

* - Subject to exceptions.

Full House:

The Official Rulebook

Currently written for Version FH2.

Overview (Quicklinks)

Full House is a board game for 2-9 players taking place on the planet Dyosmogene. Players take control of one of [9 factions](#) based loosely on those from Dune.

The goal is to be the strongest House by occupying at least 3 [hotlake](#) territories with your forces. You can [win](#) alone or as part of an [alliance](#) occupying 4 hotlakes.

The game consists of [8 phases](#) played over 10 maximum turns: [Blizzard](#), [Mint Growth](#), [Charity](#), [Bidding](#), [Revival](#), [Movement](#), [Battle](#), and [Collection](#).

Each faction has [unique advantages](#) related to movement, resources, leaders, etc. that should inform your strategy.

[Key resources](#) are forces, mint (currency), and utility cards acquired through [bidding](#). Forces can be [revived](#) from the deceased pile for mint.

Mintivore and avalanche cards trigger [nexus](#)/anti-nexus events where alliances can form/break.

[Battles](#) are resolved secretly using [battle wheels](#) and optional [utility cards](#), with [spies](#) and weapons influencing outcomes.

Additional rules cover [8-player games](#), [nullifier cards](#), optional modes, and [miscellaneous strategizing advice](#).

Factions

You will become one of these factions, all based on factions from GF9's DUNE (2019), but there are some subtle and some not-so-subtle changes. Details regarding each faction will be stated in [Faction Strategy](#).

- [Whiskers](#) (based on Atreides)
- [Mittens](#) (based on Bene Gesserit)
- [Abys](#) (based on Emperor)
- [Strays](#) (based on Harkonnen)
- [Amazons](#) (based on Spacing Guild)
- [Wintertide](#) (based on Fremen)
- [Necromancy](#) (based very loosely on Bene Tleilaxu)
- [Syndicate](#) (based on CHOAM)
- [Chowder](#) (based very loosely on Richess)

In Full House, you can explore many possible interactions between these factions of malevolent cats*, in an universe where they have evolved to a mystical extent.

Game Components

1. Worlds

Game Mat:



The game mat is a map of *Dyosmogene*, the only known planet to produce catnip, or “mint.” There are 4 types of territories:

Snow - Light blue.

Rock - Grey with shadows.

Hotlakes - Blue/indigo.

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Polar Sink - White with shadows. Home of Chowder House.

Some territories are marked with a green Mint Growth icon to show the locations of possible Mint Growths. Some Hotlakes are marked with Catapult icons, see [Force Movement](#).

The map is also divided by longitude lines into eighteen sectors, which extend from the edge of the Polar Sink to the equator at the edge of the board. Sectors control the way the Blizzard moves around the planet.

Homeworlds:

Each player has 1 (or 2) Homeworld Planet card(s)— each showing the planet's name and faction which it belongs to:

- Counter-Earth (Whiskers)
- Factoria (Abys)
- Hexen (Abys)
- Southern Hemisphere (Wintertide)
- Amazing™ (Amazons)
- Moriterra (Strays)
- World Economix (Syndicate)
- Dicer (Necromancy)

[Homeworld details](#) can be found at a later section, including occupation rules and advantages. The occupation of 3 Homeworlds

2. Battle Wheels

The game includes 2 Battle Wheels, ripped right out of GF9's DUNE (2019).

3. Faction Components

Each faction is composed of these types of components:

- A single sided Player Faction Card outlining the faction character's advantages.
- 5 mini Leader Cards— each showing a leader and the leader's fighting strength (found in your Player Pouch).
- 20 small cat tokens called forces (found in your Player Pouch).
- Player Pouch.
- 1 (or 2) Homeworld Information card(s)— each showing the planet's advantages and disadvantages.

All components of each player set have a similar colour for identification.

4. Decks of Cards

Mint Deck:

Tells where Mint Growths will create treasure troves of Mint waiting to be harvested, and when the giant *Mintivores* and avalanches will appear.

There are 3 types of Mint Cards:

Mint Growth: Indicates a snow region where mints will appear, and the quantity of mints.

Mintivore: Indicates that a Mintivore will appear on the previous Mint Growth region, devouring the mints/forces there. A nexus will also occur.

Avalanche: Indicates that an avalanche will occur on the previous Mint Growth region, destroying the mints/forces there. This will also double the next Mint Growth value. An anti-nexus will now occur to break all alliances.

Utility Deck:

Provides weapons, defences, tricks and tools to outmanoeuvre opponents and win battles.

- **4 Bioweapons** (Venom Whip, Purrfect Plague, Nine Lives Poison, Felis Toxicus)
 - *Kills enemy leader before the battle is resolved.*
- **4 Bio-defences** (Hazmat Collar)
 - *Counters Bioweapons.*
- **4 Kinetic Weapons** (Laser Eyes, Kitty Bracelets, Pocket Rocket, Glock 89)
 - *Kills enemy leader before the battle is resolved.*
- **4 Kinetic Defences** (Kinetic Dispenser)
 - *Counters Kinetic Weapons.*
- **4 Worthless Cards** (Tangled Yarn, Sunbeam Nap, Dusty Feather, Cardboard Box)
 - *No value*.*
- **6 Special Cards**
 - **1 Resurrection**
 - *Immediately revive 1 of your leaders regardless of how many leaders you have in the Deceased pile.*

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- ***OR** Revive up to five of your forces to your reserve at no cost in mint.*
- **2 Nullifier**
 - *Prevent a player from using one of their faction advantages during a game phase (after Phase 1).*
 - ***OR** Phip out forces at Amazon rates (1/2 normal) .*
 - ***OR** Purchase a Utility card without paying for it.*
 - ***OR** Use your faction specific once-per-game [Nullifier ability](#).*
- **2 Mindbreaker**
 - *Ask one other player a single yes/no question about the game that must be answered publicly. The game pauses until an answer is given.*
- **1 Climate Control**
 - *Control the blizzard; move it from 0 to 10 sectors in a counterclockwise direction.*
- **1 Bone Meal**
 - *Doubles the Mint Growth amount.*
- **1 Catapult**
 - *Make an extra on-planet force movement subject to normal movement rules.*
- **3 Cheap Hero**
 - *The Cheap Hero may be played in place of a leader or if you have no leaders available.*
- **2 Special Weapons**
 - **1 Catatonic Energy**
 - *Kills enemy leader before the battle is resolved.*
 - *Special: Massive amounts of energy are released when countered by (OR PLAYED WITH) the Kinetic Disperser, destroying all forces and mints in the region.*
 - **1 Apex Barrage**
 - *Special: Kills both leaders (no mint is paid for them). Both players may use Kinetic Dispersers to protect their leader against the barrage. Protected leaders do not count towards the battle total, the side that dialled higher wins the battle.*

Spy Deck:

With 1 card for each Leader, these represent covert spies under your control.

