used when both modules 1 and 2 are in play. Each time you get at least 1 champagne, you also get 1 dish or drink of your choice (no additional champagne) and 1 VP. If you get champagne from multiple sources (e.g., a guest reward and a room bonus), you get the bonus VP and dish/drink per source.

SIGMUND FREUD



You can complete a guest's order ignoring any 1 item required for their order. You cannot apply this effect on guests that only order 1 item.

After talking with them, they realized that they really didn't want that item in the first place.



Hotel Entrances

The following explains the effects of the nine hotel entrances. The hotel entrance marked with a 🎵 is only used when both modules 1 and 3 are in play.

Chateau Paulwei

When gained: Place 1 cake, 1 wine, and 1 coffee in your kitchen. When preparing the initial three rooms, you can prepare an **additional two rooms**. If you do, you must pay the cost printed at the start of the floor as normal.

Consequently, you start the game with five vacant rooms.



Ongoing effect: This hotel entrance replaces the occupancy bonus charts on your hotel board:

- You score 4, 8, 13, and 20 VP for completing a group of 1, 2, 3, and 4 blue rooms, respectively.
- You get 2, 4, 8, and 13 kronen for completing a group of 1, 2, 3, and 4 red rooms, respectively.
- You can advance 2, 4, 8, and 13 spaces on the Emperor track for completing a group of 1, 2, 3, and 4 yellow rooms, respectively.

Corogari Zant-Mainz

When gained: Place 1 strudel and 1 wine in your kitchen.

Ongoing effect: Each round, as soon as you take your second die, even before carrying out the associated main action, you 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 from hand 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 one room (of any color) at no cost and you score 1 VP.

If both modules 3 and 4 are in play: For the purposes of this hotel entrance, the skeleton key (that you get by taking the Start Player action) copies the value of the one die you



have. In other words, as soon as you have one die and the skeleton key, double the value of that die to determine your bonus.

Dove

Setup: Place the 5 bonus tokens face up beside this hotel entrance.

When gained: Place 1 strudel and 1 wine in your kitchen. Place the 5 bonus tokens that come with this hotel entrance nearby. After preparing the initial three rooms, you can prepare a fourth room at no cost.

That room must be adjacent to an existing room as normal.



Ongoing effect: 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 claim the bonus printed **at the top**.

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

In either case, remove the bonus token from play afterward.

So, in total, you can get a maximum of 5 bonuses over the course of the game.



Kaufman

When gained: Place 1 strudel, 1 cake, 1 wine, and 1 coffee in your kitchen. After choosing your initial guest and replenishing the queue, you can immediately choose a second guest at no cost. If you do, replenish the queue as normal.

Ongoing effect: This hotel entrance expands your café, providing a fourth table for guests.

Each time you take the optional action (*i.e., taking a guest*), after taking the guest and replenishing the queue, you can take a second guest from the queue by paying the cost. If you do, replenish the queue as normal.

When completing a guest's order, **do not** place the guest card on the discard pile, but collect it in a personal face-down pile. At the end of each **round**, you score 1, 3, 6, or 9 VP if that pile contains at least 2, 3, 4, or 5 guests, respectively. Afterward, place the guests on the common discard pile.

Mayenfels

When gained: Place 1 cake and 1 coffee in your kitchen. Draw a staff card from the deck and add it to your hand. Then play a staff card from hand for up to 3 kronen less.

Ongoing effect: Each time after you play a staff card, you get 1 krone and you can draw a new staff card from the deck. This **does not** apply to the staff card you play when gaining this hotel entrance.

Ninas Melange

Setup: Before the auction begins, randomly select **1 each** of the remaining A, B, and C objective cards and place them face up beside this hotel entrance.

When gained: Place 1 strudel, 1 cake, 1 wine, and 1 coffee in your kitchen. Place the 3 objective cards that come with this hotel entrance nearby. These are your **personal objectives**.

Ongoing effect: On your turn, when you complete a **personal objective**, you immediately score 15, 10, or 5 VP if you do so in rounds 1-3, 4-5, or 6-7, respectively. Afterward, turn the completed objective card face down.

This does not apply when you complete a common objective on the game board. In this case, place a marker on the objective card on the game board as normal.



Completing a personal objective **does not** activate any staff effects that require placing a marker on an objective card (*cards #132 and #179*), nor does it count towards the depicted Emperor tile.

During final scoring, you score 3, 6, or 10 VP if you completed a total of 4, 5, or 6 objectives, respectively, including personal objectives and common objectives on the game board.




The Grand Wray Hotel

Setup: Before the auction begins, randomly select **2 each** of the remaining A, B, and C Emperor tiles and place them face up beside this hotel entrance.

