

The Last Earth

A House of Fun Mechanics Document

[Setting Document](#) | [Character Creation Document](#)

INTRODUCTION TO HOUSE OF FUN

WHAT IS HOUSE OF FUN?

House of Fun is a unique text based role-playing strategy game reminiscent of Dungeons & Dragons, Town of Salem, and Secret Hitler. The goal of the game is to complete role based objectives, acquire points, and survive until the end. It involves largely roleplaying, information gathering, and collaborative scheming that is topped off with giving the Game Master mechanical instructions that determine your character's actions during an action phase. Not every game is exactly the same, but most follow a core design philosophy:

- A. Players create in-depth characters that include finding a character image, filling out a character card, and writing a backstory.
- B. Players are given limited information and roleplay with other players to gather clues, form alliances, and make collaborative plans.
- C. Roleplay is done in public, known as the "Common Room", as well as in private with other players, known as "Private Messages".
- D. Not every player can survive and completing objectives which pit the players against each other is necessary for survival.
- E. Items can be found that provide mechanical advantages and or information.
- F. Players interact during a "Day Phase" that lasts several real life days and then submit instructions to a Game Master that dictate how their character will act during a "Night Phase". During this pause, the Game Master writes a series of stories based on everyone's instructions that determine the results for the night. This continues until the number of planned Night Phases has elapsed or until one or no players remain.

EXAMPLE CHARACTERS

Most House of Fun games use a Character Creation Form. This helps players create fleshed out characters so that they are comfortable roleplaying in the game.

In addition to this, every character is publicly revealed with a Character Card that lists basic information regarding a character's physique, attire, home world, and any additional miscellaneous information. Game Masters volunteer to make cards for their players, but some players go above and beyond, making their own cards with incredible shows of creativity and effort.

[Here is a gallery of some of our community's best cards.](#)

FAQ

Q: Do I need to understand everything to play?

A: Nope! It is very common for new players to make a character and learn as they go. Talking with other players in and out of character is usually enough to play out an entire game. That said, reading over the mechanics document a few times is heavily advised.

Q: How long does one game take?

A: That depends on the planned game's length, but from sign-ups to post-game it can last anywhere from 3 to 4 weeks to 2 to 3 months.

Q: How much time are players expected to spend playing?

A: Players are expected to check the game at least a few times a day while the game is in its "Day Phase" where players roleplay and interact with one another. Generally speaking, expect to have between 2 and 4 hours of your day eaten up by House of Fun.

Q: That's a lot of time. Is it always that much?

A: Yes, but luckily that time is spent whenever you have free time. Whether you have ten minutes here or there at work, while you wait to get out of bed, or between gaming sessions in your free time, players generally find time to play.

Q: Are there rules beyond the mechanics of the game?

A: While that depends on the game in many regards, virtually all games require players to stay in-character, be respectful, and anything suggestive be done in fade-to-black, supposing the particular game allows such content. This particular game's rules can be found [here](#).

Q: Do I have to make an intricate character card?

A: Nope! Your Game Master will make one for you if you are incapable or don't want to put in the time.

Q: Can I see an example of one of these games being played?

A: Of course! The section right below this one has a list of previous games. Alternatively, you can click [here](#) to look at The Styx Cascade's first in-game day thread if you want to take a look *right now*.

HISTORY OF PAST GAMES

Several of our games have already written summaries that you can find [here](#).

Additionally, below are links to the character creation, first common room, and post game threads for every game hosted since Christmas of Sin.

Christmas of Sin (11/19/18 to 6/6/19)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

Down the Rabbit Hole (5/29/19 to 8/18/19)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

Project Green Dawn (8/30/19 to 12/18/19)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

King Of The Decade (12/11/19 to 1/20/20)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

The Styx Cascade (2/12/20 to 4/11/20)

[SUGGESTED READING FOR NEW PLAYERS]

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

On Her Majesty's Secret service (4/15/20 to 7/1/20)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

Oops! (6/17/20 to 7/31/20)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

The Wayward Rose (8/11/20 to 1/3/21)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

Heaven Doesn't Want You (6/19/21 to 9/28/21)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

To Become A Star (2/11/22 to 5/3/22)

[ENDED PREMATURELY]

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

A Fistful of Dollars (6/8/22 to 8/7/22)

[Character Creation](#)
[Day 1](#)
[Post-game](#)
[Meme Album](#)

Knockout! Ambidex (1/16/23 to 2/13/23) **[ENDED PREMATURELY]**

[Character Creation](#)

[Day 1](#)

[Post-game](#)

[Meme Album](#)

The Ritual (6/8/23 to 7/26/23)

Character Creation (Discord Only)

Day 1 (Discord Only)

[Post-game](#)

Meme Album (TBD)

TLE RULES

IN-GAME RULES

1. Always remain and speak in-character.
2. Do not force other characters into doing any actions.
3. Be mindful of what situations you put other characters into.
4. No sexual content; flirtatious behavior and romance is fine.
5. Do not purposefully ghost players; if you don't wish to engage in a dialogue offer a short reply and depart in-character.

