



# PATRIMONIA

AMSTERDAM

## How to play Patrimonia



# A CITY YOU JUST HAVE TO LOVE

## Dear player,

Team Patrimonia© loves Amsterdam. Its monuments, its canals and its rather peculiar customs. Its stories, its façades and its inhabitants. That enthusiasm led to the creation of Patrimonia© Amsterdam.

Anyone who want to continue enjoying the sights, smells and sounds of Amsterdam must ensure the city is preserved. That is precisely what we are doing, together with you and local businesses. We want to help Plastic Whale keep the city clean, so the dinghy tokens used in this game are made from plastic waste they cleared from the canals. The wooden canal blockers come from an old birch tree in the north of Amsterdam, used by Stadshout for its first recycled children's playground.

Even Patrimonia© Amsterdam itself was produced by the most sustainable printer in the world:

Drukkerij De Bij. This game was printed using 100% Dutch wind energy.

In addition, the staff at training and employment organisation Pantar assembled this box for you.

So you see, everyone has value and everyone can contribute to this beautiful city.

The Luck or Lose cards are printed on beer mats. And not without reason. When trading, property dealers used to write their bid on the back of a beer mat and pass it face down to the seller in the hopes of clinching the sale. Their bid could bring them luck, or they could lose. That's exactly how it is when you play Patrimonia© Amsterdam. Permits also play an important role in the game.

Just as in real life, they can be hard to obtain or cause things to take longer. That might seem annoying, but through these permits, the municipality can ensure renovations are carried out properly and Amsterdam's charming cityscape is retained.

Patrimonia© Amsterdam is more than a board game. It's a game for, by and about Amsterdam.

Do you have any tips or additions to share or did you find any errors? Please let us know.

We were unable to prevent one spelling mistake making it into the first edition. Can you find it?

We hope you will have as much fun in playing Patrimonia© Amsterdam, as we had in making it.

Team Patrimonia©, Amsterdam 2017



Patrimonia© Amsterdam is a strategic board game for 2 to 6 people. By manoeuvring your boat tactically through the canals, collecting the right materials and being the first to finish building your monuments, you can win. But be careful, some monuments are worth more than others. Also watch out for the other players! Using shrewd negotiation tactics and a clever choice of profession they can mess up your game. Also keeping things on edge are the luck or lose cards. Who sinks his boat and who sails away towards victory? Patrimonia© Amsterdam is an addictive board game, exciting till the last second.

### **PURPOSE OF THE GAME**

Sailing the canals you collect foundations, building materials and permits to renovate monuments, and by doing so, you help conserve the historical city centre of Amsterdam. Has a player finished renovating all his monuments? This is when the last round will be played. The player who has the most points at the end, wins.

### **ELEMENTS OF THE GAME**

- 1 board
- 1 dice
- 6 dinghies
- 12 canal blockers
- 50 monuments cards
- 40 luck or lose cards
- 20 foundations cards
- 20 building materials cards
- 8 permit applications
- 12 permits
- 6 professions cards
- 2 bonus cards
- 2 quick reference cards

### **PREPARING THE GAME**

Shuffle both the luck or lose cards and the professions cards and place them face down on the indicated spots on the board. Now place the permit applications, permits, building materials cards and foundations cards in stacks face down next to the board. The canal blockers also go next to the board. Shuffle the monuments cards and stack them face down next to the other cards.

Every player receives:

- 1 dinghy
- 2 monuments cards
- 1 permit
- 1 canal blocker

Every player places his canal blocker on one of the bridges on the board (on one of the sections marked in black).

Look at your monuments cards and make sure your fellow players can't see them. Every monuments card tells you how many foundations, building materials and permits you need for renovation. Also indicated are the number of points (1-10) the renovated building is worth. The more a monument is worth, the more you have to accomplish to get the renovations done. You're not obligated to renovate all monuments on your monuments cards; at the indicated spots on the board you can get new monuments cards whenever you like. The number of monuments you do have to renovate depends on how many people you're playing the game with.

### **GUIDELINE:**

- 2 to 3 players: 5 monuments each
- 4 players: 4 monuments each
- 5 to 6 players: 3 monuments each

## COURSE OF THE GAME

The oldest player begins. The player whose turn it is, does the following things in the following order.

- Throw the dice. Carry out the activity connected to the number on the dice (see Rolling the dice) and then move your boat the maximum steps indicated. All bridges, monuments and coloured sections are 1 step. You can move fewer steps than the number on the dice in order to arrive at the desired spot. During your turn, you can only move in one direction. You cannot pass a blocked canal.
- Take the card(s) belonging to the coloured section on which your boat ends up (foundations, building materials, permit application). If the number on the dice takes you to a monument that you own and you have all you need to renovate it, you can do so.
- Perform your profession (for exceptions see Professions).