Predictions Deck (Mittens):

With 1 card for each of the 9 factions and 10 cards for turns 1 to 10, these predict who will win the game.

Alliance Deck:

To remind players of Alliance benefits.

Blizzard Deck (Wintertide):

To warn Wintertide about the incoming blizzard.

There are 2 types of Blizzard Cards:

- Constant:** There are 7 cards that display how far the blizzard will travel (0-6 sectors).
- Variable:** House Wintertide moves the blizzard any number of sectors between 0 and 3. Draw again if Wintertide is not in the game.

Chowder Deck

Special Utility cards that grant unique advantages to the beholder. (Cannot be purchased with Nullifier Cards).

- **10 White Cards** (do not count towards # of cards in hand)
 - **1 Cardboard Fox**
 - *Can be used as a Cheap Hero **OR** a Worthless Card.*
 - **1 Tinkering**
 - *Take a card immediately after a player discards it, and add it to your hand.*
 - **1 Foxtrot**
 - *Players may make/break alliances when this card is played.*
 - **1 Fauxnullifier**
 - *Acts as a standard Nullifier (see above), but cannot be used to purchase Utility Cards.*
 - **1 Retreat**
 - *Upon losing a battle with this card in your Battle Plan, the difference in the number of dialled forces between you and your opponent gets revived and added back to your reserves or to Polar Sink.*
 - **1 Mini-Dart**
 - *Kills enemy leader before battle is resolved; is countered by any form of defence.*
 - **1 Grey Market**

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- Use this card during the Bidding Phase to put up one card from your hand face up for bidding, as an addition to the standard Abys auctions (can also be used by Chowder to bid cards without mimicking Abys).
- **1 FoskCo**
 - *Hand a Utility/White/Grey card to any player, following standard hand capacity rules.*
- **1 Armour**
 - *Protects your leader from enemy Kinetic Weapons in this battle. **One time use.***
- **1 Hazmat Suit**
 - *Protects your leader from enemy Bioweapons in this battle. **One time use.***
- **6 Grey Cards** (counts towards # of cards in hand)
 - **1 Engineering**
 - *Spend 2 mints and search the discard pile for any card, add it to your hand* and shuffle the remaining pile.*
 - **1 Ritual**
 - *All players must announce their mint balance and pay the bank 1/2 total (rd).*
 - **1 Harvester**
 - *Play as a weapon in your Battle Plan. Upon winning a battle in a mint growth region, your forces collect 2x mints in that specific region for the rest of the game.*
 - **1 Felis Foxicus**
 - *Kills enemy leader before the battle is resolved. May be countered by Bio-defences.*
 - **1 Phlox 89**
 - *Kills enemy leader before the battle is resolved. May be countered by Kinetic Defences.*
 - **1 Fox-taria**
 - *+7 to your dialled power, but cannot be played with any weapons and defences.*

Bidding-Aid Deck:

9 cards that help indicate whether players are in/out of a bid to speed up the Bidding Phase.

Player Aid Deck:

3 cards denoting the Faction Advantages and Game Phases for quick reference.

5. Game Pieces

There are many smaller game pieces that help identify several aspects of the game.

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- **250 Mint pieces**— with different values. White—1, light green—2, dark green—5.
- **Blizzard Marker**— indicates which sector the blizzard is on.
- **5 Special “Golden” Abys forces**— printed with a star on them, these forces are worth twice their normal value in Battle.
- **3 Special Wintertide forces**— printed with a star on them, these forces are worth twice their normal value in Battle.
- **Mittens’ forces**— printed with two different images to differentiate between advisor forces and normal forces.
- **Mintivore token**— indicates which region the Mintivore is at.
- **Shipping/Revival/Mint tokens**— indicates the player that gets paid for the respective game action triggering (Shipping forces/claiming free revivals/collecting Mint Charity).
- **Game Turn Counter**— a round card that spins to track the game turn. The other side acts as a quick start guide to help set up the game.
- **Syndicate’s Charity Card**— helps to keep track of when Charity is cancelled/doubled.
- **Rules of Movement Card**— indicates whether the movement rules followed are “Dune Mode” or standard Full House mode.

Objective

Each faction has a set of unique economic, military, strategic, or treacherous advantages. The object of the game is to use these advantages to gain control of *Dyosmogene*. The [winner](#) is the First Player to occupy at least 3* hotlakes with at least one of their forces at the end of a turn.

A player may win alone or in an Alliance with other players.

Setup for Play

First decide on the movement rules obeyed in the game, according to the Rules of Movement Card. Place the selected side on the corner of the game mat that says “Full House.”

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Place all Mint tokens in the Mint Bank. The Mint Deck and Utility Deck are shuffled and placed face down next to the game board. Played cards will be piled face up next to the decks as discards and reshuffled to restock the Mint Deck and Utility Deck as necessary.

Players now choose factions. If players are new or cannot decide on their factions they may use the faction cards from the Prediction Deck to randomly determine what faction each player will play. Players may swap factions with each other at this point if they wish.

Number of Players: While Dune was designed for 2-6 players, Full House was made with more players in mind (4-9), but aim to play with 7+ factions for the best experience.

