

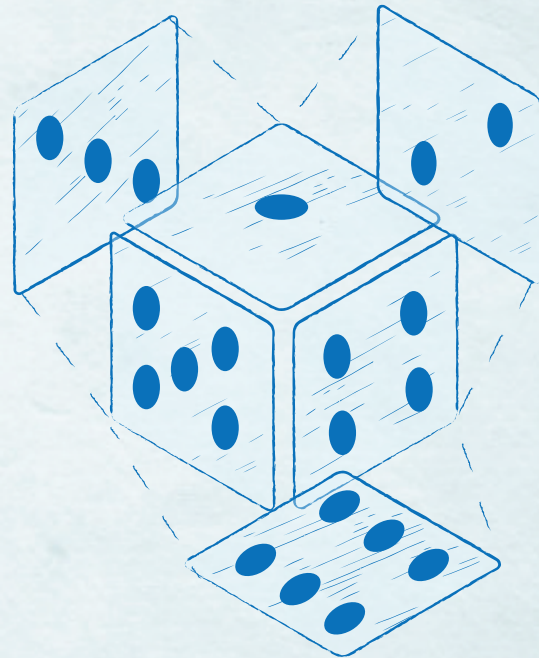
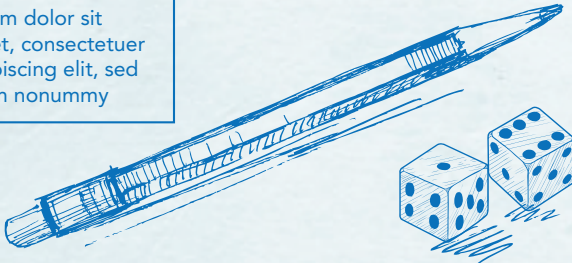
## 1.2 Building Codes

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# FLOOR PLAN

Rules & Regulations



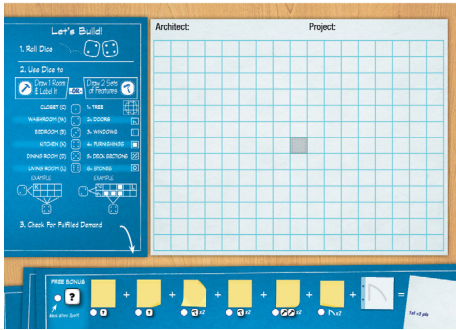
A Game By Marek Tupey

# 1-100 PLAYERS | 20 MINUTES | AGES 10+

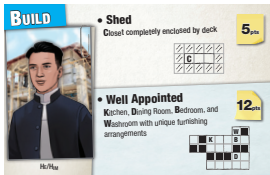
In *Floor Plan* you're the architect! Build rooms, plan outdoor features, and compete to create the perfect home for your clients. Roll a pair of dice each turn that all players use to design their projects. Plan wisely and build a dream home, one roll at a time!

## COMPONENTS

- 100 blank Floor Plan Blueprint Player Sheets



- The hopes and dreams of 15 Clients, neatly laid out on their Client Demand Cards.



- 2 six-sided dice



## SET-UP

- Each player receives one blank Floor Plan Blueprint Player Sheet and one writing implement of their choice.
- Separate the “Build”, “Design”, and “Layout” Client Demand Cards.
- Shuffle each set of Client Demand Cards and draw one of each. Place the drawn cards face-up where all players can see them. Return the remaining Client Demand Cards to the box.
- Grab your two six-sided dice. Set one die to a 6 showing face-up and roll the other.
- Starting living room: Each player draws a rectangle with dimensions matching the roll 6 x ? (where “?” is the pips showing on the other die) onto their Blueprint. Each player writes an “L” in the shaded square in the center of the sheet, with the room enclosing it. That labels this room a living room.  
*Example: If you rolled a “3”, you should draw a 3 square by 6 square room, or a 6 square by 3 square room.*

## HOW TO PLAY

Floor Plan is played in rounds. Each round, a player rolls 2 dice and all players use the dice to add on to their Blueprint. The game is over once any player fulfills their sixth Client Demand or cannot use both dice to add to their Blueprint. The player with the highest score wins!

