

VACATION

The Game of Hotels

Directions for playing DECISION out

Introduction

DECISION is something new and different in games. The rules are basically simple to learn, yet there is constant opportunity to make choices and evolve strategies.

There are no dice, no spinners, no paths to follow.

All players remain actively in the game until the very end.

With players who are familiar with the rules, a game runs from an hour to an hour and a half in length.

Number of players

DECISION can be played by from 2³ to 6 players.

The rules will first be given for 3 or more players and special rules applying to the 2 player game will be given at the end. out

Equipment

Folding Game Board	7 "Chain" Markers
108 Company Tiles	6 Wooden Racks
60 Yellow Stock Cards	2 Information Cards
140 White Stock Cards	Set of Play Money

The Set-Up

1. Choose one player to act as banker and handle the money and stocks. out

2. The banker distributes \$6,000^{is distributed} to each player as follows:

4- \$1000, 3- \$500, 5- \$100.

3. The hundred and eight ^{hotel} company tiles are turned face downward, shuffled, and placed, still face downward, in convenient piles next to the board in the center of the table.

4. Each player draws one tile and the player with the letter nearest the head of the alphabet plays first. In case of the same letter the lower number governs.

(For example: tile "B5" would beat "D2" or "B9".)

Each player keeps his tile and draws 5 more, making 6 which are placed on the racks.

5. ^{are shuffled} The banker shuffles the yellow stock cards and deals ~~them~~ out one at a time to all the players. (As there are 60 they will divide evenly.)

(CONTINENTAL HOTELS, WILTON HOTELS,

6. Each player sorts his stock cards into separate piles by name (~~CONSOLIDATED INDUSTRIES, SUPER INDUSTRIES, etc.~~). These piles must be left face up on the table in front of the player, but should be piled as neatly as possible so that the exact number in a pile is not apparent to the opponents.

7. The ~~red~~ information cards giving the price of stock, the Majority Holders' Bonuses, and the Number of Blocks ~~is~~ placed in a convenient place on the table. ^{are}

The Play (^{VACATION} An Illustration)

Since DECISION is different in concept, the easiest way to learn it is to watch a game in progress. The following example of the beginning of a four-handed game serves to illustrate the mechanics of play. In order to follow the example just open the board and place any tile face down on each space

as it is called (not taking the trouble to find the matching tile).

1. Let's call the players Alice, Bob, Carol and Dave. Alice, by virtue of the draw, plays first. From the six tiles in her rack she chooses "B3" and places it face up in the proper space. She now takes another tile from any table pile bringing her rack to six tiles again and completing her turn.

2. Bob, to Alice's left, plays next. He plays "C5" and replenishes his rack.

3. Carol, to Bob's left, plays third, choosing "E5", and then taking another tile.

4. Dave then plays "B2" and draws another tile. Dave, however, by causing two ~~com-~~ ^{hotel tiles} ~~panies~~ to touch has created a "Combine". "Chain" He now has the right to name it. He chooses SUPER INDUSTRIES having been dealt, let us say, four blocks of SUPER INDUSTRIES stock at the start of the game, and places the marker of that name on spaces "B2" and "B3".

WILTON HOTELS

WILTON HOTELS

He also buys one block of SUPER INDUSTRIES stock. Since there are two ~~companies~~ ^{hotels} in the "Combine" the price is found (on the ~~red~~ information card) to be \$200. He pays \$200 to the bank and receives a stock certificate.

blue

Chain

WILTON HOTELS

5. Alice plays "F4", takes another tile, and buys a block of SUPER INDUSTRIES stock for \$200. (Tiles which have adjoining corners such as "F4" and "E5" are not considered touching.)

6. Bob plays "D5" and replaces the tile. He has formed another "Combine", this one of three companies. He chooses to call it AMERICAN INDUSTRIES and places that marker on any two adjoining companies of the "Combine".

Bob may now buy either SUPER INDUSTRIES or AMERICAN INDUSTRIES stock. He chooses SUPER and pays \$200 for 1 block.

7. Carol now plays "C3" increasing SUPER INDUSTRIES to three companies. After taking another tile she buys a block of AMERICAN INDUSTRIES stock for \$300.

8. Dave plays "F5" increasing AMERICAN INDUSTRIES to five companies and, after replacing a tile, buys a block of stock in it for \$500.

