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ラブホ・マネージャー Love Hotel MANAGER

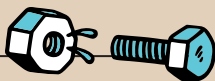
A fuckin' funny card game for 2-4 hardcore
facility managers aged 37, give or take.

Playing time: ~ 20 min.

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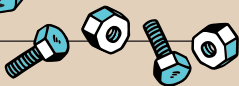
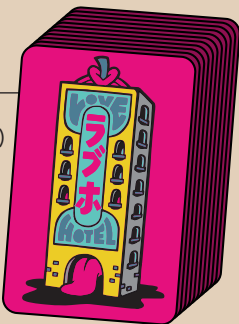


The old-fashioned Love Hotel establishments have had their day. Old, macho-style cabins? No one wants or needs them anymore. Lame concepts? They only discredit the industry and leave operators with empty wallets. Ichien-san got it: She wants to modernize and build the biggest and hottest Love Hotel chain in Osaka. But one step at a time: Her first place has opened recently.

And for that, she needs you, the best facility managers around! You can look forward to a hefty salary, lavish bonuses, and excellent chances of advancement – at least in theory. Because you are the real movers and shakers in business! You guys have been cleaning and working in the background, keeping things running smoothly. People don't see or hear you, but every room carries your unmistakable signature. Whoever acts the most cunningly and tidies up the rooms the best will be able to channel hordes of visitors through the rooms. This will not only get you some dough but also the much-desired recognition from Ichien-san.

CONTENTS

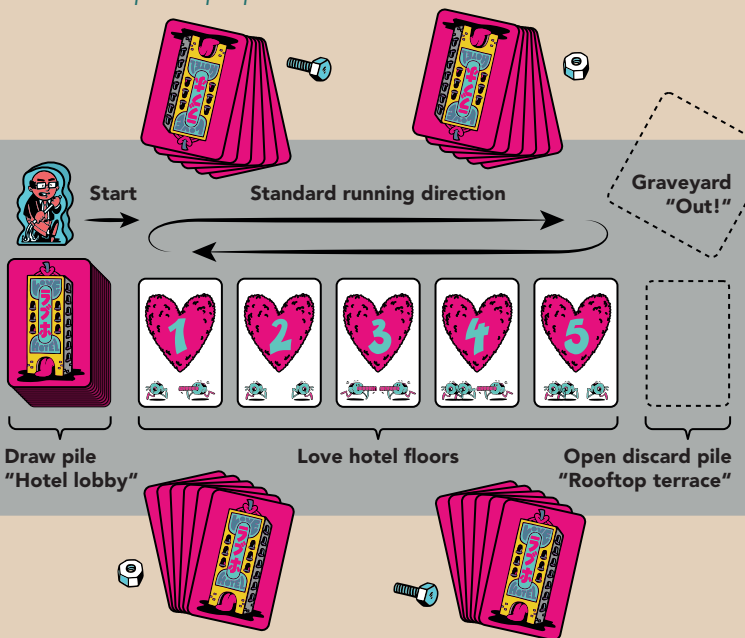
- 100 cards:
 - » 5 Love Hotel floors (numbers 1 to 5)
 - » 60 Cleaning orders (12x numbers 1 to 5)
 - » 5x Turnaround
 - » 10x Stress
 - » 10x Cancellation
 - » 10x P.O.R.N.
- 1 Facility manager
- 2 Nuts & 2 screws
- 1 Game instructions



GAME SETUP

- Place the 5 floors of the Love Hotel between you in an ascending row.
- Now shuffle the remaining cards properly and deal 6 of them face down to each person as their hand cards. The amount of cards in your hand must be visible to everyone throughout the game.
- The remaining cards are placed in a face-down draw pile to the left of floor 1. This pile symbolizes the hotel lobby.
- Place the facility manager next to it so that they can keep an eye on the floors.
- Take one screw or nut at a time and place them in front of you.

Game setup for 4 people:



GAMEPLAY

You take turns playing clockwise. Who among you is the purest in terms of sexuality? You go first.

When it's your turn, you may play matching cards from your hand one at a time. **One at a time** means that you must always perform the action associated with that card before you can play the next card. Please don't rush too much, so that the others still have a chance to react to your card(s). You place most of your played cards face up in front of you in a separate **collection pile**. Which is good because whoever has generated the biggest collection pile at the end of the game wins.



- **Are you unable or unwilling to play any more card(s) after playing one or more of them?**

Then, replenish your hand with cards from the hotel lobby to 6.