## ROLLING THE DICE

The number of pips on the dice not only indicates the number of steps you're allowed to take. It can also mean that you have to carry out an extra activity. If you throw:

- 1** Place a canal blocker on the board, wherever you want. It can be a new canal blocker or you move one that's already on the board. Throw again.
- 2** Move your boat a maximum of 2 steps.
- 3** Take the top card from the luck or lose stack, read the assignment out loud and act accordingly. Then move your boat a maximum of 3 steps. Unless you've been relocated on the board. In that case you can't move your boat until your next turn. If you're unable to comply with the assignment, you have to go to the police station.
- 4** Move your boat a maximum of 4 steps.
- 5** Take the top card from the professions stack or if you already have a professions card switch it with the stack. You can also choose to have another player hand over his profession. This player has to put the card back at the bottom of the stack. Now move your boat a maximum of 5 steps. You can only have one profession at a time.
- 6** Move your boat a maximum of 6 steps.



## MONUMENTS CARDS

The board has two places where you can collect monuments cards, marked M. Each card indicates how many foundations, building materials and permits you need to renovate the monument. It also states the number of points you win when the renovation is finished - this ranges from 1 to 10. You can collect as many monuments cards as you like, so you can choose which one

you'd like to renovate.

Once you've collected all foundations, building materials and permits indicated on the monument card, you set sail to the monument to start renovations. Place the cards you need to do that underneath the stacks next to the board. If you can't pay the exact amount, well, that's just bad luck. You pay more and don't receive any change. Place the card of your renovated monument in front of you, facing up, so the other players can see how many points you have so far.

## LUCK OR LOSE CARDS

Do you like to gamble? Well, hope to roll a 3. That's when you get to draw a luck or lose card which can either benefit you, or mean bad luck. When you draw a luck or lose card, you have to read the card out loud and comply with the assignment right away. Afterwards you place the card underneath the stack.



## THE SECTIONS ON THE BOARD

**YELLOW** Amsterdam was built on poles, so it's important to have enough foundation piles before you can start building. If you end up on a yellow section, you can take the top card from the stack of foundation cards. On the back you can read how many foundation piles you just received. Keep it secret from the other players and put the card face down on the table in front of you.

**BLUE** Obviously, for a renovation you need construction materials. So when you end up on a blue section, you can take the

top card from the stack of building materials cards. On the back it states how many building materials you just received. Keep it secret from the other players and put the card face down on the table in front of you.

**WHITE AND GREEN** You can't renovate unless the city council of Amsterdam has granted you a permit or declares you don't need a permit for the works. There's two things you need to do in order to get a permit. When you end up on a white and green section, you receive a permit application. To be able to renovate you need a final permit (green). During your next turn you set sail to the Stopera and exchange your application for a permit. Note: you can only apply for 1 permit at a time. If you end up on a white and green section while you already possess an application, you cannot apply for a new one during this turn.

**BLACK** These are the bridges. They count as steps on the board. Using the canal blockers on these marks you can obstruct the passageway.

**M** Take the top card from the stack of monuments cards.

**P** Take the top card from the stack of professions cards or have another player hand over his profession. Do you already have a professions card? Then you have to place it at the bottom of the stack and get a new one.

## CANAL BLOCKERS

Amsterdam has countless bridges. On the game board they're marked black. Using the canal blockers you can obstruct the passageway and thus hinder the other players. It's impossible to sail through a blocked bridge, so they (and you) have to find another route. Only by getting a 1 when rolling the dice (see Rolling the dice) or when you're the Bridge keeper (see Professions) you can move the canal blocker. So, if you're trapped between two or more canal blockers, you have to wait until you roll a 1, until someone else moves the canal blocker or until a luck or lose card sends you to another spot on the board.



## PROFESSIONS

The game has 6 professions cards, each with a specific power. You get a profession card by rolling a 5 or by going to the indicated section on the board, marked:

**P.** Take the top card from the stack and place it facing up in front of you on the table. With the exception of the Governor, you have to wait until your next turn to be able to play the card. After practicing your profession you put the card back at the bottom of the stack, so you can use it only that 1 time. The Bridge keeper is an exception.

**BRIDGE KEEPER** If you draw this card you can move a canal blocker in one of your upcoming turns, not this one. You have to play it before you roll the dice. The card is yours until another player takes it away from you. Until then, you can use it during every turn. If you forget to do so before you roll the dice, you lose your chance to play it.

**CONTRACTOR** With this card you don't need building materials when renovating a monument.

**HUSTLER** When you have this card and you end up on a yellow section you can draw 3 foundations cards instead of 1. You can look at them, keep the best 2 and put the one left back at the bottom of the stack.