9. Alice now plays "C4" which touches both "Combines". When this happens the larger "Combine" takes over the smaller. In this case AMERICAN INDUSTRIES takes over SUPER INDUSTRIES and the latter's marker is removed from the board. Each player now announces how many blocks of SUPER INDUSTRIES he owns. The player with the largest number receives from the bank a "Majority Holder's Bonus" of \$3000 (for three companies in the "Combine"), and the player with the second largest number receives \$1500.

After each player has decided what to do with their SUPER INDUSTRIES stock, as explained later, Alice finishes her turn by replacing a tile and buying a block of the only available stock, AMERICAN INDUSTRIES, for \$700 (9 companies).

HOTELS

The Play --Rules

1. Play rotates to the left.
2. A play consists of:
 - A. Playing a company ^{hotel} tile to its proper place on the board and replacing it from the top of any table pile.
 - B. (Sometimes) forming a "Combine" ^{Chain} and naming it.
 - C. (Sometimes) causing a "Combine" ^{Chain} to be taken over by another followed by the awarding of the first and second "Majority Holders' Bonuses" and the disposition of the stock in the defunct "Combine". ^{Chain}
 - D. (Usually) buying 1 block, and only 1, in any available "Combine". ^{Chain}

Combines

1. Two or more touching (not diagonally) company ^{hotel} tiles constitute a "Combine". ^{Chain Chain}
2. The player forming a "Combine" names it by placing any unused marker on two adjoining companies ^{hotels} of the "Combine". ^{Chains Chain}
3. A maximum of 7 "Combines" may be on the board at one time. A player may not play a tile which would create an eighth "Combine". ^{Chain}

Taking Over of Combines

1. When a company ^{hotel} tile is played that joins two (or more) "Combines" the one ^{Chains} with the greater number of companies ^{hotels} takes over the other and the marker of the defunct "Combine" is removed from the board. ^{Chain}

2. In case of a tie in the number of ~~com-~~
~~panies~~, the player making the play can
choose which "Combine" will do the taking
over. hotels

3. When a "Combine" is taken over, each
player must announce the number of blocks
of stock he owns in that "Combine". The
players with the largest and second larg- Chain
est number are paid a "Majority Holder's
Bonus" from the bank. The amount of the
bonus depends upon the number of ~~companies~~
in the defunct "Combine". hotels

4. If two or more players tie for the
largest number of blocks, they split the
combined first and second bonuses. If the
bonuses do not divide evenly into \$100
amounts the players all receive the next
greater amount.

Disposal of Stock in a Defunct Combine

1. After a "Combine" is taken over the
players dispose of their stock holdings
in the defunct "Combine" in the follow-
ing manner: Chain

A. Sell it to the bank for the price hotels
determined by the number of ~~compan-~~
~~ies~~ in the defunct "Combine".

B. Trade ~~it~~ to the bank for stock in Chain
the "Combine" doing the taking over
on the basis of two blocks of the
defunct stock for one block of the
taking over stock.

C. Hold on to the defunct stock in the
expectation of starting another "Com-
bine" with that name. Chain

2. A player does not have to dispose of all his stock in the same manner but may decide to sell some, trade some, and keep some or any combination he chooses.

3. The player making the play must decide on the disposition of his stock first, and then in turn to the left. A player may not change his decision upon hearing the decision of subsequent players.

4. If the ^{Chain} amount of stock held by the bank in the "~~Combine~~" doing the taking over is limited, the earlier players may take as many blocks as they are entitled to until the amount is exhausted.

Safe ~~Combines~~ Chains Chain

1. Once a "~~Combine~~" contains 11 or more ~~company~~ tiles it is "Safe" and can no longer be taken over by another larger "~~Combine~~".
^{hotel} ^{Chain}

2. A player may not play a tile which would join two "Safe ~~Combines~~".

Blocked Racks Chains

If all six tiles on a player's rack may not be played, either because they will form an eighth "~~Combine~~" or because they will join two "Safe ~~Combines~~", the player does not play a tile in that turn and does not draw a new tile. He may, however, buy a block of stock. (See also "Ending the Game".)

Running Out of Money Chains

1. A player who runs out of money cannot buy a stock but otherwise takes his turn in the usual manner.

2. A player cannot raise money by selling his stock except during the disposal period

after a "Combine" ^{Chain} has been taken over.