Players take their Player Pouches to set up their factions as follows:

A. Faction and Alliance Cards

Deal each player their Player Faction Card (black back written “Full House”) and their Alliance Card. Each player also receives a Bidding Card from the Bidding-Aid Deck. If appropriate, deal Amazons the Shipping Token, deal Necromancy the Revival Token, and Syndicate the Mint Token. Further Deal Chowder the Chowder Deck and deal Syndicate the Charity Card.

There are 3 player aid cards denoting the Faction Advantages and Game Phases for quick reference, and distribute them amongst any new players.

B. Homeworlds

Deal the appropriate Homeworld Card(s) and their Info Card(s) to each player. Set them beside each player in a location accessible to other players.

C. Starting Mints and Forces

Mint equal to the amount indicated on each Player Faction Card is removed from the Mint Bank and placed discreetly, preferably under each Player Pouch. Each player’s forces are placed on the mat as indicated by their Player Faction Card. All forces in reserve are placed on your Homeworld card.

D. Spy Cards

Remove the cards for all factions that are not in play from the Spy Deck. Then shuffle the cards thoroughly. Each player is dealt 4 cards and secretly selects 1 card to keep. If a player draws any leaders from an opponent’s faction, they can choose 1 leader to become their traitor. If they drew no opponent leaders, they are left with the information that all the leaders they drew are safe. Either way, each player places their chosen card face down behind their shield, returning the other cards face down to the Spy Deck.

E. Starting Utility Card(s)

1 card from the Treachery Deck is dealt to each player. Strays are dealt 2 if they are in the game. If Chowder is present, the player who plays Chowder may peek at all of the starting Utility Cards and deal them out to all players (including themselves) according to their heart's desires.

F. Setup Board Components

Place the turn marker at 1 on the Turn Track on the mat, along with any other appropriate tokens.

Sequence of Play (Phases)

Intro to Phases:

Full House is played in turns to a maximum limit of 10 turns. Each turn is composed of 8 specific phases that must be completed in the exact sequence presented below.

1. **Blizzard Phase:** The Blizzard Marker is moved around the map. The faction whose Player Marker the blizzard next approaches will be the First Player for this turn.
2. **Mint Growth Phase:** The top card of the Mint Deck is turned over and the amount of mint shown on the card is placed in the highlighted region. If the *Mintivore* appears, a Nexus occurs and the players have the opportunity to make and break Alliances.
3. **Charity Phase:** Players with 0 or 1 mint may claim Charity.
4. **Bidding Phase:** Players bid mint to acquire Utility Cards.
5. **Revival Phase:** All players are allowed to reclaim forces and leaders from the Deceased pile.
6. **Shipment and Movement Phase:** Starting with the First Player and proceeding in the direction of the Blizzard, each player in turn ships forces down to the planet or brings in forces from the southern hemisphere (Wintertide) and then moves their forces on the game board.
7. **Battle Phase:** Players must resolve battles in every region that is occupied by forces from two or more factions.
8. **Collection Phase:** Forces in territories that contain mint may collect the mint. Take some time to evaluate the positions on the map and then move the Turn Counter to the next position on the Turn Track. Winner(s) are also declared in this phase.

Phase 1: Blizzard

Blizzard Movement: At game start, place the Blizzard Marker on the section that says Blizzard Start. Flip over the first Blizzard Card and move the marker by that number of sectors. Repeat action in all subsequent Blizzard Phases.

Damage: Any forces in a sector of snow region (except *Devally*) over which the blizzard passes or stops are killed. Place these forces in the deceased pile. Forces that are not in a snow region are protected from the snowstorm. In addition any Mints in a sector over which a blizzard passes or stops is removed to the Mint Bank.

Obstruction: Forces may not move into, out of, or through a sector in blizzard. Forces may not battle if either force is in blizzard.

Turn Order: The player who the blizzard next approaches is the First Player in the Bidding Phase, Shipping Phase, and Movement Phase. The subsequent order continues in the direction of the storm.

Phase 2: Mint Growth

The top card of the Mint Deck is turned over.

First Turn: During the first turns Mint Growth Phase only, all Mintivore and Avalanche cards turned over are ignored and set aside, then reshuffled back into the Mint Deck after this phase.

Region: When a Mint Growth card comes up, the amount of mint indicated on the card is taken from the Mint Bank and placed onto the region in the sector containing the Mint Growth icon (see [collection](#)). Then this card is placed face up on the Mint Deck discard pile. (If the Mint Growth icon is currently in storm, no mint is placed that turn).

Mintivore/Avalanche: A Nexus/Anti-Nexus will occur after the following events: All mints and forces in the region shown on the card now face up are removed from the map. Then the Mintivore card is placed face up on the Mint Deck discard pile. — Then another card is turned over. If it is a Mintivore, it is immediately discarded and another card is turned over. This continues until a Mint Growth Card appears and mint is placed as defined above. The card is placed face up in the Mint Deck discard pile.

Nexus: Revealing a Mintivore card after the first turn causes a Nexus at the end of the phase. In a Nexus, [Alliances](#) can be formed and broken.

Anti-Nexus: Revealing an Avalanche card after the first turn causes an Anti-Nexus at the end of the phase, all alliances are broken.

Phase 3: Charity

Any player with 0 or 1 mint can collect mints to bring their total to 2 by calling out “Charity.” (Homeworlds may affect the charity restrictions so refer to them as well. Factions Syndicate and Mittens also have unique charity advantages).

Phase 4: Bidding

With the addition of Bidding Cards, players should use them when possible to reduce time spent while bidding.

Declaration: Before bidding starts, all players must declare how many Utility Cards they hold. The standard hand limit is 4. Players with the maximum number of cards must pass during bidding.

Dealer: One of the players deals cards from the Utility Deck face down in a row, 1 card for each player who is allowed to bid.

Auction: The first card in the row is now auctioned off for Mint. — The bidding is started by the First Player. If that player already has a full hand, the next appropriate player opens the bidding. — The player who bids first must bid 1 or more mint or pass. Bidding then proceeds to the bidder’s immediate right. The next bidder may raise the bid or pass and so on around the table until a top bid is made and all other players pass. The top bidding player then pays the number of mint they bid into the Mint Bank* and takes the card.

