

M Mechanics

Useful Links

[Full Changelog from AFD](#)

[List of Traits](#)

[List of Items](#)

1. The Numbers That Matter

Nearly everything in House of Fun revolves around systems that utilize easy to understand numbers. The core of these systems are stats.

Every character has the following stats: **HP**, **ATK**, **SPE**, and **LCK**.

HP - Health Points

- Base **HP**: 25
- When your **HP** reaches 0 you die.
- **HP** can be recovered by **Healing** or increasing your **Maximum HP**.
 - **Items** and **Traits** are the primary sources of healing.

ATK - Attack

- Base **ATK**: 0
 - **Weapons** provide **ATK** (5, 6, 7, 8, 10).
- The amount of **DMG** (damage) you deal in an **Engagement**.
 - 1 **ATK** removes 1 **HP** from your opponents.

SPE - Speed

- Base **SPE**: 5
- **SPE** determines the turn order of the players. Higher speeds go first.
 - The order of **Engagements** is known as the **ATO** (Attack Turn Order).
 - In **Engagements** where **SPE** values are tied, the highest **HP** goes first.
 - If **SPE** and **HP** tie the person with the highest **LCK** goes first.
 - If **SPE**, **HP**, and **LCK** tie the order is random.
- Players choose how much **SPE** to use in their night instructions.
- **SPE** also has an effect on how much money you get.

LCK - Luck

- Base **LCK**: 2
- Each point of **LCK** gives an additional 10% chance of **Rolling** a third item.
 - This third item is always an **Artifact** item.
 - With 10 **LCK** you are guaranteed an **Artifact** item
 - Exceeding 10 **LCK** will not provide a chance for a fourth item.
 - *Note: This is overrode with the **Trait** “The Strip”.*
 - **Example: 2 LCK points = 20%, 3 LCK points = 30% etc.**
- **LCK** also has an effect on how much money you get.

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2. Friends & Foes

In House of Fun, players team up with friends and fight together against their enemies. Who you fight, who helps you in those fights, and who you help in fights is all determined by **Allies**, **Caution Targets**, and **Enemies**.

Allies

- Players can mark up to 2 other players as their **Ally** every night.
 - **Traits** and **Items** can increase the amount of **Allies** you can mark each night.
- Players **Assist** their **Allies** in combat.
 - Various **Traits**, **Items**, and objectives are based on **Assists**.

Caution Targets

- Players can mark up to 2 other players as **Caution Targets** every night.
 - **Traits** and **Items** can increase the amount of **Caution Targets** you can mark each night.
- Players cannot be **Surprise Attacked** by their **Caution Targets**. The **Engagement** will instead be a **Cautious Engagement**.
- Players cannot mark **Allies** as **Caution Targets**.

Enemies

- Players will **Attack** their **Enemies** if they are in the same **Room** as them.
- Players can mark any number of players as their **Enemy** every night.
- Players cannot be **Surprise Attacked** by players they have marked as an **Enemy**.

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3. The Sides of Combat

All combat in House of Fun happens during **Engagements** which involve an **Attacker** and a **Defender**. **Engagements** may include **Assists**, but an **Assist** is not counted as an **Engagement**. When players face off against their friends in combat they are **Betrayed** and future encounters may be altered tremendously.

Engagements

- When players **Attack** or **Defend** they enter what is known as an **Engagement**.
- Either the **Attacker** or **Defender** must survive the **Engagement**.
- Two specific players can only get into one **Engagement** with each other per night.

Attacking

- Players will **Attack** their **Enemies** if they are in the same **Room**.
- Attacking gives players the opportunity to **Surprise Attack** and **Backstab**.
- Players will not **Attack** players they've already had an **Engagement** with that **Nighttime**.
- When two players have each other marked as **Enemies** they are considered **Mutual Enemies**.
 - The **Attacker** is the player who initiates the **Engagement** first.

Defending

- Players will **Defend** themselves against **Attacks**.
 - A player that **Defends** is not the **Attacker** for this **Engagement**.