Ending the Game

1. The game is ended when either:

- A. All "Combines" ^{Chains} on the board are "Safe" (contain 11 or more company ^{hotel} tiles).
- B. One "Combine" ^{Chain} has grown to contain 41 or more company ^{hotel} tiles.
- C. A player cannot play a tile because all of his tiles would join two "Safe Combines" ^{Chains}.

2. The player whose turn it is is allowed to finish his turn including purchase of a block of stock if he wishes.

3. Then, starting with the smallest "Combine" ^{"Chain"} remaining on the board, the winners of the "Majority Holders' Bonuses" are determined for each.

4. Finally all players sell back their stock at the prevailing prices. Stock in a "Combine" ^{Chain} that is not on the board is worthless.

5. The player who ends with the most money is the winner.

Miscellaneous

1. Trading or selling of stock between players is not permitted. All transactions are made with the bank.

2. A player may at any time ask the bank-

er how much stock is remaining in any particular "~~Combine~~".

Chain

3. A player who notices that the game should be ended by "A" or "B" above does not have to announce the fact unless it is to his advantage to do so.

Special Rules for Two Players

All rules of the game apply with the following exceptions:

1. The 60 yellow cards are dealt into 3 equal piles. Each player takes one pile and the third is not used in the game.

2. The Majority Holder's Bonus depends on the relative number of blocks that each player owns. The distribution of the Bonus is shown on the blue information card.

(As an example:- there are 4 companies in the defunct "Combine" and one player has 7 blocks and the other has 4 blocks. The player with 7 blocks receives \$3200 while the one with 4 receives \$800.)

The price of a block of stock remains as shown on the red information card.

Sidney Sackson
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out

VACATION

The Game of Hotels

(A) VACATION is an introduction to the fabulous world of the luxury hotels, in the U.S., in the Caribbean, and throughout the exotic places of the world.