Bid Limit: Players may not bid more mints than they have.

Next Starting Bidder: In subsequent bidding during this phase, the First Player who can bid, to the right of the player who opened the bid for the previous card, begins the bidding for the next card. In this way every player who can bid gets a chance to open the bidding for a Utility Card.

End of Bidding: Bidding for Utility Cards continues until all cards available for bid have been auctioned off or a card is not bid on by anyone. If a card is passed on by everyone, all remaining cards are returned to the top of the Utility Deck and the Bidding Phase is over.

Transparency: The number (not the type) of Utility Cards each player holds must always be open to everyone during the Bidding Phase. No one is allowed to hide the number of cards that they hold. If they have a full hand, they must pass on all cards up for bid.

Phase 5: Revival

The necromancers help to revive dead forces.

Force Revival: All players may now revive up to 3 forces* from the Deceased pile.

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Free:	A certain number of forces are revived for free as stated on the player card.
By Mint:	Any additional forces that may be revived must be done at a cost of 2 mints per force. All mints expended for force revival are placed in the Mint Bank.
Limit:	A player can never revive more than their limit per turn.
To Reserves:	Revived forces are placed in the player's reserve.

Leader Revival: If a player's leaders are in the Deceased pile, they may revive 1 leader per turn.

Fighting Strength:	To revive a leader, a player must pay that leader's fighting strength in mint to the Mint Bank.
Revived Leader Status:	A revived leader can be played normally and is still subject to being a spy.

Phase 6: Shipment and Movement

The First Player conducts their Force Shipment and then Force Movement. Play then proceeds to the right until all players have completed this phase.

Force Shipment

Shipment of Reserves: A player with reserves may make one shipment of any number of forces from their reserves to any one region on the map.

Payment: A player must pay mint to the Mint Bank for their shipment. The cost of shipping off-planet reserves is 1 mint per force shipped into any hotlake and 2 mint per force shipped into any other region.

Sectors: When shipping into a region lying in several sectors, a player must make clear in which sector of the region they choose to leave their forces.

Exceptions

Blizzard	No player may ship into a sector in the storm*.
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Hotlakes No player may ship into a hotlake already occupied by two other players.

One Way: No player may ship forces from the board back to their reserves*.

Force Movement

Each player may move, as a group, any number of their forces from one region into one other region. Forces are free to move into/out of/through any region occupied by any number of forces with certain restrictions and additional movement advantage mentioned below.

Catapults: A player who starts a force move with one or more forces in either Whisker Lake, Ignis Waters, or both has access to catapults and may move forces through up to three adjacent territories.

Two Adjacent Regions: A player starting their move anywhere else can only move their forces by foot to 2 adjacent regions*.

One Force Move: Each player may make only one force move per turn*.

Sectors: Sectors have no effect on movement. Forces can move into or through a region ignoring all sectors. A sector's only function is to regulate the movement and coverage of the storm and mint collection.

Storm: As defined above in the Storm Phase section, no force may move into, out of, or through a sector in storm*. Many territories occupy several sectors, so that a player may move into and out of a region that is partly in the storm, so long as the group does not pass through the part covered by the storm.

- When ending a move in a region lying in several sectors, a player must make clear in which sector of the region they choose to leave their forces.
- The Polar Sink is never in storm

Hotlake Blocking: Like shipment, forces cannot be moved into or through a hotlake if forces of two other players are already there.

Phase 7: Battles

Battle Determination: Wherever two or more players' forces occupy the same region, battles must occur between those players*. Battles continue until just one player's forces or no forces remain in all territories on the map with 2* exceptions:

- Players cannot battle one another in a territory if their forces are separated by a sector in blizzard. Their forces can remain in the same territory at the end of the phase.
- Players cannot battle in the Polar Sink. It is a free haven for everyone.

* - Subject to exceptions. General rules are superseded by specific faction rules.

Aggressor: When resolving battles, the *First Player* based on *Storm Order* is named the aggressor until all of their battles, if any, have been fought. The aggressor chooses the order in which they wish to fight their battles. Then the player to their immediate right becomes the aggressor and so on, until all battles are resolved.

If three or more players are in the same region, the aggressor picks who they will battle first, second, etc. for as long as they survive.

Battle Plan

To resolve a battle, each player must secretly formulate a Battle Plan. A Battle Plan always includes the number of forces dialled on the Battle Wheel. If possible, it must include a faction's leader or cheap hero. It may include Utility Cards at the player's discretion.

Battle Wheel: Each player picks up a Battle Wheel and secretly dials a number from zero to the number of forces they have in the disputed region. Both players will lose the number of forces dialled on the Battle Wheel.

Leaders: One Leader Disc is selected and placed in front of the wheel. A Cheap Hero Card may be played in lieu of a Leader.

- Leaders that survive battles may fight more than once in a single territory if needed, but no leader may fight in more than one territory during the same phase.
- A player must always play either a leader or a cheap hero card as part of their Battle Plan if possible.
 - If it is not possible, they must announce that fact.

No Treachery: A player with no leader or cheap hero must still battle, but they cannot play any Utility Cards as part of their Battle Plan. (This situation can occur when a player does not have a cheap hero and all their leaders have died or have fought in another territory in that phase).

- When a player plays a cheap hero, their total is simply the number of tokens on the dial, but the option to play weapon, defence, or worthless cards is still available to them.

Utility Cards: Players with a leader or cheap hero may play a Weapon Card, Defense Card, or both by holding them against the wheel. They may choose to play no Utility Cards as well.

Revealing Wheels: When both players are ready, the Battle Plans are revealed simultaneously.

Battle Resolution

Winner: The winner is the player with the higher total dialled on the Battle Wheel, plus their leader's fighting strength.

No Ties: In the case of a tie, the aggressor has won.

Weapons: If a player's opponent played a Weapon Card and the player did not play the proper Defense Card, the player's leader is killed and cannot count toward their total. Both leaders can be killed and neither count in the battle.

