

"All is Swell at the Hotel Perfidious."  
-local saying



# HOTEL PERFIDIOUS

A MentalCase game



9/24/40.

C O N F I D E N T I A L

ALL INFORMATION CONTAINED  
HEREIN IS UNCLASSIFIED  
DATE 7-2-80 BY 604 Jm/ste

TO: [REDACTED]

FROM: [REDACTED]

SUBJECT: Hotel Perfidious

Agent [REDACTED]

Top-secret Blueprints for the P51 "Pony" are rumoured to be stashed at the Hotel Perfidious, and you have been despatched to recover them. Your adversaries have already checked in, eager to claim the prize for themselves. You cannot allow this to happen. Be prepared to scour every corner of the Perfidious to find the Blueprints and utilize whatever comes to hand to keep enemy Agents from doing the same. Look for Signs pointing you to the Dead Drop where you are to bring them. Retrieving any of the missing Blueprints would be a Moral Victory, but recovering them all would make for a Signature Success. Godspeed!

Yours,  
[REDACTED]  
[REDACTED]

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U.S. DEPT. OF JUSTICE

RECEIVED



### Components:

game board (1), tiles (36), wooden tokens (2-4), dice (2)

### Set Up (for 2-4 players):

1. Sort the tiles into four Decks according to Furnishing, shuffle the Decks, and place them Furnishing-side up beside the game board.
2. Draw three tiles from each Deck, excluding the Bed, and Set one (at random) in each room of the Hotel.
3. Select a wooden token (your "Agent") and place it on any Bed (making that your Registered Room).
4. Set the dice off to the side.

### Mission:

1. Find the missing Blueprints.
2. Find the clues that point to the Dead Drop.
3. Drop off the Blueprints.

### Method:

Play proceeds in turns, during which you may perform the following Actions, in any order, combination, or number, on any square occupied by your Agent:

1. Move your Agent: Once each turn, you can Move your Agent up to 6 squares. Agents do not Move diagonally (or through walls unless using the Cellar Passage).
2. Search the Furnishings: (a) if there is a tile face down on your square, you can turn it face up; (b) if there is no tile on your square, you can draw one from the appropriate Deck.
3. Keep useful Items: (a) if there is a tile face up on your square, you can place it face up in front of you; (b) if you draw a tile from a Deck, you can place it face down in front of you.
4. Ready your Inventory for use: if there is a tile face down in your Inventory, you can turn it face up.
5. Conceal your Inventory from prying eyes: if there is a tile face up in your Inventory, you can turn it face down.
6. Set Booby Traps (or hide Items) among the Furnishings: if there is no tile on your square and your (Concealed) Inventory Item matches the Furnishing, you can place the tile face down on your square.
7. Drop your Inventory: (a) if there is no tile on your square, you can place a tile face up on the square; (b) you can place one or both Blueprint tiles face up on the Dead Drop square.
8. Whack enemy Agents: if there is an enemy Agent on your square, you can attack the Agent by shouting: "For King and Country!" Both Agents Ready their Inventory and Roll the dice. The loser of the attack is Knocked Senseless. The winner takes the loser's Souvenirs.



## Important Concepts:

Booby Trap: You Set a Booby Trap by placing a Booby Trap tile face down on the board. You trigger a Booby Trap by turning a Booby Trap tile face up. If you do not have a Counter-Measure in your Inventory when you trigger a Booby Trap, your Agent is Knocked Senseless (and the Booby Trap tile is left on the board).

Cellar Passage: The Cellar Passage is a network of tunnels connecting each room through a trapdoor at the bottom of the Armoire. An Agent with a Skeleton Key can travel from one Armoire to another along this path, ignoring walls but otherwise Moving normally. Agents who fail to exit the Cellar by the end of their Move are Knocked Senseless.

Inventory: Tiles taken from the board are Kept face up (on the table in front of you). Tiles drawn from a Deck are Kept face down. If you Keep an Item, it remains in your Inventory until you Drop or Set it onto the board. You can only Keep two Items as Inventory; if you find a third, you must Drop or Set one down before performing another Action. The Compass Graffiti and Dead Drop Arrows are never Kept as Inventory.

Knocking Senseless: Whenever you get Knocked Senseless, your Inventory is Dropped face up on the nearest corridor squares and your Agent is sent to Bed in your Registered Room, ending the turn and forfeiting the next turn.

Roll Bonus: A Roll Bonus is a number added to your Roll to account for the following Inventory: Bible (+1), Helmet (+2), and Blackjack (+3). If you Ready two different Items, the Roll Bonuses are combined.

