



- Gameplay Guide -

ABOUT

Floorruler is a strategy board game that can be played by 2 to 4 players. The objective of the game is to claim as much land as possible by strategically placing floors on the game board. The first player to place 24 floors will win the game. However, your opponents could and probably will try to stop you by using weapons, skills, and nukes. These items can be purchased using gold, which is obtained from the "Gold Fountain" located in the middle of the game board. The game is played in a turn-based system, which means that each player takes turns to collect gold, move their player piece, attack their opponents, etc. (Unless they have a special item that allows them to take multiple actions in a single turn otherwise they must complete each action in a separate turns).



Place 24
Floors to Win



Use Nukes, Weapons,
and Skills to prevent
enemies from winning



Collect Golds to Buy
everything. Obtained
from Gold Fountain

CHAPTERS

Now that we have know the premise of the game, let's delve into the gameplay itself. This guide will be divided into three chapters to help you navigate through the different phases of the game:

Chapter 1: Pre-Gameplay - Before the game begins, we will cover the setup phase, ensuring all players are ready to play the game.

Chapter 2: Gameplay - This chapter focuses on the core mechanics of playing the game, including placing floors, utilizing weapons and skills, collecting golds, and making tactical decisions to outmaneuver your opponents.

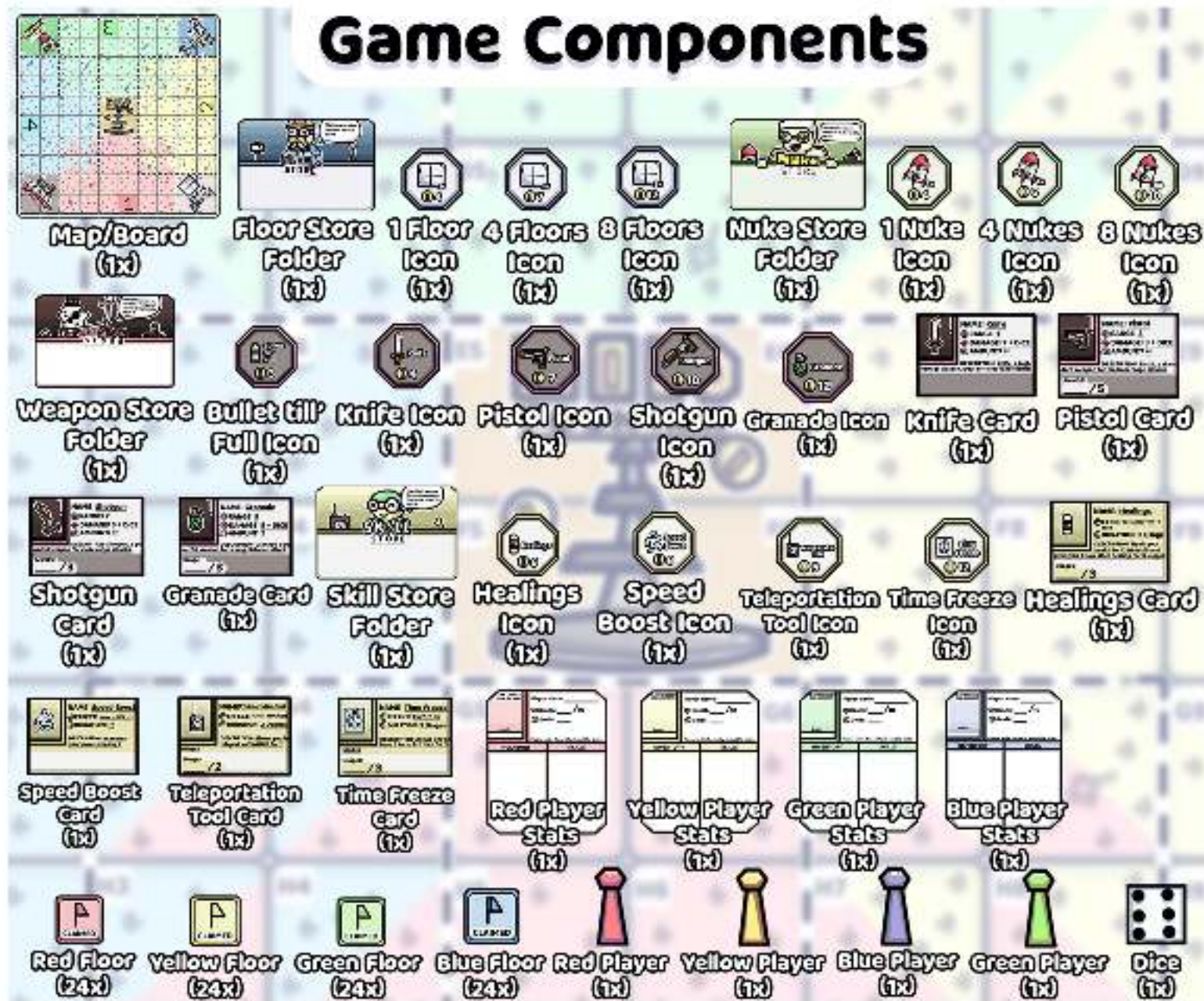
Chapter 3: Post-Gameplay - After the gameplay concludes, we will explore the process of determining the winner and rank the players based on their achievements.

By following these chapters, you will gain a comprehensive understanding of Flooruler and be well-prepared to engage in epic matches.



- Chapter 1 - PRE-GAMEPLAY

Before we play, let's check your game components and make sure that everything is all set.



For the dice, you'll get one that is made out of paper if you bought it from the official print & play or physical edition. However, it is recommended to use real dice for best experience since paper dice can lead to unfair numbers. It is also recommended to have a pencil and an eraser for updating the player stats easily and effectively.

Default Value Setup

Before setting up the game, let's set the default value for the cards and player stats for the game. Write this down using a pencil and erase pre-existing value if you have played previously.

Set all player stats health to 10, gold to 0, and erase all death counter. You can also draw a character and write the player name if you want to.

The image shows a player stat card template with several fields and annotations. The card is divided into sections: a top-left box for character drawing, a top-right section for player name and stats, and two bottom sections for inventory and skills. Annotations with red arrows point to specific fields:

- Player Name (Optional)**: Points to the 'Player Name: PLAYER NAME' field.
- Set health to 10**: Points to the 'Health: 10 / 10' field.
- Set golds to 0**: Points to the 'Golds: 0' field.
- Set death counter to blank**: Points to the 'Death:' field.

Other text on the card includes: 'SAY CHEESE! (Draw your player)', 'Draw Character (optional)', 'Please write honestly about the stats.', 'INVENTORY', and 'SKILLS'.

For the weapon cards, if the weapon needs an ammo, write down the ammo counter to the maximum ammo. For example, pistol is 5, since the ammo is /5. For weapons that uses usages counter, write down 0 as the default value. If it doesn't have any counter like a knife since it has infinite usages, you don't need to write down anything.

The image shows a 'Pistol' weapon card. It includes a drawing of a pistol, the name 'Pistol', range '3', damage '4 + DICE', and amount '∞'. The description reads: 'Pistol, a standard weapon for medium range attacks'. At the bottom, the 'AMMOS:' field is filled with '5 / 5', with a red arrow pointing to the '5'.

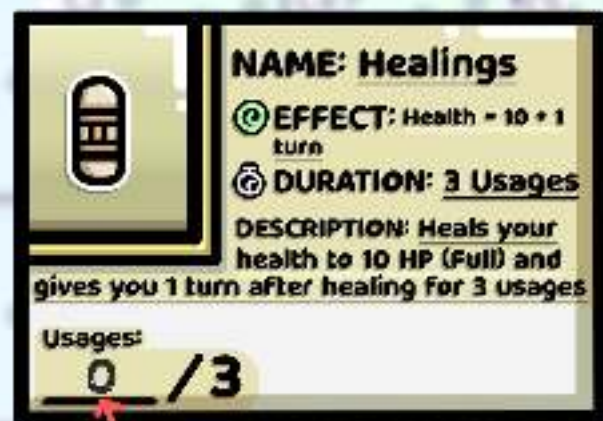
Set ammo to maximum

The image shows a 'Granade' weapon card. It includes a drawing of a grenade, the name 'Granade', range '5', damage '7 + DICE', and amount '3'. The description reads: 'Granade, a powerful weapon for a long distance attack'. At the bottom, the 'Usage:' field is filled with '0 / 3', with a red arrow pointing to the '0'.

Set usages to 0

Default Value Setup

For the skill cards, it is between having the usages counter or no counter at all. Like the weapon cards, write down the usages counter to 0. Leave it as it is if it doesn't have any counter.



NAME: Healings

EFFECT: Health = 10 + 1 turn

DURATION: 3 Usages

DESCRIPTION: Heals your health to 10 HP (Full) and gives you 1 turn after healing for 3 usages

Usages: 0 / 3

Set usages to 0



NAME: Speed Boost

EFFECT: Move = DICE + 2

DURATION: ∞

DESCRIPTION: Increases your move steps by 2

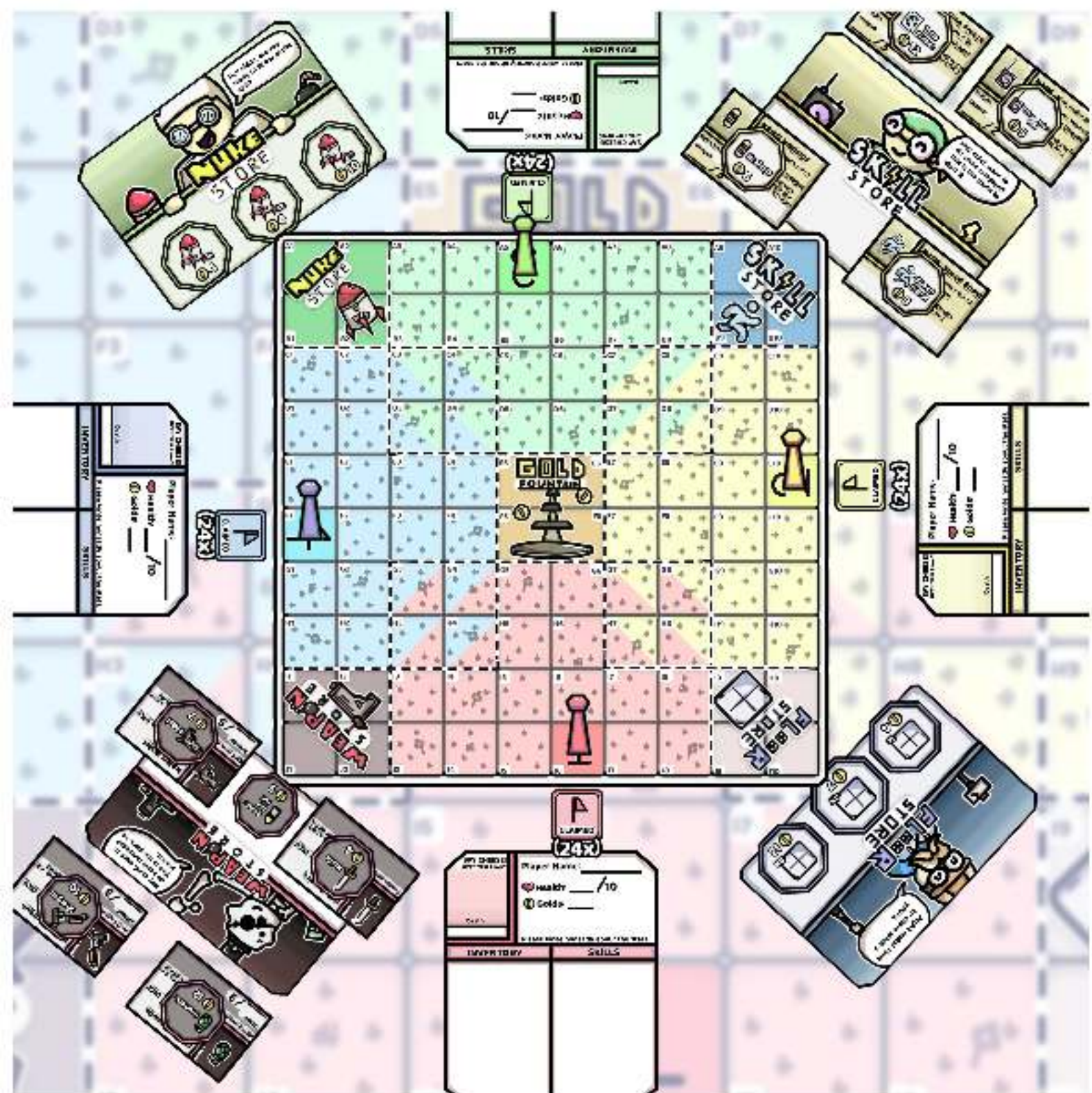
No Counter
a.k.a infinite usages

Leave as it is since it has no counter.

1

SETUP

This is pretty much how you will setup the game. The important thing to do is to put all of the store items in each respective corners and putting each player piece in a number tile of their color. Discard the player(s) piece, floors, and stats if they aren't playing (Not playing with 4 players). Using store folders are optional as they are used only to make the game look prettier.



Deciding Player Turns

Let's decide how many players will you play with. In my opinion, playing with 4 is the most fun while 2 is the least fun.

After deciding how many players you'll play with, you must decide who's goes first. This can be done in any way that you want. Maybe who's the oldest goes first, who won the previous game goes first, etc.

Next, you must assign the player color based on the player turns. The game strictly uses player colors as the player's turn.

1st Player = Red Player
2nd Player = Yellow Player
3rd Player = Green Player
4th Player = Blue Player



As a note, if you're playing less than 4 players, you still must follow the player color rules and can discard the 3rd (Green Player) or/and 4th Player (Blue Player).

