Walking in BURANO™

Rulebook



A game for 1-4 players, ages 14 and up, by Wei-Min Ling

Overview

Burano is a beautiful island in Venice, Italy, known for its colorful houses. Walking through the island, you will see these vibrant houses on both sides of the canal, as well as the personal décor placed by the inhabitants of these houses and shops. Tourists always linger on the street to appreciate and enjoy the view.

The colorful houses of Burano need a fresh coat of paint in order to stay beautiful and vivid. Use your creativity to refurbish and decorate the houses and amaze the tourists and local people with your masterpiece!

Goal of the Game

- Place the Floor Cards in order to receive a visit from different characters. They will score points based on the various **symbols** (see below) on the houses. The player with the most points at the end of the game wins.

Symbols



Components

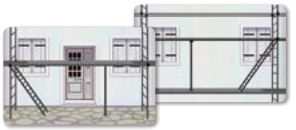
- **72 Floor Cards**
  - 24 1st Floors (6 different colors, 4 cards each)
  - 24 2nd Floors (6 different colors, 4 cards each)
  - 24 3rd Floors (6 different colors, 4 cards each)



- **26 Character Cards**
  - 12 Tourist Cards (4 different types, 3 cards each)
  - 14 Inhabitant Cards (7 different types, 2 cards each)



- **8 Scaffold Cards** (double sided: 1st Floor Scaffold on one side, 2nd Floor Scaffold on the other)



- **1 Score Pad** (40 sheets)



- **18 Coins** (12 value 1, 6 value 3)



- **16 Regulatory Bonus Tokens** (4 for each player color)



- **1 Starting Player Token**



GAME SETUP

1. Shuffle each **Floor Card** Deck separately, and then place them in a column in increasing order from bottom to top.

2. Reveal cards from each Floor Deck, forming a "Floor Supply". The number of cards revealed depends on the number of players:
   - 4 Players- Reveal 5 cards.
   - 3 Players- Reveal 4 cards.
   - 2 Players- Reveal 3 cards.

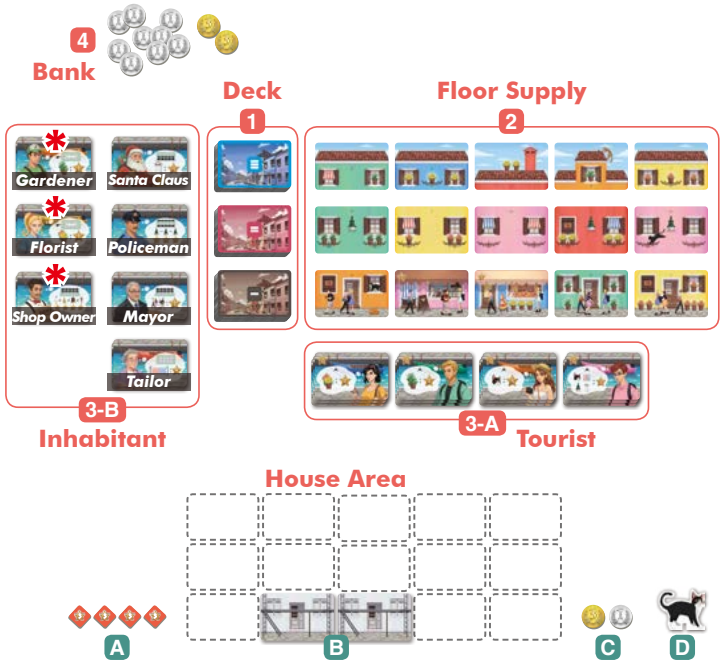
3. Sort the **26 Character Cards** by type (11 types). Place the 4 piles of **Tourist Cards** in a row below the Floor Supply (3-A), and then place the 7 piles of **Inhabitant Cards** in the configuration shown in the example (3-B). Make sure each player can clearly see the symbols on each of these piles.

   Optional Rule: For beginners, players may remove **ALL** Shop Owners, Florists, and Gardeners (marked with ✱). Use only 8 piles (4 Tourists & 4 Inhabitants) to simplify the game.

   - 4 Players- Use ALL cards.
   - 3 Players- **Remove 1 card of each Tourist** (there should be only 2 of each remaining), and place them back into the box. (**Note:** Do **NOT** remove any Inhabitant Cards.)
   - 2 Players- **Remove 1 card of each Tourist** (there should be only 2 of each remaining) **AND Inhabitant** (there should be only 1 of each remaining), and place them back into the box.