Rolling: During an attack, each player Rolls one die. Roll Bonuses (if any) are added to the Rolled numbers, and the Agent with the lower value is Knocked Senseless. Ties go to the defender.

Souvenir: Souvenirs are not part of your Inventory; Souvenir tiles are kept separately, off to the side. At the end of the game, if you succeed in Dropping off a Blueprint, your Victory is multiplied by the number of Souvenirs you have accumulated. There are three ways to accumulate Souvenirs: (a) if you defeat a Booby Trap, you can take the Booby Trap tile as a Souvenir; (b) if you move your Agent to a Courtesy Phone that has been Dropped in the Corridor, you can take the tile as a Souvenir; and (c) if you Whack an enemy Agent, you can take all the Agent's Souvenirs.

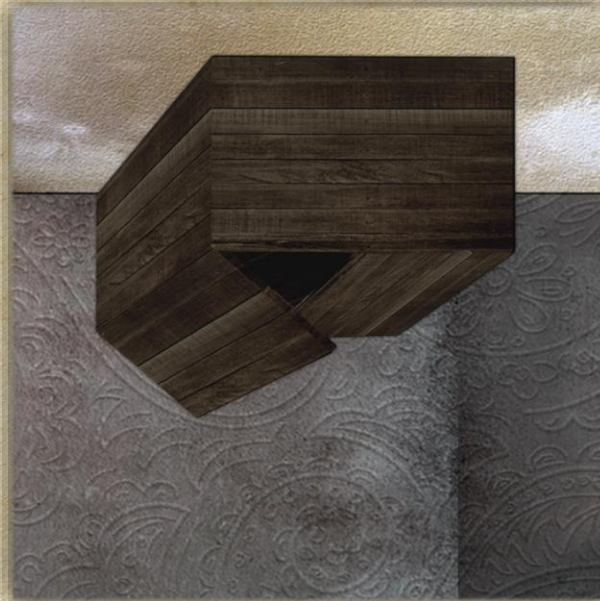
Victory: To claim Victory, you must bring at least one of the Blueprints to the Dead Drop. One Blueprint is worth one win (multiplied by the number of Souvenirs you have accumulated). Two Blueprints are worth two wins (multiplied by the number of Souvenirs you have accumulated).

\*For a quick and friendly exhibition game, omit Action 5 ("Concealing").



### Tile Deck Composition

There are 36 tiles divided into four Decks corresponding to the four Furnishings. An image of the Furnishing appears on the back of each tile.



1. Armoire: Bowling Ball x3, Gloves x2, Courtesy Phone x1, Skeleton Key x2, W-E Arrow x1



2. Bed: Honey Trap x3, Gas Mask x2, Courtesy Phone x1, Overshoes x2, N-S Arrow x1



(Tile Deck Composition Cont'd)



3. Potted Plant: Dart Frog x3, Helmet x2, Blackjack x1, Syringe x2, Blueprint x1



4. Rug/Painting: Knockout Gas x3, Bible x2, Blackjack x2, Compass Graffiti x1, Blueprint x1

+++

The face of each tile depicts an Item hidden among the Furnishings. These Items fall into four categories: Booby Traps, Counter-Measures, Power-Ups, and Mission-Critical Items.



## Booby Traps

There are four kinds of Booby Traps, one for each type of Furnishing: Nutcracker x3, Honey Trap x3, Contact Poison x3, and Knockout Gas x3.



1. Lignum Vitae Bowling Ball ("Nutcracker") is used to Booby Trap an Armoire. The trap is set by putting the Bowling Ball on top of the Armoire, where it will crash onto anyone who opens the door.



2. Silver Screen Seductress ("Honey Trap") is used to Booby Trap a Bed. The trap is set by recruiting the Seductress to lie in wait beneath the sheets, where she will discombobulate anyone who discovers her.



(Booby Traps Cont'd)



3. South American Poison Dart Frog ("Contact Poison") is used to Booby Trap a Potted Plant. The trap is set by releasing the Frog onto the foliage, where its toxin will disable anyone who touches the leaves.



4. Dr. Persiflage's "Happy-Time" Mist ("Knockout Gas") is used to Booby Trap a Painting. The trap is set by rigging a Gas cylinder to the picture frame, where it will anaesthetise anyone who disturbs it.



## Counter-Measures

There are four kinds of Counter-Measures, one for each type of Booby Trap:  
Gloves x2, Gas Mask x2, Helmet x2, and Bible x2.



