

# OVERBOOKING

For 2–4 players from 10 years

*Once upon a time, a king decided to throw a lavish banquet for all his subjects. Thousands of guests from all across the realm were to attend. But... oh, what a mess! Because they all hoped for a last-minute deal, not a single one of them booked a bed at a hotel. So now the big race for the last remaining beds begins! As the royal chamberlain, will you be able to find beds for all your guests before all of the hotels are overbooked?*

## Contents

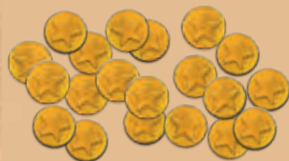
96 guest cards (4 decks of 24 cards in red, blue, green and orange, divided into 4 houses represented by different crests)



16 hotels (on 8 double-sided hotel cards)



20 point tiles



1 starting player marker



4 score cards



4 overview cards for the special booking powers



## Aim of the game

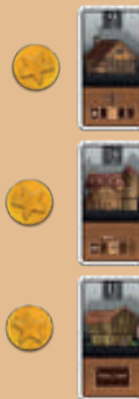
Try to find board and lodgings at the hotels for as many of your guests as possible. You'll need to plan carefully which guests to add straight to the **booking line** to reserve them beds and which ones to leave at the **back door**. Activate special booking powers there and influence which guests can book a bed at the hotel. When there are too many guests, then the hotel is overbooked and no more beds are available! At the same time, attempt to guess which guests your opponents have played based on the size of the crest on the backs of the cards. Be sure to also keep track of your guests' point values, as they'll earn you different amounts of points at the end of the game!

## Game setup

Each player should take the deck of 24 guest cards in their chosen color, shuffle them well and places the deck face down. Each should also take an overview card and a score card. Decide together which side of the score card you wish to use in the game—the beginner side or the expert side (with the crown symbol).

**Should you wish, you could also play your first game without the score cards.**

Draw as many hotels randomly from the box as there are players.



Lay them out either way up below each other – as shown on the right for 3 players – so that they're within easy reach of all players.

Place one point tile to the left (i.e., at the back door) of each hotel.

Each player draws **nine cards** from their deck of guest cards and takes them in their hand.

The last player to stay in a hotel becomes the starting player and receives the starting player marker.

## Gameplay

A game comprises **four rounds**. Each round consists of the following phases:

Phase 1 – Play cards

Phase 2 – Check the bookings

Phase 3 – Prepare for the next round (except at the end of the fourth round)



### Phase 1 – Play cards

Beginning with the starting player and proceeding in a clockwise direction, each place one guest card **face down** to the right (**in the booking line**) or left (**at the back door**) of a hotel of their choice.

Place the first guest card directly next to the hotel, the second card next to this, and so on. An ever-longer **line** of guests then forms.

Play one card in turn until each player has played a total of five cards.

**Exception:** The last player may decide not to play their fifth card.

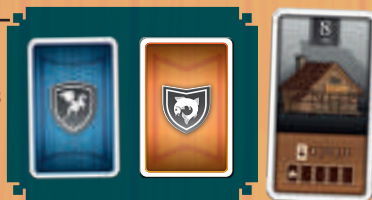
Each player can take a look at the face-down cards they previously played at any time. The game is more exciting when you choose not to allow this however.

## Backdoor and Booking Line

Depending which side you place a card on, it serves a different function:

**Back door**

(to the left of the hotel) max. 2 cards



Guests who will activate their special booking powers in *Phase 2 – Check the bookings*.

A maximum of two guest cards can be left at the **back door** of each hotel. However, it is not mandatory to play guest cards at the back door. The individual special booking powers are explained on page 15. The first player to place a guest card **at the back door** of a hotel immediately receives the point tile laid ready there. Each tile is worth one point at the end of the game.

**Or**

**Booking line**

(to the right of the hotel) max. 4 cards



Guests who wish to book a bed at the hotel.

The number on the guest card indicates the number of guests in a group. The number of beds in the hotels is limited however. The monk only needs one bed, but all of the other guests come in groups and therefore need several beds.