Killed Leaders: Any leaders killed are immediately placed face up* in the deceased pile. The winner immediately receives their value (including their own leader, if killed) in mint from the Mint Bank.

Surviving Leaders: Leaders who survive remain in the region where they were used until all battles in other regions have been resolved. Then they are retrieved by their owners.

Losing: The losing player loses all the forces they had in the region to the deceased pile and must discard every Utility Card they used in their Battle Plan. Note that the loser does not lose their leader as a result of battle. Leaders are killed only by Weapon Cards*.

Winning: The winning player loses only the number of forces they dialled on the Battle Wheel. These forces are placed in the deceased pile. The winning player may also keep or discard any of the cards they played.

Spies

If you are in a battle and your opponent uses a leader that matches a Spy Card you control, you may call out "Treachery!" and pause the game.

The Spy Card is revealed.

The Player Who Revealed the Traitor Card

- immediately wins the battle
- loses nothing, regardless of what was played in the Battle Plans
- places the spy leader in the deceased pile and receives the spy leader's fighting strength in mint

The Player Whose Traitor Was Revealed

- loses all of their forces in the territory
- discards all of the cards they played

Two Spies: If both leaders are spies, each a spy for the opponent, both players' forces, their cards played, and their leaders, are lost. Neither player gets any mint.

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Phase 8: Collection

Any player with forces in a sector of a region in which there is mint may now collect that mint. The collection rate is **3 mints per force** if the player occupies **Whisker Lake or Ignis Waters**. It is **2 mints per force** if the player does not occupy these hotlakes. Uncollected mints remain where they are for future turns.

Pause and Recollection

If one player occupies 3 hotlakes with at least one of their forces during the Collection Phase, that player wins the game. The required number of strongholds is 4 in an Alliance, so players must collectively occupy a total of at least 4 strongholds at the end of a turn to win the game.

If there are no winners, players consider their options and, when they are ready, move the turn marker to the next position on the Turn Track to begin the next turn.

Alliances (Nexus)

Once a Mintivore card is turned over on the second or subsequent turns, at the end of the Mint Growth Phase, a Nexus occurs. During a Nexus, all players have a chance to make, join or break Alliances. Once players have had a chance to do so, play continues.

A. Forming an Alliance

Basics: No more than two players may be in an Alliance and the win condition is now 4 instead of 3 strongholds.

Discussion: Players may discuss among themselves the advantages and disadvantages of allying, and with whom.

Transparency: The members of the Alliance must be revealed to all. Alliances cannot be secret. Swap Alliance Cards as a reminder of who is in an Alliance.

Limits: Several Alliances can be formed during a Nexus, but no player can be a member of more than one Alliance. Once all players have had a chance to ally, no further Alliances can be made until the next Nexus.

B. Breaking An Alliance

Breaking: Any player may break an Alliance during a Nexus. Players just announce that they are breaking from an Alliance.

Joining Another: Players who break from an Alliance have an opportunity to immediately join or form a new Alliance.

C. How an Alliance Functions

Winning: Allied players' forces are considered the same for the purposes of victory. If together their joint forces hold 4* strongholds in the Collection Phase, they have jointly won the game.

Constraint: Allies may not enter any territory (except the Polar Sink) in which one of their allies already has a force and, thus, may never battle one another.

Ally Secrecy: Allies may discuss and share strategy and information secretly at any time.

Bidding: During the Bidding Phase, allies may help each other by paying some or all of the cost of each other's Utility Cards so that a player can bid more mints than they actually have.

Movement: During the Movement Phase, allies may pay for each other's shipments.

Shared Advantages: Allies may assist one another as specified on their player sheets.

Secrecy

Players are never required to keep their cards, mint holdings, or the spy they selected secret. They are never obligated to reveal this information either. The number of Utility Cards held must be kept open during the Bidding Phase, but can be kept secret at all other times.

Bribery

Players who are not members of the same Alliance can make any kind of verbal deals or bribes between one another. Once made, these deals and bribes must be stated aloud and must be honoured. A player cannot renege on a deal or bribe. Mint can be part of the bribe or deal.

A deal or bribe cannot involve the transfer or gift of Utility Cards, leaders, forces, or faction advantages. This leaves secret information, future actions, and, of course, mint.

A player cannot make a deal or bribe that would contravene the rules or the player's faction powers.

Miscellaneous

There are additional rules that are not essential to basic gameplay, but would greatly benefit the overall experience by knowing.

* - Subject to exceptions. General rules are superseded by specific faction rules.

Faction Specific Nullifier Abilities

In addition to the regular Nullifier power, all factions except the Mittens gain unique **one-time** powers that can be used when the player plays a Nullifier Card. When playing a Nullifier Card, a player may use it to prevent one opponent from using one of their faction's advantages, or they may now use it to implement their faction's special "Nullifier" power **once**, as described below. After play, the card is discarded.

Whiskers	You may use a Nullifier Card to look at any one player's entire Battle Plan.	<i>Battle Phase</i>
Abys	You may use a Nullifier Card to revive up to three forces or one leader for free.	<i>Revival Phase</i>
Wintertide	You may use a Nullifier Card to place your Mintivore token in any snow territory that you wish. This is treated as a normal Mintivore.	<i>Mint Growth Phase</i>
Amazons	You may use a Nullifier Card to stop one off-planet shipment of any one player.	<i>Shipping & Movement</i>
Strays	You may use a Nullifier Card to (at random) take up to the entire hand of any one player of your choice. For each card you take, you must give that player one of your cards in return.	<i>Bidding</i>
Syndicate	You may use a Nullifier Card to see the entire hand of cards from another player.	<i>Battle</i>
Necromancy	You may use a Nullifier Card to retrieve any number of "Respawn Points" into the deceased pile.	<i>Revival</i>
Chowder	You may use a Nullifier Card to pay 3 mints at any time to buy one of your Grey Cards, secretly choosing which one.	<i>Bidding</i>

8 Player Games

When playing with the recommended game size of 8 players, some problems are often introduced.