1. Dashing Leather Gauntlet Gloves are found in an Armoire. They defend against Contact Poison.



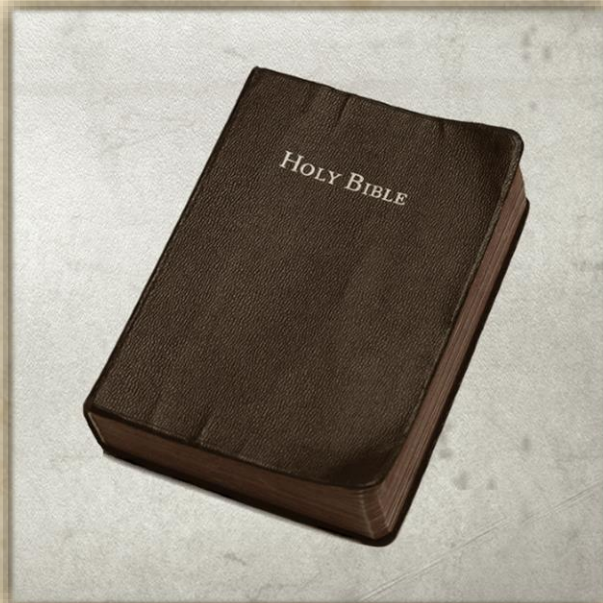
2. GM30 S-mask is found under a Bed. It defends against Knockout Gas.



(Counter-Measures Cont'd)



3. M17 Brodie Helmet is found behind a Potted Plant. It defends against the Nutcracker. It also provides +2 Roll Bonus.

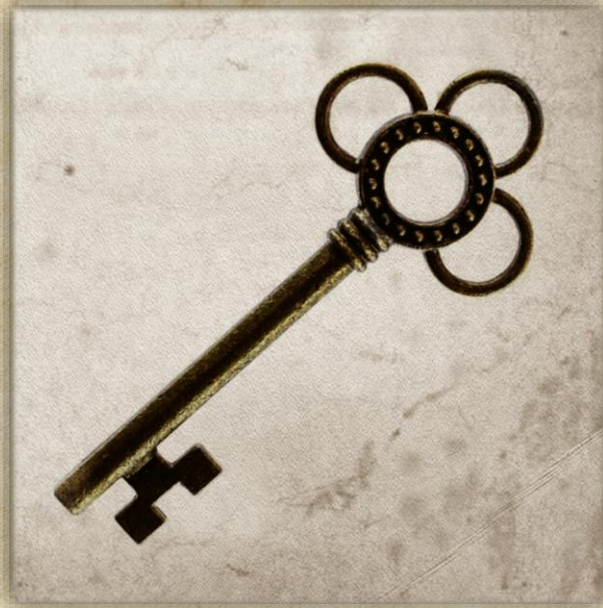


4. "Gideon's Own" Book of Holy Scripture ("Bible") is found under a Rug. It defends against a Honey Trap. It also provides +1 Roll Bonus.



## Power-Ups

There are four kinds of Power-Ups: Skeleton Key x2, Overshoes x2, Syringe x2, and Blackjack x3.



1. Cellar Passage Skeleton Key is found in an Armoire. It unlocks the trapdoor that leads to the Cellar Passage.



2. Sneaky Fast Vulcanized Rubber Overshoes are found under a Bed. They allow Agents to Move up to 9 squares per turn.



(Power-Ups Cont'd)



3. Dr. Persiflage's High-Potency "Pick-Me-Upper" ("Syringe") is found in a Potted Plant. It defends against Contact Poison and Knockout Gas.

