

DEAD & BREAKFAST

RODRIGO REGO LOUIS DURRANT



In this box, you should find:



1
GHOST



24
GUESTS



12
WALLS

8 **BONUS**
TILES



54
WINDOW
TILES

4
LOBBIES



If any of it is missing or damaged at the point of arrival, please email info@braincrackgames.com with your name, address, and where you bought the game.

Dead & Breakfast is a game designed by Rodrigo Rego.

The artwork was created by Louis Durrant.

The rulebook and additional graphics were created by Lewis Shaw.

The game is published by Braincrack Games Ltd.

Special thanks to:

Emily & Hannah Brown, Patricia Rosendo, Daniel Lorenzo, Holly Truslove, Dan Ahern, Peter Blenkarn, and Mansão das Peças. Without your help, this game wouldn't have been made (or at least wouldn't have been as good.)

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WELCOME, TRAVELLER, TO DEAD & BREAKFAST!

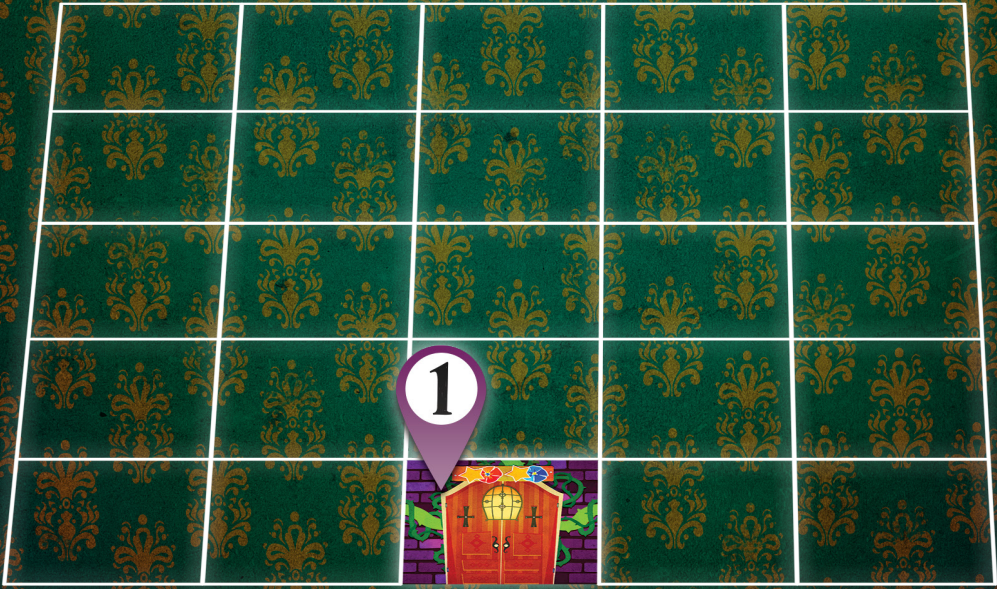
In this game of ghoulish guesthousery, you will build a mortifying motel, fill it to the brim with horrifying inhabitants, adorn its walls with voluptuous vines of poison ivy, and invite puzzled patrons in from the cold to meet their frightening finale.

However, a ghastly ghoul besieges your local Haunted Hardware Store, and other enigmatic entrepreneurs are opening horrible hostels of their own, meaning you'll have to work fast to ensure that your Dead & Breakfast is the best of the worst!

OVERVIEW

In less verbose vocabulary, *Dead & Breakfast* is a tile-laying game where you assemble a hotel, placing creatures, flowers, and guests to score points.

Points are won in 3 ways: inviting guests who fear the creatures that live in your hotel; connecting colourful flowers to your door via ivy; and fulfilling the conditions of the Bonus Tile.



SETUP

1. First, place a lobby tile in front of each player.
2. Reveal 6 rectangular tiles and arrange in a circle.
3. Place the ghost on top of one of the tiles.
4. Gather the guest tiles in a face-down pile. Reveal 4, and place them side by side.
5. Leave the wall tiles nearby.
6. Optional: Reveal 1 random Bonus Tile. (If this is your first time, we suggest playing without one!)

YOUR HOTEL

Your hotel will consist of 5 floors, each with 5 columns. It will have up to 24 windows and 1 lobby, which must be located in the centre of the ground floor.

