# INN KEEPER

Objective

Compete as Inn Keepers working to fill your Inn with the most guests by winning tricks and placing cards in sequential order on to your board. Earn extra points by offering amenities customers want. Receive additional points for referring guests when you don't have what they want or room in your Inn. Also, score points for bonus card goals. The Inn Keeper with the most points at the end is the winner!

Components

- 60 - Playing Cards
  - 15 Diamonds (#1-15)
  - 15 Spades (#1-15)
  - 15 Hearts (#1-15)
  - 15 Clubs (#1-15)
- 16 Luxury Cards
  - 4 Diamonds
  - 4 Spades
  - 4 Hearts
  - 4 Clubs
- 16 Budget Cards
  - 4 Diamonds
  - 4 Spades
  - 4 Hearts
  - 4 Clubs
- 32 Meeples (4 colors)
- 32 Cubes (4 colors)
- 4 Boards
- 4 Reference Cards
- 8 Bonus Cards
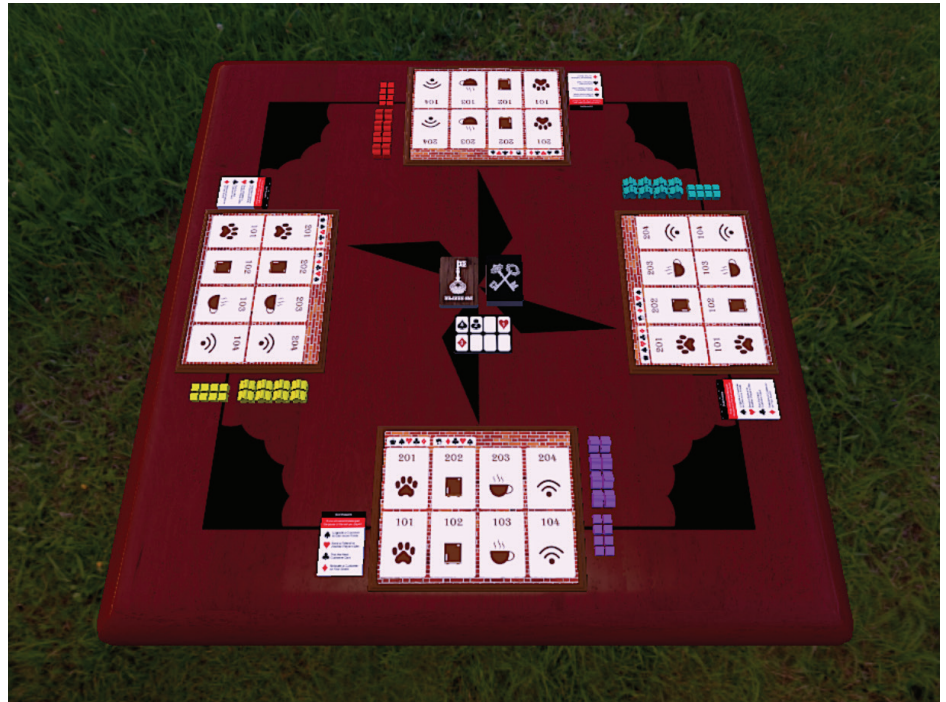
Set Up

1. Shuffle the playing card deck and deal out **7 cards** to each player.
2. Shuffle the **Luxury** (crown symbol) and **Budget** (piggy bank symbol) customer cards into a single deck and flip over one card.
3. Hand each player a **Hotel Board, Bonus Card and Reference Card**.
4. Have each player grab a different color of **meeples** and **cubes**.