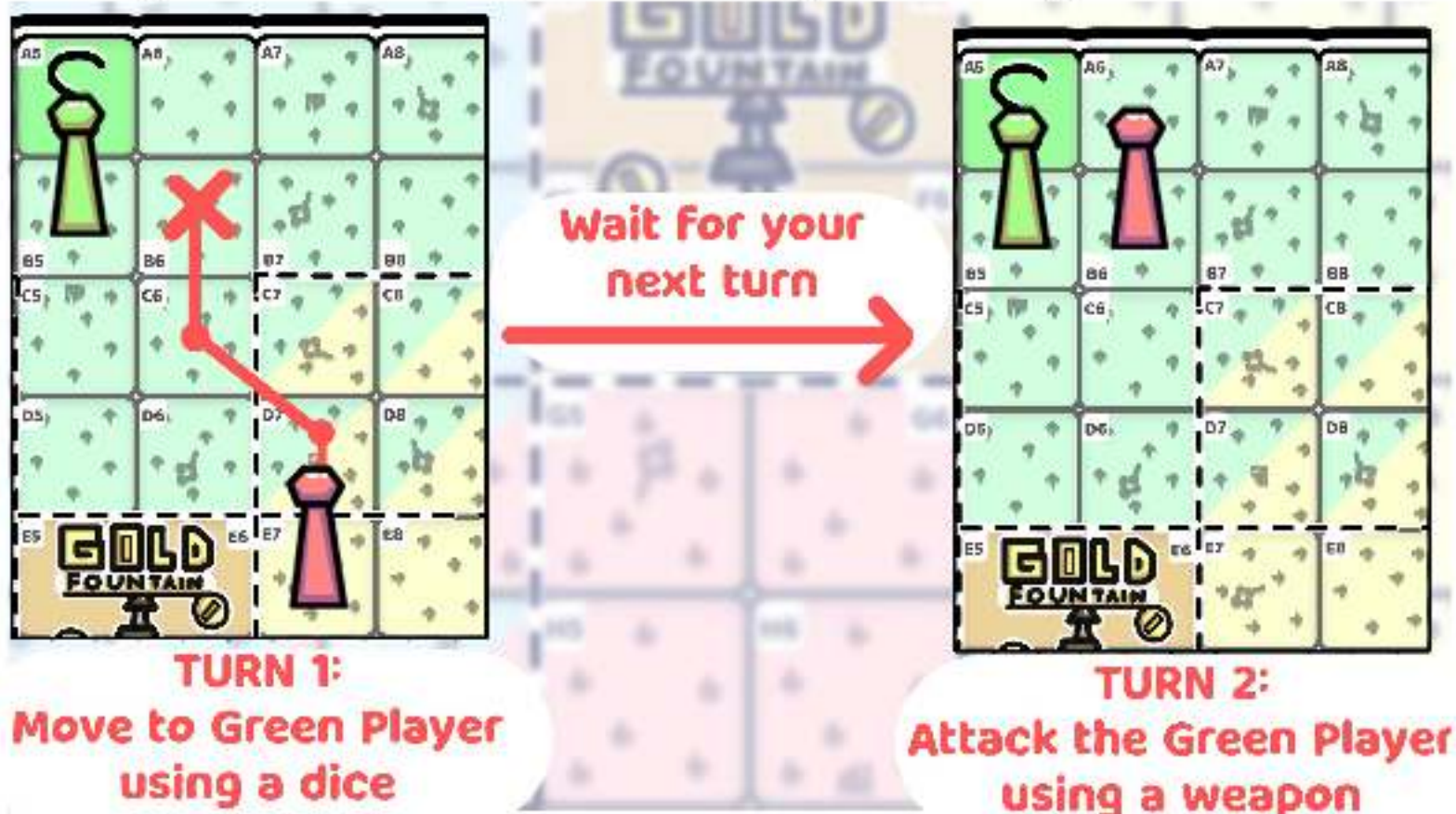


You may also realize that the game's turn direction is counter-clockwise.

- Chapter 2 - GAMEPLAY

Let's finally delve into the main gameplay mechanics. Like I've said, the actions in this game (Moving, attacking, etc.) are done in separate actions.

So for example, let's imagine that you are the red player. You have a knife card, and maybe you want to come up to the green player and attack him with your knife. If you want to do this, you must firstly move your player piece using a dice towards the green player, wait until your next turn, then finally attacking.



Now of course, because of this mechanic, it won't be that easy. Because, in a real gameplay chances are the green player will run away from you or even attacking you back before you even get the chance to attack him in your next turn. This mechanic allows players to defend themselves from dangerous situations.

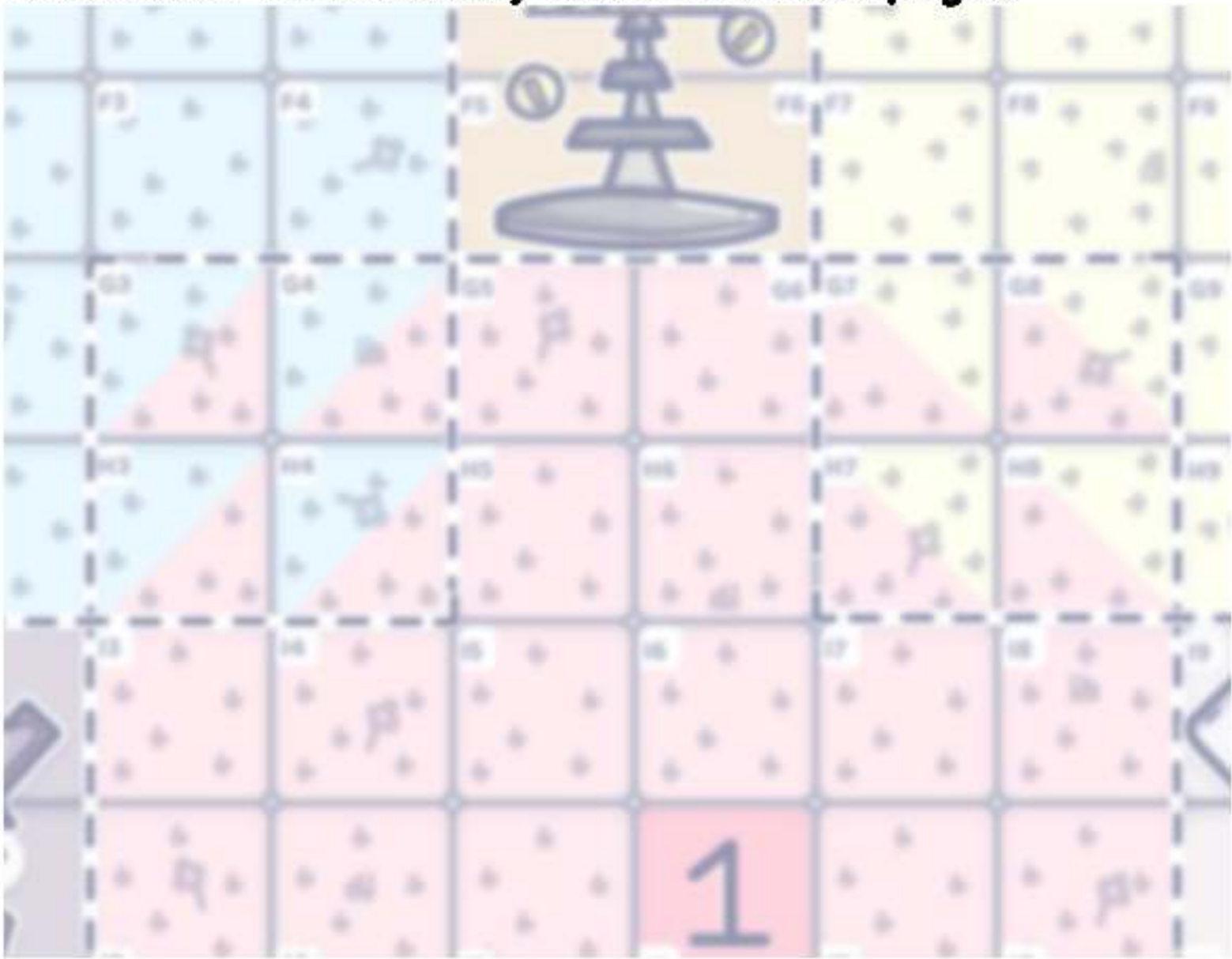
Actions

Now, the actions that I've mentioned previously were only some out of many actions that you can do in this game.

These are all of the actions:

- Moving
- Place interaction
 - + Gold Fountain
 - + Store
- Attacking
- Skill Usage

Let's cover them one by one in the next pages

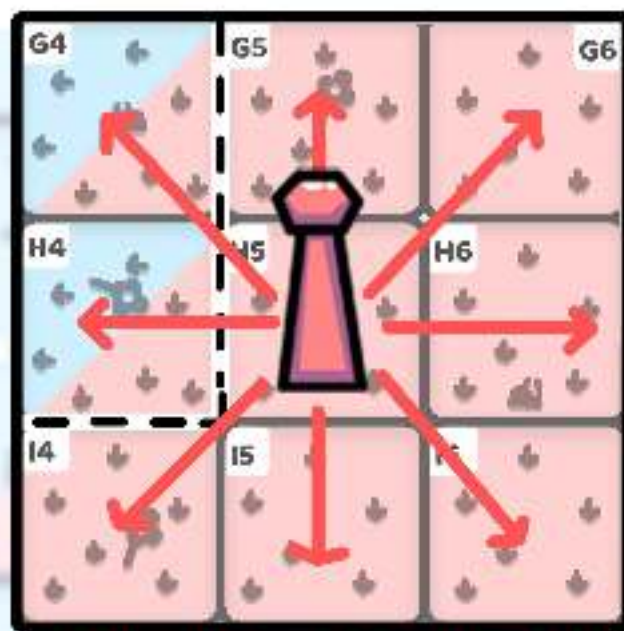


Moving

Moving is a crucial action for the game. It allows you to move to a place for interactions such as getting and spending golds and allows you to get close to a player so you're able to attack them.

This is how you move:

- 1). Announce to other players that you will move.
- 2). Roll a dice.
- 3). Whatever number you get from the dice will be how many tiles you move your player piece. The direction of your movement is cardinal (Look at the picture below).



Cardinal movement direction

You can see the example of a movement in the next page.

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Moving (Example)

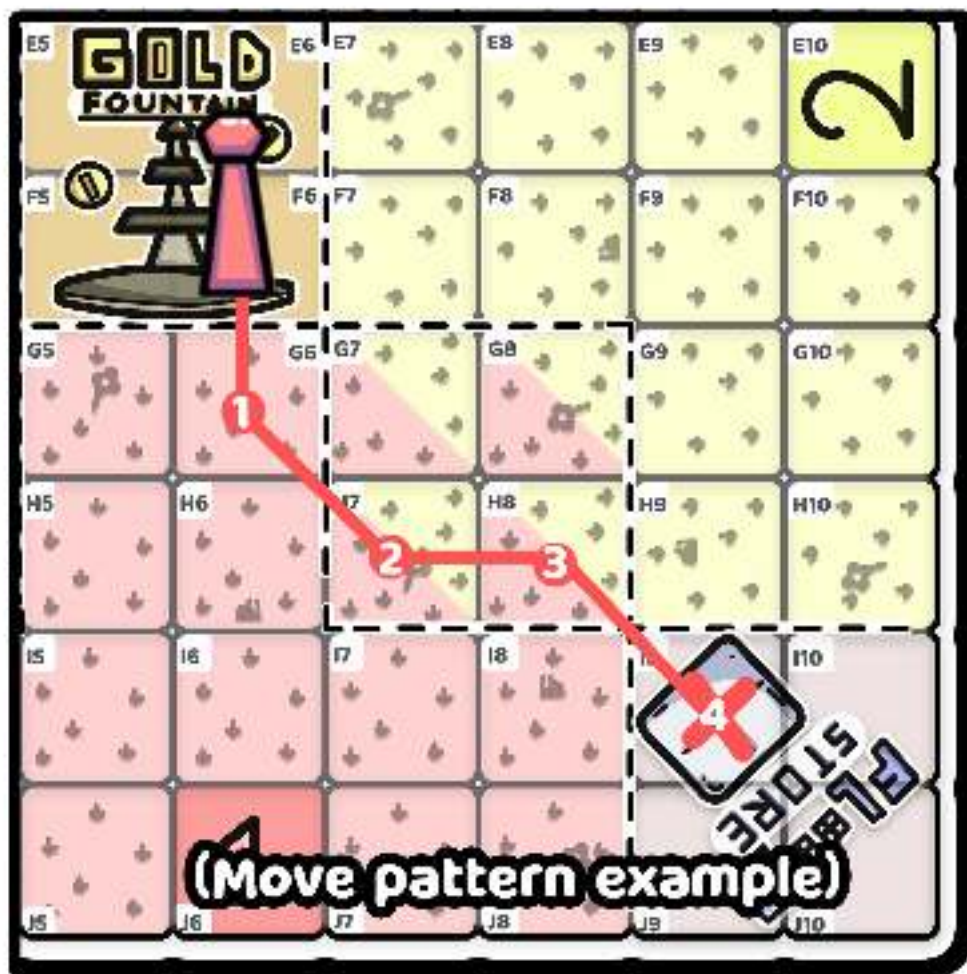
So imagine that you want to move to the Floor Store from the Gold Fountain.

This is what needs to be done:



1). Tell other players that you're moving

2). Roll the dice. Imagine that you got a number 4

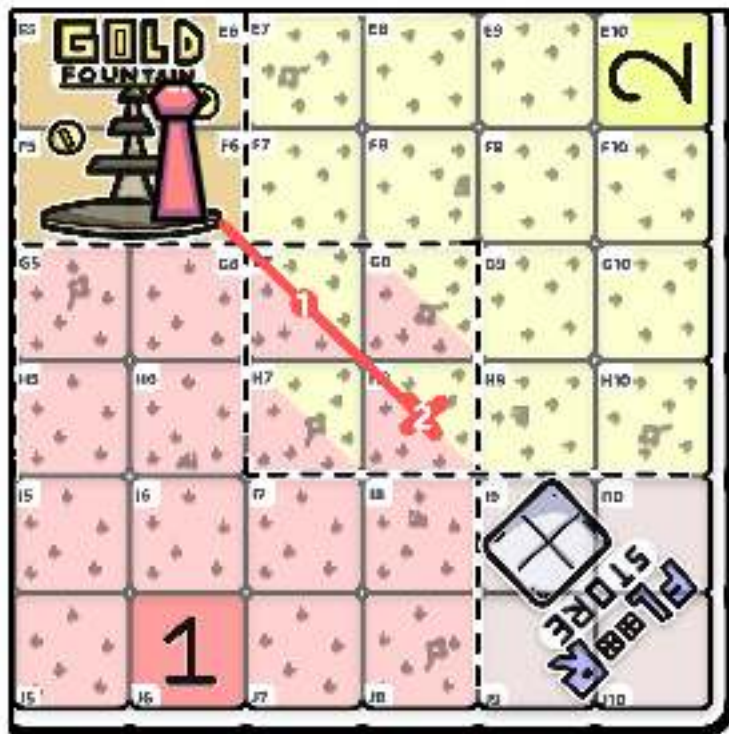


3). You can move your player like this. Lucky for you, number 4 is enough to move you to the Floor Store.