4. Place the **18 Coins** aside (sort them by value), forming a "Bank".

Example for 4 Players Setup



PLAYER SETUP

A. Each player chooses a player color and takes the corresponding **4 Regulatory Bonus Tokens.**

B. Each player takes **2 Scaffold Cards** and places them, 1st Floor side faceup, in front of themselves, and next to each other. Designate a 5x3 area in front of each player as their "House Area".

C. Each player takes **4 Coins** from the Bank.

D. The player who has most recently traveled abroad begins or randomly determines a starting player who will take the **Starting Player Token.**

How to Play

- The game is played over several rounds. Beginning with the starting player, each player takes a turn in clockwise order.
  - During your turn, you must do one of the following actions:
    1. **Acquire 3 Floor Cards** (see below)
    2. **Acquire 2 Floor Cards and take 1 Coin** (see next page)
    3. **Acquire 1 Floor Card and take 2 Coins**
  - After the action is complete, you may choose to place up to 3 Floor Cards (see page 8: Placing Floor Cards).
  - At the very end of your turn, determine if you receive a visit from a Character (see page 10: Visit from Characters).
- After each player has taken a turn, the round is over. If any player has completed 5 houses, the Game Ends (see page 13). If nobody has completed 5 houses yet, Prepare the Next Round (see page 12).

Acquiring Floor Cards (mandatory)

- To acquire Floor Cards, choose **a column** from the Floor Supply. Acquire the chosen number of corresponding cards (1, 2 or 3) starting **from the top** or **the bottom** of the column. Players **CANNOT SKIP** any card in the column.

Note 1: You may **NEVER** acquire cards from different columns.

Note 2: If there are 3 cards in the chosen column, you may **NEVER** skip the 1st or the 3rd Floor Card to acquire the 2nd Floor Card directly. However, if the 1st or the 3rd Floor Card have been acquired by another player this round, you may directly acquire cards starting from the 2nd Floor.

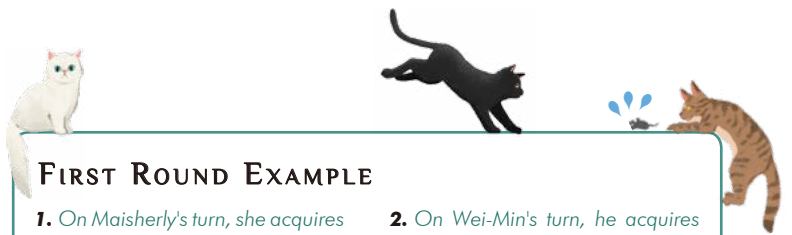
- Put the Floor Card(s) you acquired into your hand without showing them to the other players.

Taking Coins (conditional)

- Take the corresponding amount of Coins (1 if you acquired 2 cards, 2 if you acquired 1 card) from the Bank and place them in front of you.

Note: If you acquired 3 cards, you **DO NOT** take Coins from the Bank.

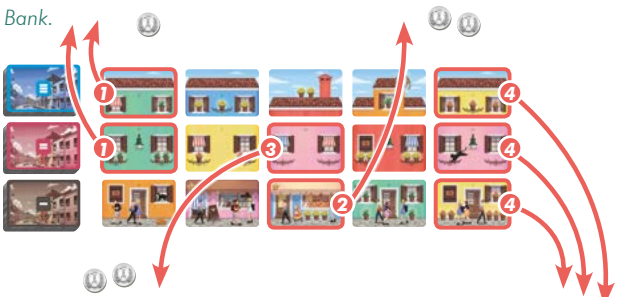
- The Bank is not limited. If the Bank is empty, use a substitute material.



First Round Example

1. *On Maisherly's turn, she acquires ❶ the 3rd and the 2nd Floor Cards from the leftmost column, and then she takes 1 Coin from the Bank.*

2. *On Wei-Min's turn, he acquires ❷ the 1st Floor Card from the middle column, and then he takes 2 Coins from the Bank.*



3. *On Johnson's turn, he acquires ❸ the 2nd Floor Card from the middle column since the 1st Floor Card was acquired by Wei-Min, and then he takes 2 Coins from the Bank.*

4. *On Eros's turn, he acquires ❹ ALL 3 Floor Cards from the rightmost column. He does not take Coins from the Bank.*