- **Storm Order:** While it is true that 18 sectors cannot be split evenly across 8 players, the game should be played with standard Storm Order rules, with the one closest approached by the storm or covered by the storm as the first player. Why? Because life isn't fair. Suck it up.
- **Winning Condition:** With 8 factions competing for the same 5 Hotlakes, stronghold blocking will quickly become commonplace, therefore the solution is to add 2 more Regions that count towards the winning condition.

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- A 6th Hotlake (“*Hidden Aquifer*,” a new region inside the Shield Wall).
 - Place a blank white micro-sized card in the middle of Shield Wall, this will act as the 6th Hotlake region.
- Tech Tokens — Players/Alliances with all 3 Tech Tokens count as possessing +1 Hotlake.

Homeworld Details

Effects of High/Low Threshold

Faction	Low Threshold	High Threshold
Counter-Earth (Whiskers)	6-20 forces. When you win a battle, you may add one force from your reserves to the territory or homeworld where the battle occurred, as long as you still have forces there. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.	0-5 forces. You may not use your faction advantage to peek at the next mint growth. + 1 Free Revival + 1 Charity (from Mint Bank) - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.
Factoria (Abys)	5-15* forces. At the end of Bidding, you may discard Utility Cards from your hand at 3 mints per card. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.	0-4* forces. You only collect half (ru) of bidding payments. + 1 Free Revival + 1 Charity (from Mint Bank) *Only non-golden forces can count towards Factoria’s threshold. - Add 3 to dial in battles here. - Only lose 3 to catatonic dispersions.
Hexen (Abys)	2-5* Golden forces. No penalty. *Only golden Abys forces can count towards Hexen’s threshold. - Add 3 to dial in battles here. - Only lose 3 to catatonic dispersions.	0-2* forces. Golden forces may not be revived for free. + 1 Free Revival + 1 Charity (from Mint Bank) *Only golden forces can count towards Hexen’s threshold + must reach at minimum 3 forces to flip back over to High Threshold. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.
S-Hemisphere (Wintertide)	3-20 forces.	0-2 forces. No penalty.

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	Your "strong" forces may be placed immediately into any of your preoccupied territory when revived. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.	+ 1 Free Revival + 1 Charity (from Mint Bank) - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.
Amazing™ (Amazons)	5-20 forces. You may offer to ship other factions cross-planet (at half or full price) as part of their Shipping action, even to/from homeworlds. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.	0-4 forces. You only collect half (ru) of shipping payments. + 1 Free Revival + 1 Charity (from Mint Bank) - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.
Moriterra (Strays)	7-20 forces. Collect 2 more mints from the Mint Bank if you collect mint from any Mint Growth regions or homeworlds during the Collection Phase this turn. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.	0-6 forces. No penalty. + 1 Free Revival + 1 Charity (from Mint Bank) - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.
World Economix (Syndicate)	11-20 forces. You may not discard Worthless Cards and duplicates for mint. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.	0-10 forces. Once per faction, during battles on homeworlds, force your opponent to announce the number of weapons and defences they hold. + 1 Free Revival - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.
Dicer (Necromancy)	9-20 forces. At respawn points, you may respawn at 1 mint per force. - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.	0-8 forces. If you start the Revival phase at low threshold, do not collect mints when any other factions take Free Revivals. + 1 Free Revival + 1 Charity (from Mint Bank) - Add 2 to dial in battles here. - Only lose 2 to catatonic dispersions.
Polar Sink (Chowder)	1-20 No advantage.	0 Your revived force starts in Polar Sink. + 1 Free Revival (unconditional)

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+ 1 Charity (from Mint Bank)

Benefits of Occupation

Faction	Occupation Advantage	Reward
Counter-Earth (Whiskers)	Occupier shares your Bidding advantage.	3 mints per turn.
Factoria (Abys)	Occupier collects the other half (rd) of bidding payments you receive.	2 mints per turn.
Hexen (Abys)	Golden forces count as normal forces.	0 mints per turn.
S-Hemisphere (Wintertide)	Half (rd) of all mint you collect during Collection is given to the occupier.	0 mints per turn.
Amazing™ (Amazons)	The occupier collects the other half (rd) of shipping payments made by other players. However, Amazon keeps the occupier's strongest leader for as long as Amazing!™ remains occupied.	2 mints per turn.
Moriterra (Strays)	Occupier or their ally gains your extra free Utility Card (if their hand is not full) when you buy Utility Cards.	2 mints per turn.
World Economix (Syndicate)	Occupier and their ally's hand size is increased by 1 (discard down to normal limit when not occupying World Economix); Syndicate lose their low-threshold advantage.	2 mints per turn.
Dicer (Necromancy)	The occupier may ship to your respawn points at 1 mint per force to Necromancy, to as many points as they wish, with each group walking independently.	1 mint per turn.

Strategy Tips

General Tips:

Shipping and reviving are expensive. Full House is a game of opportunity, you have to be ready to attack at the right moment, and recognize these moments. Each faction advantage is very strong (frankly overpowered), so you should use them to your advantage every moment you get.

Choose your Spy wisely: Picking the strongest might give you more mint, but players are usually less likely to use them all the time because of the risk. But

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bluffing/double bluffing your spy choice will also depend on the table, who are the players, how often do you play with them.

Faction Strategy:

Whiskers

The most informational faction, you have knowledge about the majority of everyone's cards. You are handicapped by the fact that you must both purchase cards and ship onto *Dyosmogene*, and you have no source of income other than the mint on the planet's surface (+ selling intel). This will keep you in constant battles. Since you start from Whisker Lake, you have the movement advantage of 3 from the outset, and it is wise to protect this. Your prescience allows you to avoid being devoured by the sandworms and helps you to get some slight head start on the Mint Growths. In addition, you can gain some slight advantage over those who would battle with you by your foreknowledge of one element of their Battle Plan.

Complexity	Wealth	Strength	Uniqueness
LO	MID	MID+	MID+

Stats

Starting Forces 10 forces in Whisker Lake, 10 forces in reserves.

Starting Mints 10 mints.