Moving (Notes)

Here are some important notes about moving your player.

- 1). If your dice number isn't enough to move you to the place that you want, you must wait for your next turn to continue your movement.

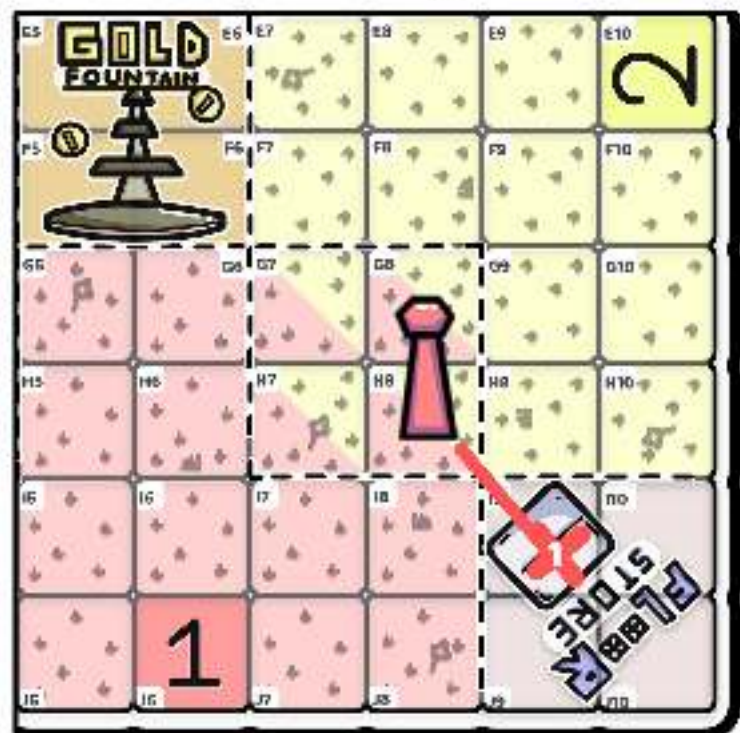


→ Wait for your next turn



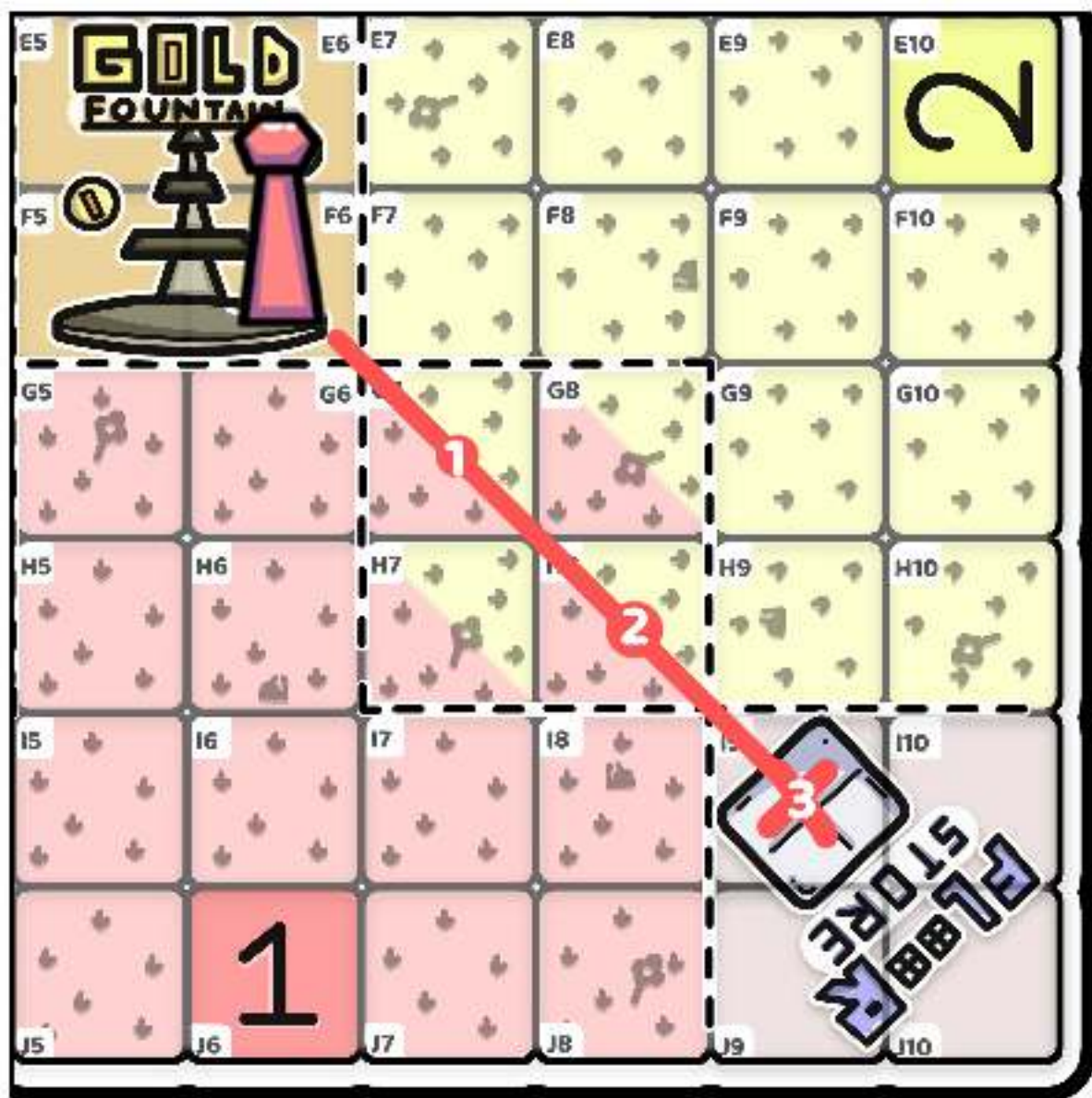
1). Imagine the previous scenario, but this time you rolled the dice and got a number 2 which isn't enough to move you to the Floor Store

2). When it's your turn again, and for example you got a number 1, you can finally arrive at the Floor Store. Remember that you can't instantly interact with it when you arrived. You still have to wait for your next turn to interact



Moving (Notes)

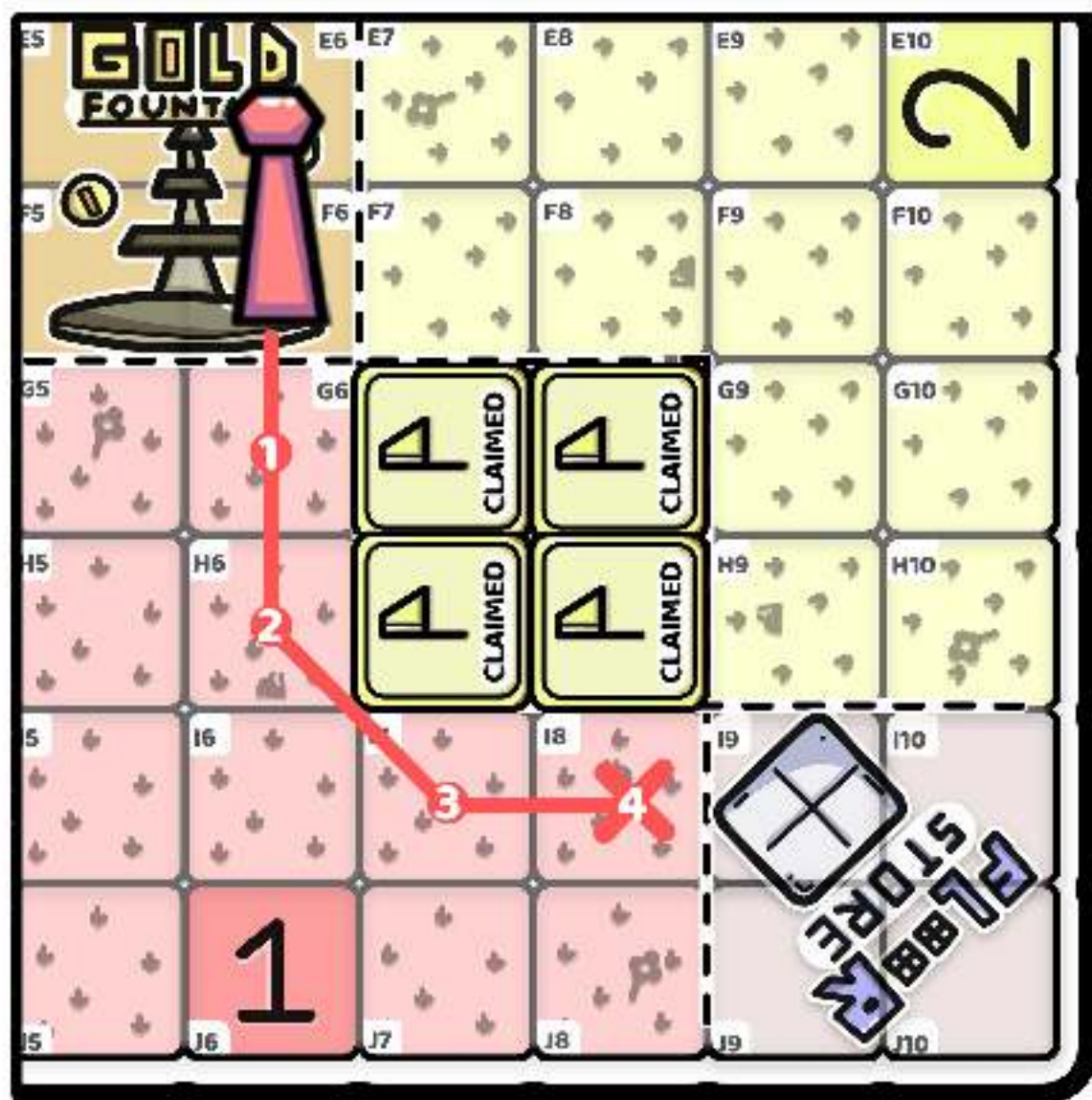
2.) You can stop in the middle of your movement as long as the steps that it takes is less than the dice number that you got.



Imagine the previous scenario, but this time you rolled the dice and got a number 6. You could just stop moving in the top corner of the Floor Store since the steps needed to go there is just 3 steps. Number 3 is less than 6 so you can just stop in the middle.

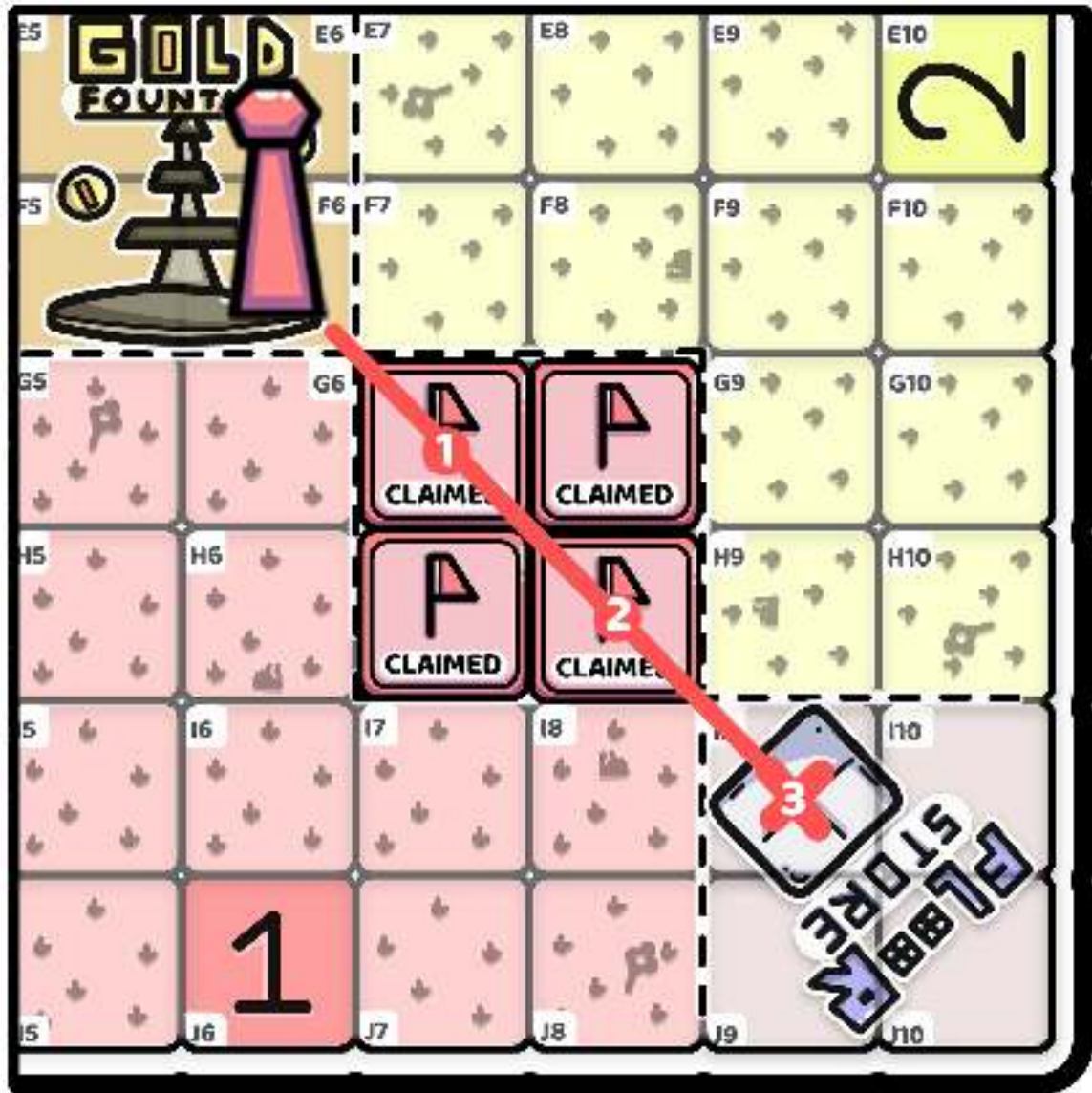
Moving (Notes)

3). You can't move to a tile if it has floor(s) that have been claimed by your opponent. Instead, you must move around it. However if it's your own floor, you can move through it.



