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A NINJA'S
GUIDE TO
FLOATING
FLOORS



①

The **Bansen Seals** containing the secrets of your Ninja clan have been stolen. You must reclaim all your seals before the other Ninjas collect theirs!

To succeed, you must strategically deploy your **Jutsu** to build platforms and create paths for your ninja to travel on. Use **Jutsu** as a foundation underneath floorboards or strategically place them to counterbalance floorboards, providing you with safe passage.

Each Ninja must stay hidden on their path of light or shadow, walking across only spaces or **Jutsu** of their color.

But a word of warning! The Floating Floors rotate each time a seal is collected!

Will you be the first to collect all your **Bansen Seals**?

- Sensei Takashi

Components

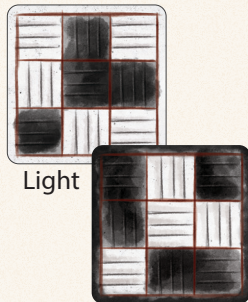
12 × Terrain / Lake Cards



Terrain Side

Lake Side

12 × Floating Floorboards



Light

Shadow

60 × Jutsu Pieces



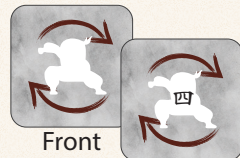
3 × Jutsu Dice



4 × Chakra



16 × Bansen Seals



Front

Number Side
(Challenge 1)

4 × Ninja Meeples



Setting the Scene

2

- Shuffle the **Terrain** cards, **Lake** side down, and randomly create the map.
 - For 2 players, the map is 6 cards in a 2x3 grid.
 - For 3 or 4 players, the map is 9 cards in a 3x3 grid.
- Each player chooses a **Ninja**. In a 2 player game, players must select **Ninjas** of different colors. Each player should take:
 - The **Ninja Meeple**.
 - The **Bansen** showing their **Ninja** (number side down). The number of **Bansen** depends on player count. Select **Bansen** randomly, and return unused **Bansen** to the box.

Players	2	3	4
Bansen	4	3	2

 - The **Chakra** showing their **Ninja**.
 - Three **Jutsu**, one of each shape in their color.
- The oldest player is the starting player. Beginning with the starting player and proceeding clockwise, each player places their **Chakra** in an empty Alcove on their side of the board and places their **Ninja Meeple** on top. This is your starting location.
- Next, the starting player takes everyone's **Bansen** and places them clockwise starting from the left of their **Chakra**, alternating each ninja into the remaining alcoves of the map, numbered side down (i.e., player 1, player 2, player 3, player 4, player 1 etc.)
- Shuffle the **Floorboards** and place them near the map. The side facing up does not matter.
- Place the **Jutsu** and **Jutsu Dice** near the map.

2 Player Setup



③

Navigating the Floating Floors

Beginning with the starting player and proceeding clockwise, each player will complete a turn. Each turn has 2 phases:

Phase One: Acquiring Jutsu

Phase Two: Navigating the Floors

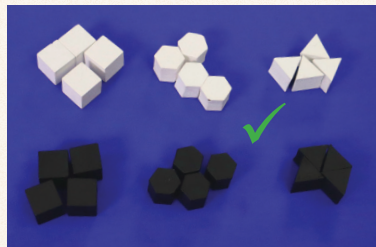
Phase One: Acquiring Jutsu

Roll all 3 **Jutsu Dice**. You **must** then take a **Jutsu** to your player area matching each of the 3 dice rolled.

You may take each **Jutsu** from one of three places:

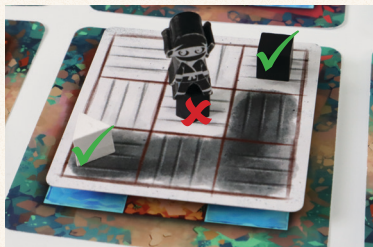
1

The public pool of **Jutsu** sitting near the board, if the correct shape and color is available.



2

From on top of any **Terrain** or **Floorboard**, unless a **Ninja** is standing on that piece.



3

From under a **Floorboard**. You may lift the **Floorboard** to take **Jutsu** but must replace the **Floorboard** in the same orientation it was before you lifted it.



Even when you have a keen understanding of your environment, you must also strive to understand yourself.

- Sensei Takashi

Falling or Causing a Collapse



If at any point during your turn, you cause a **Floorboard** to tilt and touch the **Terrain** or table, or a **Ninja Meeple** or **Jutsu** falls from a **Floorboard** and touches the **Terrain** or table, then you must **End your Turn** immediately.

- The next player in turn order resets the **Terrain** card. All **Jutsu**, **Ninja Meeples**, and the **Floorboard** are gathered and must be arranged or rearranged into any legal configuration on that **Terrain** card.
- Pieces and cards may be flipped, rotated, and moved from above the **Floorboard** to below and *vice versa*.
- If the player causes a fall or collapse while rearranging, they may regather and continue to set up the pieces.
- Once the rearranging is complete, the same player who resolved the rearrangement begins their turn.



