

Walking in Burano Roll & Write



SKIP THE RULEBOOK!

DIZED® TEACHES WHILE YOU PLAY.
The Interactive Play-Along Tutorial will guide you through the game step-by-step. Open Dized and start playing now!

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GAME SETUP

- Deal to each player a game sheet, a record sheet, 2 boat tokens of the same color, and a pen (not provided).
Note 1: We suggest each player uses a different game sheet.
Note 2: Using the permanent markers will be better.
- Take out and place the inserts in the center of the table as the dice stand.
- Randomly select a start player and give them 6 dice and the turn player marker.
- The game is ready to start!

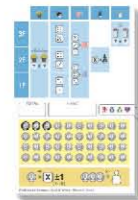


COMPONENTS

40 Game Sheets (10 each)

40 Record Sheets

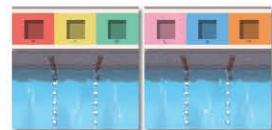
1 Turn Player Marker



6 Dice (6 different colors, 1 each)



2 Dice Stands (Box Insert)



8 Boat Tokens (4 different colors, 2 each)



GAMEPLAY

A round is divided into 3 phases:

- Roll.** The turn player rolls the dice and puts the dice on the matching spots of the dice stand.
- Draft.** Starting with the turn player, in the clockwise order, each player places one of their boat tokens on the canal next to a die. Then, the player **uses the die** (see page 4) by circling a symbol that corresponds to its color and following the rules, or they can choose to forfeit the action by flipping the boat token to gain **2 coins** immediately.

After all the players finish the action with the first boat, starting from the last player, in the counterclockwise order, each player repeats the process for the second boat (place the boat on the canal or flip it).

There are two rules for placing the boat:

- A player **cannot** place their boat tokens next to the same die more than once.
- When there is more than one boat next to a die, the owners of those tokens will **gain a coin** immediately for each subsequent boat token placed after theirs.

- Invitation.** All players privately decide whether to **invite a character** (see page 5) by spending 3 coins or forfeit the chance of invitation and **gain a coin** immediately. After all players have made their decision, they reveal whether they chose to invite the character or take the coin.

All players take back and/or flip back their boat tokens. The player on the left of the turn player takes the turn player marker and all 6 dice and becomes the turn player for the next round.

Game End: Whenever a player invites **the fifth character, the next round** will be the last round.



Example: The order for this round is red > blue > green. The order for placing the boats is red 1, blue 2, green 3, green 4, blue 5, red 6. When the blue player places their boat token 5, the red player gains 1 coin. When the red player places their boat token 6, the green player gains 1 coin.

USING A DIE

A player must use a die of the corresponding color to circle a symbol on a building. There are five types of decoration:

Note: Each sheet starts with 2 circled symbols, which means the player has them at the start.

Plant: Circle a plant and fill in the number in the space underneath it. The number should not be bigger than any numbers underneath the plants in the same building.

Example: For the blue building, there are a total of 4 plants, of which 2 have already been filled with 6 and 4. The other 2 plants can be filled with values of 1, 2, 3, or 4, but not 5 or 6.



Cat: Circle the cat on the first floor by number 1 or 2. Circle the cat on the second floor by number 3 or 4. Circle the cat on the third floor by number 5 or 6.

Curtain: Circle a red curtain by the number 1, 3, or 5 (odd). Circle a blue curtain by the number 2, 4, or 6 (even).

Streetlight: Circle a streetlight by the matching number.



Example: Lets use the game sheet of Viale Marcello as an example. The streetlight on the red building is labeled 1, so the player must use a red die with a 1 to circle the streetlight. Similarly, the streetlight on the pink building is labeled 6, so the player must use a pink die that has rolled a 6 to circle the streetlight.

Chimney: Circle the chimney and fill in the number in the space underneath it, the number must be different from all numbers underneath other chimneys.




Example: If there is a 6 under the red chimney, a 3 under the yellow chimney, and a 1 under the green chimney, the player can only fill the blue chimney with 2, 4, or 5. Using 1, 3, or 6 is not allowed.

GAINING & USING COINS

There are four ways to gain the coins (circling the number of coins gained on the record sheet):

- ◆ Circling a symbol with a coin icon adjacent to it: gain 1 coin.
- ◆ When another player places a boat token after yours next to the same die: gain 1 coin.
- ◆ Forfeit the placing and flip the boat token: gain 2 coins.
- ◆ Forfeit the invitation of character: gain 1 coin.


There are two ways to use the coins (crossing out the circled coins on the record sheet for paying): 

- ◆ Pay 1 coin: modify any die value for circling by 1 (+1/-1).
Note 1: Only modify the number you are filling in, but not the die on the stand.
Note 2: The 6 could be modified to 1, and vice versa.
- ◆ Pay 3 coins: invite a character.