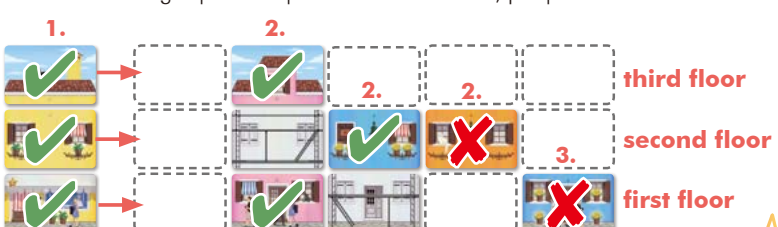
Placing Floor Cards (optional)

- You may only place Floor Cards from your hand.
- You may place **up to 3 Floor Cards** on a turn. To place the 1st card, you must pay 1 Coin. To place the 2nd card and the 3rd card, you must pay 2 Coins per Floor Card:

Number of placed cards	1 card	2 cards	3 cards
Total amount paid	1 Coin	3 Coins	5 Coins

Golden Placing Rules

- The following are Golden Rules that cannot be broken in the game. After placing a Floor Card, you cannot move it.
  1. A 1st Floor Card **MUST** be placed on the first floor. A 2nd Floor Card must be placed on the second floor. A 3rd Floor Card must be placed on the third floor.
  2. All 2nd Floor Cards **MUST** have a 1st Floor Card below it. All 3rd Floor Cards **MUST** have both 1st and 2nd Floor Cards below it. You may temporarily use Scaffold Cards in lieu of unbuilt Floor Cards, and replace Scaffold Cards with Floor Cards on future turns.
  3. All Floor Cards **MUST** be placed orthogonally adjacent to a previously placed Floor Card or a previously placed Scaffold Card.
  4. Your House Area may **NEVER** have more than 5 houses.
- **Note:** Each **Scaffold Card** is double-sided. You can flip and move them as many times as you wish, but after moving, you cannot break any Golden Rules. There are only 5x3 spaces in the House Area. If there are not enough spaces to place a Scaffold Card, just place them aside.

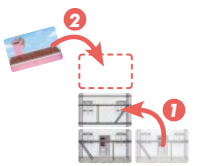


Breakable Placing Rules

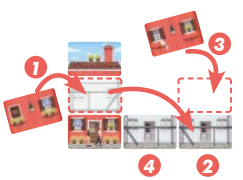
- The following are Breakable Rules. Each player may only break these rules **up to 4 times** during the game. Each time 1 newly placed Floor Card breaks one or more of the following rules, the player must spend 1 of their **Regulatory Bonus Tokens** and remove it from the game. Each token spent in this way costs the player 3 points during the final scoring.
  - **A.** All three Floor Cards of one house **MUST** be the same color. *For example, a house must be all red, or all blue, etc.*
  - **B.** Adjacent houses may **NEVER** be the same color. *For example, two yellow houses cannot exist next to each other.*

Placement Examples

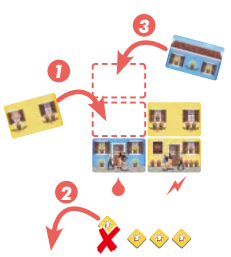
1. *Maisherly would like to place her pink 3rd Floor Card. She is not allowed to place a 3rd Floor Card on the first or second floor, so she ❶ flips a Scaffold Card and places it above another Scaffold. She may ❷ place her pink 3rd Floor Card now.*



2. *Wei-Min would like to place his two red 2nd Floor Cards and keep them non-adjacent. He ❶ replaces the Scaffold Card with his new 2nd Floor Card, and moves the replaced Scaffold to ❷ another space. Then he may ❸ place his other new Floor Card above the moved Scaffold Card. However, he cannot move ❹ the middle Scaffold Card now, since all of the cards MUST be orthogonally adjacent.*



3. *Johnson would like to ❶ place his yellow 2nd Floor Card above a blue 1st Floor Card. His new yellow 2nd Floor Card would also be adjacent to a yellow house. This breaks two Breakable Rules. In order to place his new card, he must ❷ remove 1 Regulatory Bonus Token. Then, he would like to ❸ place his blue 3rd Floor Card in the same house. Since the new card (blue) shares a color of this 2-colored house (blue and yellow), the action is legal.*



Visit from Characters (conditional)

- At the very end of your turn, if you completed placing **ALL 3 Floor Cards** of one house, you **MUST** receive 1 Character Card and place it below the 1st Floor Card of the completed house.

Note 1: If you completed two or three houses in one turn, each completed house receives a Character Card.

