CANAL HOUSES

Rules

8+

2-5

20min

Canal Houses is a fun card-laying game in which you build typical Flemish houses to create your own street along the Amsterdam canal.

COMPONENTS

30 Store cards

27 Roof cards
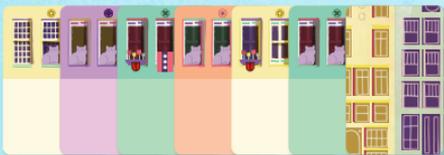
52 Window cards


1 Bonus Color card

GOAL OF THE GAME

Place your cards down to create a street, starting with the façade of a Store and finishing with a magnificent Baroque-style roof.

You'll be placing Windows between the Store and the Roof. The Windows each contain a number of the four different features: Cats, Birds, Flowerpots, Flags.

You score points in three ways: By completing the objectives on the Store and Roof cards, from your Flowerpots, and by connecting cards of the same color.

The player with the most points wins.

SETUP

- Separate the cards into 3 different decks (Store, Window, Roof) and shuffle each deck. Then place the decks face down within reach of all the players.

- Each player takes a card from the Store deck and places it face up in front of themselves.

- Then each player draws 1 Store card, 1 Window card and 1 Roof card to form their starting hand.
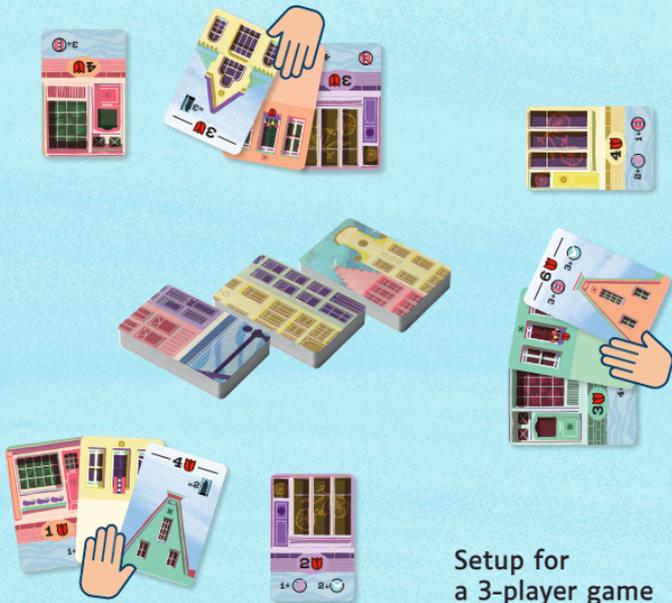
Setup for
a 3-player game

You begin building your street with the Store card you have placed down in front of you. You must build new Stores on the left or the right of existing Stores (never between them). Stores score 🌷 if their house (the cards above the store front) meets the required conditions.

Place the Window cards above the Stores or other Windows (slide the bottom part of the card underneath the previous card).

The Window cards contain features that allow Roofs and Stores to score points.

Cats

Flags

Birds

Flowerpots

A Roof scores 🌷 points if the house meets its conditions.

PLAYING A TURN

On each turn, all players carry out the 3 following actions at the same time and in this order:

Draw, Build, Pass your cards.

1. Draw: Draw a Store, Window or Roof card of your choice and add it to your hand.
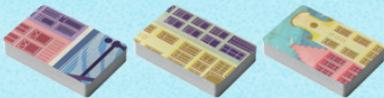
2. Build: Choose 1 of the 4 cards in your hand and place it in your street (or discard in the canal).

The canal: When you Build, instead of placing your card into your street, you can place it face down, horizontally, under your canal. That card has now been discarded and can no longer be used.

3. Pass your cards: Pass the rest of your hand to the player on your left. You receive a new hand of 3 cards from the player on your right.

ROOF
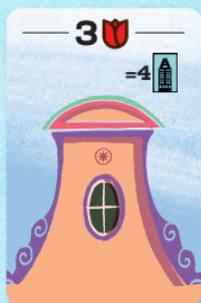
WINDOW

STORE

Example of a street with 3 houses

END OF THE GAME

Continue taking turns until someone places the 4th Roof card on their street. That player then triggers the end of the game by announcing "Heel Mooi!" (Meaning: "very nice" in Dutch.)

Everyone completes their turn.

Place the unused cards to one side and proceed to final scoring (see p.8) to determine the winner.

House conditions

Stores and Roofs score 🌷 points if their house (the set of cards placed above/below it) meets the required conditions.

In the example opposite, the middle house is "exactly 4 cards high," and has "at least 1 Cat and 2 Birds."

That means you score 🌷 points for both the Store and the Roof as required (3+2=5🌷).

The house on the left does not feature "at least 3 Flags" as required, so it scores 0 🌷.

The house on the right features "at least 1 Cat and 1 Flag" and scores 2 🌷.

Flowerpots

You score 1 🌷 point for each Flowerpot on your street.

Bonus Colour

You score 4 extra points if your street has the largest group of orthogonally-connected cards in a color (you cannot connect cards diagonally).

If there is a tie for the largest group in a color, you all receive 2 🌷.

In the example opposite, the largest connected group on this street are the 3 orange cards.

3 🌷
=4 🏢

Stores + Roofs
=
2+2+3 = 7

Flowerpots
= 1

+ 🌷

Largest connected group = 3 cards

4 🌷   3+ 🏛

2 🌷   1+ 🌸   2+ 🌀

2 🌷   1+ 🌸   1+ 🏛

Example of final scoring on a street of 3 houses

Can I play a Roof without scoring 🌷 for it?

Yes! You can do this to end the game more quickly, for example.

What happens if one of my houses doesn't have a Roof when the game ends?

Your Store can still score 🌷, and you can always score 🌷 from the Flowerpots.

Can I build a Roof and then build the Windows and the Store later?

No, you can only build the house from the ground up. Otherwise, it'll collapse!

Is there a height limit?

No, the local government has not yet passed a law that restricts the height of buildings. You can build your houses as tall as you like!

What happens if all the remaining Roofs have been discarded in the canal?

This is very unlikely, but if the Roof deck is exhausted, you finish playing the game with the Roofs you have left in your hand and proceed to scoring as usual.

The flag on the Window cards is the city flag for Amsterdam.

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Card Icons
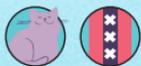
Score 🌷 points if this house has at least that many Cats/Birds/Flags/Flowerpots.

Score 🌷 points if this house has no Cats/Birds/Flags/Flowerpots.

Score 🌷 points if this house is larger (has a height of more cards) than the house to its right/left (a house is built with at least one Store card).

Score 🌷 points if this house is smaller (has a height of fewer cards) than the house to its right/left (a house is built with at least one Store card).

Score 🌷 points if this house is larger/smaller (has a height of more or fewer cards) than the houses on either side of it (a house is built with at least one Store card).

Score 🌷 points if this house has the height required by the condition (4 cards or more, exactly 3 cards, etc).