Phase Two: Navigating the Floors

In the Navigating the Floors phase, there are four possible actions. You may take any of the actions, in any order, as many times as you like until you either choose to end your turn, or are forced to due to **Falling or Causing a Collapse**.

You may even complete multiple actions at the same time (e.g. placing **Jutsu** with one hand and moving your **Ninja Meeple** with the other, or placing multiple **Jutsu** at once with the same hand), with the exception of the **Claiming Bansen** action which must be completed by itself.

Action 1
Placing Jutsu

Action 2
Placing Floorboards

Action 3
Moving Your Ninja

Action 4
Claiming Bansen

Knowing one's inner Ninja is the second step towards reaching your goal.

- Sensei Takashi

Placing Jutsu

- You may place **Jutsu** that you acquired this turn, or that were stored from a previous turn.
- You may place **Jutsu** fully within a land space of a **Terrain** card, or fully within any **Floorboard** space.
- You may not place **Jutsu**:
 - On the water spaces of **Terrain** cards.
 - Underneath a **Floorboard** or on a **Terrain** card which has a **Floorboard** on it.
 - On top of **Ninja Meeple** or other **Jutsu**.
 - Touching more than one space.
- **Jutsu** may be placed in any orientation and on any side.
- When placing **Jutsu** onto a space, you may nudge a **Jutsu** or **Ninja Meeple** already in that same space with the piece you're placing without changing those pieces orientation or moving them to a different space. All pieces must fit within the space they began.

Placing Floorboards

- Once there is at least one **Jutsu** on a **Terrain** card, you may attempt to place a **Floorboard**. To do so, take the top card of the **Floorboard** deck and balance it on top of the **Jutsu** over the **Terrain**.
- You must center the **Floorboard** over the **Terrain**, covering all the land and water spaces below.



- You may place the **Floorboard** either side up.
- Each **Terrain** card may only have a single **Floorboard** card above it.
- Once all **Terrain** cards have a **Floorboard** on them, this action can no longer be taken.

Floorboards have the same pattern but the opposite coloring on the flip side.

Moving your Ninja

- You may move your **Ninja Meeple** to an orthogonally adjacent space (*not diagonally*), including to an adjacent **Floorboard**.
- Your **Ninja Meeple's** move must end:
 - Fully within a matching colored **Floorboard** space, or
 - On top of one or more matching colored **Jutsu** which are within the same **Floorboard** space.
- Your **Ninja Meeple** may finish in any orientation (*e.g. upright, lying down, on its head, etc.*)
- You must lift your **Ninja Meeple**, rather than nudge or shuffle it; *i.e.* at some point during the move, there must be clear air between your **Ninja Meeple** and all other pieces and cards.
- When moving a **Ninja Meeple** to a space, you may nudge a **Jutsu** or another **Ninja Meeple** already in that same space with your **Ninja Meeple** without changing those pieces' orientation or moving them to a different space. All pieces must fit within the space they began.
- You must take your hand away from your **Ninja Meeple** to check for balance at the end of each step of movement, even if you intend to immediately continue moving.
- Until you let go of your **Ninja Meeple**, you may change your mind and return it to its original position.

Claiming Bansen

- To attempt to claim one of your **Bansen**, your **Ninja** must be in the space adjacent to the alcove the **Bansen** is hidden in.
- Next, pick up the **Floorboard**, rotate it 90° in the direction shown by the arrows on the **Bansen** (clockwise or counterclockwise), and place it back down onto the **Terrain** card and its supporting **Jutsu**.
- If any piece falls or a **Floorboard** touches the **Terrain**, your attempt to claim a **Bansen** fails and you must end your turn immediately (see **Falling or Causing a Collapse** on page 4).
- If no piece falls, you are successful. Take the **Bansen** and place it in front of you on the table.
- You may not take any other action while attempting to claim a **Bansen**.
- You may continue to take actions after successfully claiming a **Bansen**.

Ninja may only stand on spaces or Jutsu that match their color!

Phase Two: Navigating the Floors

Ending Your Turn

Once you are satisfied with your progress, or are forced to due to **Falling or Causing a Collapse**, your turn ends.

- If you have any unplaced **Jutsu**, you may keep up to three **Justu** matching your ninja's color for use on future turns.
- All other unused **Jutsu** are returned to the public pool.
- Play then passes to the player on the left.

Winning

The first Ninja to recover all of their **Bansen Seals** restores honor to their Clan and is immediately declared the winner!

Master vs Apprentice (Playing with Different Skill Levels)

If you are playing with Ninjas of varying skill levels, we recommend the Master Ninja (the more experienced player) takes on one or more of the following variations:

Master of Balance

The Master Ninja may roll only two (or one!) **Jutsu Dice** at the start of each turn.

Master of Contemplation

The Master Ninja may move only four steps each turn.

Master of Navigation

The Master must recover **Bansen** in sequential order (per Challenge 1, page 8).

