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- 18 Choice Cards (sets of 3 in blue, green, yellow, purple, gray and red)
- 180 Images/90 Image Cards
- 30 Pillow Cards
- Solid Wood Box

OBJECT OF THE GAME

Collect five (5) Pillow Cards by matching the answer of the “Room Owner.”

SETUP

- Place 30 Image Cards inside the Wood Box. All other Image Cards may be set aside. They won't be used in the game. The Image Cards do not need to be played by number sequence.
- Give a matching set of three (3) Choice Cards to each player: Disturb and Join In, Shut the Door, and Call the Police.
- Place the Pillow Cards in a pile to the right of the Wood Box.

Now you are ready to play.

WHAT TO KNOW ABOUT THE “DO NOT DISTURB” CHOICE CARDS

- There are three choices, and these are the choices that players need to match to the Room Owner to win pillow cards.

“Disturb and Join In”

“Shut the Door”

“Call the Police”

PLAYING THE GAME (LET'S DO IT)

1. The player who most recently spent a night in a hotel room goes first and is the Room Owner.
2. The Room Owner opens the Door of the Wood Box (without showing the other players) and sees what is happening behind the Door.
3. The Room Owner then takes one of his/her three Choice Cards and places it in the bottom section of the Wood Box. It is important that the

“Do Not Disturb” side is face up so that other players don’t see the answer when they open the Door.

4. The Wood Box passes to the next player on the left to open the Door and make his/her choice. The player places his/her Choice Card in the bottom section of the Wood Box with the “Do Not Disturb” side facing up. All players are trying to correctly match what decision the Room Owner will make, not what they would do. To win a Pillow Card, players must match the response (Choice Card) that the Room Owner selected.
5. Play continues clockwise until all players have opened the Door and chosen the Choice Card that they think the Room Owner selected.
6. Once the Door has been passed to all players and returns to the Room Owner, he/she opens the Door and takes all of the Choice Cards out. Each player who matched the Room Owner wins a Pillow Card. If all players match the Room Owner, then the Room Owner also gets a Pillow Card.
7. The Wood Box is then passed to the player on the left (the next Room Owner) who takes out the prior Image Card and secretly reveals a new Image Card so that other players don’t see the image. (The Image Cards are all stacked in the Wood Box, so when the prior Image Card is taken out, a new one will be revealed.)
8. The Room Owner then selects his/her Choice Card and puts it in the Wood Box with the Do Not Disturb side up. Play again passes to the left as each player again chooses a Choice Card and places it inside the Wood Box. Play continues in this manner until one player has collected five Pillow Cards.

WINNING THE GAME

- The first player to reach the RED space wins the game.