**Note:** In *Phase 1*, a maximum of four guest cards can normally be placed in the booking line for each hotel. During *Phase 2 – Check the bookings*, more guests can end up on the booking line. Hotels with the special rule that allows you to play up to five guest cards in their booking line are the exception here.

The aim is to find a bed at the hotels for as many of your guests as possible. But you must also pay attention to their value (number of coins on the guest cards)!

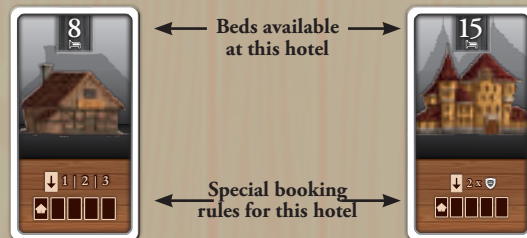
You must also try to book as many guests into hotels from the same family (i.e., with the same crest) as possible. For at the end of the game, you'll be awarded bonus points for guests with the same crest. The amount of bonus points is explained in the section on the *end of the game and scoring*. **Should you wish, you could also play your first game without the bonus scoring.**

**Example of the cards played in Phase 1 – Play cards (three-player game):**



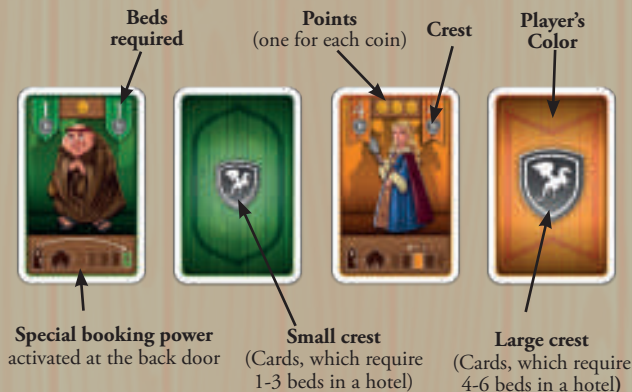
## Explanation of the hotel cards

The number on each hotel card indicates how many beds are available at the hotel in total. How the beds are assigned to the various guests waiting outside is explained in the section on *Phase 2 – Check the bookings*.



An overview of all the hotel abilities can be found on page 14.

## Explanation of the guest cards



**Note:** A crest in one of two different sizes is shown on the back of the cards. The size of the crest provides an indication of the cards that your opponents may have played.

An overview of all the special guest abilities can be found on page 15.

## Phase 2 – Check the bookings

1. Turn all of the guest cards to the right and left of the first hotel face up so that they're all visible. (Leave any cards already turned face up due to special booking rules this way up.)



2. First, apply the special booking powers of the guests waiting at the back door (overview on page 15). Apply them one after the other, starting with the card that is closest to the hotel. You'll find a quick summary of the guests' special booking powers on the overview card in front of you.

3. Now check which guests will get a bed at the hotel.

Only consider the guests in the booking line. First, check whether any guests have priority thanks to the special booking power of the nobles at the back door or the special booking rules for a hotel. If so, begin with these cards.

### The following applies otherwise:

Always start with the card with the most guests requiring a bed (number on the card, from 6 to 1) that is closest to the hotel:

- Are there still enough beds available at the hotel for that card? Then beds can be booked for these guests. Move the chosen card up a little in the row. Immediately subtract the number of beds required for this guest (number at the top of the guest card) from the total beds available at the hotel. Then continue with the next card, and keep booking beds until there are no more beds available. If two guest cards have the same number of guests, book beds for the card closest to the hotel first.
- Are there not enough beds available at the hotel for a card? Then no beds can be booked at the hotel for this guest card. Check instead whether there are enough beds for the card with the next most guests and book beds as appropriate.

If beds can no longer be booked for any of the guest cards, each player must discard the cards in their color that couldn't be allocated any beds at the hotel. You don't need these cards any more for this game. Each player should lay the cards in front of them for which beds could be allocated.

The points on these (yellow coins on each card) will be added up later on to determine the final score. The same crests also earn you points at the end of the game (if you play with the scoring cards). Cards still at the back door are now discarded.