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Wesley

HOTELS

CONTINENTAL - 14 - 8

WILTON - 16 - 8

LUXOR - 18 - 8

AMERICAN - 20 - 9

WORLDWIDE - 22 - 9

SHAREDON - 24 - 9

FESTIVAL - 26 - 9



FESTIVAL

~~SHAREDON~~

~~WORLDWIDE~~

~~AMERICAN~~

~~LUXOR~~

~~CONTINENTAL~~

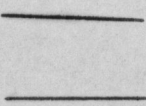
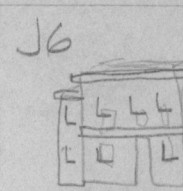
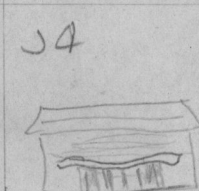
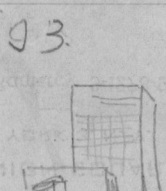
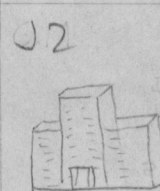
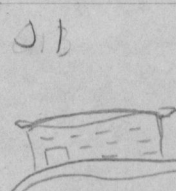
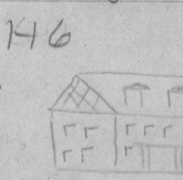
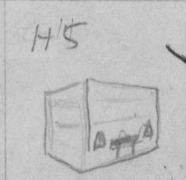
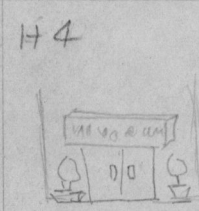
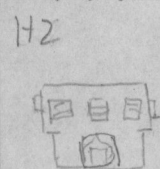
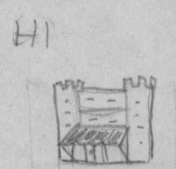
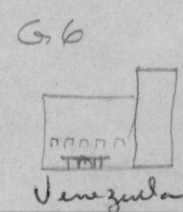
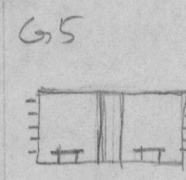
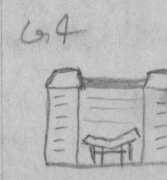
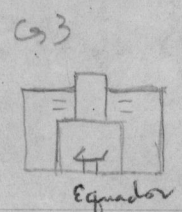
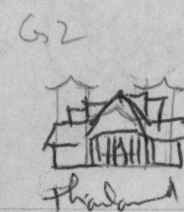
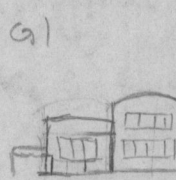
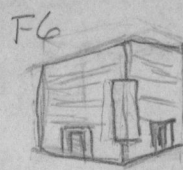
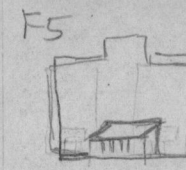
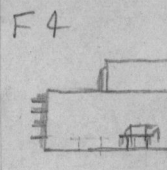
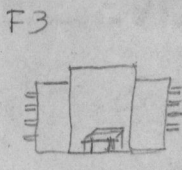
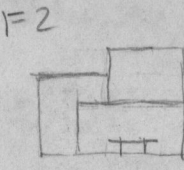
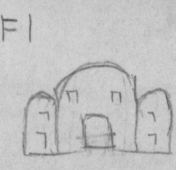
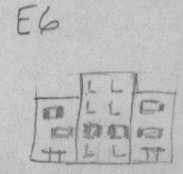
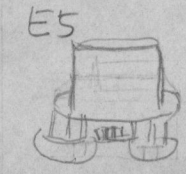
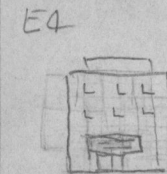
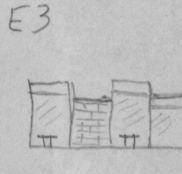
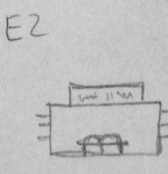
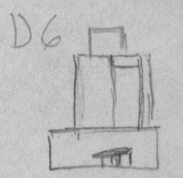
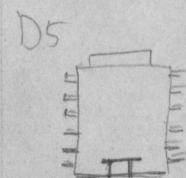
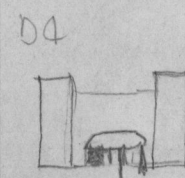
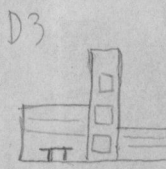
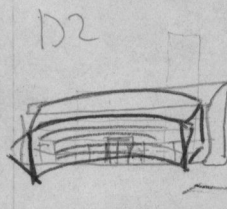
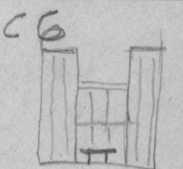
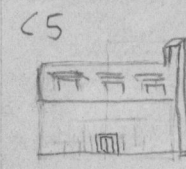
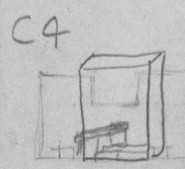
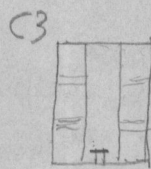
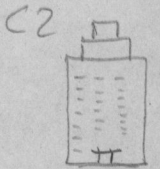
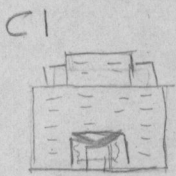
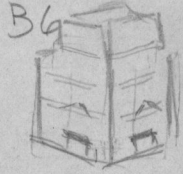
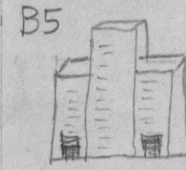
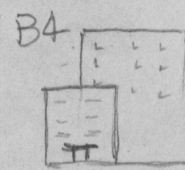
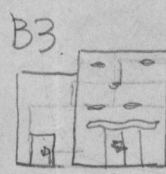
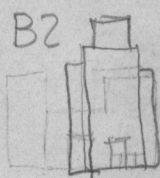
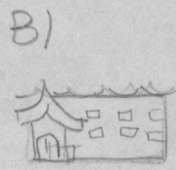
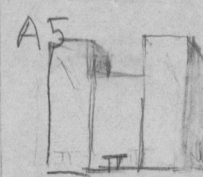
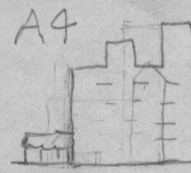
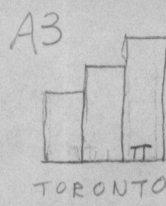
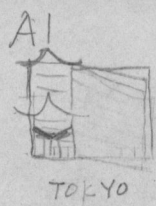
SHAREDON