Assists

- Players will **Assist** their **Allies** in **Engagements** if they are in the same room as them.
 - Players will not **Assist** if they are **Allied** to both the **Attacker** and **Defender**.
- Some **Items** and **Traits** have mechanical bonuses tied to **Assists**.

Betrayal

- When a player you are **Allied** to **Backstabs** you or **Assists** a player you are fighting in an **Engagement** it is known as a **Betrayal**.
 - When a player you have **Allied** goes and **Assists** an opposing **Attacker** or **Defender** you are in an **Engagement** with it is considered a **Betrayal**.
 - When a player you have **Allied** goes and **Backstabs** you it is considered a **Betrayal**.
 - Players will not **Assist** players that have **Betrayed** them.
 - This only applies after they have been **Betrayed** in the **ATO**.
 - Players cannot be **Backstabbed** or **Surprise Attacked** by players that have **Betrayed** them.
 - This only applies after they have been **Betrayed** in the **ATO**.
 - Functionally, being betrayed marks your former ally as a caution target.
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4. Controlling Combat

Players control their character through the submission of **Night Instructions**. The available actions players can take include selecting a **Room** to explore, **Items & Traits** that they want to use, as well as the application of **Attack Modes** which allows their character **Mercy**, **Assassination**, and **Annihilation**.

Night Instructions

- Your character's actions during **Nighttime** are determined through the calculation of all player's **Night Instructions** weighed against each other.
 - These instructions include the usage of **Items**, **Traits**, which **Room** to visit, who to mark as an **Ally**, **Enemy**, **Caution Target**, and more.
 - **Night Instructions** are typically filled out via Google Form.
- When the **Afternoon** ends **Daytime** concludes. Players are expected to give the **GM** (Game Master) their character's **Night Instructions** ASAP.

Rooms

- Players select one **Room** to explore during **Nighttime** in their **Night Instructions**.
 - Players will only **Attack** players in the same **Room** as them.
 - **Engagements** only occur between two players in the same **Room**.

Items

- **Items** are typically found during **Nighttime** by the players.
- Players can use **Items** during the **Morning** through the **GM** and/or **Morning Instructions**.
- Players can use **Items** during **Nighttime** in their **Night Instructions**.
- Every **Item** has an **Activation Time** which tells the player when they can use the **Item**.
 - **Activation Times** include **Morning**, **Afternoon**, **Nighttime**, and **Any**.
- The **Item** list can be found [here](#).

Traits

- Players select **Traits** for their character to customize them, make them unique, and personalize their approach to strategy and combat.
- Players can use **Traits** during the **Morning** through the **GM** and/or **Morning Instructions**.
- Players can use **Traits** during **Nighttime** in their **Night Instructions**.
- **Traits** can be **Leveled Up** with certain items, improving their effects.
- The **Trait** list can be found [here](#).

Level Up

- Players **level up** their traits by spending either an **assault token** or a **kill token**, or with the Artifact “perfect form.”
- Leveled up traits are *usually* a flat upgrade on the base trait, except for when they aren’t.
- Every trait can be leveled up.
- As a rule, you must use a trait at least once before you can level it up, except for when you don’t.
 - Ex. To level up Duelist, you must have fought with a mutual enemy once.
 - Ex. To level up Bloodthirsty, you must have killed a player once.
 - Ex. You do not need to have died to level up Martyr.
- As a rule, you can only level up a trait once, except for when you don’t.
 - Ex. You can level up the Starter Item trait multiple times.
- The specific level up results are hidden until you commit to leveling up.

Attack Modes

- In the **Night Instructions** players can select **Attack Modes** which alter how their character will approach **Engagements** during **Nighttime**.
 - **Attack Modes** are optional and they are disabled by default.
 - **Attack Modes** will apply to all your **Engagements** during the **Nighttime**.

Mercy

- **Mercy** is an **Attack Mode** that lets players spare their **Enemies** with a minimum of **1 HP** at the end of every **Engagement**.
 - **Mercy** is optional and disabled by default.
 - Can be enabled in the **Night Instructions**.
 - **Merciful** players do not receive the rewards for **Kills**.