When gained: Place 1 strudel in your kitchen. Advance 2 steps on the Emperor track and place the 6 Emperor tiles that come with this hotel entrance nearby.



Ongoing effect: Once per **turn**, you can retreat your marker on the Emperor track by 1, 2, or 3 spaces. If you do, you can immediately claim the reward (*i.e., the top part*) of an A, B, or C tile that came with this hotel entrance. Afterward, remove the chosen tile from play.






We use the  symbol on the tile, which normally stands for "once per round" effects on staff cards, to indicate this effect is used once per turn. We apologize for any confusion this might cause.



The Kozi Palace, Vienna

When gained: Place 1 cake and 1 coffee in your kitchen.

Ongoing effect: Each time you are about to use an action space, you can move one die from an adjacent action space onto the action space you are about to use. If you do, turn that die to the appropriate number. ( and  are not adjacent to one another.)

Example: There are two dice each on the  and  action spaces. You want to play a staff card, so you move a  to the  action space, turning it to . As a result, you can now play a staff card for 3 kronen less.



If both modules 3 and 4 are in play: You may not move a die when taking the skeleton key.



The Ren

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

When gained: Place 1 strudel, 1 cake, 1 wine, and 1 **additional** champagne in your kitchen.

Consequently, you start the game with 2 champagne in your kitchen: one that every player starts with and one from this hotel entrance.



Ongoing effect: Each time you send a dancer to a ballroom, you get **double** the row bonus.

That is, unless you send them to the bottom row: two times nothing is still nothing.






Each time a ballroom is scored, you get 4 VP if you **alone** have the most dancers in that ballroom.

Being tied for most dancers does nothing for you.



Staff Cards

The following table explains all staff cards from this expansion in detail, in ascending order by card number:

#	Name	Description
119	Dancing Master 	Each time you take a die showing 3, before or after taking the main action, you can also send a dancer to a ballroom by paying the normal cost. Additionally, you get 1 krone. <i>You may not take any additional actions between the main action and sending the dancer.</i>
120	Violinist 	Immediately (<i>and only once</i>), you get 3 champagne.
121	Concertmaster 	Each time you take a die showing 1, after performing the action as normal, you get 1 champagne and score 1 VP. <i>The additional champagne has no impact on the minimum quantities of strudel and cake.</i>












122	Symphonist 🎵	Once per round, you can spend exactly 1 champagne from your kitchen to score 5 VP.
123	Usherette 🎵	Once per round, you can spend exactly 2 kronen to get 1 champagne and score 3 VP.
124	Conductor 🎵	Each time you take a die showing 4, you also get 1 champagne and 1 krone.
125	Choirmaster 🎵	Each time you take a die showing 5, before or after taking the main action, you can also send a dancer to a ballroom, paying 1 champagne less. <div><i>You may not take any additional actions between the main action and sending the dancer.</i></div>
126	Leading Dancer 🎵	During final scoring, score 2 VP for each dancer you have in all ballrooms (<i>including the balcony</i>).
127	Harpist 🎵	Immediately (<i>and only once</i>) send up to 2 dancers to the same or different ballrooms, paying up to 2 champagne less for the first and 1 champagne less for the second. <div><i>You may not take any additional actions in-between.</i></div>
128	Cellist 🎵	Once per round, you can spend exactly 1 dish or drink from your kitchen to send a dancer to a ballroom for 1 champagne less.
129	Pianist 🎵	Once per round, you can use this card to get 1 champagne.
130	Ballet Master 🎵	Each time you send a dancer to a ballroom, you also get 1 krone and you can draw 1 staff card from the deck.
131	Trumpeter 🎵	Each time you take a die showing 2, after performing the action as normal, you get 1 champagne and you can draw 1 staff card from the deck. <div><i>The additional champagne has no impact on the minimum quantities of wine and coffee.</i></div>
132	Arranger 🎵	Each time you place a marker on an objective card, you also get 2 champagne.
133	Danube Steamship Captain 🎵	Once per round, after you play a staff card (<i>except this one</i>), you can send a dancer to a ballroom, paying 1 champagne less. <div><i>You may not take any additional actions between playing the staff card and sending the dancer.</i></div>
166	Handmaid +	After you advance 3 or more spaces on the Emperor track during an action, you can turn this card face down. If you do, you can immediately (<i>and only once</i>) prepare up to 2 rooms (<i>of any color</i>) at no cost and immediately occupy them by turning them to the occupied side.
167	Apprentice +	After you complete a blue guest's order that required at least 3 items, you can turn this card face down. If you do, immediately (<i>and only once</i>) gain 3 strudel and 3 cake.
168	Dishwasher +	After you complete a red guest's order that required at least 3 items, you can turn this card face down. If you do, immediately (<i>and only once</i>) gain 3 wine and 3 coffee.
169	Tapster +	After you complete a yellow guest's order that required at least 3 items, you can turn this card face down. If you do, immediately (<i>and only once</i>) gain 6 kronen.
170	Coachwoman +	Once per round, you can spend exactly 1 coffee from your kitchen. If you do, score 3 VP and you can take a guest from the queue at no cost.
171	Bookkeeper +	Once per round, you can spend exactly 1 cake from your kitchen. If you do, you can prepare one room (<i>of any color</i>), paying up to 2 kronen less.
172	Chef de Rang +	After you get 3 or more drinks (<i>wine and/or coffee</i>) from an action, you can turn this card face down. If you do, immediately (<i>and only once</i>) advance 5 spaces on the Emperor track.
173	Interpreter +	Once per round, you can spend exactly 2 strudel from your kitchen to get 2 kronen and score 2 VP.
174	Bartender +	After you get 3 or more dishes (<i>strudel and/or cake</i>) during an action, you can turn this card face down. If you do, you can immediately (<i>and only once</i>) take a guest from the queue at no cost and immediately fill their order by taking all of their required items from the supply.
175	Wagon Master +	Once per round, you can spend exactly 2 dishes and/or drinks (<i>no champagne</i>) from your kitchen to get 2 other dishes and/or drinks (<i>different from those spent; no champagne</i>) and score 2 VP.
176	Dog Walker +	Once per round, you can spend exactly 2 wine from your kitchen to score 2 VP and advance 2 spaces on the Emperor track.
177	Hairdresser +	Once per round, you can retreat exactly 2 spaces on the Emperor track to play a staff card from hand for up to 3 kronen less.