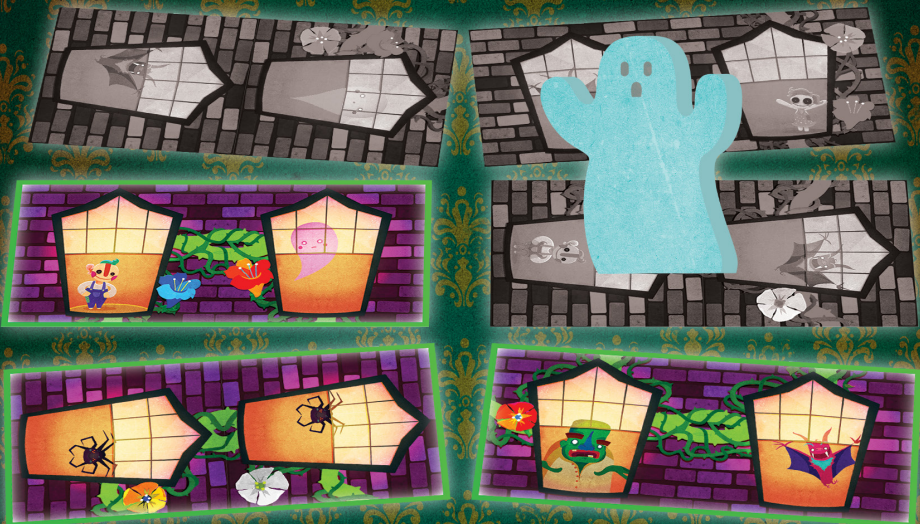
Every hotel starts with the lobby. They give you 1 point for each flower of the same colors as shown. Those flowers must be connected to the lobby by ivy to score.

You'll get a guest whenever you complete a floor (not a column.) Each guest has a particular fear, and will score 2 points each time that fear is on the same column / floor, as specified. Each guest tile comes with the creature they fear, worth 2 points, plus 3 flowers of the same color, and ivy connecting to all sides.



SHE'S A WITCH!

The exception is the witch, who scores 2 points for each different type of creature (bat, doll, zombie, spider, or ghost) on the same column / floor, but comes with only one flower, no creatures, and no immediate points.



TAKING A TILE

On your turn, take one of the 3 window tiles ahead of the ghost, going clockwise, then replace the tile, and move the ghost to that tile.

If you want, you may take 2 wall tiles instead of a window tile. In this case, you must still discard one of the 3 tiles ahead of the ghost and move the ghost as above.





PLACING A TILE

Place the tile in your hotel, according to the 3 placement rules:

1. The tile must be within the boundaries of the building (5 floors, 5 columns, with the lobby in the centre of the bottom floor)
2. The tile must share a side with at least one other tile (the ivy doesn't need to be connected)
3. Horizontal tiles must be placed horizontally. Vertical tiles must be placed vertically. Windows must always 'point' up.

When placing wall tiles, follow the same rules. Wall tiles can be placed apart from one other, and can't be placed atop other tiles.



ROW
GUEST

COLUMN
GUEST



COMPLETING A FLOOR

When you complete a floor (not a column), take one of the 4 available guests, and place it on top of one of your existing windows, covering the window beneath. You can place it on top of any window in your building, not just on the floor you just completed.

After you place it, replenish the row of available guests. If you complete 2 floors at once, take 1 guest, place it on your hotel, replenish the row, and then take another. You may take the guest that was just revealed.

You can't put a guest on a lobby, wall or on another guest.



IVY & FLOWERS

All window tiles have ivy that climbs across the wall, sprouting flowers. To gain points from it, you must try to place the ivy connecting the lobby tile to the flowers with the right colours.

Each flower of the colour shown on your lobby connected to it via ivy will gain you 1 point.



ANOTHER BRICK IN THE WALL

Wall tiles can be a good alternative to window tiles, as their ivy connects all 4 sides. You may also take them when you are unable to place the available tiles. However, you cannot place guests on top of walls.

BONUS TILES

Bonus Tiles are an extra source of points for all players. Each game has a different available bonus scoring tile, explained here:



5 points for each floor that has at least 4 different creatures



5 points for each floor that has all 4 colours of flower



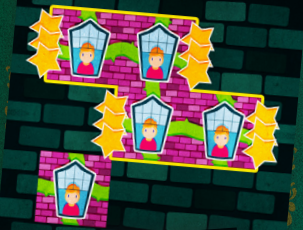
1 point for each window connected via ivy to the lobby



1 point for each ivy that leads to the outside of the hotel (roof, ground or sides)



3 points for each column with at least one guest



3 points for each guest connected to another guest vertically or horizontally



2 points for each flower of the colour you have fewest of



3 points for each creature of the kind you have fewest of

1.



2.



3.



END OF GAME

The game ends when all players complete their hotels, which must have 5 floors and 5 columns (a 5x5 square) and 5 guests. Then, each player counts their points:

- 1 point for each flower specified at the lobby connected to the lobby via ivy
- 2 points from each creature that fulfils a guest score condition, including the creature on that guest's tile if there is one
- Points from the Bonus Tile for this game, if there was one.

The player with most points wins. In case of a tie, the player with the most points from a single guest wins. If the tie persists, the player with the most points for their second biggest-scoring guest is the winner, and so on. If after comparing 5 guests there is no winner, the tied players share the victory.