**GOVERNOR** If you draw this card, you can practice your profession straightaway. As the official with the highest rank you're the one responsible for the safety of the city. That means you can just take a permit or permit application from another player and keep it.

**WHISTLE BLOWER** The thing a Whistle blower likes best, is exposing fraud. If you have this card you can obligate another player to temporarily remove a renovated monument from the game by turning the card around so it faces down. To have the monument back in the game, the player has to sail to the monument again and hand over a permit.

**MAYOR** If you end up on a white and green section, you don't have to apply for a permit, you simply receive a permit right away. As Mayor you have one other power: if the Whistle blower has temporarily removed one of your renovated monuments from the game, you can turn that card around. That means your monument is back in the game without you having to sail there and pay for a permit. Note: you can only use one of these powers.

## DEPOT

On the bottom left of the game board, you'll find the Depot. Whenever a luck or lose card orders you to hand over something, you put it in the Depot. Any player can set sail to the Depot to get his hands on the prize. Note: since you're only allowed to possess 1 permit application, you have to leave the other applications in the Depot.



## BONUS CARDS

Are you the first one to renovate a monument? Then you receive a bonus card. This card is worth points and will be yours for the rest of the game. Whoever renovates the monument that is worth the most at that moment, also gets a bonus card worth 5 points. But if after this someone else

renovates a monument worth more points than the other one, that player gets the bonus card. So this bonus card might circulate. The highest number of points a monument can have is 10. The first one to renovate a monument worth 10 points gets to keep the bonus card - unless the Whistle blower removes the monument from the game. In that case the bonus card goes to the player who at that moment has a renovated monument worth the most. If the same applies to several players, the one who completed renovations first receives the bonus card.

## HAGGLE

According to Amsterdam tradition, you can haggle about almost anything during the whole game (with the exception of the bonus cards). For example, you can:

- swap foundation cards, permits and building material cards.
- swap profession.
- make a deal with the Bridge keeper in order to make him move a canal blocker that's bothering you, during his turn of course.
- swap monument cards in order to have more cards from the same category (see Version for experienced players).
- bribe someone to not cross you.

Of course you're not obligated to haggle, but it creates more possibilities, thrill and excitement.



## THE LAST ROUND

When one of the players has renovated the number of monuments agreed on at the start of the game, you play the last round. All other players get one more turn. All points earned in this round, count. Note: the first player to finish all renovations can no longer be thwarted by, for example, the Whistle blower. Professions may also not be taken away during this last round.

## POINTS

The winner of the game is the one who has the most points at the end.

- First you count the worth on your open (renovated) monument cards.
- The first player to finish renovation on the required number of monuments receives 7 bonus points.
- All players who renovate their last monument in the last round, receive 5 bonus points.
- The bonus cards each are worth 5 points.
- If all your renovated monuments are in the same category, you receive 2 bonus points for each monuments card (see Version for experienced players).
- If at the end of the game you possess a professions card from the same category as one or more of your renovated monuments, you double the number of points on the monument card (see Version for experienced players).

## VERSION FOR EXPERIENCED PLAYERS

The monuments cards are divided into five categories, each with a different colour. By collecting monuments cards from the same category, you can win 2 extra points for each renovated monument at the end of the game. The professions cards (with the exception

of the Governor) are also linked to these categories. When you possess a professions card that has the same colour as your renovated monument, the points from the monument count double.

### THESE ARE THE CATEGORIES:

CATEGORIES	RELIGION	INDUSTRY, TRADE & SCIENCE	CULTURE	PUBLIC BUILDINGS	WATER
<b>10</b>	Nieuwe Kerk	Westergasfabriek	Rijksmuseum	Stopera	Het Scheepvaartmuseum
<b>9</b>	Westertoren	Pakhuis de Zwijger	Hermitage	The Grand	Amstelsluizen
<b>8</b>	Amstelkerk	Eye	Concertgebouw	Paleis op de Dam	Jordaan
<b>7</b>	Oude Kerk	Nemo	Stedelijk Museum	Centraal Station	Grachtenhuis
<b>6</b>	Portugese Synagoge	Beurs van Berlage	Van Gogh Museum	Amstelhotel	Artis
<b>5</b>	Posthoornkerk	Felix Meritis	Koninklijk Theater Carré	Paradiso	Schreierstoren
<b>4</b>	De Duif	Hortus Botanicus	Tropenmuseum	Begijnhof	Marinekazerne
<b>3</b>	Mozes en Aäronkerk	Hollandsche Manege	Anne Frank Huis	De Munt	Werf 't Kromhout
<b>2</b>	Noorderkerk	Korenetershuisje	Hollandsche Schouwburg	Haarlemmerpoort	NACO-huisje
<b>1</b>	Ons' Lieve Heer op Solder	De Waag	Rembrandthuis	Blauwe Theehuis	Magere Brug
	WHISTLE BLOWER	HUSTLER	CONTRACTOR	MAYOR	BRIDGE KEEPER

### PLAYTIME

60-120 minutes

# THE QUICK GAME

Feel like playing a board game, but don't have a lot of time? Then play the quick version of Patrimonia© Amsterdam! It's also suitable for younger players (6 years and older), who will get to know the city like the back of their hands. You use the same game board and the same monuments, but instead of renovating all the buildings, you simply visit them. The other players can obstruct your way by using canal blockers. The luck or lose cards can either bring you fortune or misery. Who's the first one to visit all his monuments?