How to Play

1. Depending on the **customer card** that is face up, play a card from your hand to match the suit. Win using the highest number if it is a **Luxury customer** or the lowest number if it is a **Budget customer**. All players reveal their card at the same time.

   a. **Luxury Customer** – highest number wins

   b. **Budget Customer** – lowest number wins

   c. **Following the suit** of the customer card will help you win. If only one person follows suit they are the automatic winner of the hand.

   d. I**f no one follows suit**, the lowest or highest card depending on the customer type wins. A reference to the win order is displayed on each player's board .

   e. **Second place** of the hand gets to use a **special action** shown on their **reference card**. The actions include:
   - **Choose the next customer card** by drawing three customer cards and choosing one to play.
   - **Upgrade a referred customer** to receive additional points by switching out the colored cube for a meeple of the same color. That customer is now worth +2 points for the active player and +1 points for the player that referred the customer.
   - **Relocate a customer card.** Move a customer on your board to a new location.

2. If you win, take the **customer card** and the winning **playing card** and place it on the board with the **number on top facing up**.

   a. The cards placed on the board must go in sequential order from 1 to 15 going left to right, from the bottom floor to the top floor. You may skip numbers as long as the cards go lowest to highest. The lowest numbers will be on the bottom floor of the Inn.

   b. Each customer will have an **amenity** on their card. If you place the customer on a space with the **matching** amenity in your hotel room you will receive **+3 points** represented by a **meeple**.

   c. If you **don't match** the amenity receive **+2 points** and place a **cube** to show it.

   d. If you can not play the card you won on your board you must **refer** them to another Inn for **+1 point** represented by giving a **cube** in your color to the other player. They will receive **+1 points** for the customer even if they match the **amenity** unless they can upgrade it. If no one can take the customer you receive **-1 points** and keep the **customer card** as reference of the negative point.

3. Place all the other losing cards in the discard pile which will later be shuffled to create the deck if you run out of cards.

4. Play **4 rounds** with your **current hand**. Then **redraw up to 7 cards by adding 4 cards or drawing a new set of 7 cards**. Repeat this until the game is over.
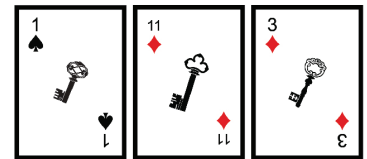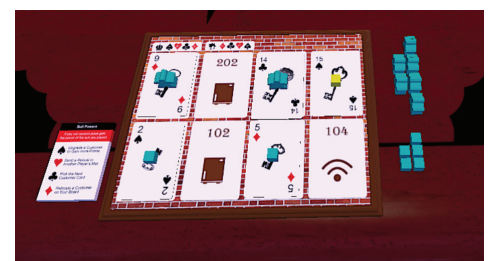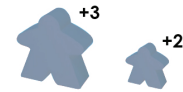
1) Customers Arrive
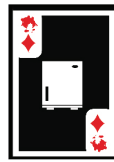
2) Inn Keepers play cards to win tricks depending on customer type.

3) The winner places their customer in a room as long as there's a spot for it. Otherwise they must refer the customer.

4) Winner adds their Meeple. If you match amenities gain +3 points by placing a larger Meeple. If you don't match gain +2 points and place a small Meeple.

+3
+2

The End

The game ends when either every room is filled with a customer or if you run out of customer cards.

Scoring

1. Receive **three points (+3)** for every meeple with their amenity request fulfilled (your meeple).

2. Receive **two points (+2)** for every customer placed without the amenity fulfilled (your cube).

3. Gain **one point (+1)** for every referral or **negative one (-1)** for not being able to place a card/refusing to refer a customer (other player's colored cube).

4. Gain **two points (+2)** for every upgraded referral on your board (other player's colored meeple). The other player only receives the **+1 point**.