Note 2: You **CANNOT** receive the same Inhabitant twice, but you **CAN** receive the same Tourist multiple times.

Note 3: Incomplete houses do **NOT** receive Character Cards—even at the end of the game.

- Each Character Card will score points based on the symbols showing on the Floor Cards. All points will be scored during Final Scoring:

Tourist (**Note:** Each Tourist scores an additional 2 points.)

Woman Check the house above the Woman, score 1 point per Flower.

Man Check the house above the Man, score 1 point per Plant.

Girl Check the house above the Girl, score 3 points per Cat.

Boy Check the house above the Boy, score 2 points per Cat, Curtain, Streetlight, and Chimney.

Inhabitant (**Note:** You **CANNOT** receive the same Inhabitant twice.)

Mayor Check ALL of your 1st Floor Cards, score 1 point per Pedestrian.

Policeman Check ALL of your 2nd Floor Cards, score 5/9/15 points for 1/2/3 non-adjacent Streetlights.

Santa Claus Check ALL of your 3rd Floor Cards, score 3 points per Chimney.

Shop Owner Check ALL of your 1st Floor Cards, score 2/5/9/15 points for 1/2/3/4 different Shops. ≠ ≠ ≠

Tailor Check ALL of your Floor Cards, score 4 points per each pair of red and blue Curtain.

Florist Choose any 3 Floor Cards horizontally adjacent to each other, score 1 point per Flower.

Gardener Choose any 3 Floor Cards horizontally adjacent to each other, score 1 point per Plant.

Visiting Examples

1. *Maisherly's pink house is not completed since there is a Scaffold Card on the first floor. The yellow house is also not completed since there is no 3rd Floor Card. At the end of her turn, she does not receive a Character.*



2. *Wei-Min's red house is completed. He chooses the Woman Card and places it below the 1st Floor Card. The blue-yellow-blue house is also completed. He chooses the Policeman and will try to keep his Streetlights non-adjacent to score more points.*



Scoring Examples



Hand Limit (3 Floor Cards)

- At the end of your turn, you can never have more than 3 Floor Cards in your hand. If this happens, you must return cards of your choice to the bottom of corresponding deck until you have 3 cards in hand.

Coin Limit (6 Coins)

- At the end of your turn, you can never have more than 6 Coins. If this happens, you must return Coins to the Bank until you have 6 Coins.

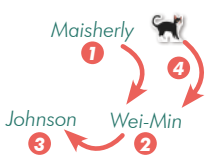
PREPARE THE NEXT ROUND

- After each player has taken a turn, the round is over. If nobody has completed 5 houses yet, prepare the next round.
- The Starting Player Token is passed clockwise to the next player. That player is now the starting player.
- Before the next starting player begins their turn, refill the Floor Supply in the following order:
  1. Fill the empty space(s) in each row by sliding the Floor Cards to the right (away from the Decks), creating new empty space(s) just to the right of each Deck.

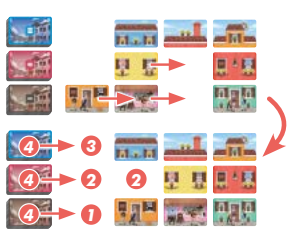
     2-Player Variant: Before sliding cards, remove the **RIGHTMOST** card from each row, and place them back into the box.
  2. Reveal the top cards from each Deck and place them in the free spaces. Make sure each row in the Supply contains the number of cards revealed:
     - 4 Players- 5 cards.
     - 3 Players- 4 cards.
     - 2 Players- 3 cards.



1. *During the 1st round, ❶ Maisherly takes a turn, and then ❷ Wei-Min, and then ❸ Johnson. After that, ❹ Maisherly passes the Starting Player Token to Wei-Min.*



2. *Wei-Min slides the Floor Cards in each row and ❶ creates 1 empty space in the bottom row, ❷ 2 empty spaces in the middle row, and ❸ 1 empty space in the top row. Then, ❹ reveals enough cards from the corresponding decks so that each row contains 4 cards.*



GAME END & FINAL SCORING

- When a player has completed their 5 houses (and received 5 Character Cards), the game ends. Complete the current round so that each player has played the same number of turns.
- Each player follows each of these steps to calculate their points (score sheets are included to help make this process faster and easier):

  A. Points for Characters (+): Starting with the **LEFTMOST** Character card and moving right, gain as many points as each Character scores (see page 10: Visit from Characters).

