

Who's in the House?

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Goal of the Game

The goal of the game is to move all four of your tokens around the board and into The White House before your opponent does. Each token represents one year of a terms progress, so players must advance their tokens carefully and time their roll attempts well to finish first.

Setup Rules

1. Position the board on an even surface.
2. All players receive four tokens, which they will place at The Pentagon.
3. Each player is then given a single die to roll simultaneously.
4. Whoever achieves the highest rolled value will initiate the game.

Gameplay Rules

- ❖ During your turn, choose to roll one or two dice.
- ❖ Rolling a single die will advance a token by the number shown.
- ❖ Rolling two dice permits a player to move two separate tokens. You must move two tokens, or end your turn if you cannot move two tokens.
- ❖ Selecting which tokens to advance is entirely up to you, so remember that strategy and positioning matter.
- ❖ Landing on an opponents square initiates a debate, unless a debate was already in progress, and you were forced to move back three spaces (there is no second debate, there can only be one debate per turn).
- ❖ You may occupy the same square with multiples of your token (this is a party), but again, landing on an opponent's square initiates a debate, so this greatly increases your risk.
- ❖ During a debate, both players must roll a die.
- ❖ Rolling the highest number wins the debate, forcing the debate loser back three spaces.
- ❖ When debating with a party (multiple tokens on the same square), if you lose the debate, the entire party (all the tokens you had on this square) must go back three spaces.
- ❖ If you cannot move the debating token (or party) back three spaces, then you must move another token(s) instead, or forfeit your next turn.
- ❖ You need to roll the exact number of spaces to land on the stop square.
- ❖ **STOP DEBATES** - Winning token (or party) enters The White House, loser forfeits next turn or moves back three squares (loser's choice).
- ❖ Landing on the stop square allows you a safety attempt on your next turn.
- ❖ If you move more than one token to the stop square, the party may roll a safety attempt on your next turn.
- ❖ During a safety attempt, the player must roll their special die and land on a White House to enter The White House; anything else ends the turn.

End Condition Rules

Victory goes to the first player with all four tokens to enter The White House.