- Calculated **HP** for **Kills** will use the **1 HP** value for opponents. This can result in the **Merciful** player's death where otherwise they would have lived.
 - ***Example:** If both players end with negative **HP** values at the end of the **Engagement** the **Merciful** player will be left with the lowest **HP** and die.*
 - If both players are **Merciful** then neither player will die.
- If the player with Mercy active would kill a player but instead spares them, and is not killed as a result of using Mercy, the **Merciful** player will take half damage from the engagement.
- If a player has been spared by mercy, they will not attack for the rest of the night, but can still be attacked.
- **Merciful** players will not attack players who have already been brought to 1 HP.

Assassination & Annihilation

- **Assassination** and **Annihilation** are **Attack Modes** that deny other players information when you **Kill** a player.
 - **Assassinations** and **Annihilations** are optional and disabled by default.
 - Can be enabled in the **Night Instructions**.
- When a player reaches **-6 HP** or **-7 HP** they are **Assassinated**.
 - The **Allies** of the **Assassinated** player do not witness the **Engagement**.
- When a player reaches **-8 HP** or lower they are **Annihilated**.
 - The **Allies** of ***both*** the **Attacker** and **Defender** do not witness the **Engagement**.
- Gameplay rewards for **Assisting** players in **Engagements** do not take effect if a player does not witness the **Engagement**.

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5. The “When” In Combat

The order of events that occur during the night are determined by the **Enemy Priority** of all the players in a room as well as their place in the **ATO** , which is determined by comparing the speed of each player. Players can Attack once per **ATO-Rotation**.

Combat Explained

1. Players are narrowed down to those who listed **Enemies**: I.e. **Attackers**.
2. An **ATO** (Attack Turn Order) for these **Attackers** is determined based on **SPE**.
3. The **Attacker** with the Highest **SPE** goes first.
 - a. If there are Players with **SPE** ties, the highest **HP** goes first.
 - b. If **SPE** and **HP** tie, the highest **LCK** goes first.
 - c. If **SPE**, **HP**, and **LCK** tie, the order is random.
4. This Player will **Attack** the **Highest Priority Enemy** they have listed that:
 - a. Is in the same Room.
 - b. Is not dead.
 - c. They have not already had an **Engagement** with.
5. This process occurs sequentially and only one time for every **Attacker** in the **ATO**.
6. When this process occurs once for every **Attacker** in the **ATO**, the **ATO** restarts.

ATO (Attack Turn Order)

- The order of who goes first, second, etc. with their **Attacks** during the night.
 - **SPE** determines the **ATO**. Higher speeds go first.
 - In **SPE** ties the highest **HP** goes first.
 - If **SPE** and **HP** tie the person with the highest **LCK** goes first.
 - If **SPE**, **HP**, and **LCK** tie the order is random.
- Players will not **Attack** players they've had an **Engagement** with that night already.

ATO-Rotation

- An **ATO Rotation** refers to an instance of every player on the **ATO** having had the chance to **Attack** once. After every **ATO-Rotation** the next **Attacker** is the player at top of the **ATO**.
 - *Example: If the ATO is **P1 Attacks** first, **P2 Attacks** second, and **P3 Attacks** third, when **P1**, **P2**, and **P3** have all had the chance to **Attack** a single **ATO-Rotation** will have occurred and the next **Attacker** will be **P1**.*
- **ATO Rotations** continue until every possible **Attack** in a room has occurred.
 - There are no limits on how many **ATO Rotations** can occur during **Nighttime**.
 - As **Nighttime** progresses players can die which alters which **Attacks** can occur.

Enemy Priority

- When marking **Enemies** in your **Night Instructions** the order you mark them determines your **Enemy Priority**.
 - Your **Enemy Priority** is the order **you** will prioritize **Attacking** your **Enemies** in.
 - The first **Enemy** marked is your highest priority and will be your first target of **Attack** in the first **ATO-Rotation**, assuming this is possible and that your target has not already got into an **Engagement** with you or died. The second **Enemy** is your second highest priority, etc.
 - *Example: Let's assume you mark **P1**, **P2**, and **P3** as **Enemies** in that order (**P1** > **P2** > **P3**). When it is your turn to **Attack** during the first **ATO-Rotation** you **Attack P1**. On the next **ATO-Rotation** you attempt to **Attack P2** but somebody else killed them before you got the chance. Now **P3** has the highest **Enemy Priority** and so you **Attack P3** on the second **ATO-Rotation**.*
 - You will **Attack** one **Enemy** per **ATO-Rotation**.