Imagine the previous scenario, but this time there are yellow floors getting in your way. You rolled a dice and for example got a 4. You must get around the yellow floors. Sadly, that number isn't enough to move you to the Floor Store so you have to wait until your next turn to continue your movement.

Moving (Notes)



However, like I've previously said, if it's your own floor you can move through it.

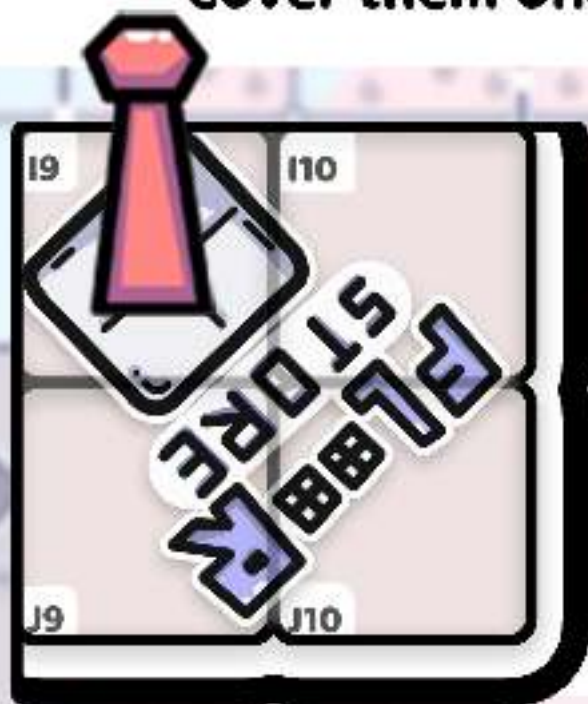
Place Interaction

Interacting with a place allows you to get or spend golds. You can get golds from the Gold Fountain in the middle of the game board while spending it can be done in stores in the corners of the game board. If you want to interact with a place, you must be in that place tile. This is achieved by moving your player piece to that place tile in your previous turn.

This is how you interact with a place:

- 1). Make sure that you are in the place that you want. If not, you must use your current turn to move your player piece to that place tile.
- 2). If you are at the place that you want, announce to all players that you're interacting with the place where you are standing at.
- 3). Interact with the place where you are standing at.

Okay, the third step is very vague because the type of interaction you do differs from place to place. Let's cover them one by one in the next pages.



INTERACTION

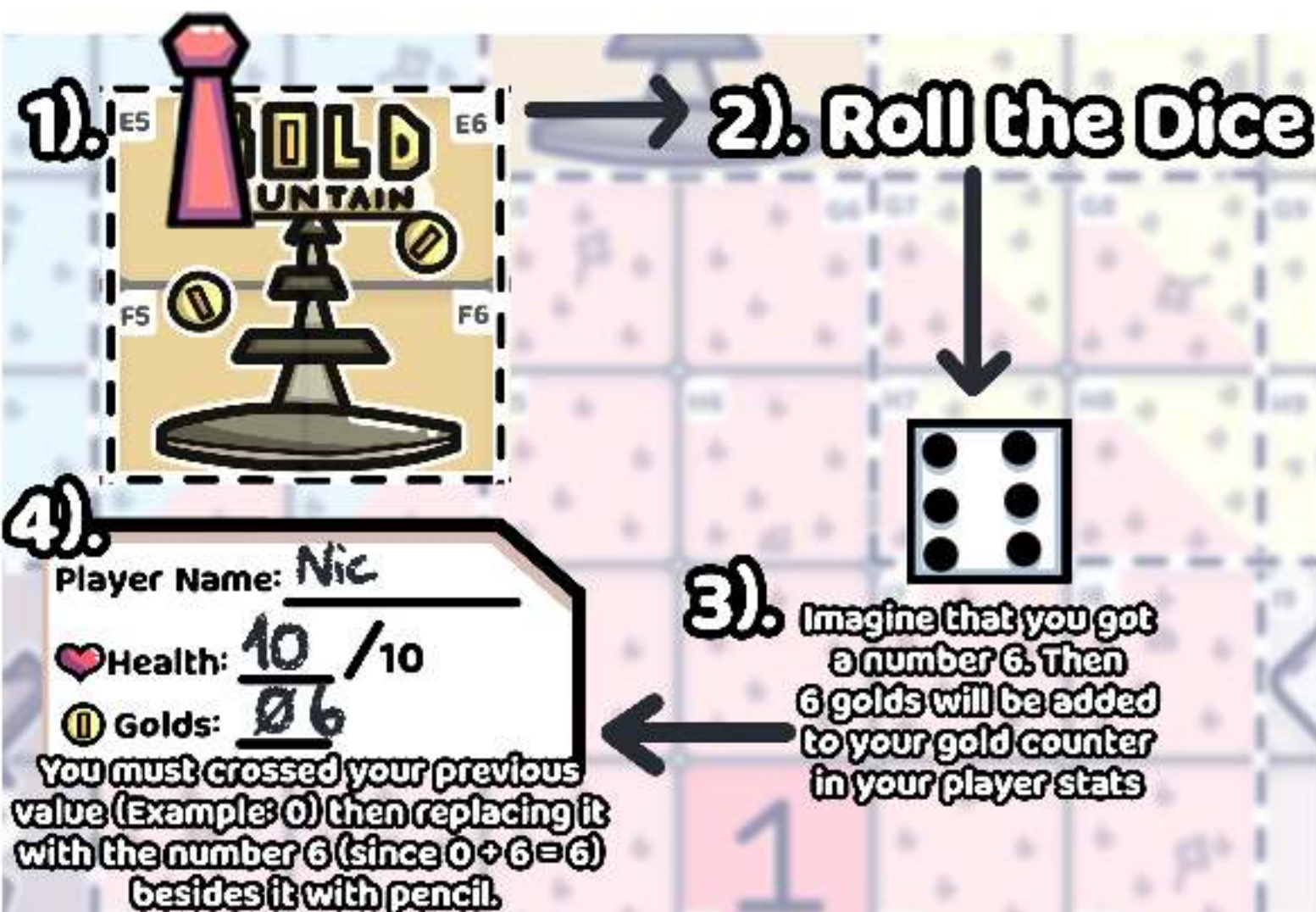
Imagine that you are the red player who wants to interact with the Floor Store a.k.a buying Floor(s). You must be in the Floor Store tile before you do that.

Gold Fountain Interaction

Interacting with the Gold Fountain allows you to get golds. How it works is by rolling a dice and whatever number that you get will be how many gold(s) being added to your player stats.

This is how you interact with the Gold Fountain:

- 1). Make sure the previous steps are done (Being in the Gold Fountain tile, announcing the interaction, etc.)
- 2). Roll the dice.
- 3). Whatever number you get from the dice will be how much gold(s) being added to your player stats.
- 4). Update your gold in your player stats by crossing the previous value and writing down the newly added value with pencil.



Store Interactions

Store interactions are divided to two:

- Item-related store interactions (Weapon Store & Skill Store)
- Floor-related store interactions (Floor Store & Nuke Store)

Let's cover them one by one in the next pages

Store Interactions



Item-Related Stores

Item-related stores allows you to buy items such as weapons and skills to your player stats. You can later on use these items for your needs. Item-related stores includes weapon store and skill store.

This is how you interact with item-related stores:

- 1). Make sure the previous steps are done (Being in the store tile, announcing the interaction, etc.)
- 2). Make sure that you have enough gold for the item that you want. If not, you can use your current turn to move back to the Gold Fountain to collect more gold.
- 3). If you have enough gold, announce to all players of what item that you're going to buy, cross your current gold value in your player stats and change it to the newly subtracted value with pencil.
- 4). Take the item card that you bought to your player stats and flip the item's icon card.



This means that you have 8 golds. I just made it look realistic since there isn't any number 8 in a dice.



Imagine that you are the red player and want to buy the pistol weapon. You must be in the weapon store and have minimally 7 golds in you player stats. Imagine that you have collected 8 golds and able to buy it

Item-Related Stores

3).

♥ Health: 10 / 10
🕒 Golds: 0681

You must cross the previous value (8) to the newly subtracted value (1, since $8 - 7 = 1$) using pencil.

4).



The weapon store will be loaded with much more weapons. This is just a simplistic version for the current example.



Take the card to your player stats and flip the price icon.

Floor-Related Stores

Floor-related stores allows you to buy floor(s) or nuke to destroy one of your opponent's floor(s) in any shape that you want as long as the floor(s) that is being added/removed is same amount with the plan that you bought. Floor Store is the store to add your floor(s) and Nuke Store is to destroy one of your opponent's floor(s)

This is how you interact with item-related stores:

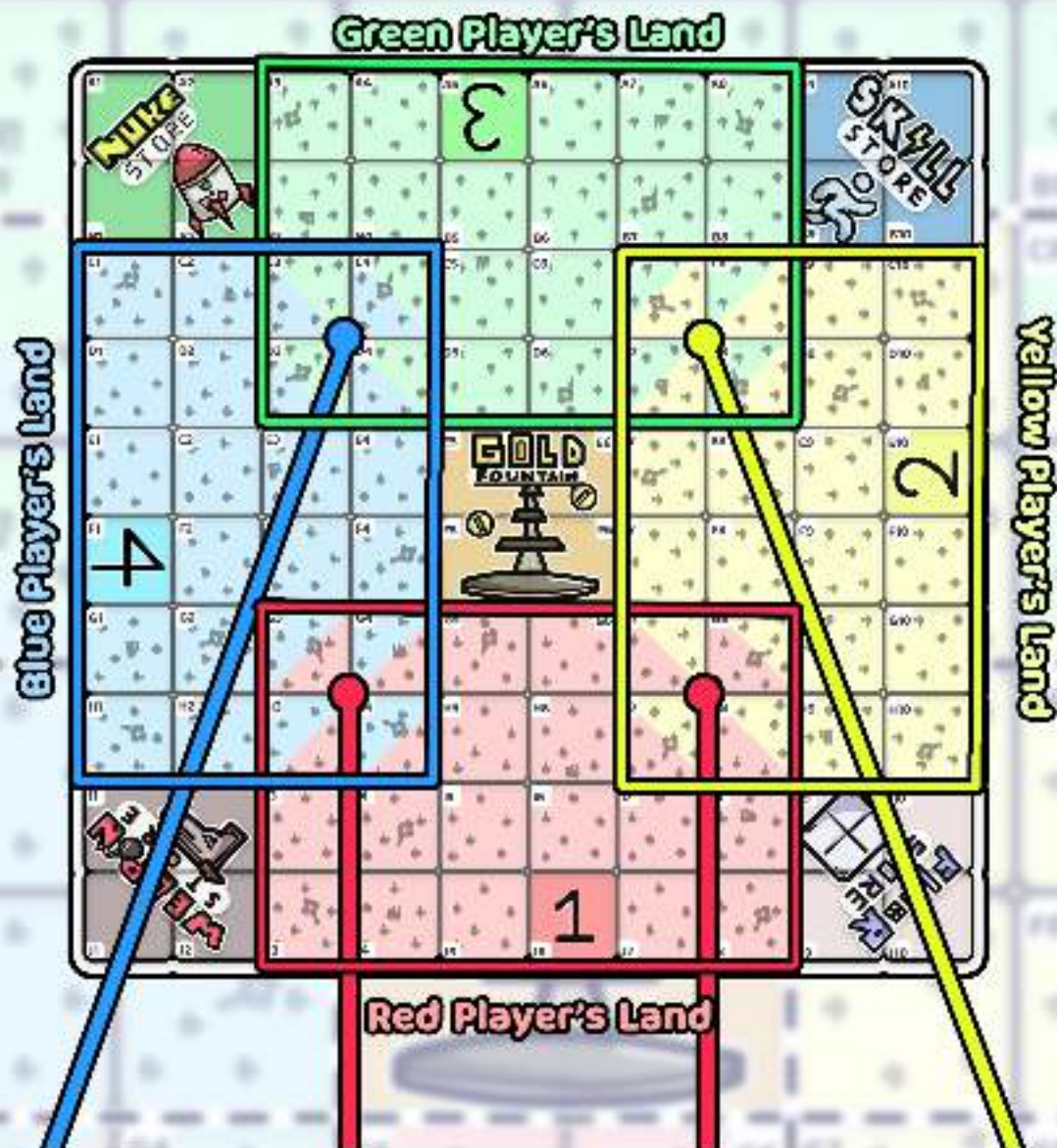
- 1). Make sure the previous steps are done (Being in the store tile, announcing the interaction, etc.)
- 2). Make sure that you have enough gold for the floor addition/removal plan that you want. If not, you can use your current turn to move back to the Gold Fountain to collect more gold.
- 3). If you have enough gold, announce to all players of what plan that you're going to buy, cross your current gold value in your player stats and change it to the newly subtracted value with pencil.
- 4). Add the floor(s) that you want in your land if you're in the Floor Store or nuke a.k.a remove one of your opponent's floor(s) in their land if you're in the Nuke Store

Before I give a solid example of this, you must know where you can add and remove floors.