Set up with the Master's **Bansen** number side up, and the Apprentice's **Bansen** number side down.

Ninja must plan every footfall with care. But the Master Ninja controls the very floor upon which they step.

- Sensei Takashi

Challenge Your Skills!

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Once you master the base rules of Floating Floors, you may take on these challenges! In the following pages you will find 8 challenges that increase the difficulty of Floating Floors as you hone your Ninja skills. Each challenge provides additions or alterations to the base game rules.

For a campaign style game, play through the challenges 1 through 8 keeping all previous challenge's rules in play! Alternatively, pick and choose your favorite challenge(s) to play a different game every time.

Challenge 1: Scattered Seals

Navigating the Floors

Claiming Bansen

Players must claim their **Bansen** in numerical order: 一 二 三 四. You may not attempt to claim a **Bansen** unless all of your lower numbered **Bansen** are already claimed.

Setting the Scene - Changes to Setup:

Step 2b – Instead of choosing **Bansen** randomly, use sequentially numbered **Bansen**: 一 二 三 四

Step 4 – Instead of randomizing their positions, players pass their **Bansen** to the player on their right. Then, in reverse turn order (beginning with the player to the right of the oldest player and proceeding counterclockwise), players take turns placing a **Bansen**, number side up, into an empty alcove.

Players will need to collect the **Bansen** in order, so make sure you don't make it too easy for your opponents!

Challenge 2: Move with Grace

Navigating the Floors

Claiming Bansen

When claiming **Bansen**, you may use only one hand to pick up and rotate the **Floorboard** you are on.

You may not attempt to claim a **Bansen** while your **Ninja Meeple** is lying down. A sleepy Ninja cannot learn the ways of the **Bansen**.

⑨

Challenge 3: Skirting the Lake

Setting the Scene

Changes to Setup:

Step 1 – When setting up the map, use one **Lake Terrain** per player, adding more water spaces to the game.

The **Lake Terrain** are found on the back of each **Terrain** card.



Challenge 4: Shifting Floors

Navigating the Floors

NEW ACTION 5 - Using Bansen

- At any time after claiming a **Bansen**, except during the same turn you claimed it, you may discard it to the game box to rotate your Ninja's current **Floorboard** by 90° in the direction indicated on the **Bansen**.
- When rotating a **Floorboard**, placement and dexterity rules are the same as for the **Claiming Bansen** action.
- Used and unused **Bansen** count equally toward winning Floating Floors.

Challenge 5: A Rival's Advantage

Navigating the Floors

Falling or Causing a Collapse

If a player who is rearranging pieces after a Fall or Collapse causes a **Floorboard** to tilt and touch the **Terrain** or table, or a **Ninja Meeple** or **Jutsu** falls from a **Floorboard** and touches the **Terrain** or table, they too must **End their Turn** immediately.

That player misses their turn entirely, and the subsequent player in turn order now resets the same **Terrain** card.

A wise Ninja assesses their surroundings and resources. Only then do they take decisive action.

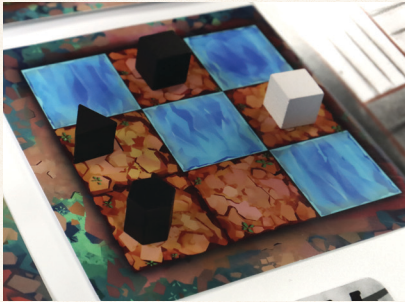
- Sensei Takashi

Challenge 6: Shaky Footings

Navigating the Floors

Placing Jutsu

When placing **Jutsu** on a **Terrain** card, there may only ever be 1 **Jutsu** per land space on the card.



Challenge 7: Scarce Supplies

Setting the Scene

Changes to Setup:

Step 6 – Before placing the **Jutsu** near the map, return the following **Jutsu** pieces to the box. They will not be used this game.

- 4 black cubes
- 4 black triangles
- 4 black hexagons
- 4 white squares
- 4 white triangles
- 4 white hexagons

Challenge 8: Non-Dominant Hand

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Navigating the Floors

All Actions

When taking any actions while in the **Navigating the Floors** phase, you must primarily use your non dominant hand.

If taking multiple actions at once, you must use your non dominant hand for the action higher in the list below:

- Rotating a **Floorboard**
- Moving a **Ninja**
- Placing a **Floorboard**
- Placing **Jutsu**

Use your Jutsu with care and cunning. Only then will you be able to traverse the floors and reach your goal.

- Sensei Takashi

Credits

Designer: Takashi Sawada

Developer: Karl Lange

Box Art and Terrain Tiles: Gong Studios

Graphic Design and Floorboards: Jovial Graphics

Playtesters:

Takashi's friends and family, Jaydn Cameron, Jared McGiven, Marc Inzon, Catriona Chan, Roy and Songsil, The Game Artisans of New Zealand (GANZ), Tabletop Game Designers Australia (TGDA), The Hobby Gamers Community, The Print and Play Community, The Northcote Boys, James & Eli

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