4. Repeat this process for all of the hotels.

Phase 2 is then complete.

## Examples for Phase 2— Check the bookings

### Example 1:



This hotel has 13 beds available and no special rules. No guest cards have been played at the back door.

The orange player's five soldiers are allocated beds first, as this card has the highest number, is closer to the hotel than the other soldiers, and the number is lower than the number of beds available. Thereafter,  $13 - 5 = 8$  beds are still available at the hotel. The card with the next highest or same number are the blue player's five soldiers. As there are enough free beds available, these also book, leaving  $8 - 5 = 3$  beds available. This is not enough for the next highest card, namely the four nobles, so they cannot book beds here. But the final orange 2 card still finds enough beds to book at this hotel. All cards at this hotel have now been checked.

### Example 2:



This hotel has 8 beds available and the special rule that monks book first. In addition, thanks to the merchant card at the back door, the hotel has three more beds than usual, so a total of 11.

Thanks to the special rule for the hotel, a bed is booked for the monk in the booking line first. This leaves 10 available beds remaining. After booking beds for the blue 4 (nobles), there are 6 beds remaining,

which is enough for booking beds for both the 3 (maid) and the 2 (merchants). This way, all cards at this hotel book.

### Example 3:



A total of 15 beds are available at this hotel with the booking rule that only two different crests can be placed in the booking line in Phase 1 – Play cards (in this example, the bird and fish symbols). Other crests can be played to the back door and also be placed in the booking line thanks to their special booking powers.

First, the orange player's nobles card is activated at the back door. This allows them to choose one of their cards in the booking line to be booked first (if enough beds are available). As they only have one card (the maids) with the number 3 in the booking line, they choose that one. Next, the blue player's monk is activated at the back door. Due to his special power, he is immediately placed at the end of the booking line.

Now the cards in the booking line are checked. After the orange player's maids, who first could book beds thanks to the nobles' special power, there are now 12 beds left at the hotel ( $15 - 3 = 12$ ). The highest card (the green player's workers bearing a 6) is allowed to book next. There are now 6 beds remaining at the hotel. The next highest card is the green player's soldier (5). Beds can also be booked for them. There is now just one bed remaining at the hotel, so there is not enough room for the blue player's nobles (4). A bed can still be booked for the blue player's monk who was added to the booking line as he only needs one bed. All of the guests waiting at this hotel have now been checked.

## Special booking rules for hotels



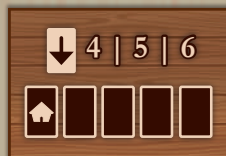
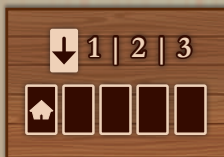
WELCOME

### No special rules

This hotel has no special rules for booking. In *Phase 2 – Check the bookings*, allocate the beds according to the normal rules.

### Small groups only

In *Phase 1 – Play cards*, you're only allowed to add guests, who require 1, 2 or 3 beds (monks, merchants, maids) **to the booking line** for this hotel. You can still play other cards at the back door though.

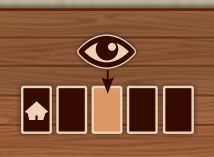
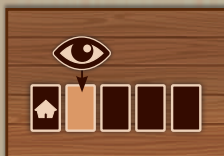


### Large groups only

In *Phase 1 – Play cards*, you're only allowed to add guests, who require 4, 5 or 6 beds (nobles, soldiers, workers) **to the booking line** for this hotel. You can still play other cards at the back door though.

### First card face up

In *Phase 1 – Play cards*, the first guest card in the booking line for this hotel must always be turned face up.



### Second card face up

In *Phase 1 – Play cards*, the second guest card in the booking line for this hotel must always be turned face up.



### Monks have priority

During *Phase 2 – Check the bookings*, the monks in the booking line for this hotel are always allocated a bed first (if beds permit), after which you follow the normal booking order.

### Soldiers have priority

During *Phase 2 – Check the bookings*, the soldiers in the booking line for this hotel are always allocated a bed first (if beds permit), after which you follow the normal booking order.



