



## Object of the game

The players are hotel owners on Samoa. They try to make money by letting rooms to tourists visiting the island..

## Setting up the game

- Divide the flag cards into separate stacks, sorted by the small number in the corner. Shuffle each stack separately and then place the 3 stacks on top of each other. Now lay all of the cards face up in one row on the table.  
→ If there are 2 identical flags next to each other, switch 2 flags.
- Put a 2x tile on the 6th and 12th flag card in the row.
- Put the tourist chips face down, sorted by their nationality.
- Shuffle the tourist cards and put them in a face down deck.
- Shuffle the build tiles and put them in a face down stack.
- Put the tie breaker card between two players. The hammer needs to point to the left (clockwise) while the suitcase needs to point to the right (backwards).
- Each player receives one hotel board, one set of price cards and 25 worth of money.

## Course of the game

The game is played over 12 rounds. Each round consists of 6 phases.

### 1. Reveal build tile(s)

Draw a number (see table below) of build tiles from the face down stack and put them on the table.

	Rounds 1-3	Rounds 4-6	Rounds 7-9	Rounds 10-12
3 players	1	1	1	-
4 players	2	1	1	-
5 players	2	2	1	-
6 players	3	2	1	-

### 2. Tourists go home, new tourists arrive

The flag card determines the nationality of the tourists arriving in this round.

a. *Tourists go home*: All players remove tourists of this nationality from their hotel.

b. *New tourists arrive*: Draw the topmost tourist card from the deck. On the card you can see how many groups of how many tourists arrive per number of players playing (e.g. 3+2 means: one group of 3 tourists and one group of 2 tourists). Take this number of tourists from the supply and put them on the table in the indicated groups.

Note: each group is twice as large in round 6 and 12

### 3. Select and reveal price cards

All players choose a price card and put it face down in front of them at the same time. When all players are ready, all cards are revealed.

### 4. Build phase




The player with the highest build bid (hammer) can buy one build tile for this price.




In case of a tie the tie breaker card is decisive: the player with the highest bid who is closest to this card in clockwise order goes first.

The player may choose to pass.

If any build tiles remain, the turn passes to the next player.

Staff holiday (gray card) → player is not allowed to build.

Build tiles:	
	<i>Extra room</i> . Is not adjacent to a hotel room.
	<i>Suite</i> . Place this tile on a hotel room. Income is doubled.
	<i>Swimming pool</i> . Bonus for swimmers staying in your hotel in phase 6: payment. Once-only bonus in build phase: score 1 for each buoy point in your hotel.

Special tiles (1x)	
	Take two of your discarded price cards back into your hand.
	Send two of your tourists home before new tourists are accomodated.
	Switch after revealing price cards the card you just played with another from your hand.



### 5. Tourist phase

The player with the lowest room price can take a random number of tourists from one group.

In case of a tie the tie breaker card is decisive: the player with the lowest bid who is closest to this card in anticlockwise order goes first.

If any tourists remain, the turn passes to the next player.





Tourists are accommodated in the player's hotel rooms. You can only take tourists if you can place them!

Staff holiday (gray card) → remove two tourists of your choice from your hotel

### 6. Payment

- For each new tourist the player is paid the price indicated on the price card.

- Some tourists have special abilities:

	<i>Rich.</i> Double room price
	<i>Lover.</i> Two lovers share one room (different nationalities allowed). These tourists leave the hotel together (when either nationality has to leave).
	<i>Celebrity.</i> The price of any horizontally or vertically adjacent (regular) room tile is doubled
	<i>Swimmer.</i> Extra income: number inside the buoy x number of swimming pool

- Players who have bought a build tile or placed tourists in their hotel discard their price card. All other players take their price card back into their hand.

- Tie breaker card is moved one position to the right.

Note: suite/rich/celebrity do not reinforce each other. Maximum price (excl. swimming pool bonus) is always 2x room price.

## **End of the game**

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The game ends after the 12th round.

## **Scoring and winner**

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The player with the most money wins the game.

In case of a tie, the player with the most free rooms in his hotel wins.