178	Janitor +	After you fully occupy a group (<i>of any color</i>) comprising at least 3 rooms, you can turn this card face down. If you do, you can immediately (<i>and only once</i>) play up to 2 staff cards from hand at no cost.
179	Entertainer +	After you place a marker on an objective card, you can turn this card face down. If you do, you can immediately (<i>and only once</i>) fill up to two guests' orders by taking the required items from the supply.

Guest Cards




The following table explains all guest cards from this expansion in detail, in ascending order by card number:

#	Name	Description
134	Debutante	You get 1 champagne.
135	Lady Companion	You can advance 1 space on the Emperor track. Additionally, you can play a staff card from hand at no cost.
136	Governess	You get 1 champagne.
137	Prima Ballerina	You get 2 kronas. Additionally, you can send up to two dancers to the same or different ballrooms by paying the normal cost. <i>The Prima Ballerina can book a room or go dancing; in either case, her two friends definitely go dancing.</i>
138	Mannequin	You get 1 champagne. Additionally, you can play a staff card from hand for up to 3 kronas less.
139	Diva	You get 2 champagne.
140	Waltz Queen	No effect. <i>But she is worth 15 VP!</i>
141	Khan	You get 1 champagne.
142	Tenno	You get 1 champagne. Additionally, you can prepare one room (<i>of any color</i>) for 1 krone less.
143	Laird	You get 2 dishes and/or drinks of your choice (<i>no champagne</i>). <i>You can mix and match, e.g., take one cake and one coffee.</i>
144	Maharani	You get 1 champagne.
145	Marquis	You get 2 champagne.
146	Contessa	No effect. <i>But she is worth 15 VP!</i>
147	Tsarina	You can send a dancer to a ballroom for 1 champagne less. <i>The Tsarina can book a room or go dancing; in either case, her spouse definitely goes dancing.</i>
148	Ambassador	You can send a dancer to a ballroom for the normal cost. <i>The Ambassador can book a room or go dancing; in either case, her assistant definitely goes dancing.</i>
149	Abbess	You get 5 kronas.
150	Consigliere	You get 1 champagne and 2 kronas.
151	Admiral Winterbottom	You can advance 2 spaces on the Emperor track. Additionally, you can send a dancer to a ballroom by paying the normal cost. <i>The Admiral can book a room or go dancing; in either case, his lieutenant definitely goes dancing.</i>
152	Impresario	You get 1 champagne.
153	Cardinal	No effect. <i>But he is worth 14 VP!</i>