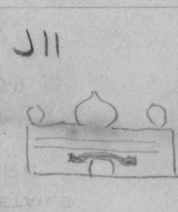
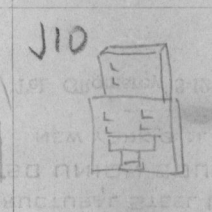
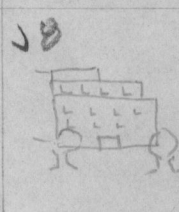
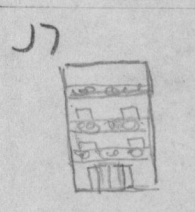
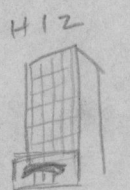
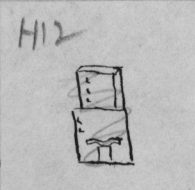
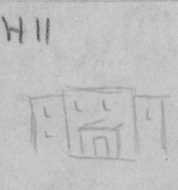
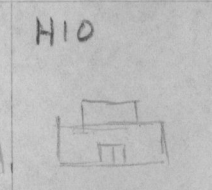
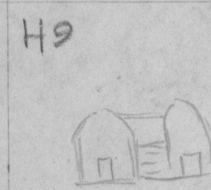
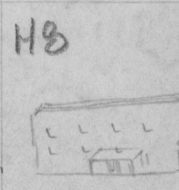
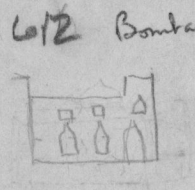
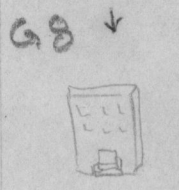
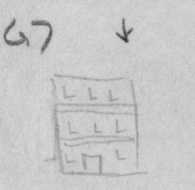
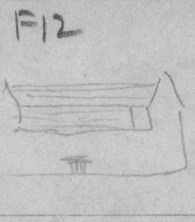
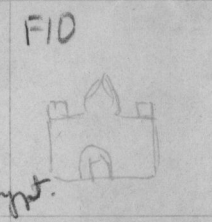
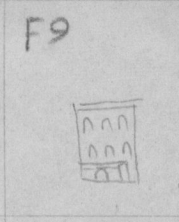
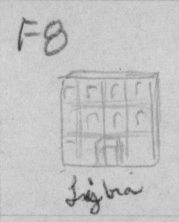
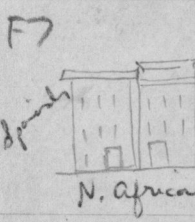
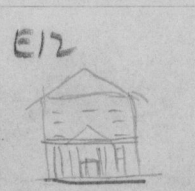
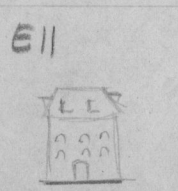
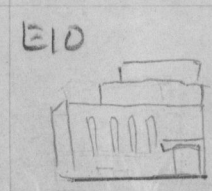
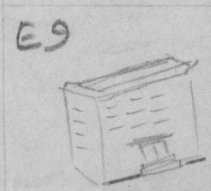
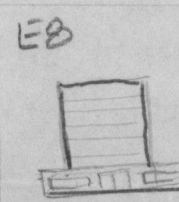
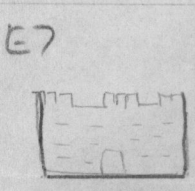
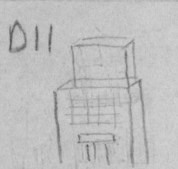
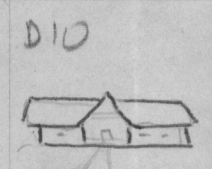
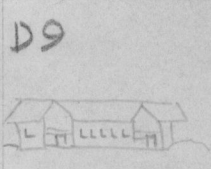
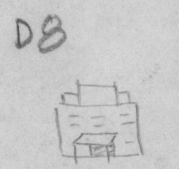
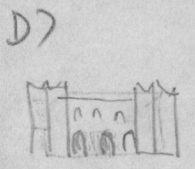
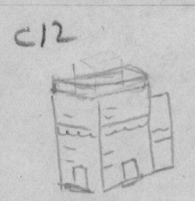
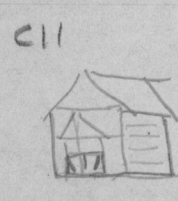
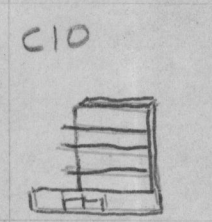
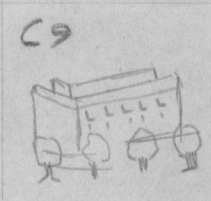
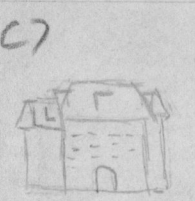
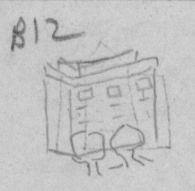
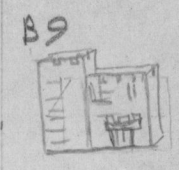
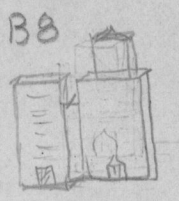
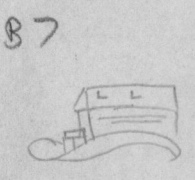
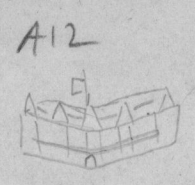
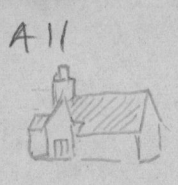
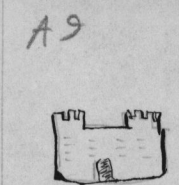
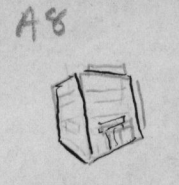
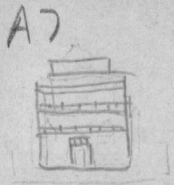
~~WILTON~~