Free Revival 2 forces.

Hand Capacity Normal (4 cards).

Ally Ability Whiskers may help you to see one aspect of your opponent's battle plan.

Advantages

- **Foresight:**
 - See the current bidding card.
 - See one element (weapon/defence/leader/dialled number) of your opponent's battle plan.
 - See the upcoming Mint Growth location.
 - CORRECTION: Whiskers may **not** peek at the upcoming Blizzard Card.
- **Knowledge:** You may keep a written record of information.

Mittens

Arguably the scariest faction to battle against. Your major handicap is your low revival rate. You must not allow large numbers of your forces to be sent to the deceased pile or you may find yourself without sufficient reserves to bring onto *Dyosmogene*. Your strengths are that you have the ability to win by correctly predicting the turn another player will win the game and then secretly working for a favourable outcome. In addition, you can be quite effective in battles with your 5 equally skilled leaders and by *Trancing* your opponent and leaving them weaponless or defenceless.

Complexity	Wealth	Strength	Uniqueness
HI	LO	HI	LO+

Stats

Starting Forces 1 force in Polar Sink, 19 in reserves.

Starting Mints 5 mints.

Free Revival 1 force.

Hand Capacity Normal (4 cards).

Ally Ability Mittens may use their Voice to trance your opponents in battle.

Advantages

- **Prediction (Kingmaker):** At the start of the game, predict the turn and faction to win to be revealed at game end. If you are right, you alone win the game instead.
- **Trance:** During battle, force any card by type (i.e. Bioweapon or Cheap Hero) to be/not be played.
- **Forced Charity:** Collect 2 mints during Charity every round regardless of current mint balance.
- **Advisory:** When you share a region with another faction, you may flip your forces to become advisors to coexist. Advisors do not count towards Hotlake occupancy.

Wintertide

You are native to *Dyosmogene*, granting you various home field advantages. Your major handicap is poverty. Usually you can't purchase Utility Cards for several turns, since the others will outbid you. You must be patient and move your forces into any vacant strongholds, avoiding battles until you are prepared. When you do battle you can afford to dial high and sacrifice your forces since they have a high free revival rate and you can bring them back into play at no cost. You have the advantage of better mobility than factions, and you have good fighting leaders. Your game plan will be to spread out your domain across the map and wait for an accessible Mint Growth that no one else wants in order to build up your resources.

Complexity	Wealth	Strength	Uniqueness
LO+	EXTRM LO	HI	MED+

Stats

Starting Forces 10 forces in the Icemane regions, 10 forces in reserves.

Starting Mints 4 mints.

Free Revival 3 force (cannot buy more).

Hand Capacity Normal (4 cards).

Ally Ability You are immune to Mintivores and you get all 3 revivals for free during revival.

Advantages

- **Migration:** You may "spawn" forces into anywhere within 2 regions of Higher Icemane for free.
- **Alpinism:** You may walk as many groups of forces at most 3* regions each (subject to the Rules of Movement).
- **Cold Immunity:** The Blizzard only kills ½ your forces (ru).
- **Anticipation:** You may also peek at the upcoming Blizzard Card.

Abys

You are the biggest manufacturer of utilities in the known universe. You have no major handicap. You do not need to forage for mint on the surface of *Dyosmogene* often, but you still are quite subject to attack since you are likely to

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concentrate on the hotlakes. You will never need mint badly, since the bidding will keep you supplied.

Complexity	Wealth	Strength	Uniqueness
LO	HI+	HI	LO+

Stats

Starting Forces 20 forces in reserves.

Starting Mints 10 mints.

Free Revival 1 force.

Hand Capacity Normal (4 cards).

Ally Ability Abys may revive for you an extra 3 forces from the deceased pile per turn with their mints.

Advantages

- **Wealth:** Whenever any other faction pays mints for a Utility Card, they pay it to you instead of the Mint Bank. You may not discount the price of Utility Cards; the full price must be paid.
- **Golden Forces:** You have access to 5 special “Golden” forces, that count as 2x strength in battle against all Houses except Wintertide.

Strays

You don't play by the intergalactic laws of war, engaging in treachery. Your major handicap is your difficulty in obtaining mint. Unlike the Wintertide, you do not have the movement advantage to afford spreading your forces out. You are at your greatest relative strength at the beginning of the game and should capitalise on this fact by quickly buying as many Treachery Cards as you can, and then surging into battle. Since you get 2 cards for every one you bid for, you can afford to bid a little higher than most, but if you spend too lavishly at first you will not have enough mint to ship in forces or buy more cards at a later date. There is nothing so pitiful to see as Strays living off of Charity. The large number of cards you may hold will increase your chances of holding worthless cards. To counteract this, you should pick your battles, both to unload cards and to kill and capture leaders.

Complexity

MID+

Wealth

EXTRM LO

Strength

HI

Uniqueness

LO+

Stats

Starting Forces 10 forces in Ignis Waters and 10 forces in reserves.**Starting Mints** 10 mints.**Free Revival** 2 forces.**Hand Capacity** Doubled (8 cards).**Ally Ability** The ally of Strays can use their Utility Cards in battle (at Strays' discretion).

Advantages

- **Spies:** You keep all 4 dealt Spies at the start of the game.
- **Cards:**
 - You may hold up to 8 cards in your hand.
 - At the start of the game, you are dealt 2 Utility Cards instead of 1.
 - Whenever you win a bid, you are dealt an extra Utility Card.
- **Leader Capture:** When you win a battle, you may randomly take one of their leaders to execute for 2 mints or to keep to be used later (the leader returns to their faction or to the deceased pile after you use them in a battle).

Amazons

You have monopolised intergalactic travel. Your major handicap is your weak array of leaders and your inability to revive quickly. In addition, you usually cannot buy Utility Cards at the beginning of the game. You are vulnerable at this point and should make your stronger moves after building up your resources. If players do not ship on at a steady rate you will have to fight for mint on the surface or collect only the isolated mints. Your major advantage is that you can ship on to *Dyosmogene* inexpensively and can ship from any one territory to any other. This mobility allows you to make surprise moves and is particularly useful when you are the last player in the Movement Phase. If the game is out of reach and well along, try suicide battles against the strongest players to weaken them and prevent a win until the round ends. Then the victory is yours.