Example: On the left, circling the symbols with a checkmark ✓ will earn you a coin. Circling the cross-out symbols ✗ will not earn any coins.

CHARACTER INVITATION & SCORING

When inviting a character, choose one on the bottom and cross out the alphabet on the upper left. Then, fill the invited character alphabet into the character space  underneath a building.

There are two restrictions for the invitation:

- ◆ You can only invite every character once in a game.
- ◆ You can only invite a character per round.

At the end of the game, the players will score according to each character:



A. Female Tourist: Scores the sum of the numbers underneath the circled plants in the corresponding building.

B. Photographer: Scores 4 points for each circled cat in the corresponding building.



C. Backpacker: Score 4 points for each circled curtain, streetlight, and chimney in the corresponding building.



D. Policeman: Score 5 points for each isolated circled streetlight on the whole second floor.



Example: The streetlights on the red, orange, and pink buildings have been circled in the picture above, with none of the three streetlights adjacent to each other. Therefore, the police will score 15 points (5 x 3) for this.



E. Santa Claus: Score 4 points for each circled chimney on the whole third floor.



F. Florist: Score the sum of the numbers underneath the circled plants on a designated floor (1st, 2nd, or 3rd floor).



G. Fisherman: Score 4 points for each circled cat on a designated floor.



H. Painter: Score 3 points for each circled cat and plant on a designated floor.



I. Tailor: Score 6 points for each set of circled red and blue curtains in all buildings.



J. Male Tourist: Score 6 points for each building that has a set of circled plant and streetlight/chimney of the same number in a single building.

Note: When calculating, each symbol can only be counted once.

Example: In the red building, there is a matching 1 between a plant and the streetlight, and a matching 4 between a plant and the chimney, it is worth a total of 12 points (6+6). The number 2 underneath the circled plant in the blue building does not match the number underneath the chimney, and the streetlight was not circled. As none of the numbers match, it will not earn any points.



GAME END

Whenever a player invites **the fifth character, the next round** will be the last. The game ends after finishing the last round as normal.

All players individually calculate the scores from each character then record the sum in the total space on the record sheet. The player with the highest points wins the game. If there's a tie, the player with more remaining coins wins. If there's still a tie, the player circled the more cat wins. The players share the victory if tying on everything.

Scoring Example:



G. Fisherman: Choose the 2nd floor, there are 5 cats, earning $5 \times 4 = 20$ points.

B. Photographer: On the building directly above, there are 3 cats, earning $3 \times 4 = 12$ points.

C. Backpacker: On the building directly above, there are 4 curtains, 1 streetlight, and 1 chimney, earning $6 \times 4 = 24$ points.

I. Tailor: Examine all the buildings, there are 4 red curtains and 5 blue curtains, for a total of 4 sets, earning $4 \times 6 = 24$ points.

E. Santa Claus: Examine the 3rd floor, there are 3 chimneys, earning $3 \times 4 = 12$ points.

D. Policeman: Examine the 2nd floor, there are 3 non-adjacent streetlights, earning $3 \times 5 = 15$ points.

The total is 107 points.

SOLO PLAY RULES

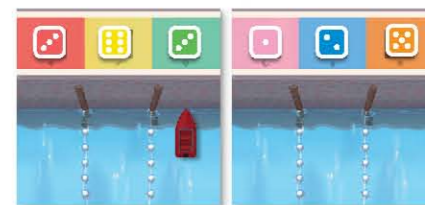
The solo play is similar to a base game except for two of the following changes:

- ◆ **Place a set of unused boat tokens aside as the spectator player.**

When retrieving the boat tokens from the canal, put the spectator's boats in place of the boats. When placing the boat tokens on the next round, the player needs to pay a coin to place the boat token next to the spectator's boat.

Note 1: If the player does not have a coin, they can not place their boat next to the spectator's boat.

Note 2: If the player flipped one or both boat tokens in a round, there will be only one or no spectator's boat on the canal at the end of the round.



Example: In this round, the red player placed one boat next to the green die and flipped the other boat. At the end of this round, placing one purple boat (as a spectator) next to the green die. If they want to use the green die in the next round, they will need to pay 1 coin.

- ◆ **Additional Game End Situation:**

At the end of a round, the player fills in (●) 2 coins from the bottom right of the record sheet. The filled coins can not be circled. The game ends at the end of the round if the filled-in coins are adjacent to or overlap with the circled or crossed-out coins on the record sheet (and they still need to be filled in). There will not be a last round.

When scoring, subtract 1 point for each filled coin on the sheet from the total score. Use this table to check your performance.

0-69: So-so.

70-79: Not bad.

80-89: Good job!

90-99: Awesome!

100+: Masterpiece!

It might be difficult on your first try, but don't be discouraged. With careful planning, a smidge luck of dice rolling, and becoming more familiar with the symbol distribution on the sheets, success will be yours!

The highest score of the designer is 102.

TOTAL
118 -16