OUT-OF-GAME RULES

1. Do not cheat or collaborate with other players out-of-character.
2. No racism, sexism, or general bigotry.
3. Be respectful of other players.

TLE MECHANICS

PHASES

The game is broken up into six phases: Masquerade, Exploration, Deduction, Conspiracy, Execution, and Conclusion.

Phase 1: Masquerade (August 11th to August 13th)

In this phase, characters feel out the other characters, gather clues, and form alliances for the Exploration Phase.

Phase 2: Exploration (August 14th)

During this phase, characters explore one of three rooms, participate in a Mid-game Event, prove allegiances to one another by allying with each other and exploring a particular room together, and sabotage other characters that have foolishly marked them as an ally, denying them a Weak Combat item. Players receive very short reports of their experiences during the Exploration Phase — what they found, who they saw, what they learned, and what they experienced.

Phase 3: Deduction (August 15th to August 19th)

Players resume roleplaying their characters on the morning of the second in-game day. Players use what they have gathered and learned during the Exploration Phase to make plans for the upcoming conflict.

Phase 4: Conspiracy (August 20th)

The Common Room ends and players must continue their conversations in private messages with one another. This transpires on the evening of the second in-game day, a handful of hours before the Execution Phase begins in-game. Players formulate any final plans and schemes with their allies up until mid afternoon PST on August 20th.

Phase 5: Execution (August 21st to August 25th)

Players submit their final instructions to the game master. The game master later sends out detailed stories from the perspective of each character to their corresponding player.

Phase 6: Conclusion (August 26th to August 28th)

This optional phase is for the survivors of the game to converse with one another following their triumphs. Depending on the game and its background, this may include interactions with NPC's, fulfillments of wishes, clashes between surviving characters, and epilogue posts by the game master and or players.

MID-GAME EVENTS

During the Exploration Phase, in addition to exploring one of three rooms, each character gets to anonymously vote to weaken another character. When characters receive a certain number of votes they are penalized with debuffs. These debuffs are non-stacking, so a character that receives a high number of votes will not be penalized with the stronger debuff in addition to the weaker debuff that comes with less votes.

- 1 Vote: Speed is reduced by 1.
- 3 Votes: Perception is reduced by 1.
- 5 Votes: Hit Points are reduced by 1.

STATS

Characters have three stats: Hit Points, Perception, and Speed.

Hit Points (HP)

A character's hit points; default 4. When they reach 0 the character dies.

Perception (PER)

A character's ability to spot enemies; default 2. Higher perception increases the effectiveness of Attacking and Defending.

Speed (SPE)

A character's maximum speed; default 5. Speed determines which characters act first during the night.

ACTIONS

Characters have six actions: Explore, Vote, Sabotage, Use, Trade, Attack, Defend, Assist, and Caution.

Explore (Exploration Phase)

Explore a room.

Vote (Exploration Phase)

Anonymously vote to weaken another character.

Sabotage (Exploration Phase)

Deny a character in the same room as you that has marked you as an Ally their Weak Combat item.

Use (Any)

Use an item.

Trade (Masquerade / Deduction / Conspiracy)

Trade or give away an item to another character.

Attack (Execution Phase)

Attack another character, dealing a base of 1 damage.

Assist (Execution Phase)

Help a character in combat, increasing their Perception by +2.

Caution (Execution Phase)

Gain a +3 Perception bonus when defending against a specific character.

ENGAGEMENT TYPES

There are three types of Engagements: Mutual, Readied, and Ambush.

Mutual Engagement

If two characters mark each other as Enemies with the same enemy priority in the turn order, the character with higher Speed will be the Attacker. If their Speed is tied, the character with higher Perception will be the attacker. In the event that their Speed and Perception is tied, both combatants are considered the Attacker.

Readied Engagement

When a Defending character has 4 or more Perception over their target.

Ambush Engagement

When an Attacking character has 4 or more Perception.

ENGAGEMENT BONUSES

There are three Engagement Bonuses: Surprise, Backstab, and Murder.

Surprise Bonus

When a character does not have their attacker marked as an Ally, Enemy, or Caution, the attacker receives a +2 Perception bonus and deals an additional +1 damage.

Readied Bonus

When a Defending character has 4 or more Perception over their target they receive -1 less damage.

Ambush Bonus

When an Attacking character has 4 or more Perception over their target they deal an additional +1 damage.

Backstab Bonus

When a character has their attacker marked as an Ally, the attacker receives +3 Perception bonus and deals an additional +2 damage.

Murder Bonus

When a character kills another character in an Engagement they restore 1 hit point. If the killer was at negative hit points, their hit points become 1.