  B. Points for Shops (+): Check all of your 1st Floor Cards. Gain 2 or 3 points for each Shop, as indicated on the card.

  C. Points for Regulatory Bonus (+): Gain 3 points for each remaining Regulatory Bonus Token.

  D. Lose Points for Closed Windows (-): Check ALL of your Floor Cards. The player who has **the most Closed Windows** loses points equal to the number of Closed Windows that player has. *(Maisherly has 3, Wei-Min has 2, and Johnson has 5 Closed Windows. Johnson has the most Closed Windows, so he loses 5 points.)*

Optional Rule: For beginners, players may ignore the penalty rule (**D.**) to simplify the game.

Tips: To do well, you should aim to complete all 5 houses. That way you can receive points from all 5 Characters. You should also aim to score more than 10 points per Character. (See final page for Scoring Example.)

- After calculating, **the player with the most points wins the game.**
- In the case of a tie, the tied player with more COINS wins the game. If there is still a tie, the tied player with more CATS in their houses wins the game. If there is still a tie, the tied players share the victory.

Solo Play Rules

Solo Game Setup

- The solo game setup is similar to a base game with 2 players (see Game Setup) except for the following: 2 Reveal 4 cards instead of 3.

How to Play

- The solo gameplay is similar to a base game with 2 players. The only rule change happens when your turn is over:

1. Do not pass the Starting Player Token.
2. Use the **2-Player Variant:** Before sliding cards, remove the **RIGHTMOST** card from each row, and put them back into the box.
3. After removing Floor Cards, you choose **1 of the remaining Character Cards,** remove it and put it back into the box.

   Note: Make sure there are 15 Character Cards on your first turn.

Game End & Final Scoring

- The solo game ends when you have completed 5 houses, OR **when there are NO Character Cards left.**

  Tip: To do well in the Solo Play, you should aim to complete all 5 houses. That way you can receive points from all 5 Characters.

- Points are scored like in the base game except for the Closed Windows. You are the only player so you lose points equal to the number of Closed Windows you have.

- Compare your final score to this table to evaluate your performance:

0-60: So-so.
61-70: Not bad.
71-80: Good job!
81-85: Awesome!
86+: Masterpiece!

It might be difficult on your first try, but don't be discouraged. With careful planning, a smidge of luck, and familiarity with the symbol distribution on the cards, success will be yours!

The highest score of the designer is 87.

FAQ

Q: On my turn, can I acquire 3 Coins and zero Floor Cards?

A: No. You must acquire at least one Floor Card on each of your turns.

Q: Can I place a Floor Card that I have kept in my hand from a previous turn?

A: Yes. You can keep up to 3 Floor Cards in your hand and place them on future turns.

Q: If I have 3 Floor Cards in my hand already, can I acquire more Floor Cards?

A: Yes. You may acquire more Floor Cards and even place them on your turn. But at the end of your turn, you must discard down to 3 Floor Cards.

Q: Can I have two non-adjacent houses of the same color? (For example: [Red] [Blue] [Red]).

A: Yes. You can even have Red-Blue-Red-Blue-Red, but it's really hard.

Credits

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EmperorS4

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AEG

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Scoring Example



A. Points for Characters (+):

- Woman scores 9 Flowers plus additional 2 points: 11 points
- Florist scores 9 Flowers in 3 horizontally adjacent Floors: 9 points
- Santa Claus scores 4 Chimneys: 12 points
- Policeman scores 2 non-adjacent Streetlights: 9 points
- Boy scores 2 Cats, 1 Streetlight, and 1 Chimney plus additional 2 points: 10 points

B. Points for Shops (+):

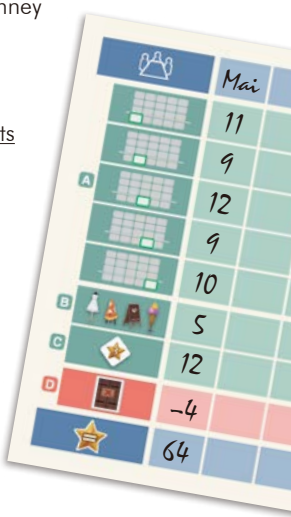
- 1 Pizza Shop and 1 Cloths Shop: Total 5 points

C. Points for Regulatory Bonus (+):

- 4 remaining tokens: 12 points

D. Lose Points for Closed Windows (-):

- Maisherly has the highest number of Closed Windows: Lose 4 points



TOTAL SCORE: 64 POINTS