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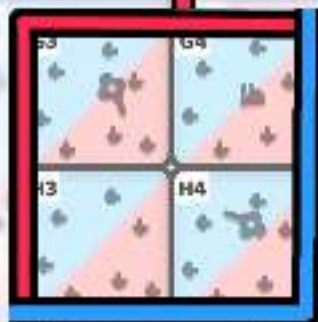
Add/Remove Floors



A land indicates you or your opponent's tile that can be placed with you or your opponent's floor(s). Just see the tile's color. If it has even a glimpse of your player's color then it means that you can put your floor(s) in there



Blue competes with Green



Blue competes with Red



Yellow competes with Red



Yellow competes with Green

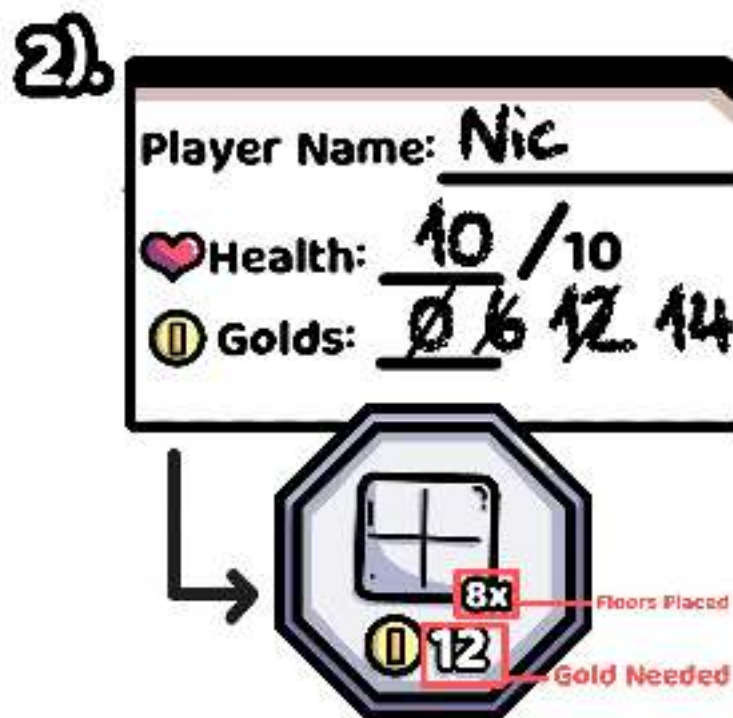
You may also realize that there are overlapping areas between player lands. This means the 2 players must compete to place their floors in that spot.

Floor Store

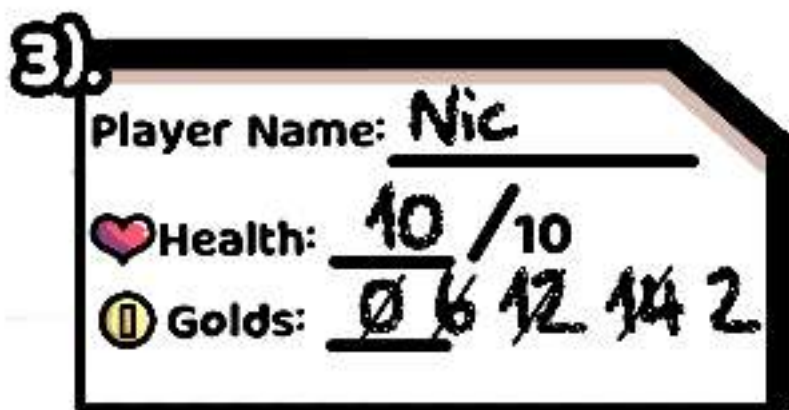
Anyways, back to our example, let's start with the Floor Store interaction.



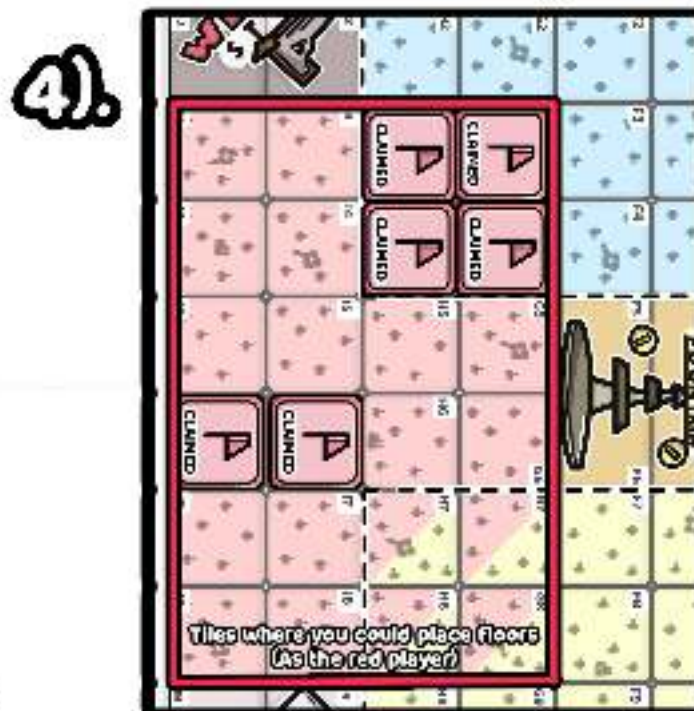
Imagine that you are the red player that wants to buy floor(s). You must be in the Floor Store tile before interacting.



Imagine that you have 14 golds and want to buy 8 Floors that cost 12 golds.



Cross your previous gold value to the new subtracted value (2, since $14 - 12 = 2$) with pencil. As a reminder if your gold counter is full of values, you could always erase the previous crossed values to get more spaces.



Since you're the red player, the lines above are where you could put the floors. You could put it in any shape you want. Imagine you put the 8 floors in the shape of the image above.

Floor Store (Notes)

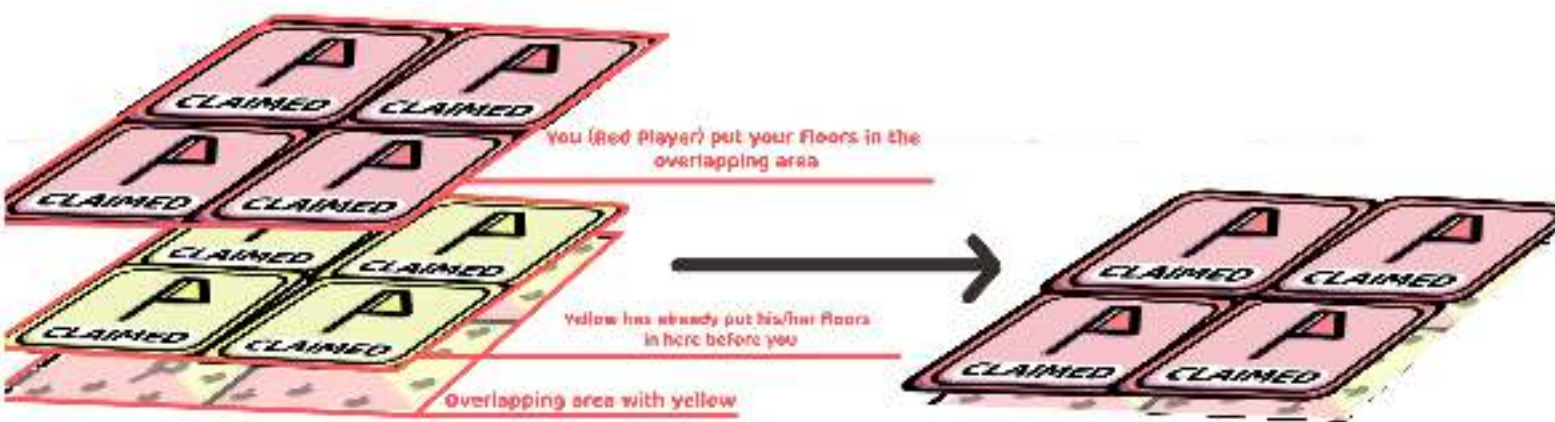
Here are some things to keep in mind when you're putting floors.

- 1). You could only place 1 floor for 1 tile in your land. So stacking floors aren't allowed. Your land are the tiles that have at least a glimpse of your player color



Multiple Floors in 1 tile (Floor Stacking) isn't allowed.

- 2). If you want to place floor(s) in overlapping lands with your opponent but they've already put their floor(s) in that overlapping lands, their floors will be removed and replaced by yours making you closer to winning and making your enemy further from winning.

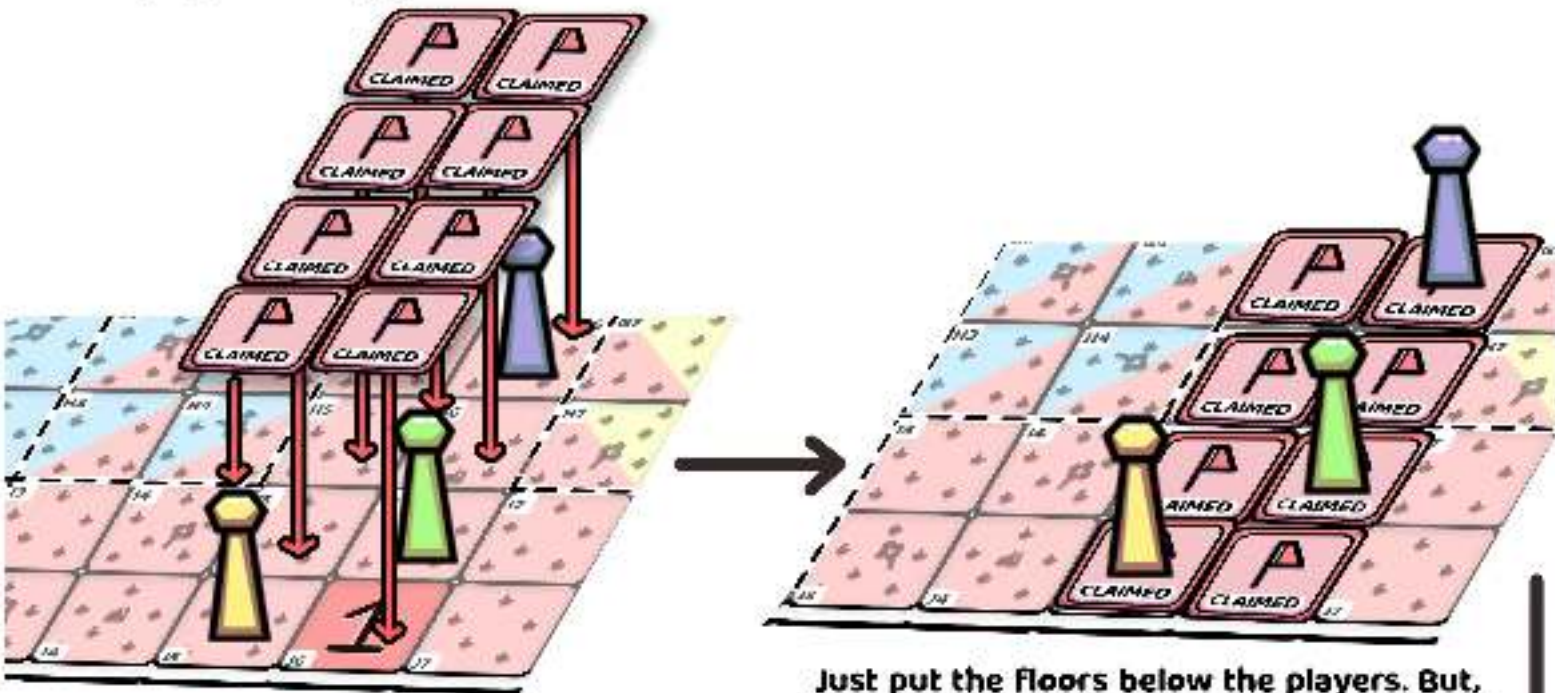


Imagine that you're the red player who wants to buy 4 floors in the overlapping area with the yellow player. But, the yellow player has already put his/her floors in there

Yellow's 4 floors have been removed and replaced by your red floors. Yellow's 4 floors are being stacked back in yellow's floor supply stacks

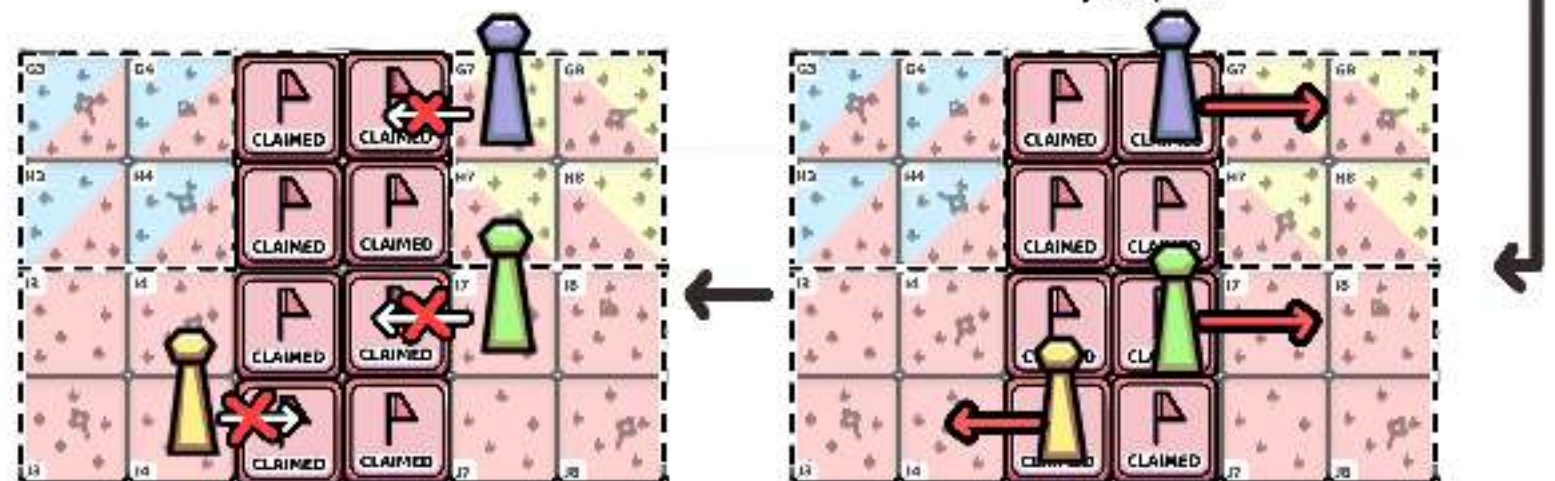
Floor Store (Notes)

3). If there is/are other player(s) in the land where you want to put your floor(s), he/she/they must move outside of your floor(s) in his/her/their next turn. And when the other player(s) are outside of your floors, they can't move back since there is a rule where you can't move to a tile if it has been claimed by your opponent's floor(s)



Imagine that you're the red player who wants to buy 8 floors in this certain land but there are other players in those tiles

Just put the floors below the players. But, the other players (yellow, green, blue) must move out from your floors in their next turn and couldn't go back to the floors that you just put.