ATTACK TURN ORDER

The order of events that transpire during the Execution Phase is determined by the ATO (Attack Turn Order). Where a character falls on the ATO is dependent on various factors. To calculate the ATO, use the following checklist in order:

1. Higher used Speed
2. Higher maximum Speed
3. Perception (not including Ally bonuses)
4. Perception (including Ally bonuses)
5. Current Hit Points
6. Roles (in order):
 - a. Vigilante, Murderer
 - b. Harbinger, Macabre, Champion
 - c. Hound, Cultist, Knight
 - d. Innocent, Jester
7. Random

VICTORY CONDITIONS

The victory condition(s) for each player and character vary by game, but one condition is universal: survive. On top of that, further conditions — such as killing, assisting certain characters, or performing specific actions — may apply

to some or all the characters of any particular game. In addition, there are in-character conditions and out-of-character conditions.

In-Character Victory

A character accomplished their victory conditions.

In-Character Draw

A character did not accomplish their victory conditions, but survived.

In-Character Loss

A character died.

Out-Of-Character Victory

A player received the most points. If there is a tie, the character with the most hit points wins. If that is also a tie, the tied characters share the victory. Points are acquired by:

- Kill — 3 points
- Assault — 2 points
- Assist — 1 point
- Victory — 2 points
- Draw — 1 point

Out-Of-Character Loss

A player did not receive the most points.

ITEMS

Items are divided into two categories: information items and combat items. You can find the item list [here](#).

Information Items

Items that provide intel regarding aspects of the game or other characters. Information items **cannot** be used after the Deduction Phase. Unused information items become useless in the Conspiracy Phase and onward.

Combat Items

Items that increase a character's Hit Points, Perception, or Speed.

Item Acquisition

Players find items during the Exploration Phase. Each player finds one Strong Information item, one Weak Information item, one Weak Combat item, and one additional item that is based on the room the character explores. The possible room bonus items are:

- One Strong Information item.
- One Strong Combat item.
- Three Weak Information items.

ROLES & FACTIONS

Each character is given a role that is tied to their faction. It is advised to play with 17 characters. *Note: All conditions involving kills require the targets to die during the Execution Phase.*

CHAOS (3)

Harbinger (Required: 1)

The Harbinger is the leader of the Chaos faction and starts with +1 hit point. If they are not victorious they **die**.

Victory Conditions:

- Survive.
- Kill 2 Order *or* every Order dies.

Starting:

- Information: 5 random characters that are not Order.
- Item: 1 Letter.

Hound (Recommended: 2)

Hounds are the assistants of the Harbinger and start with +1 Speed. If they are not victorious they **die**.

Victory Conditions:

- Survive.
- Kill 1 Order *or* the Harbinger is victorious.

Starting:

- Information: 3 random characters that are not Order.
- Item: 1 Weak Information item.
- Item: 3 Letters.

DESTRUCTION (3)

Macabre (Required: 1)

The Macabre is the leader of the Destruction faction. In Engagements with characters that are unaware of the Macabre's identity, the Macabre takes -1 damage so long as the Champion is not the combatant or assisting the combatant.

Victory Conditions:

- Survive.

Starting:

- Information: Identity of the Champion.
- Item: 1 Letter.

Cultist (Recommended: 2)

Cultists are the assistants of the Macabre and start with +1 Speed. If they are not victorious they **die**.

Victory Conditions:

- Survive.
- The Macabre is victorious.

Starting:

- Information: 2 random characters that are not the Macabre.
- Information: Identity of the other Cultist(s).
- Item: 1 Letter.

ORDER (5)

Champion (Required: 1)

The Champion is the leader of the Order faction and deals an additional +1 damage to the Macabre. If they are not victorious they **die**.

Victory Conditions:

- Survive.
- The Macabre is eliminated.

Starting:

- Information: Identity of a random Innocent and Knight.
- Item: 1 Letter.

Knight (Recommended: 4)

Knights are the assistants of the Champion and start with +1 Perception. If they are not victorious they **die**.

Victory Conditions:

- Survive.
- The Macabre is eliminated.

Starting:

- Information: 1 random character that is not Order.
- Item: 1 Letter.

ROGUE (6)

Vigilante (Recommended: 1)

The Vigilante deals an additional +1 damage to the Harbinger, Macabre, and Champion.

Victory Conditions:

- Survive.
- Kill the Harbinger, Macabre, or Champion.

Starting:

- Item: 2 Weak Information items.
- Item: 1 Letter.

Murderer (Recommended: 1)

The Murderer deals an additional +2 damage to the Innocent.

Victory Conditions:

- Survive.
- Kill 1 Innocent.

Starting:

- Item: 2 Weak Information items.
- Item: 3 Post-it Notes.

Jester (Recommended: 1)

The Jester is buffed instead of debuffed during the Exploration Phase, and starts with +2 Perception. If they are not victorious they **die**.

Victory Conditions:

- Survive.
- Get into at least three engagements or kill the Champion.

Starting:

- Information: Four random people; one is the Vigilante.
- Item: 1 Weak Information item.
- Item: 5 Letters.

Innocent (Recommended: 3)

The Innocent starts with +1 hit points, -1 Perception, and their vote counts as 2 instead of 1. If they are not victorious they **die**.

Victory Conditions:

- Survive.
- The Murderer and Harbinger are eliminated.

Starting:

- Item: 1 Weak Information item.
- Item: 3 Letters.