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~~SHAREDON~~

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B1	KYOTO	B2	SEATTLE	B3	VANCOUVER	B4	CHICAGO	B5	NEW YORK	B6	BOSTON	B7	CARDIFF	B8	LONDON	B9	BRUSSELS	B10	ANTWERP	B11	AMSTERDAM	B12	COPENHAGEN
C1	HONOLULU	C2	SAN FRANCISCO	C3	HOUSTON	C4	NEW ORLEANS	C5	ATLANTA	C6	ATLANTIC CITY	C7	PARIS	C8	GENEVA	C9	MUNICH	C10	BERLIN	C11	SARZBURG	C12	VIENNA
D1	MANILA	D2	LOS ANGELES	D3	ACAPULCO	D4	MEXICO CITY	D5	MIAMI	D6	HAMILTON	D7	MADRID	D8	MARSEILLE	D9	BERN	D10	ZURICH	D11	ROME	D12	VENICE
E1	RANGOON	E2	MANAGUA	E3	SAN JOSE	E4	KINGSTON	E5	PORT-AU-PRINCE	E6	NASSAU	E7	SEVILLE	E8	BARCELONA	E9	NICE	E10	MONACO	E11	NAPLES	E12	ATHENS
F1	NEW DELHI	F2	HONOLULU	F3	PANAMA CITY	F4	BOGOTA	F5	WILLEMSTAD	F6	PORT OF SPAIN	F7	LISBON	F8	BIZERTE	F9	TUNIS	F10	ISTANBUL	F11	ANKARA	F12	KARACHI
G1	CALCUTTA	G2	BANGKOK	G3	QUITO	G4	LIMA	G5	MARACAIBO	G6	CARACAS	G7	TANGIER	G8	TRIPOLI	G9	ALEXANDRIA	G10	CAIRO	G11	TEHRAN	G12	BOMBAY
H1	SINGAPORE	H2	SYDNEY	H3	LA PAZ	H4	SAO PAULO	H5	RIO DE JANEIRO	H6	RECIFE	H7	DAKAR	H8	ACCRA	H9	LAGOS	H10	NAIROBI	H11	DAMASCUS	H12	TEHRAN
I1	COLOMBO	I2	MELBOURNE	I3	VALPARAISO	I4	SANTIAGO	I5	BUENOS AIRES	I6	MONTEVIDEO	I7	BRAZZAVILLE	I8	CAPE TOWN	I9	SALISBURY	I10	ZANZIBAR	I11	BEIRUT	I12	JERUSALEM





SHARPO VESBOVIAE