154	Mayor	You get 2 champagne. Additionally, you can send a dancer to a ballroom by paying the normal cost. <i>The Mayor can book a room or go dancing; in either case, his Secretary definitely goes dancing.</i>	
155	The Beast	You get 1 champagne. Additionally, you can prepare one room (of any color) by paying the normal cost. <i>Note that you lose 1 VP for the Beast.</i>	
156	Kapellmeister Palfy	You get 2 champagne.	
157	C. Inderella	You can send a dancer to a ballroom by paying the normal cost. Additionally, you can occupy a room (of any color) by turning it to the occupied side. <i>C. Inderella can book a room or go dancing; in either case, one of her friends definitely goes dancing—the other goes to bed.</i>	
158	Phantom	You get 1 champagne. Additionally, you can take a guest from the queue at no cost. <i>Note that you lose 2 VP for the Phantom.</i>	
159	The Beauty	You can send a dancer to a ballroom by paying the normal cost. <i>The beauty can book a room or go dancing; in either case, her sister definitely goes dancing.</i> Additionally, draw 3 staff cards from the deck and play one of them immediately, paying up to 3 kronas less. Return the other two cards to the bottom of the deck, in an order of your choice. <i>If all three cards are too expensive for you, or you don't want to play any of them, you must return all three to the bottom of the deck.</i>	 
160	Medium	You get 2 dishes and/or drinks of your choice (no champagne). Additionally, you get 1 champagne. <i>You can mix and match, e.g., take one cake and one coffee. And you get a champagne on top!</i>	
161	Partyer	You can send a dancer to a ballroom for up to 2 champagne less. <i>The Partyer can book a room or go dancing; in either case, his plus one definitely goes dancing.</i>	
162	Pope	The Pope must move into a room; he cannot be sent to a ballroom. In return, you can occupy an additional room (of any color) by turning it to the occupied side. <i>The Pope could use an additional room for his entourage.</i>	

Objective Cards

The following explains the requirements of the six objective cards included in this expansion. Three of these are part of module 1, marked ♪; the other three are part of module 5, marked +.

 <p>You have at least 7 champagne in your kitchen.</p>	 <p>You have at least 7 dancers across any number of ballrooms (including the balcony).</p>	 <p>You have completed the orders of at least 4 green guests.*</p>
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You have at least 3 strudel, at least 3 cake, at least 3 wine, and at least 3 coffee in your kitchen.



At least 3 rooms (*of any color*) in the top floor of your hotel are occupied.



You have completed the orders of at least 5 guests who each ordered 3 or more items.*

*To keep track, do not discard the guests relevant to this objective, but keep them in a personal face-down pile, until you complete this objective. Only then place them in the discard pile. **When using module 3**, as the Kaufman player, you need to keep two separate piles: one collecting the guests whose order you completed this round and another one collecting the guests relevant to this objective. At the end of a round, you score VP only for the guests in the first pile, before moving any relevant guests to the second pile and discarding the rest.

Emperor Tiles

The following explains the rewards and penalties of the six Emperor tiles included in this expansion. Three of these are part of module 1, marked ♪; the other three are part of module 5, marked +.

	<p>Reward: You get 2 champagne.</p> <p>Penalty: Return 2 champagne from your kitchen to the supply. If you have less than 2 champagne in your kitchen, lose 5 VP instead.</p>		<p>Reward: You get 2 kronen and 1 dish or drink of your choice (<i>no champagne</i>).</p> <p>Penalty: Pay 2 kronen and return 1 dish or drink of your choice (<i>no champagne</i>) from your kitchen to the supply. If you have less than 2 kronen or no dishes or drinks in your kitchen, lose 5 VP instead.</p>
	<p>Reward: You can send a dancer to a ballroom at no champagne cost, with all the usual benefits, if any.</p> <p>Penalty: Remove one of your dancer tokens from the middle ballroom and return it to the game box.¹ If you have no dancer in the middle ballroom, lose 7 VP instead.</p>		<p>Reward: Draw 3 staff cards from the deck and add them to your hand. Additionally, score 4 VP.</p> <p>Penalty: Return 3 staff cards from hand to the bottom of the deck. If you have less than 3 staff cards in hand, lose 7 VP instead.</p>
	<p>Reward: Score 2 VP for each dancer you have across all ballrooms.³</p> <p>Penalty: Remove two of your dancer tokens from the rightmost ballroom and return them to the game box.¹ If you have at most one dancer in the rightmost ballroom, lose 10 VP instead.³</p>		<p>Reward: Score 5 VP for each of your markers placed on any objective cards.²</p> <p>Penalty: Lose all of your money and remove all items (<i>dishes, drinks, and champagne</i>) from your kitchen.</p>

¹ This is the ballroom that is about to be scored after this Emperor scoring.

² When using module 3, as the Ninas Melange player, you do not score these 5 VP for the personal objectives you completed.

³ Remember that dancers on the balcony count as being in the top row of the rightmost ballroom.