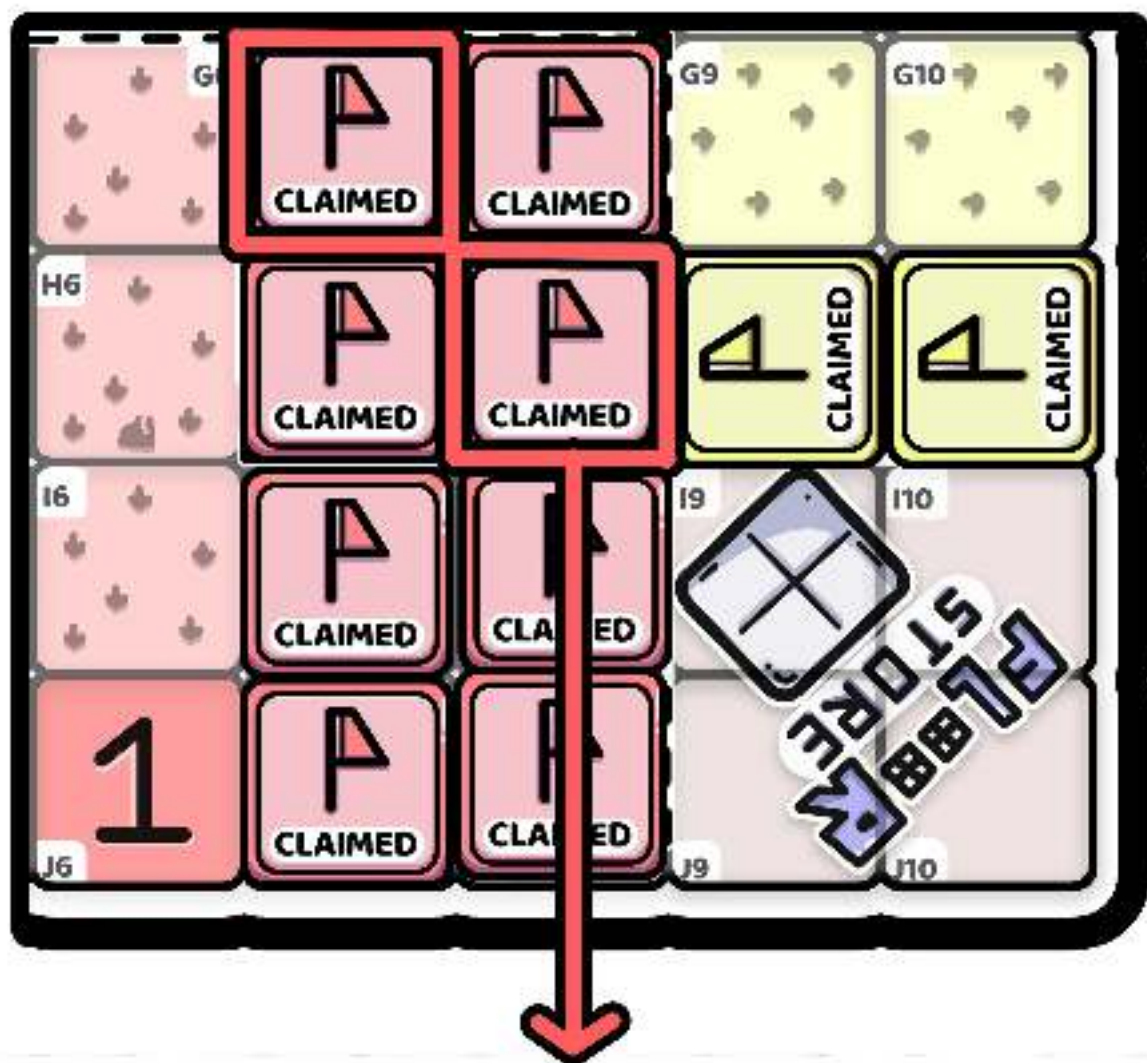


The other players can't go back to your claimed floors.

Other Players must move out of your floors in their next turn

Floor Store (Notes)

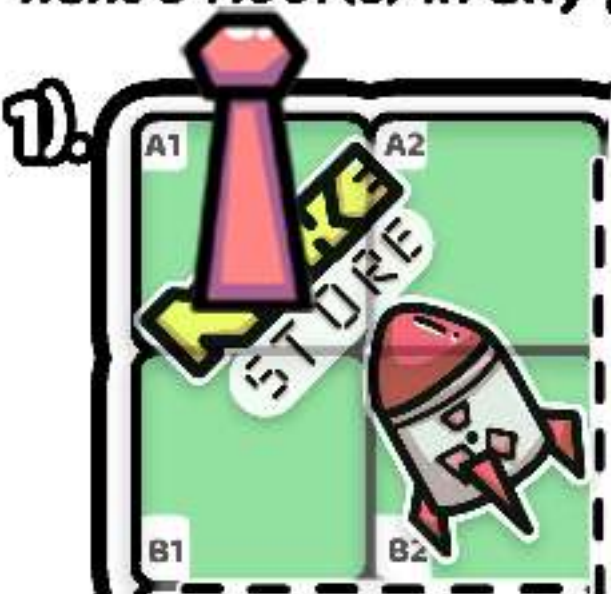
4). This doesn't only occur when you buy floors but it happened whenever someone realizes it, If 2 players have floors that blocked an entrance of a store, the 2 diagonal floors in the overlapping area must be moved so other players can go to that store. If it can't be moved, it must be removed.



Red and yellow floors are blocking other player's path to the Floor Store. Because of that, these 2 diagonally aligned red floors in the overlapping area must be moved. If moving them to an empty land is impossible, it must be removed.

Nuke Store

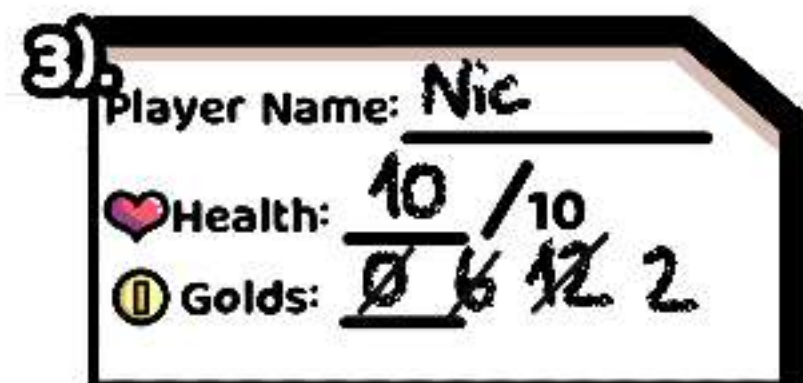
Nuke Store is used to nuke/remove one of your opponent's floor(s). How it works is pretty much like the Floor Store but this time it's removing one of your opponent's floor(s) in any pattern that you want.



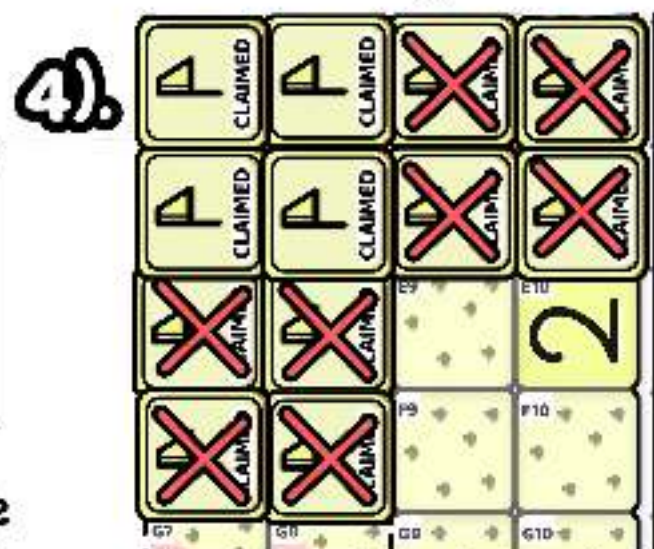
Imagine you're the red player who wants to remove yellow player's floor(s). You must be in the Nuke Store tile before buying nukes.



Imagine that you have 12 golds and want to nuke/remove 8 Floors that cost 10 golds



Cross your previous gold value to the new subtracted value (2, since $12 - 10 = 2$) with pencil.

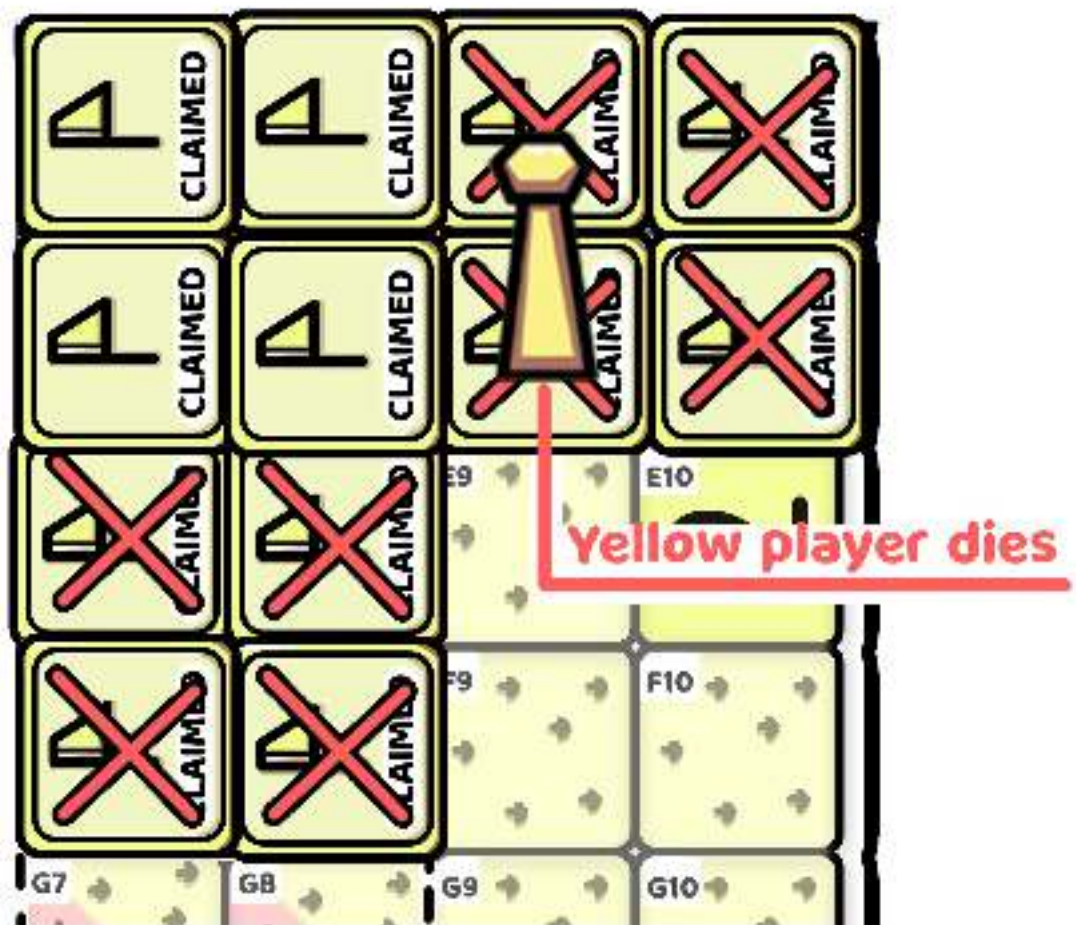


Imagine that you removed 8 of yellow player's Floors like the pattern above.

Nuke Store (Note)

There isn't much to be added about the Nuke Store except for this:

If there is a target opponent in one of the floor(s) that you nuked, he/she instantly dies. More about death later.



Imagine the previous scenario where you nuked 8 of yellow player's floors. But this time, in one of the floors that you nuked, the yellow player is standing in one of them. If this happend, then the yellow player instantly dies. I'm going to explain about death later on.

Attacking

Attacking is an action that is done to hurt a player in a certain distance with the point of killing them. This is very useful to prevent players that are close to winning. If you want to attack a player, you must have a weapon card that have been previously purchased from the weapon store. You'll also have to make sure that the distance between you and the player you're going to attack is less or equal to the weapon's range and the weapon that you use must be usable/not running out of ammo or usages.

This is how you attack a player:

- 1). Make sure that you can attack the player you're targeting. Regarding to your weapon's range and ammo/usages.
- 2). If everything is clear, announce to all players that you're going to attack the player you're targeting.
- 3). Reduce your weapon's ammo/increase your weapon's usages if it has an ammo/usages counter.
- 4). Roll a dice if the weapon's damage has a "+ DICE". The damage will be the weapon's default value + the dice that you just rolled.
- 5). Make sure that the player's health is reduced correctly, and if his/her health is below 0, he/she dies. More on death later.

Let's cover more about the weapon's stats on the next page

Weapon Stats



NAME: The name of the weapon.

RANGE: How far you can use the weapon in cardinal direction. I'm going to explain about weapon range in the next page.

DAMAGE: How much health that'll be taken away from your enemy. If it has a "+ DICE" it means that the damage that'll be happening is the default weapon damage value + the dice number that you're going to roll when attacking.