## ROUNDS

1. Any player rolls the two dice.
2. Simultaneously, all players use the die roll to draw something on their Blueprint.
3. Check for end of game: if after all players finish adding to their Blueprint, if a player has completed their sixth demand, or cannot use at least one of the dice, the end of the game is triggered.

## BUILDING BLOCKS OF CHANCE: USING THE DICE

Each round, you courageous architects use the results of the two dice to do one of the following:

A. Draw a room and label it

**-OR-**

B. Draw 2 sets of features (interior or exterior, depending on the feature)

As you draw, you may record fulfilled Client Demands and use any bonuses unlocked immediately or any time thereafter. Bonuses are covered in detail on page X.

### A. DRAW ONE ROOM AND LABEL IT

*Adding rooms to your house will be key to meeting your client's needs.*

1. Draw a room on your Blueprint with dimensions based on the die roll. You may use the dice in any order.

*Example: If the dice are a '3' and a '4', draw a room that is 3 squares by 4 squares or 4 squares by 3 squares.*

This room may *not*

- be inside of another room
- completely enclose a smaller room
- completely enclose previously drawn features
- overlap any section of another room

2. Label your newly drawn room with a room type according to the value of one of the dice used to make the room.

Write the initial of the type in an empty space in the room you just drew. This label takes up a 1x1 space in that room, and nothing else may be drawn in the same space. Yes, even doors cannot occupy the label space.

## ROOM LABELS

1. **Closet (C)**
2. **Washroom (W)**
3. **Bedroom (B)**
4. **Kitchen (K)**
5. **Dining Room (D)**
6. **Living Room (L)**

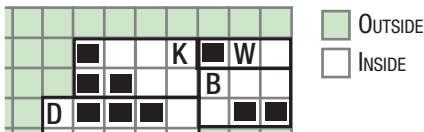
*Example: If the dice are a '3' and a '4', after you draw a 3x4 room, you could label it either 'B', for **B**edroom (3) or 'K', for **K**itchen (4).*







## B. DRAW TWO SETS OF FEATURES

*Architectural and landscaping details are an integral part of the planning process.*

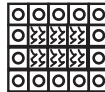
Draw two sets of features according to the value of the rolled dice. Features must be drawn in unoccupied spaces on the Blueprint. Players must draw the full quantity of the features provided by the dice. If you are unable to do so, those features may not be drawn at all.

Inside refers to an area enclosed by a room. Outside is any area not enclosed by a room.



- ☉ **Draw 1 Tree:**  A tree is a 3x3 shape drawn outside.
- ☉ **Draw 2 Doors:**  A door is a 1x1 shape drawn on any wall inside of any room.
- ☉ **Draw 3 Windows:**  A window is a 1x1 shape drawn on any wall inside of any room.
- ☉ **Draw 4 Furnishings:**  A furnishing is a 1x1 shape that drawn inside of any room.
- ☉ **Draw 5 Deck sections:**  Decks are 1x1 sections and drawn outside. Each section of deck must be connected to the outside wall of a room or to another deck section.
- ☉ **Draw 6 Stones:**  Draw 6 stones outside. They don't have to be connected to each other or anything else, sometimes a stone is just a stone. Sometimes, stones make pools though.

**Pools:** When an area is completely enclosed by stones (including diagonals, because water is tricky like that) and does not contain any rooms or other features, fill it in with water to make a pool. The size of a pool is the number of squares of water inside it.



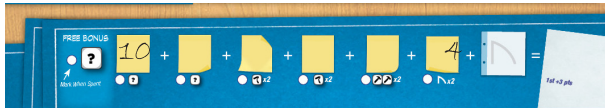
*Example: This is a 6 square pool.*

## CLIENT DEMANDS

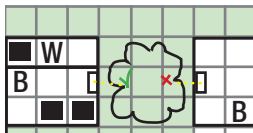
Clients want specific design elements in their homes. There are three types of clients: Build, Design, and Layout Clients, and each Client Demand Card has multiple demands printed on it.



As you draw each round, you may score any number of completed client demands you have fulfilled. When you fulfill a demand, write its score value in **any** of the open white bonus spaces on the bottom of your Blueprint Player Sheet.



You may score each demand multiple times but **may not use the same rooms or features** on your Blueprint to satisfy the requirements additional times.



This counts as (1) Bedroom with a window that look out on a tree, the second bedroom and window must have a different tree available in order to score that demand again.

