

Floor Plan Rules:

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1-100 Players | 20 Minutes | Ages 10+

In *Floor Plan* you'll take on the role of Architect, laying out new rooms, planning outdoor features, and competing to create the perfect home for your clients. You'll roll dice each turn, and all players will use the same dice to make choices about their designs. Plan wisely and design the home of your clients' dreams!

Components:

- 100 Floor Plan sheets
- 27 Client cards (Build, Landscape, Interior Design)
- 2 six-sided dice

Set-up:

1. Have each player take one Floor Plan sheet and one pencil.
2. Separate the "Build", "Landscape" and "Interior Design" client cards. Randomly put one of each on the table where everyone can see them. Return the rest to the box.

How to Play:

You'll play exactly 16 rounds during your game. During most of them, one of the players will roll 2 dice, and you'll all use those dice to draw something in your floor plan. A few times during the game you'll be given a chance to use a specific pair, as shown on your floor plan sheet. The game is over after the 16th round!

Game Round:

1. Check the next box on your sheet to indicate you're playing a new round. If it's one of the 4 "bonus" rounds, scratch through the dice to show you've used them.
2. Have any player roll the two dice.
3. Simultaneously, you'll all use those two dice to add something to your floor plan (explained below).
4. After all players have finished adding to their floor plan, the round is over. If you've played all 16 rounds, the game is over and it's time to count your scores.

Using the 2 dice:

Each round, you'll 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 (either inside or outside, depending on the feature)

A. Draw one Room and Label it - Draw a room on your floor plan grid with dimensions based on the roll of the dice. *For example, if the dice are a '3' and a '4', draw a room that is 3 squares by 4 squares. This room may not be inside of another room, completely enclose a smaller room (or features), or overlap any section of another room.*

You must then label your newly drawn room with a room type according to the value of one of the dice used to make the room. *If the dice are a '3' and a '4', for example, after you draw a 3x4 room, you could label it either 'B', for Bedroom (3) or 'L', for Living Room (4).* 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.

1. Wild (any number and use that as your new result)
2. Washroom (W)
3. Bedroom (B)
4. Living Room (L)
5. Dining Room (D)
6. Kitchen (K)

Finally, in the room scoring section on your sheet, fill in the leftmost room scoring box of the type you labeled. *If there are no more available scoring boxes for that type of room, it's okay - you can still build the room.*

B. Draw 2 sets of Features – When you do this action you will add much needed architectural and landscaping details to your floor plan. Draw two sets of features according to the value of the rolled dice. You must draw the full quantity of the feature provided by the dice. If you are unable to, you may not draw that feature. Features must be drawn in an unoccupied spaces on your floor plan grid.

1. **Any Feature:** A one is wild. You may use it as though it were any number 2-6.
2. **Draw 2 Windows:** A window must be take up a 2x1 area on any wall inside of a room.
3. **Draw 3 Doors:** A door can be drawn on any wall of a room. They take up a 1x1 space.
4. **Draw 4 Hedges:** Draw a four-space section of hedges.
5. **Draw 5 Pool sections:** Draw a five-space section of swimming pool.
6. **Draw 6 Stones:** Draw 6 stones. They don't have to be connected to each other or anything else.

Bonuses:

When building a room you might unlock a bonus, when you cross off a room with a bonus icon, circle the corresponding bonus in the 'bonus' section. At any time throughout the game you may cross off a circled bonus to use it.

Wild: You're allowed to treat one of the dice as though it were any number 2-6.

Features: You may double the amount of features you're building from one of the dice

Construction: When building a room, you may build a second room using the same dice (However, you may label it differently)

End of Game:

The game ends after the 20th round is completed. All players count their scores and add them together. The player with the highest score wins!

Rooms: If you completed all the rooms in a column of the grid, circle the points for that column. Add these circled numbers together and put the total in the box.

Windows: Count the number of windows that can directly see a hedge or swimming pool space. Each of them is worth 2 points. Add them together and put the total in the box.

Doors: Count the number of rooms that are connected by doors to any outside door. Each of them is worth 1 point. Add them together and put the total in the box.

Stones: Count the number of hedges and swimming pool sections that are touching one of your stones. Stones must make an unbroken path to any exterior door in your house in order to score these points. Hedges or swimming pool spaces that are adjacent to each other count as a single object when counting these scores. Add them together and put the total in the box.

Clients (Build / Landscaping / Interior Design): Add the points you earned for each of these clients and put the total in the box.

Total: Add the numbers in the scoring boxes to get your final score! The player with the highest score wins. In the event of a tie, the player who used fewer "Wild Dice" bonuses is the winner. If there's still a tie, both players win!