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6. Types of Engagements

All combat in House of Fun can be divided into 5 categories, each derived from their own circumstances with some yielding bonuses to one or more combatants. These are **Mutual Enemy Engagements**, **Cautious Engagements**, **Surprise Attack Engagements**, **Backstab Engagements**, and **Flee Engagements**.

Mutual Enemy Engagements

- When two players have each other marked as **Enemies** and get into an **Engagement** it is a **Mutual Enemy Engagement**.
 - In **Mutual Enemy Engagements** neither player receives bonus **ATK**.

Cautious Engagements

- When a **Defender** has the **Attacker** marked as a **Caution Target** the **Engagement** is a **Cautious Engagement**.
 - In **Cautious Engagements** neither player receives bonus **ATK**.

Surprise Attack Engagements

- When an **Attacker** gets into an **Engagement** with a **Defender** that does *not* have them marked as an **Ally**, **Enemy**, or **Caution Target** it is a **Surprise Attack Engagement**.
 - In **Surprise Attack Engagements** the **Attacker** receives 2 bonus **ATK** and take 1 less damage.
- Players cannot **Surprise Attack** players they have **Betrayed**.
 - Often referred to as a **Surprise Attack**.

Backstab Engagements

- When an **Attacker** gets into an **Engagement** with a **Defender** that has them marked as an **Ally** it is a **Backstab Engagement**.
 - In **Backstab Engagements** the **Attacker** receives **5** bonus **ATK** and takes **3** less damage.
- Players cannot **Backstab** players they have **Betrayed**.

Flee Engagements

- When an **Attacker** and **Defender** both end an **Engagement** below **0 HP** with only a 0-1 difference in **HP** between them it is a **Flee Engagement**.
 - In a **Flee** neither player dies and both only lose half the **HP** they would have lost, rounded up with a minimum ending **HP** of 1.

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7. Engagement Outcomes

There are three possible outcomes for each encounter.

Players end up with either **Mutual Survival**, an **Assault**, or a **Kill**.

Mutual Survivals

- In an **Engagement** where neither player dies the **Attacker** and **Defender** are considered **Mutual Survivors**.
 - **Mutual Survivors** continue on to potentially fight another day.

Assaults

- An **Assault** is when a player **Engages** another player who later dies in another **Engagement** that **Nighttime**.
 - *Example: If **P1** Attacks **P2** and then **P2** goes on to die to **P3** that same **Nighttime** **P1** gets an **Assault**.*
- An **Assault** rewards 1 **Assault Token**, as well as **half the money** that the killer receives, rounded down.

Kills

- In an **Engagement** where one player dies the survivor is a **Killer**.
 - Players die when their **HP** reaches 0.
 - Only one player can die in an **Engagement**.
- When a player gets a **Kill** the **HP** lost in the **Engagement** is cut in half, rounded down.
 - A surviving player's **HP** cannot be lower than 1, thus some **Engagements** end with the **Killer** walking away with 1 **HP**.
 - *Example: If a player takes 15 **DMG** they will only have their **HP** reduced by 7.*
- A **Kill** rewards 1 **Kill Token**, as well as half the killed player's dollars, rounded down.

8. Gameplay Information

The details of mechanical interactions between players is information.

There are several ways that players can **Learn Information** as well as ways for them to **Deny Information** to other players.

Learning Information

- Players learn which players are in their **Room** that **Nighttime**, what **Items** they themselves find, and the details of **Engagements** they participate in as either an **Attacker** or **Defender** as well as when they **Assist** an **Ally**.
 - *Note: Some **Items** and **Traits** may obscure this information, but it is uncommon.*
- Players do not learn the details of **Engagements** they are not a part of.
 - Details being the combatants involved, their allies, who killed who, who died, etc.
 - *Note: Some **Items** and **Traits** override this.*
- Players learn who died during the previous **Nighttime** in the following **Common Room**.
- Players can learn information through **Items** and **Traits**.