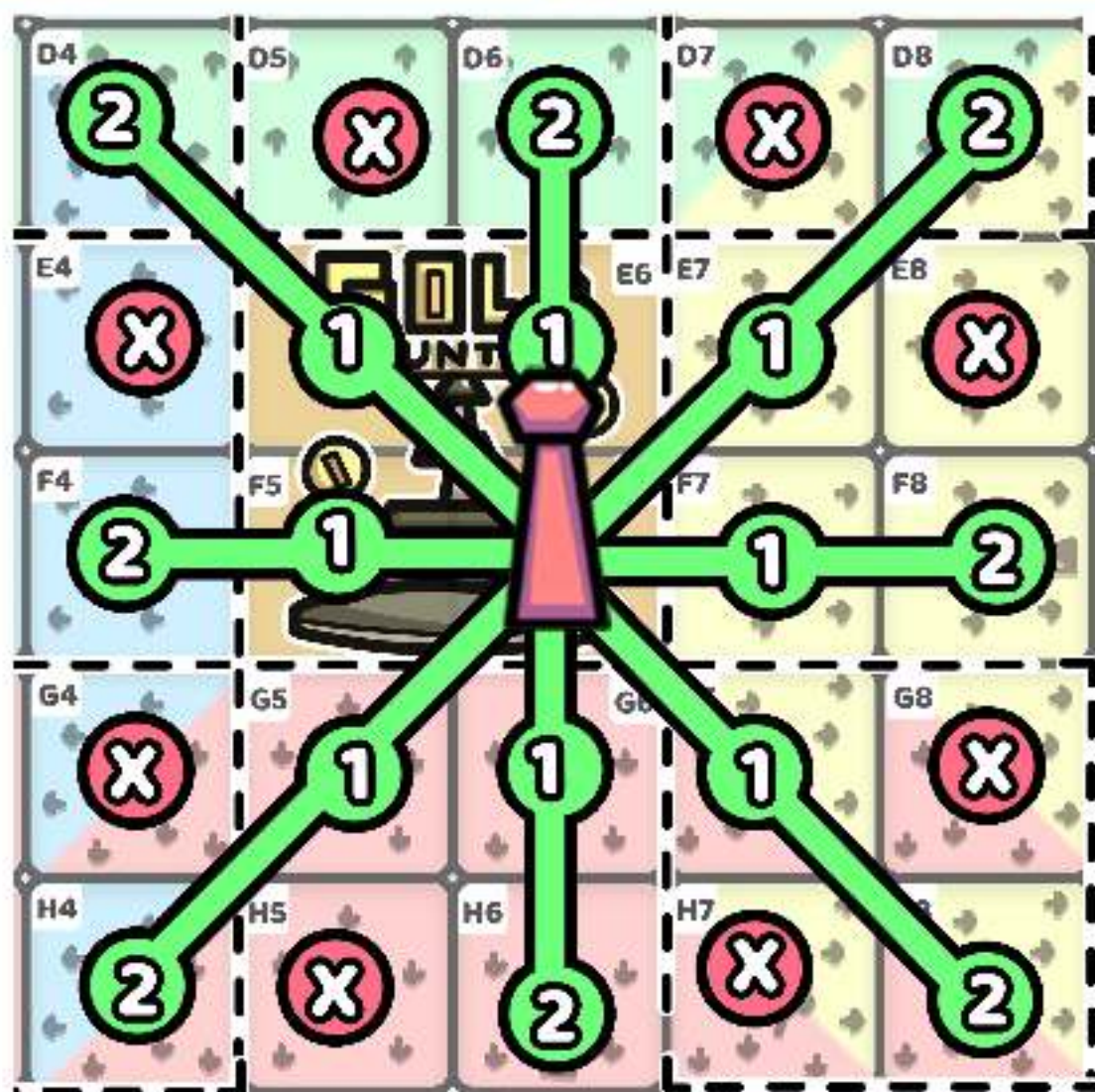
AMOUNT: How many times you can use the weapon. ∞ (Infinity) means that you can use the weapon forever.

DESCRIPTION: The description of the weapon.

AMMOS: Not every weapon has this counter, only to those that has an infinite amount. How much ammos left in your weapon. Everytime you use it, it decreases by 1 and if it is 0, you can't use it until you buy new ammos from the weapon store which is cheaper than weapons with limited amount/usages counter.

USAGES: Not every weapon has this counter, only to those that has a limited amount. This is pretty much like the ammo counter but this time, it starts of with 0 and everytime you use it, it'll be increased by 1 and if it reached it's maximum usage, the card must be put back to the weapon store with the counter being written back to 0 usages.

Weapon Range



NAME: Shotgun
RANGE: 2
DAMAGE: 6 + DICE
AMOUNT: ∞

DESCRIPTION: Shotgun, a powerful weapon for close range attacks.

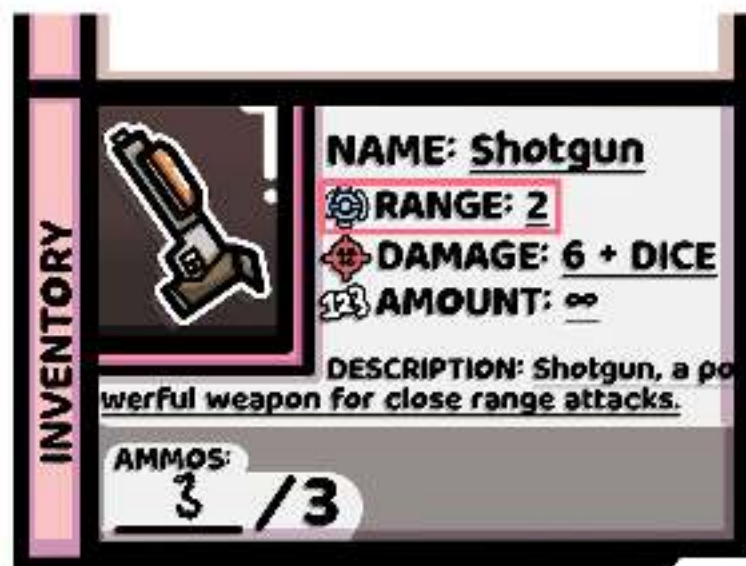
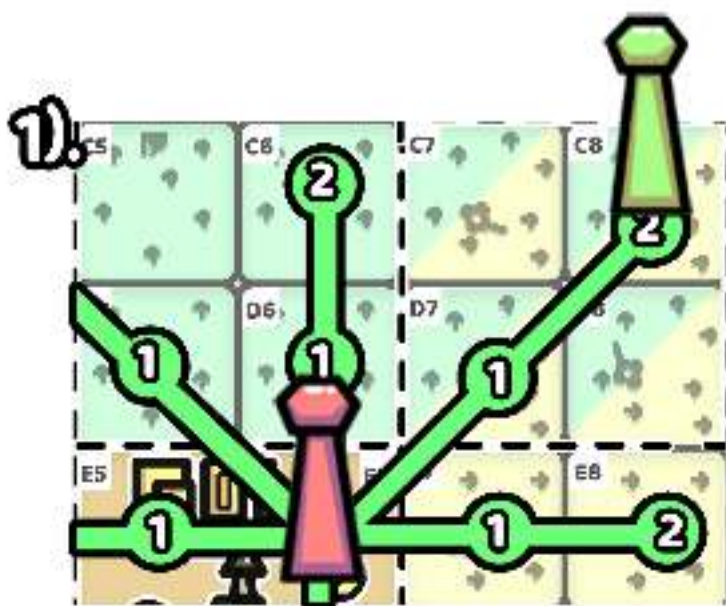
AMMOS: ___ / 3

-  = **Attackable spots.** Must be straight or diagonal with the length of the weapon's range.
-  = **Blind spots.** These are areas where you can't attack although they're close to you because it doesn't have a straight/diagonal pattern.

Let's imagine that you're the red player who has a shotgun weapon. The shotgun weapon has a range of 2. This means that you can shoot anybody who is in the attackable spots which is 2 tiles away from you in a straight or diagonal line.

Attacking

Alright, time for you to actually know how to use weapons.



Imagine that you are the red player who has a shotgun weapon card in your player stats fully loaded. Imagine in some turn you want to kill the green player who is very close to winning by shooting him/her. Lucky for you, if the condition is like the picture above, you're able to shoot him.

Because, the green player is in your attackable area because your shotgun has a range of 2, so it ables to shoot players that are 2 tiles away from you in a straight and diagonal line. And the green player is 2 tiles from you diagonally in the picture.



"I'm shooting green with my shotgun!"



Announce to all players that you're shooting the green player.

After that, reduce your ammo by 1. In this case it'll be 2 since $3 - 1 = 2$. Cross/erase the previous value and write down the new subtracted value with pencil in the ammos counter since shotgun is a weapon with limited ammos. If it is an infinite usage weapon like a knife, you don't need to do anything. If it uses usages counter like granade, increase the usage by 1.

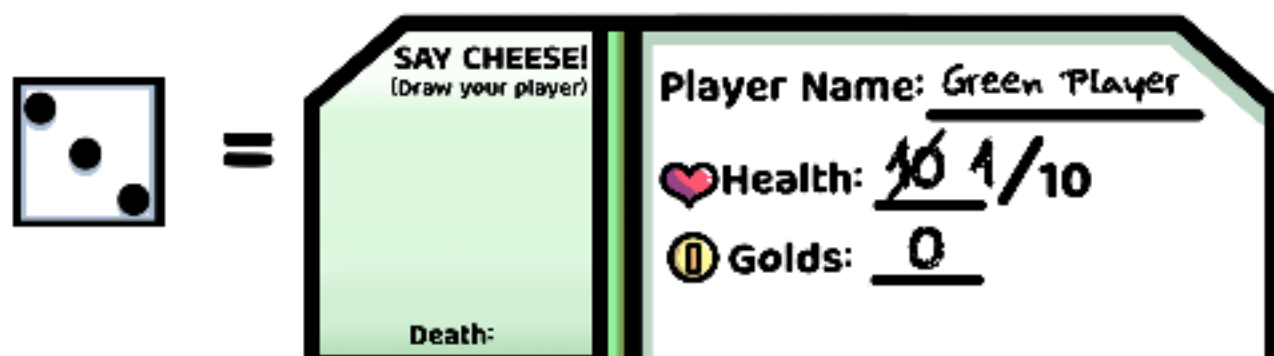
Attacking

3).



The shotgun's damage is 6 + DICE. Which means you have to roll a dice. And whatever number you'll get from the dice will be added with 6. That'll be the damage that occurs on the green player. And since the maximum player health is 10, you may realize that if the green player has 10 health points, the only chance he/she can be dead is if you get a number of 4 - 6 from the dice.

4).



Imagine you rolled the dice and got a number 3 which means that the green player isn't dead since his/her health point is 1 since $(10 - (6 + 3) = 1)$. Make sure that the green player updates his health to the newly subtracted value.

5).

 = **Green Player Dies**
(More on death in the next page)

And that are all the things that'll happen if you didn't get 4 - 6 that would kill the green player instantly. Your turn is over, and the green player will probably run away or attack you back in his/her turn so he/she doesn't get shot by you again. However, if you did kill him with the dice number 4 - 6, the green player will be dead.

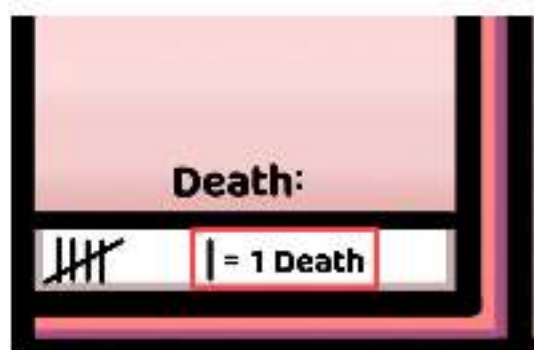
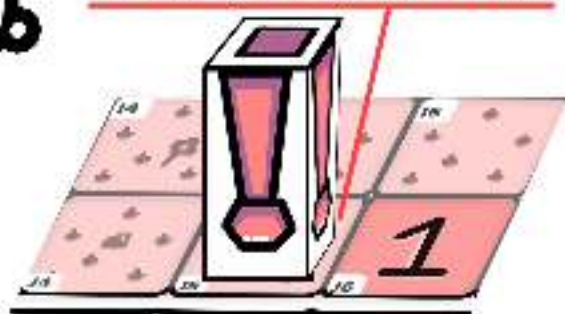
Let's discuss about death in the next page.

Death

When someone dies either because of being attacked by a weapon or being nuked by their opponents, this is what happens:

1).

This means the player is dead



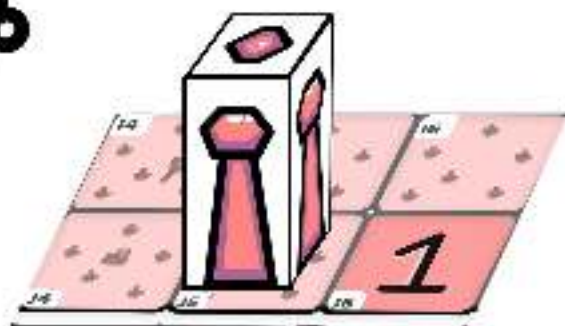
Increase your death counter in your player stats by 1 and flip your player piece (if you're using the official ones) as an indication of death.

2).



Your turn will be skipped 3 times. After that, you can respawn.

3).



When you respawn, flip back your player piece and you can use your turn like usual.

Skills

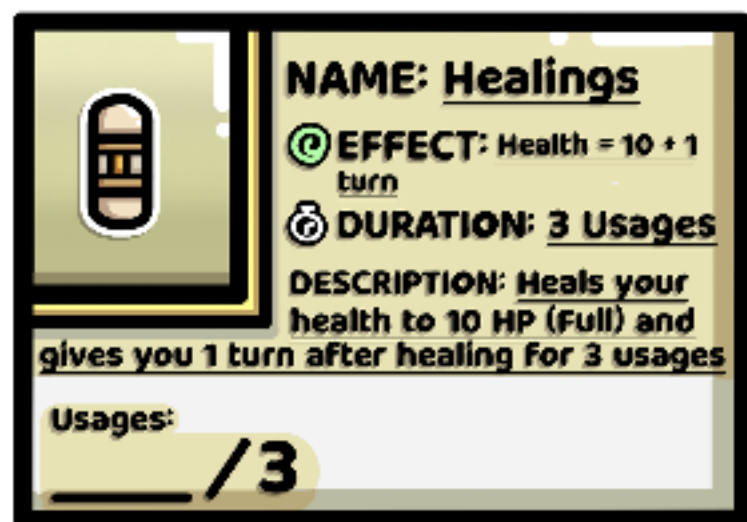
Skills are special item cards that you can buy from the Skill Store. These cards will help you in dangerous situations and make you one step further to winning the game if you use it strategically.