Complexity	Wealth	Strength	Uniqueness
LO+	HI	LO	LO

Stats

Starting Forces 5 forces in Misty Lake and 15 forces in reserves.

Starting Mints 5 mints.

Free Revival 1 force.

Hand Capacity Normal (4 cards).

Ally Ability Your ally receives your discounted shipping advantage and special winning condition.

Advantages

- **Starting Airdrops:** At game start — When Chowder is not in the game, you may peek at the starting Utility Card of each player including yourself (Stray's second card is unaffected by your ability), and distribute 1 card to each player by your discretion.
- **Shipment Order:** During the Shipment and Movement Phase, you may take your ship-and-move action out-of-turn. This would allow you to go first or last or in between other players' turns. The rest of the factions must make theirs in the proper sequence.
- **Shipment:**
 - When other factions ship forces, they pay you.
 - You may ship normally;
 - You may ship any number of forces from any one territory to any other territory on the map; to your homeworld; to others' homeworlds; or vice versa.
 - **Half Price:** You pay only ½ price when shipping your forces, and pay 1 mint for every 2 of your forces shipped back to reserves.
- **Warmongering:** You may drop your own mints onto the map to prolong conflicts.
- **Victory:** At the end of the turn 10, if no one wins the game, you have successfully achieved intergalactic capitalism and win the game.

Syndicate

You govern the supply of mint across the known universe. Of all the factions in the game, Syndicate is easily the richest. You truly never need to worry about mints, revivals, or bidding. Even Abys' earning potential pales in comparison to yours in the late-game. Use your constant and reliable income to leverage bribes, acquire Utility Cards, revive and ship forces in mass. Spend your mints, but be smart about it. When you are forced to fight, do not hold back as you'll recover faster than your opponent will.

Complexity	Wealth	Strength	Uniqueness
MED+	HI+	LO+	HI

Stats

Starting Forces 20 forces in reserves.

Starting Mints 2 mints.

Free Revival 0 forces (*no maximum revival limit*).

Hand Capacity 5 cards.

Ally Ability Each turn, your ally (Syndicate) may **trade** 1 Utility Card with you.

Advantages

- **Charity:** During the Charity Phase, collect 2 mints for every player in the game from the Mint Bank. However you pay if any player collects charity.
- **Inflation:** You may **double/cancel** Charity for 1 turn, then the opposite in the next turn, once per game.
- **Card Manipulation:** You have an extended hand capacity (5 cards). You may also discard a duplicate Utility Card (i.e. Hazmat Collar and Hazmat Collar) or Worthless Card from your hand, gaining 3 mints each card.

Necromancy

You are the result of a species that climbed to a major intergalactic power in mere generations. Your major handicap is your lack of infrastructure. While everyone pays you to revive, you need a constant supply of deceased forces to maintain wealth. You are at your relative weakest in the beginning of the game, so you should focus on spreading your forces (and thus respawn points) across the map with your *split-walking* movement advantage. Due to your ability to dial up to 2x

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your # of forces, you should focus on fighting weaker factions and sending their forces into the deceased pile for future mint income.

Complexity	Wealth	Strength	Uniqueness
HI	MID+	HI	HI

Stats

Starting Forces 20 forces in reserves.

Starting Mints 5 mints.

Free Revival 2 forces.

Hand Capacity Normal (4 cards).

Ally Ability No advantage.

Advantages

- **Undead:** you may dial up to 2x the number of forces in your battle plan, paying 1 mint per every force that you count as 2.
- **Revival Payments:** Players pay you to revive their forces and leaders during the Revival Phase.
- **Movement:** You may split any group in half, allowing the smaller half to walk 2 extra regions (as many times as you want per turn).
- **Respawn:** Amazons will only ship your forces to Meridian. However, on any new death region (only on snow and rock regions), place a force token upside-down as a *respawn point*.
 - Collect 2 mints for every respawn point placed.
 - On respawn points, you may send forces from your reserves there for 2 mints per force (to the Mint Bank) during the shipping phase. — Respawning on multiple regions per turn is permitted (but normal movement is not, unless you use your movement advantage).

Chowder

You are the imposter among us. Your major handicap is that you are not a cat, stripping you from the ability to naturally revive forces, ship forces, use spy cards, or have access to leaders (thus cannot normally use weapons and defences!). However, you excel as a mimic, gaining a version of each faction's advantage after each novel battle victory.

You should capitalise on your 10 White Cards that you start the game with to win battles against easy targets, and use your Nullifier advantage to obtain a powerful Grey Card early on.

Complexity	Wealth	Strength	Uniqueness
HI+	LO+	LO	EXTRM HI

Stats

Starting Forces 20 forces on Polar Sink.

Starting Mints 6 mints.

Free Revival 0 forces (*no maximum revival limit*).

Hand Capacity 6 cards.

Ally Ability You may use Chowder's unsold White Cards.

Advantages

- **Newcomers' Gift:** At game start — You may peek at the starting Utility Card of each player including yourself (Stray's second card is unaffected by your ability), and distribute 1 card to each player by your own choice.
 - This ability replaces Amazon's **Starting Airdrops** advantage if they are in the game.
- **Trade:** May trade defence cards with others for mint.
- **Mimic:** Upon allying with / winning a battle against...

Abys Place cards up for bidding (face up, replacing the 1st or last bidding card from Abys; cannot be purchased with Nullifiers).

Mittens Use Worthless Cards as Nullifiers.

Wintertide Walk up to 3 territories.

Strays Can steal a leader at random from your opponent upon winning a battle.

Whiskers Subsequent ally battle wins now also count as your battle wins.

Amazons Can now ship forces using Amazons' services (1/2 price, ru).

Syndicate Can now collect Charity (2 mints from Syndicate regardless of mint balance).

Necromancy Can now revive forces (1 mint per force).