Denying Information

- **Assassinations & Annihilations** affect what information is known by the **Allies** of **Attackers** and **Defenders**.
 - **Allies** of players that are **Assassinated** or **Annihilated** will know of their deaths at the start of the next **Common Room**.

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9. Game Phases

House of Fun is divided into what could be described as “very long turns”.

Each “turn” is referred to as a **Day** and consists of two halves: **Daytime** and **Nighttime**.

The former consists of two phases: **Morning** and **Afternoon**.

Days

- An entire cycle of **Daytime** & **Nighttime** is called a **Day**.
- **Days** will last one week, in other words, 7 real world days.

Daytime

- During **Daytime** players roleplay in the **Common Room** (reddit thread) and **PMs** (private messages — i.e. reddit direct messages)
 - The **Common Room** will last ~57 hours, from Friday to Sunday.
 - Players cannot send **PMs** outside of the allotted time slots for the game.
 - Players roleplay, plan, scheme, and make all preparations during **Daytime**.
 - **Trading**, **Gifting** and using **Items** can occur during **Daytime**.
 - **Daytime** is divided into two phases: **Morning** and **Afternoon**.

Morning

- During the **Morning** players can use some **Items** and **Traits**.
- The **Morning** is the first phase of **Daytime** and lasts ~27 hours. It will start at 9 AM Eastern US time on Friday. It should end around Noon on Saturday.

Afternoon

- During the **Afternoon** players may receive information or updates on **Items** and **Traits** they may have used.
- The **Afternoon** is the second phase of **Daytime** and lasts ~30 hours. It should start around Noon Eastern on Saturday, and end at 6 PM on Sunday.

Nighttime

- During **Nighttime** players do nothing. Usually lasting from Sunday night to Friday morning, **Nighttime** concludes when the next **Daytime** starts.
 - Players wait for the **GM** to write out the results and corresponding stories for each player. When finished, every player receives **Night Results**.
 - **Night Results** are stories that tell the player what happened to their character during the night based on their submitted **Night Instructions**.
 - Players can loot, find items, kill, die, use items, and use traits during **Nighttime**.
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10. Items

Some of the most important and crucial aspects of House of Fun are **Rolling Items** and **Using Items**. The choices players make with what tools they possess in their inventory often dictate the outcome of games. One's luck and management of **Artifacts**, **Stat Bonuses**, **Trades & Gifts**, **Kill Tokens**, and **Assault Tokens** can be the edge a player needs to assure themselves absolute victory.

Rolling Items

- Players **Roll 2 Regular Items** during **Nighttime**.
 - The **Items** are selected randomly from a list found later in this document.
 - *Note: Some **Items** and **Traits** affect **Rolls**.*
- Each point of **LCK** gives a 10% chance of **Rolling** a third item.
 - This third item is always an **Artifact Item**.
 - With 10 **LCK** you are guaranteed an **Artifact** item.
 - Exceeding 10 **LCK** will not provide a chance for a fourth item.
 - *Note: This is overrode with the **Trait** "The Strip".*
- Specific **Rolling** rules exist to better improve the player experience.
 - Players cannot **Roll 2 Normal Healing Items** in the same **Nighttime**.
 - Players cannot **Roll 2 Normal Information Items** in the same **Nighttime**.

Item Expiry

- Each **Regular Item** will have a random **Item Expiry** of 1-3 Nights *after* acquiring the **Item**.
 - If **Items** are acquired before **Nighttime**, the **Item Expiry** *will* include that night.
 - This is because all items can be used at **Nighttime**.
 - If **Items** are acquired at **Nighttime**, the **Item Expiry** *will not* include that night.
 - If an **Item** is not used on the night it expires, it will become **Expired** and unusable.
- **Item Expiry** is determined immediately after each **Item Roll**, before the next **Item Roll**.
- All Healing **items** automatically have a 3 day **Item Expiry**.
- **Artifacts** and items given by traits (such as Starter Item) do not have an expiry date.

