



BAD HOTEL

BY LUCKY FRAME

OFFICIAL HELP FILE FOR HELPING YOU

WHAT DO I DO?!

Protect your hotel! Your evil landlord Tarnation Tadstock wants to destroy it to collect on insurance money.

HOW DO I DO IT?

Every level starts with a hotel and some money. If this hotel is destroyed, you lose (and Tadstock wins). Boooo.

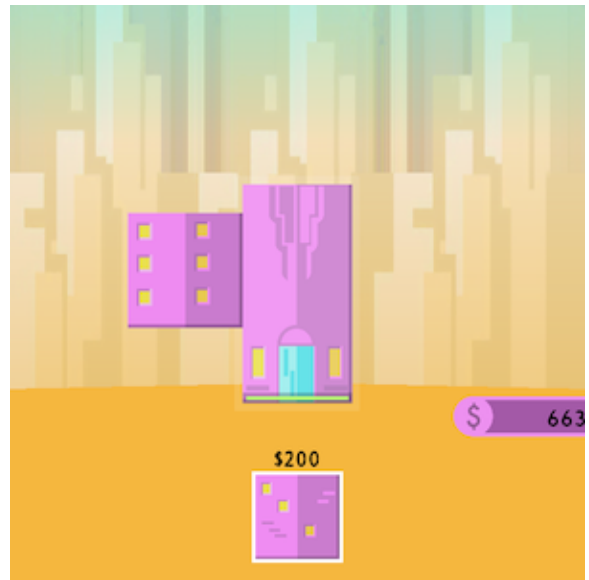
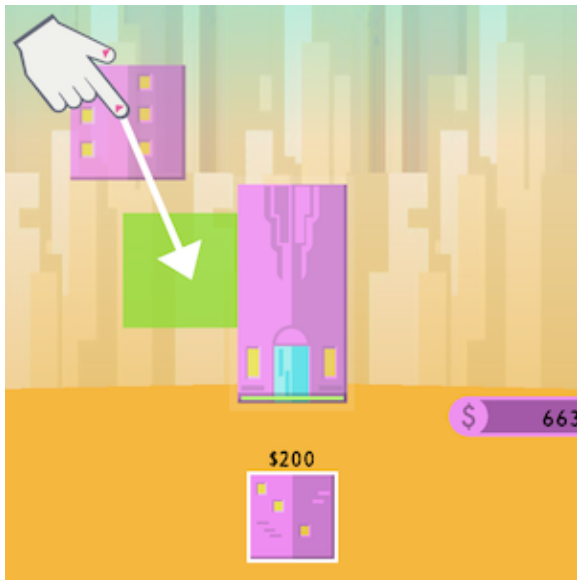
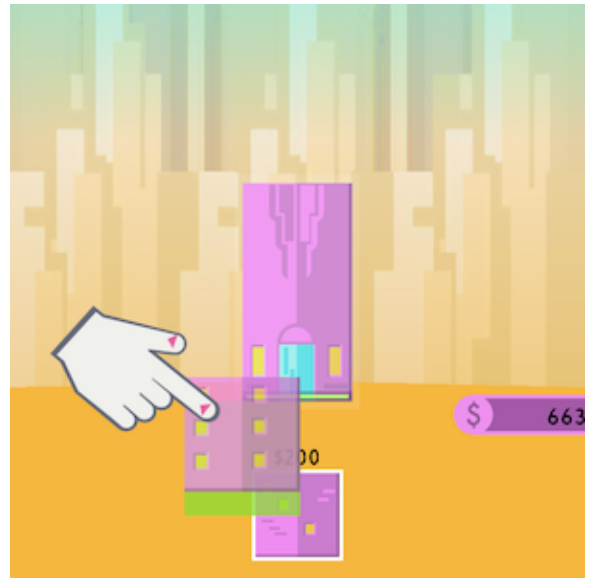
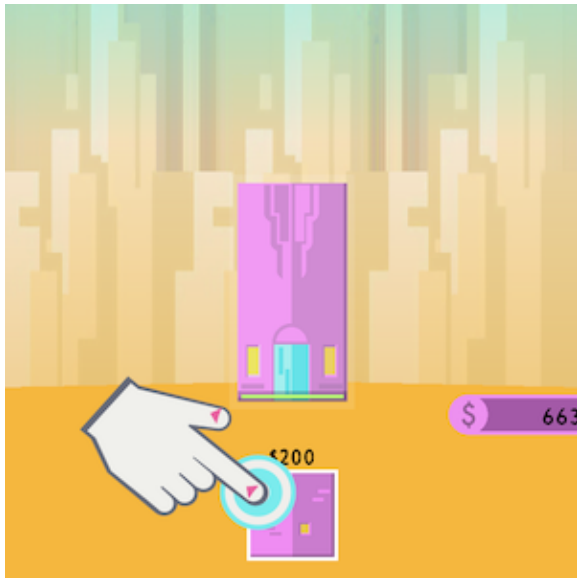
You build up your hotel by dragging rooms onto it. Each room has a price. If you have enough money, the room will be built onto your hotel where you place it.

These rooms are your only protection against Tadstock's evil friends.

PLACING ROOMS

To place a room, **drag** it onto the screen with your mouse. Drag the room into the sky - you don't need to place it directly on the hotel!

A green square will show you where you can place a room. Drop the room to place it there.

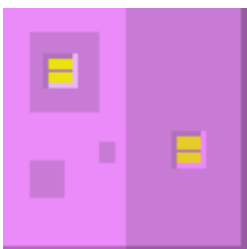


To place a room on top of the hotel, just drag *through* the building - you don't need to go all the way around.

ROOMS

Different types of hotel rooms do different things. There are **Rentals**, **Gun Rooms**, **Mine Launchers**, **Hospitals**, **Ice Rooms**, and **Short Term Solutions**. Each room type has five different levels, which you unlock the further into the game you progress.

Rentals



These are the core of your hotel - they earn you money! They can't protect themselves, but they can take some damage.

Gun Rooms



Defend yourself! These rooms will fire at enemies automatically. The first level of gun room isn't too strong, but they get pretty serious later in the game...

Mine Launchers



Explosions! Really good for fighting clouds of enemies, or bosses.

Hospitals



These rooms will fix up other units in your hotel that are low on strength. In a strange twist of fate, they can't help themselves.

Ice Rooms



Stop your enemies in their tracks. Well, temporarily anyway.

Short Term Solutions



These rooms will explode the instant you drop them on your hotel, sending out a ring of mines, bullets, or other dangerous stuff.

CREDITS

Bad Hotel was created by [Lucky Frame](#) in Edinburgh, Scotland.

THE TEAM

Jonathan Brodsky: programming

Sean McIlroy: art

Yann Seznec: sound

Made with support from Channel 4 and Creative Scotland.

Thank you very much for downloading and playing. We really appreciate it. Please do not hesitate to get in touch, just send us an email at info@luckyframe.co.uk. Also, social media:

<http://www.facebook.com/LuckyFrameisGreat>

http://www.twitter.com/Lucky_Frame/

Also also, thanks so much to everyone who helped us put this out: Ian Mackenzie, Lucy Würstlin, Melanie Hayes, Kreena Patel, Morgan Petrie, Robbie Allen, Linda McClure, and Jamie Watt.

Of course, special Lucky Frame shout out to Mike Greer, Alex Waterston, and Charlie Bucket.

LUCKY FRAME