When you record a demand's points onto your Player Sheet, the bonus beneath the box is unlocked and may be used immediately or at any point thereafter.

## BONUSES



Each player starts the game with a free Wild bonus they can use at any time.

When you score a demand and write it onto a note on your Player Sheet, you unlock the Bonus beneath that note. You may check the box next to the bonus to use it (including in the round you unlock it):



**Wild:** You may treat one of the dice as though it were any number 1-6.



**x2 Double a Feature:** When building features, you may double the features built from one of the dice.  
*Example: A roll of (2)(3)(3). You may draw either (6) Windows [doubling the (3)] and (4) Furnishings or (8) Furnishings [doubling the (4)] and (3) Windows.*



**x2 Double a Room:** When building a room, you may build a second room using the same dice (you may label it differently). *Example: A roll of (2)(3)(3). You may draw (2) 3x4 Bedrooms, (2) 3x4 Kitchens, or (1) 3x4 Bedroom, and (1) 3x4 Kitchen.*



**x2 Door Bonus:** You may immediately draw 2 Doors.

## END OF GAME

The game ends when any player fulfills their sixth Demand or has filled their Blueprint such that they cannot make a legal placement of the rolled dice.

**Sixth Demand:** The first round in which any player(s) fulfill their sixth Demand triggers the end of the game. Those players receive an additional 3 points.

*1st +3 pts*

All other players play a single additional round, and then the game is over.

**Full Map:** The first round in which any player(s) are unable to use the dice either as a room or as two sets of features, the end of the game is triggered.

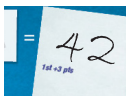
All other players play a single additional round, and then the game is over.

## SCORING:



All players score the Door Bonus on the Layout card, placing it in the indicated Door scoring area of their player sheet, shown to the left.

Add the numbers in the scoring boxes and any additional points to get your final score!

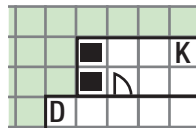


The player with the highest score wins.

In the event of a tie, the player who used fewer of their bonuses wins. If there is still a tie, all tied players win.

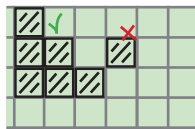
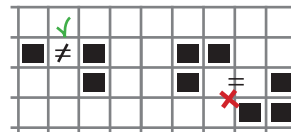
## DEMAND CLARIFICATIONS

**Connected:** A room is connected to another room if there is a doorway between them. The door can open into either room.



**Window View:** To determine if a window is looking at a feature, that feature must be in a straight line from that window, unobstructed by any other rooms or a tree.

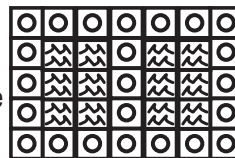
**Furnishing Arrangements:** An arrangement is a set of furnishings in a room that are touching orthogonally (not diagonally). An arrangement is unique if no other arrangement matches it, including rotating the arrangement.



**Deck:** Deck sections combine to make larger decks. A deck is all continuous deck sections touching orthogonally (not diagonally).

## Scoring stones multiple times:

Demands that score pools count the water section of the pool, the stones may be used again to score the same objective if they make a new pool.



## **CREDITS**

**DESIGN:** Marek Tupy

**DEVELOPMENT:** John Brieger, Nolan Nasser

**ART:** Dan Dougherty

**GRAPHIC DESIGN:** Adrienne Ezell

**EDITING:** Adrienne Ezell

## **SPECIAL THANKS:**


## **PLAYTESTERS:**

## **SOLO MODE**

To play Floor Plan alone, set-up and play the game as normal, except that each round, before you roll the dice, fill in one of the small bubbles beneath the map on your player sheet.

## **END GAME AND SCORING**

The game ends at the end of the round you've completed your sixth objective or when all of the round tracking bubbles are filled. In addition to points from objectives and the Layout

 Door Bonus, earn 1 point for every 2 remaining round tracking bubbles, rounded down.

## **SCORE RATINGS**

<24: Dimwitted Designer

25-29: Faulty Foreman

30-34: Dull Draftsman

35-39: Capable Contractor

40-44: Marvelous Maker

45-50: Brainy Builder

51-54: Crafty Creator

55-59: Perfect Planner

60+: Starchitect