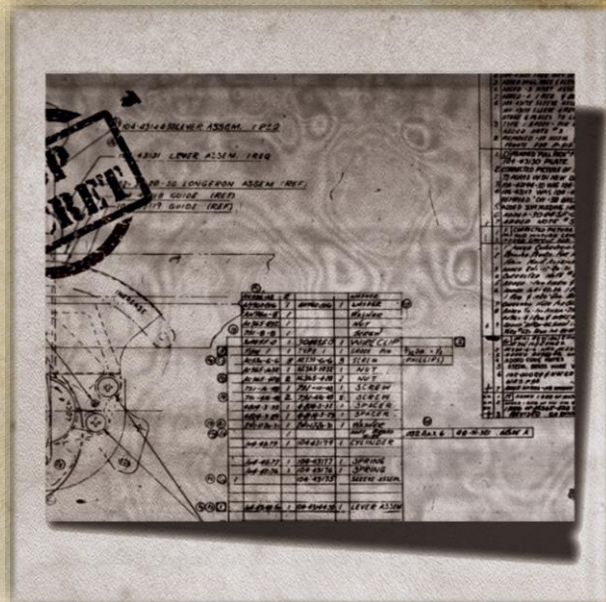
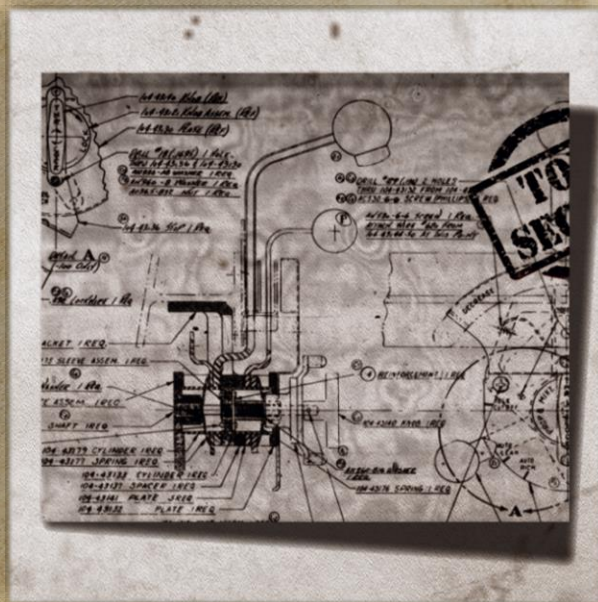


4. Leather-clad Ironwood Bat ("Blackjack") is found under a Rug or behind a Potted Plant. It provides +3 Roll Bonus.

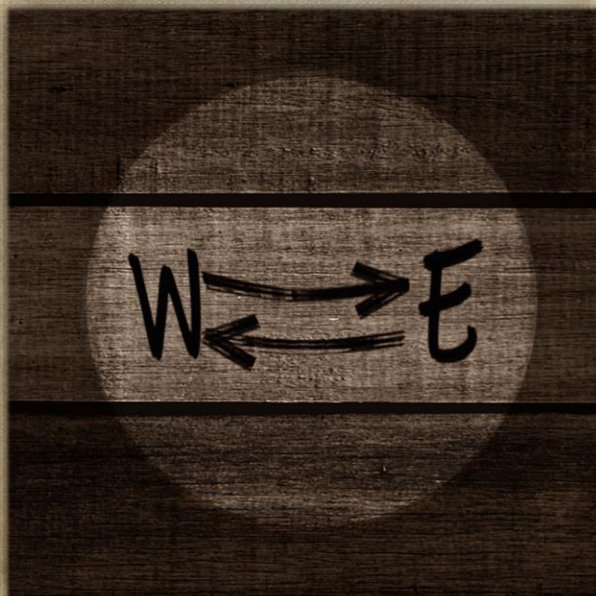


## Mission-Critical Items

There are four kinds of Mission-Critical Items: Blueprints x2, Dead Drop Arrows x2, Compass Graffiti x1, and Courtesy Phone x2.



1. Top-Secret P51 Mustang Blueprints are hidden under a Plant and behind a Painting. You must bring them to the Dead Drop.



2. Dead Drop Arrows are scrawled on an Armoire and a Bed. When oriented to the directions of the Compass Graffiti, they point to the row and column of the Dead Drop.



(Mission-Critical Items Cont'd)




3. Compass Graffiti is scrawled on the floor under a Rug. It reveals the compass directions needed to orient the Dead Drop Arrows.



4. Western Electric Model 202 Extension Telephone ("Courtesy Phone") is stowed in an Armoire or under a Bed. You can distract an enemy by Dropping the tile in the Corridor while shouting, "Agent X to the Courtesy Phone." As long as the Phone remains in the Corridor, Agent X cannot perform any Action except Move. Any Agent who Moves onto the square can take the Courtesy Phone for a Souvenir, ending the call.





The dotted lines show the location of the Cellar Passage tunnels. An Agent in possession of a Skeleton Key may travel from one Armoire to another along this path, ignoring walls but otherwise Moving normally. In this example, the Agent Moves from the Bed to the Armoire before entering the Cellar Passage, and then continues from the Armoire to the Rug after exiting the Cellar in the adjacent room.









In this example, the Agent has been Knocked Senseless by a Knockout Gas Booby Trap: The Booby Trap tile remains face up on its square; the Agent's Inventory Item, a Skeleton Key, is Dropped, face up, on the nearest Corridor square; and the Agent is Moved to Bed in the Registered Room.



Furnishing	Booby Trap	Counter Measure	Furnishing	Mission Critical	Power-Up	Other
						
						
						
						