### No soldiers

In *Phase 1 – Play cards*, you're not allowed to add any soldiers to the booking line for this hotel. You can still play them at the back door though, so they might enter the hotel through their special ability.

### No back door, but up to five groups can book

In *Phase 1 – Play cards*, you're not allowed to play guests at the back door (do not put a point tile there either), but up to 5 guest cards can be added to the booking line (instead of 4).



### Only two different crests (families)

In *Phase 1 – Play cards*, you can only play guests from up to two different families (two different symbols on crests) in this hotel's booking line. As soon as guest cards with two different families have been played, it is no longer possible to add a third different family. You can still play cards with a different family at the back door though.

## Special booking powers

(These are only activated in *Phase 2 – Check the bookings*)

**Note:** The special booking powers activated at the back door always have priority over the special booking rules for a hotel. For example, in a hotel with priority for monks, other guests can book before the monks thanks to the power of the nobles at the back door.

### 1 Monk

Move this card from the back door to the end of the booking line. He now has a chance to book a bed like normal.



### 2 Merchants

The hotel where this card has been placed now has three additional beds. A hotel with 8 beds now has 11, for example.



**Note:** If there is a second merchant card at the back door, the number of beds increases further. If there is a worker and a merchant at the back door, though, their special booking powers cancel each other out.

### 3 Maids

You may replace another of your guest cards in the booking line with this card. Immediately discard the card you replaced.



### 4 Nobles

You may choose any guest card in your color that is in the booking line to book a bed for first (as long as enough beds are available). Move the chosen card up a little in the row so that it's clearly visible.



**Note:** If there is a second noble card at the back door, the player with the noble closest to the hotel card will choose a card in the booking line to book first. The second noble card will choose a card to book next after the first one.

### 5 Soldiers

You may exchange a **workers card of your choice (yours or another player's)** that is in the booking line for this hotel with this card. Discard the workers card you replaced immediately. This rule only applies if there are workers in the booking line, otherwise the soldiers have no function and are discarded.



### 6 Workers

The hotel where this card has been placed now has three fewer beds. A hotel with 8 beds now has 5, for example.



## Phase 3 – Prepare for the next round

1. **Flip the hotel cards over to the other side so that new hotels are visible.** Place a new point tile at each back door. If there is still a point tile there from the previous round, DO NOT add another one. **Before the third round**, replace all of the hotel cards with new hotel cards chosen at random from the box so that you have new hotels for the third and fourth rounds.
2. **Pass the starting player marker on to the next player (in a clockwise direction).**
3. **Each player draws five cards from their deck. The next round begins.**

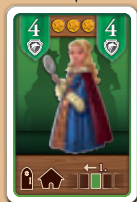
After the fourth round, skip the preparation and go straight to the scoring.

**Note:** By the end of the game, you will have drawn all of the 24 cards in your deck, but will have played a maximum of 20 of them (or less if you didn't play your fifth card when you were the last player in the round).

## End of game and scoring

The game ends after four rounds. Each player counts the points they have earned:

- **1 point for each coin** visible on the top of the collected guest cards



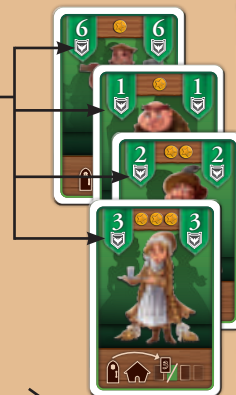
- **1 point for every point tile** obtained by playing the first card at a back door



**Add up the bonus score for collecting crests** based on which side of the score card you are using (the size of the crest is not relevant):

### Beginners:

- 2 points for each set of 4 cards with the same crest
- 4 points for each set of 5 cards with the same crest
- 6 points for each set of 6 cards with the same crest



### Experts:

(side of the score card with the crown)

- 2 points for each set of 4 cards with the same crest
- 5 points for each set of 5 cards with the same crest
- 10 points for each set of 6 cards with the same crest



**Whoever has the most points wins.** In case of a tie, the tied player with more three-point cards is the winner. If there is still a tie, then the players share the victory.