5. Reference your **secret bonus card** to see if you scored any additional points by placing the correct suits in the correct locations.
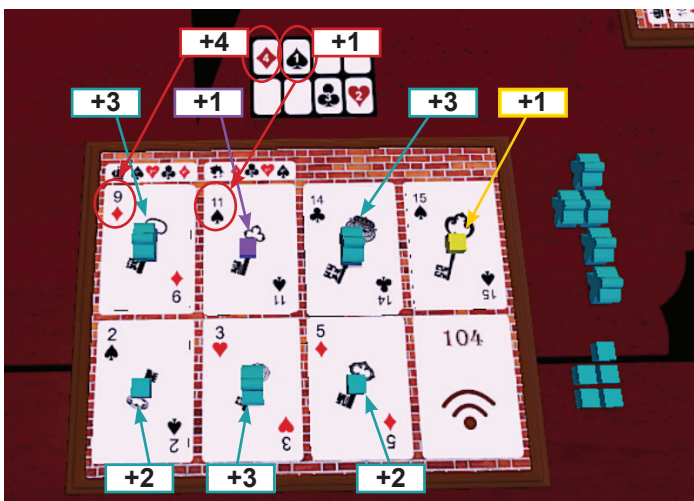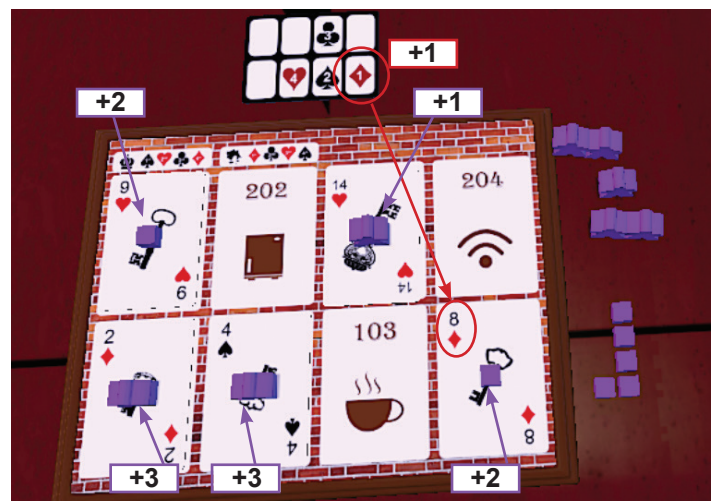
Examples of Scoring
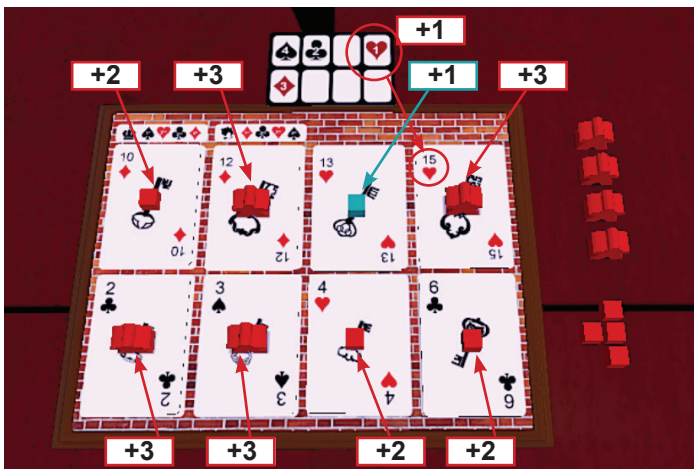
Red Total: 20 points + 1 point referral = 21 points

Yellow Total: 12 points 1 point referral = 13 points

Blue Total: 20 points + 1 point referral = 20 points

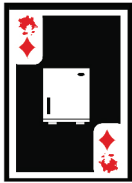

Purple Total: 12 points + 1 point referral = 13 points

Winning

The player with the most points wins. If there is a tie the winner is the player who matched the most amenities to their customers.
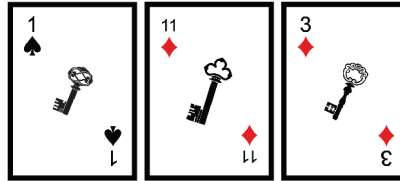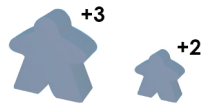
Reference Image

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