- **Are you unable or unwilling to play a card on your turn?**

Then you have to pass: Replenish your hand to 6 cards. If you already have 6 cards in your hand, you do not receive cards from the hotel lobby.

In either case, your turn is over, you dutifully say “Owari!” (Japanese for “done”), and it’s the next person’s turn.

Attention: Replenishing your hand cards only ever happens at the end of your turn, never at the beginning!

“CLEANING ORDERS”



Sweat it out until the entire floor sparkles!

Cleaning orders are your daily bread. For where others are getting busy, you have to get busy ... cleaning! In order to execute a cleaning order, it must have the **next** floor number in the Facility Manager’s line of sight: Put the card face up on your collection pile and say the corresponding floor number for everyone to hear. Then, move the facility manager there. Only then can you play another card.

The very first card placed in the game must be a cleaning order with floor number 1: The facility manager begins the workday and advances to floor 1 of the Love Hotel. From now on, they always move in uninterrupted sequence, ascending to floor 5, descending to floor 1, ascending to floor 5, descending to floor 1, and so on. As soon as the facility manager reaches an end (floor 5 or 1), the figure has to be flipped. So, the face always looks in walking direction.

Example 1: You are going first in the game. Your hand includes the cleaning orders 1, 1, 2, 2, 3, 5. You now have the following options during your turn:

- Without a 1 in your hand, you would have had to pass. But this way, you can play a 1 and then even a 2 and the 3. Unfortunately, since you don’t have a 4 in your hand, you can’t play another card. After playing each card, don’t forget to move the facility manager forward accordingly and replenish your hand cards at the end!

Example 2: The last cleaning order played had floor number 3, and the facility manager is looking up towards 5. Your hand includes 1, 2, 4, 4, 5, 5. You now have the following options during your turn:

- You can play a 4 and then play a 5. Because playing 5 automatically changes the facility manager’s direction (to descending), you can even play the second 4. Since you don’t have a 3 in your hand, you can’t play another card.

"TURNAROUND"



A slight change in the cleaning schedule ...

You can play a turnaround card as such only during your turn. Place it face up on your collection pile and say "*Hantai!*" (Japanese for "*change direction!*"). This way, you can now manually and immediately change the facility manager's direction. Several turnaround cards can also be played in direct succession – just change the direction accordingly after each one is played. But pay attention: Turnaround cards can only be played if the facility manager is on floors 2, 3, or 4. If they are on floors 1 or 5, it is not possible.

Example 3: The last cleaning order played had floor number 4, and the facility manager is looking down towards 1. Your hand includes turnaround, 5, 4, 3, 2, 1. You now have the following option during your turn:

- You first play the turnaround and then the 5, 4, 3, 2, and 1. *Boom!*

"STRESS"



In your face: Sic a Jinpira on your opponents.

You can play a stress card **outside of your turn** in response to another player's card that has just been played, overriding their card. Give the person in question a good slap on the wrists if they're grabbing for the facility manager. Or at least raise your voice with a clearly audible "*Akan!*" (Japanese for "*No way!*"). Show the stress card and place it on a **graveyard**, e.g., in the game box. **Stress cards never go on your own collection pile!** The person in question must now take the card they just played from their own collection pile and place it face down next to it. Unless they, or someone else, counters and plays a stress card now as well. In this case, they will go "*Akan-wa!*" in their turn. *Battle on:* You or someone else can play another stress card, and so on, until it is finally determined who will prevail. The played stress cards will be "**Out!**" of the game and placed on the graveyard. The card overridden by the stress card(s), if any, remains face down in front of the active player until the end of the regular turn. At the end of the player's turn, the active player returns the card to their hand and, if necessary, replenishes the hand to 6 with additional cards from the hotel lobby. If anyone else has played stress cards, they **don't** replenish their hand!

Example 4: Der The last cleaning order played had floor number 5, and the facility manager is looking down towards 1. Your hand includes stress, 5, 4, 3, 2, 1. You are confident of getting rid of your cleaning orders with floor numbers 4 to 1, starting with the 4, then placing the 3, and are about to place the 2 when another person with a stress card intervenes and shouts, "*Akan!*" You respond with your stress card and retort, "*Akan-wa!*" Unfortunately, the troublemaker has a second stress card and shouts, "*Akan!*" again. Sadly, since you don't have another stress card in your hand and

no one else is willing to help you out, you have to give in, take your 3 from the collection pile, and place it face down next to it. You now have no more possibilities to play. Therefore, you take the 3 back to your hand and replenish it to 6 cards, and your turn is over. Small consolation: The disturber may not replenish his hand yet.