Using Items

- **Items** can be used during **Daytime** and **Nighttime** in the order you want to use them in.
 - Not all **Items** can be used at any time. See any specific **Item's Activation Time**.
- Information **Items Activated** during the **Morning** yield their information in the **Afternoon**.
- Information **Items Activated** during the **Nighttime** yield their information the next **Day**.
- The order of certain information **Item's Activation Time** is random when:
 - Multiple information **Items** are used at the same time by different players and;
 - Information rewards are based on the order used.
 - **Traits** will be used before **Items** in these scenarios.
 - Some information related **Traits** may be used after **Items**.
 - Example: If two players each use an **Item** that reveals the other's inventory during the same **Activation Time** the first player that reveals the inventory will learn that the other has an **Item** that reveals inventories while the second player will not learn this.
 - Therefore the first player to use the information **Item** has an unfair advantage. Due to this, the order of **Item Activations** are randomized for balance purposes.

Activation Time

- When an **Item** is used it is considered **Activated**.
- Items can only **Activate** during their **Activation Time**: the window of time that players can tell the GM that they want to use the **Item**.
 - Item effects do not necessarily coincide with their **Activation Time**.
 - An Item may be Activated during the **Morning** and take effect during **Nighttime**.

Artifact Items

- **Artifact Items** are special **Items** that are often more powerful and may also have unique effects.
- **Artifact Items** are acquired through the third **Roll** granted by **LCK**.
 - *Note: Some **Items** and **Traits** can grant **Artifact Items**.*

Assault Tokens

- Getting an **Assault** rewards you with an **Assault Token** that provides one of three possible bonuses:
 - Heal half the damage dealt to you in the engagement which earned you the assault, maximum of 5. Rounded to heal more, like the killer.
 - **Level Up** 1 Trait.
 - Gain 2 **ATK** temporarily for one night. Considered a **Stat Bonus Item**.

Kill Tokens

- Getting a **Kill** rewards you with an **Kill Token** that provides one of two possible bonuses:
 - Gain 1 random **Artifact**.
 - **Level Up** 1 Trait.

Trading & Gifting

- Players can **Gift** and **Trade** their **Items** with other players during the **Morning**.
 - These exchanges are done **in public** within the confines of the designated **trade thread**.
 - Exchanged **Items** are received as soon as the **GM** or an **Assistant** confirms it. Player cards & inventories may take longer to reflect it.
 - Players should try to ask only one person (**GM**, **Assistant**, etc.) for a *specific Trade* or **Gift** request.
 - If the person you ask is not available and you need to ask someone else please let the first person you asked know that this has happened.
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11. Victory Conditions

At the end of the day House of Fun is a game and games have winners.
The method of determining the winner is through preset conditions for victory.
In AFD those conditions are **Surviving** and **Money**.

Surviving

- Players must survive the final **Nighttime**.

Money

- The player with the most **money** wins.
 - Players can either acquire money by speed, luck, traits, or trading in particular items.
 - Whenever you kill a player, you will also receive half their money.
 - Whenever you assist in killing a player you receive 1 dollar.
 - Remember, only the 3 surviving players with the most money will live. The rest will be executed.
- In the event of a tie, tiebreakers are determined by remaining **HP**.
- Under normal circumstances, the amount of money one has will be public information in the common room.

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12. Base Character Information

Every character in House of Fun has **Base Stats** as well as **Weapons** which function as their base offensive power.

Base Stats

HP: 25

ATK: 0

SPE: 5

LCK: 2

Weapons

- Tier 1 Weapon — 10 ATK
- Tier 2 Weapon — 8 ATK
- Tier 3 Weapon — 7 ATK
- Tier 4 Weapon — 6 ATK
- Tier 5 Weapon — 5 ATK
- *Characters start with all of their weapons at the beginning of the game.*
 - You set your selected weapon tier at the start of each night, consuming that tier.
It is consumed whether or not you fight.

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13. Glossary

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