This is how you use skills:

- 1). Make sure you can use the skill card. Regarding to usage availability if it uses the usages counter.
- 2). Do the skill's effect
- 3). Increase the skill's usage counter if it has one.

Okay, the second step is vague because every skill card has it's own effect that divers from one to another. We're going to cover each skill cards in the next pages.

There are also skill cards that occur in a certain situations. So you don't directly use it. For example the speed boost effect only occurs whenever you're moving that is increasing your move steps by 2.



NAME: The name of the skill.

EFFECT: What happens when you use that skill. It have aspects that divers from one to another. These aspects can include health, turns, movement, etc.

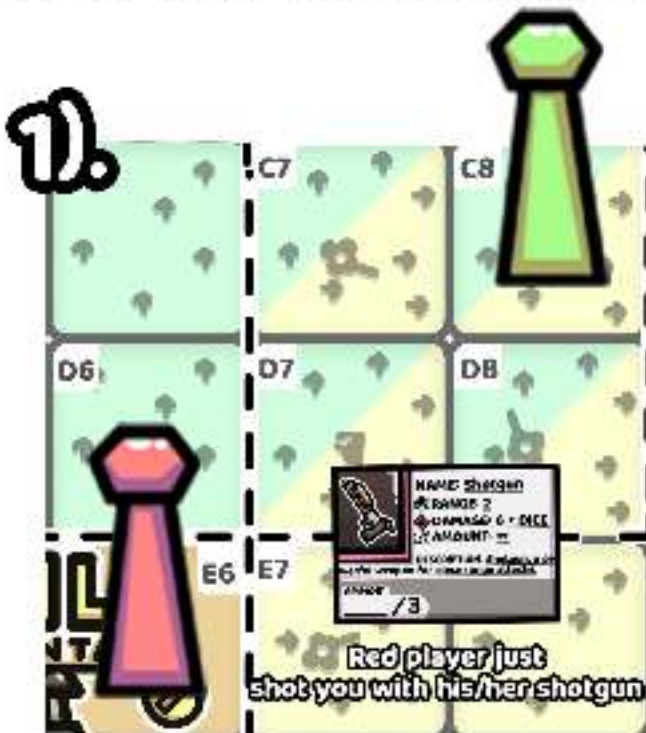
DURATION: How many times you can use the effect. ∞ (Infinity) means that you can use it forever.

DESCRIPTION: The description of the skill.

USAGES: Only skills with limited duration has this counter. It starts off with 0 and everytime you use a skill that has this counter, it must be increased by 1 and if it has reached it's maximum usages, it must be put back to the Skill Store.

Skills

Here is a solid example of using skill cards. For this example I'm going to use the healings skill card. But don't worry I'm going to cover all of the skill cards one by one in the next page.



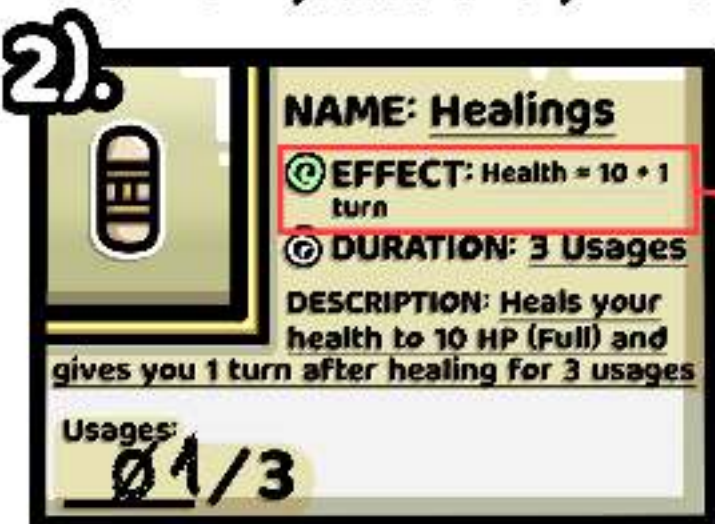
Player Name: Green Player

♥ Health: 1 / 10

🪙 Golds: 30

Very low on health, perfect time to use healings card

Imagine that you're the green player who just got shot by the red player using a shotgun. But lucky for you, because the red player wasn't lucky on rolling his attack dice, you didn't instantly die and you're still alive with very low health.



Player Name: Green Player

♥ Health: 10 / 10

+ Turn

(Moving/Place Interaction/
Attacking/Skill usage)

It is your turn and it is a perfect example of using the Healings skill card. Because, with this card you're able to heal your health completely (10 health points) + 1 turn. This "+ 1 turn" means that after recovering your health, you can do any action that you want as 1 turn. This includes running away from the red player so you don't get shot again, or even attacking back the red player. Of course, don't forget to increase the usages counter by 1.

Skillpedia

This is all of the 4 skill cards explained.



NAME: Healings

EFFECT: Health = 10 + 1
turn

DURATION: 3 Usages

DESCRIPTION: Heals your health to 10 HP (Full) and gives you 1 turn after healing for 3 usages

Usages: _____ / **3**



HEALINGS

As mentioned in the previous example, this skill card allows you to recover your health completely (10 Health Points) and gives you 1 turn that you can use for either moving, attacking, using another skill, etc. Perfect when you're still alive after being attacked by an opponent.

Limited and can only be used 3 times.



NAME: Speed Boost

EFFECT: Move = DICE + 2

DURATION: ∞

DESCRIPTION: Increases your move steps by 2



SPEED BOOST

Speed Boost allows you to have 2 more steps when moving. This skill only occurs when you're moving so you can't use it directly. It's perfect to increase your chances of arriving at the place that you want.

Unlimited and can be used everytime you move

Skillpedia

This is all of the 4 skill cards explained.



NAME: Teleportation Tool
EFFECT: Move = ANYWHERE
DURATION: 3 Usages

DESCRIPTION: Allows you to teleport ANYWHERE for 3 usages.

Usages: _____ / 3



TELEPORTATION TOOL

Teleportation tool allows you to instantly move to a certain tile for 3 usages. Perfect in critical situations when you have to arrive at a place/tile instantly.

Limited and can only be used 3 times.



NAME: Time Freeze
EFFECT: Turn = 2x
DURATION: 3 Usages

DESCRIPTION: Allows you to have 2 turns in 1 turn for 3 usages.

Usages: _____ / 3



TIME FREEZE

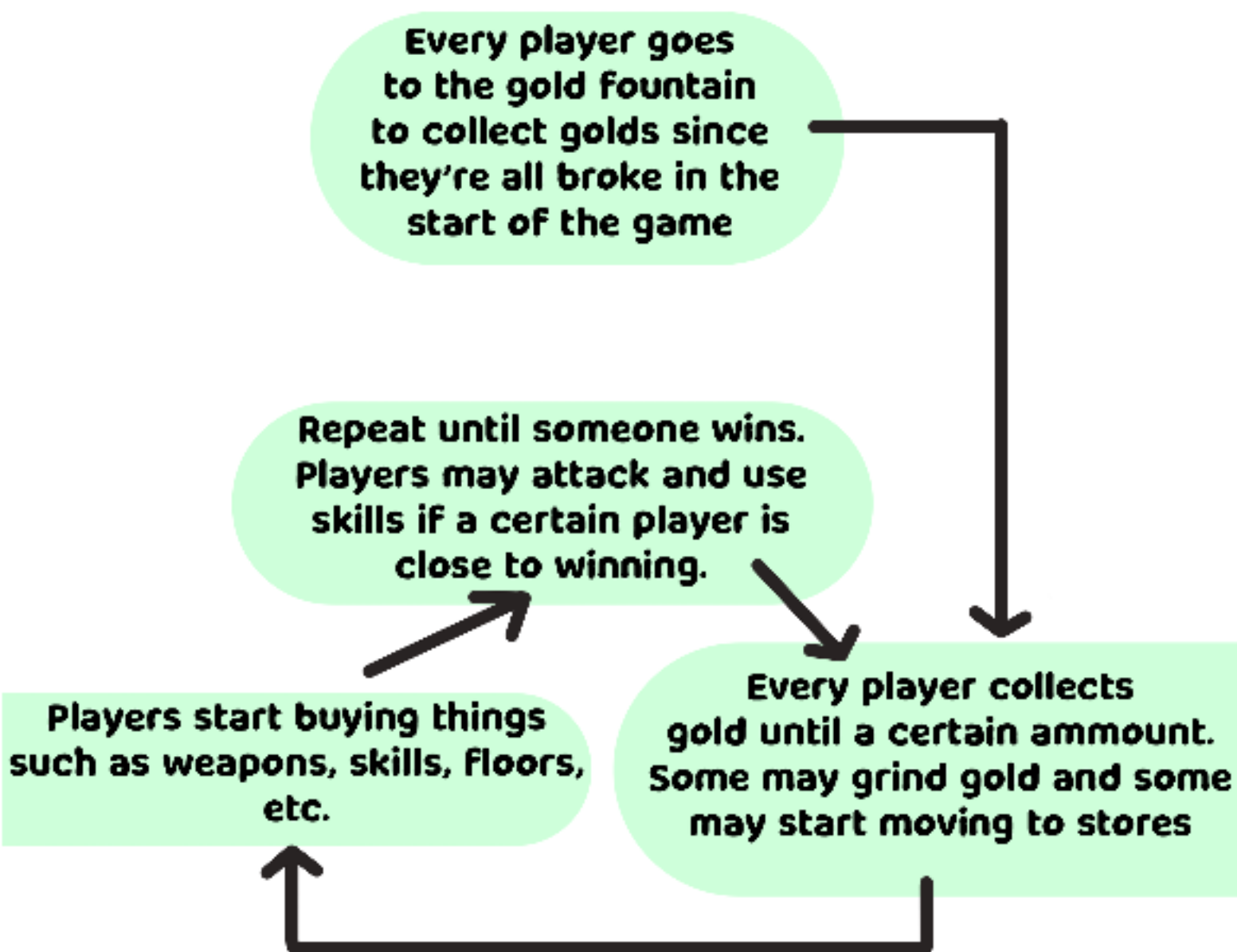
The most powerful and expensive skill card in the game. It allows you to have 2 turns in a turn with 3 usages. This means every usage of it allows you can to do 2 actions all together in 1 turn including using it again for more actions. Perfect for critical situations where you have to do certain actions.

Limited and can only be used 3 times.

Conclusion

And that's all about gameplay! So you can conclude that the gameplay is just a combination of actions like moving, collecting golds, buying items, attacking, using skills, etc. between players until someone reaches 24 floors.

The gameplay loop of the game usually goes like this:



Oh yeah, there is 1 last thing I want to tell. Teaming is allowed in this game. But remember, there can only be one 1st place, 2nd place, 3rd place, and 4th place. So teaming are only in a certain time. It usually occurs when a certain player becomes too powerful and very close to winning.

- Chapter 3 - POST-GAMEPLAY


This final chapter won't be long, it's just about how to decide all of the winners from 1st to 4th.

The first winner will always be the one who's able to claimed 24 Floors first.

You can decide the 2nd to 4th winner based on how many floors claimed. The more floors that are being claimed, the higher the rank.

However, if there are 2 or more players that have the same floors, the rankings can be determined by the death counter. More deaths equals lower rank.

If the players have same floors and death count, the rankings are determined based on the gold(s) that the players have + all of their weapon(s) and skill(s) price.

1st Winner =  **24x**

2nd - 4th Winner = **Most Floor**

Same Floors?

Least Death

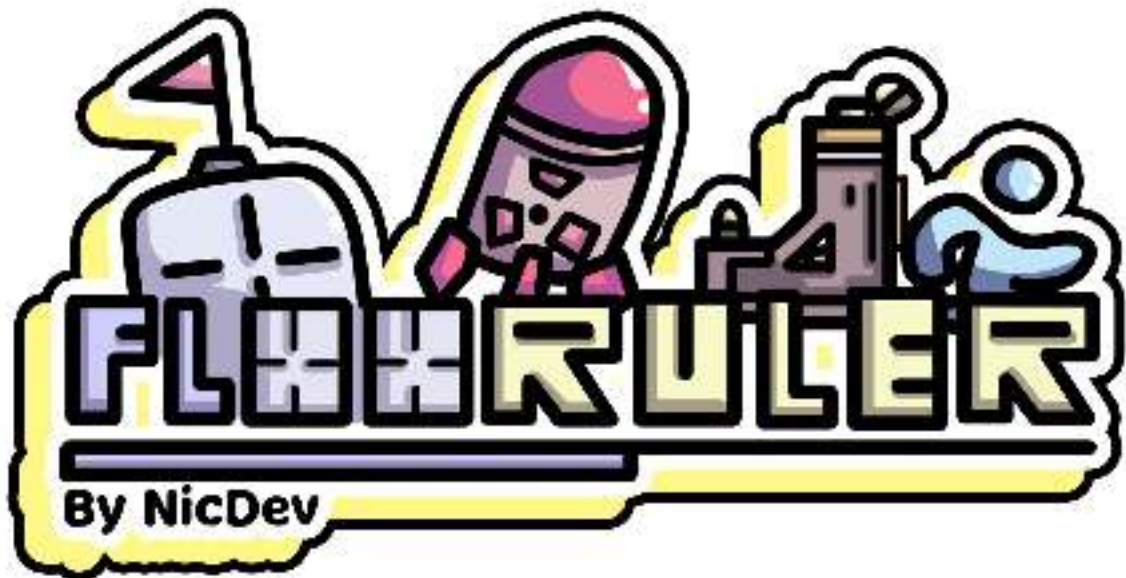
Same Death Count?

Most Gold + Weapon & Skill gold worth

Thank You!

Thats all for this documentation. Thank you for reading and I hope you enjoy your match of Flooruler with friends and family.

If you got any questions regarding this game, don't hesitate to ask it in the game's [Boardgamegeek forum](#)



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