## PURPOSE OF THE GAME

Sailing the canals you discover the most beautiful places in town and learn fun facts about the monuments you visit. The first player to visit all of his monuments, is the winner of the game.

## ELEMENTS OF THE GAME,

1 board, 1 dice, 6 dinghies, 12 canal blockers, 50 monument cards, 32 luck& lose cards

## PREPARING THE GAME

Shuffle the white-blue luck en lose cards and put them face down on the indicated spot on the board. Shuffle the monuments cards and stack them next to the board, facing down.

## ALL PLAYERS RECEIVE:

1 dinghy  
5 monuments cards  
1 canal blocker

Look at your monument cards and make sure the other players can't see them. Everyone places a canal blocker on one of the bridges on the board (the black sections). Of course you don't place it on the canal you want to sail through. All numbers on the monument cards don't matter for this version of the game.

## COURSE OF THE GAME

The youngest player begins and rolls the dice. Do whatever it is that is connected to the number of pips (see Rolling the dice) and then

move your boat in the direction of one of the monuments on your monuments cards. All bridges, monuments, M, P, and coloured sections are 1 step. You can move fewer steps than the number indicated on the dice in order to end up at the desired spot. You cannot pass through a blocked canal. If you land on a monument of which you have the card, you can put it in front of you on the table, facing up. When you have all your monument cards facing up in front of you, you sail to Centraal Station as fast as you can. First one there is the winner of the game.

## ROLLING THE DICE

How many pips on the dice you roll, doesn't just define how many steps you can move your boat, but it can also mean you have to do something extra.

If you throw:

- 1 Place a canal blocker somewhere on the board. You choose where. You can use a new canal blocker or move one that's already on the board. Now you can roll the dice again.
- 2 Move your boat a maximum of 2 steps.
- 3 Take the top card from the luck or lose deck, read the assignment out loud and act accordingly. Then move your boat a maximum of 3 steps (unless indicated otherwise on the luck or lose card).
- 4 Move your boat a maximum of 4 steps.
- 5 You decide which player has to skip a turn. You can just move your boat 5 steps.
- 6 Move your boat a maximum of 6 steps.



## MONUMENTS CARDS

The monuments cards you received at the start of the game, represent the monuments you have to visit. At the bottom of the card it says where on the board you can find the monument. The game board has 2 spots where you can get extra monument cards, marked: M. You can collect as many monument cards as you like, so you can choose which ones you would like to visit. The player who's the first to have 5 monument cards facing up and the first to reach Centraal Station, wins.



## LUCK & LOSER CARDS

Do you like to gamble? Well, hope to roll a 3. That's when you have to draw a luck or lose card which can either mean a great advantage, or a lot of misery. If you take a luck or lose card, you have to act accordingly immediately. Afterwards you put the card back at the bottom of the stack.

## THE SECTIONS ON THE GAME BOARD

**YELLOW, WHITE AND GREEN, BLUE, M, P AND THE OPEN BLACK CIRCLES.** All of these count as steps on the board. The colour doesn't matter. You can always move fewer steps than the number you rolled.

**BLACK THESE ARE THE BRIDGES.** They count as steps on the board. You can use canal blockers to block the passageway through the canal.

## CANAL BLOCKERS

Amsterdam has countless bridges. On the game board they're marked black. Using the canal blockers you can obstruct the passageway and thus hinder the other players. It's impossible to sail through a blocked bridge, so they (and you) will have to find another route. Only by getting a 1 when rolling the dice (see Rolling the dice) can you move the canal

blocker. So, if you're trapped between two or more canal blockers, you will have to wait until you roll a 1, until someone else moves the canal blocker or until a luck or lose card sends you to another spot on the board.

## YOU'RE THE WINNER!

The first one to arrive at Centraal Station after visiting 5 monuments, wins the game.

## PLAYTIME

30 minutes

## STORIES BEHIND THE FAÇADES

Beautiful buildings come with beautiful stories. And Amsterdam has loads. Are you curious to find out what the façades can tell you? Continue to read funny, exciting and cute anecdotes about the city. At [www.patrimonia.nl](http://www.patrimonia.nl) you find a lot more stories.

## PARTNERS:

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