"WILD CARD"



Anything is possible when doubled!

You may use 2 of the same cards (of any type) as a wild card: It can take the value of any cleaning order or act as a turnaround, stress (inside or outside your own turn), or P.O.R.N. Show both cards for proof and state their desired function. Then, **one of the two cards goes face up into a general discard pile** (aka the rooftop terrace – not the graveyard; see game setup illustration), and the other card goes face up into your collection pile. If you want to use the two cards as wild cards for a stress card, they both go into the graveyard.

Example 5: The last cleaning order played had floor number 4, and the facility manager is looking down towards 1. Your hand includes stress, 5, 5, 5, 3, 1. You first play the 3. Then you use the two fives as a wild card for a "2" and then play the 1. But at this point, someone interferes with a stress card, yelling, "Akan!" You respond with your stress card and retort, "Akan-wa!" No one else interferes, and the troublemaker sulkily backs down. *Lucky you!*

"CANCELLATION"



Cleaning order canceled? Annoying, but what can you do ...

You can never play a single cancellation card – it clutters up your hand. Two cancellation cards can be used as a **wild card** according to the previous rule.

"P.O.R.N."



Politicians, Oyabun, Rabbis, Numismatians: VIP visitors always get a special treatment ...

General knowledge:

- You can always play P.O.R.N. cards on your turn, no matter what floor the facility manager is on.
- Playing P.O.R.N. cards cannot be overridden by stress cards!

When you play a P.O.R.N. card, place it face up on your collection pile. The facility manager will remain in place! Instead, you place your nut or screw on the draw pile and block it with it.

A kind of **SPECIAL GAME** begins, where the game continues regularly after your turn, but with the difference that no one is allowed to replenish their hand (including you) with cards at the end of their turn! **If you can't or don't want to play at least one card in your turn, you are eliminated from the special game**, and your remaining cards are placed face down in front of you (next to your collection pile, of course) as a sign of elimination.

Within the special game, you can play more P.O.R.N. cards as you wish. The facility manager will remain in place, but nothing else will happen. Playing P.O.R.N. cards within the special game is considered as simple "playing a card" and prevents any possible early elimination.

By successfully playing stress cards, you may be able to force certain people to be eliminated if they have no other option left to play.

The special game ends when no one has played a card for one round. Whoever was able to place the last card gets **all cards from the rooftop terrace** (not those of the graveyard!) and puts them face up on his own collection pile. *Well done!* The nut or bolt from the draw pile goes back to its owner, and you take turns (starting with the person who **won** the special game) replenishing your hands to 6 cards. Afterwards, the person who **started/triggered** the special game has another turn, and the game resumes as normal.

Example 6: The last cleaning order played had floor number 5, and the facility manager is looking down towards 1. Your hand includes 2x P.O.R.N., 2x cancellation, 1, 5. There are currently only a few cards on the rooftop terrace – but you just try your luck, play a P.O.R.N. card, and then put your nut or bolt on the draw pile. The next person plays a 4, and the next but one uses two 2s as a wild card to play a 3. The next person after the next but one can't (or doesn't want to?) play and is eliminated. It's your turn again. In order to remain in the game, you play your two cancellation cards as a wild card turnaround. Since the beginning of the special game, the rooftop terrace pile has now grown by 2 cards, and you are eager for the prize. The next time it's your turn, play your second P.O.R.N. card to keep going. But on your next turn but one, you can't play anything suitable and are eliminated. *Shit happens ...*

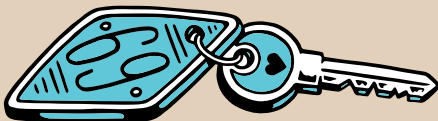
Attention: If the hotel lobby does not contain enough cards to replenish the hand, the following applies: All those who can no longer replenish their hand are out of luck.



END OF THE GAME

Once the hotel lobby is depleted, the game continues as normal without replenishing the hands. As soon as no one of you can or wants to play another card, the game ends.

Now count the cards in each of your own collection piles: Who has the most? **Omedeto Gozaimasu!** You win and become Ichien-san's favorite ass-kisser.



Enjoyed this game?

Yubitsume & Dan Dan Dan are also up for grabs!



Translation: Marcel Weyers

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