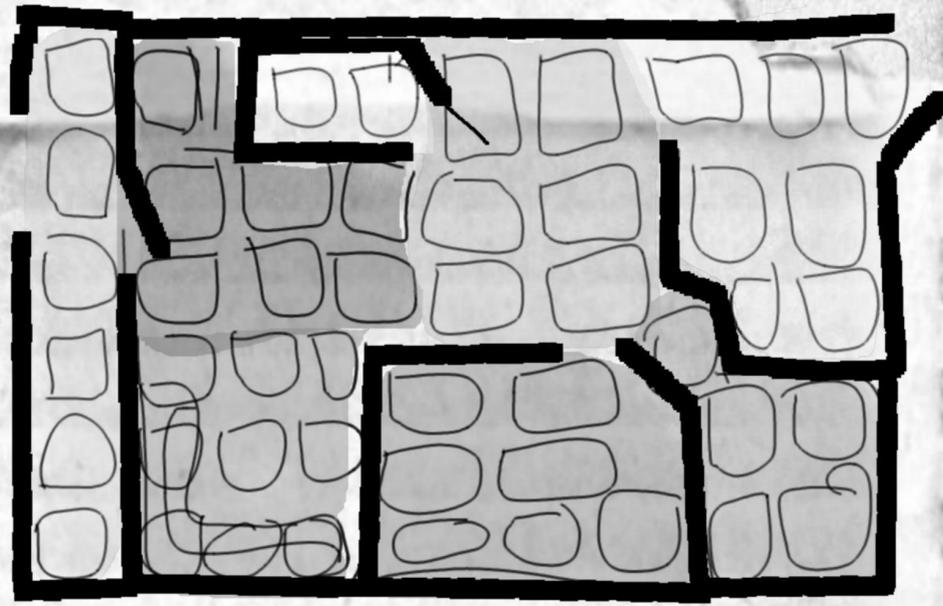


# Haus meeting

an absurd "make-your-own"  
board-game\* about people  
living together, that have  
different ideas about what  
it means to live together

\*secretly a roleplaying game

like this but bigger --->



## Setup

1. get a piece of cardboard, ideally an old pizza box
2. draw the layout of your house, real or imagined, with ~1-inch squares, each representing a 5x5 foot area. Also draw larger boundaries to indicate 5-8 common rooms
3. each player will make a character, name them, choose something as a token, and determine their whole *VIBE*. Express this *VIBE* by picking or making 5 pieces of *JUNK* that will start in your hand.

## Goal

Be the first to put all 5 pieces of *JUNK* in 5 different rooms, thus determining the nature of the house itself {*ie; punk, flop, etc*}

## Play

Roll off to decide who goes first  
Each player starts wherever & on their turn;  
- Roll 2d6 to determine how many spaces you move  
-- Moving into a square with *JUNK* costs 2 movement  
--- You can spend 1 movement to drop a piece of *JUNK*, in an adjacent square, of a room you are in, unless there is a...

**CONFLICT** - IF another player already has *JUNK* in the room you are putting *JUNK* into, & believes that there is a clash of political, subcultural or aesthetic vibe {*ie; a vegan poster cannot be in the same room with a leather jacket etc.*} they can call "CONFLICT"

- Each player gets a chance to weigh in
- If you don't come to consensus, put it to a vote.
- If there is a tie, roll off!

The only thing at stake is whether or not the active player can put their *JUNK* in that room or not. If you are the active player and you lost the **CONFLICT**, you can't place that piece of *JUNK* in that room and the movement used is considered spent.

You can call a HAUS MEETING;

- Immediately after you lose a CONFLICT.

OR

- At the beginning of your turn, after you roll movement dice, but before you move or act.

Either way, your turn ends immediately.

Make note of the room you are in. On your next turn there will be a HAUS MEETING in that room.

A HAUS MEETING happens at the beginning of the turn of the player that called it, in the room that it was called. Only players that are in that same room may participate in the meeting. The structure or decision making process is up to whomever is present at the meeting, ties or conflicts are broken by whomever called it.

Each meeting can change a rule about the game.

- This includes making up a whole new rule.
- You cannot change the rules to make someone instantaneously win the game
- A rule cannot be merely erased, only changed.
- *These rules ARE also subject to change.*

The new rule change should be given a catchy name {ie; *the summer '23 door clause*} and written somewhere public, like on a scrap of paper pinned to the cardboard game map.

After the HAUS MEETING is over the original player who called the meeting, takes their turn as normal.

*What if a rule change causes a contradiction in the rules or something?*

That happens, resolve it like you would a CONFLICT.

*What if \_\_\_?*

That also happens, resolve it with a CONFLICT.

feel free to make up or alter yer own JUNK



clowns



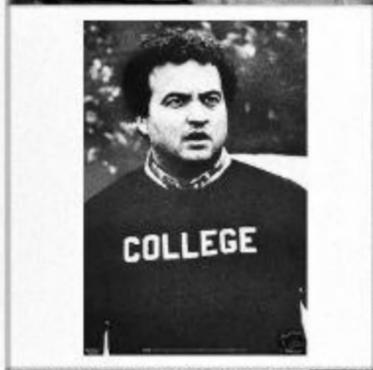
office



litter box



raver candy



COLLEGE



study vibes



spa towels



human child



leather jacket



flyer wall



bong



full apothecary



baby gate



fedora



COTTAGE INDUSTRY



witch craft



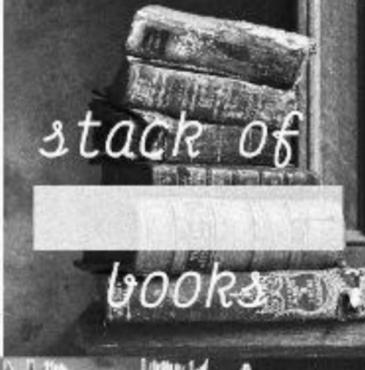
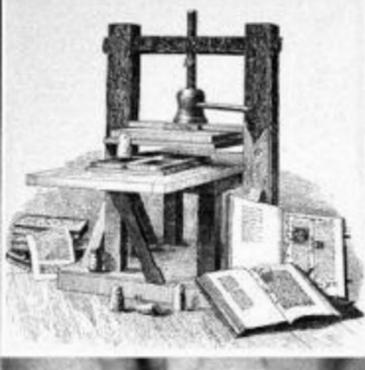
house guests



chainmail



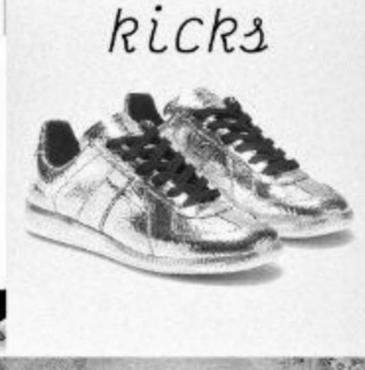
"art"



stack of books



jam sesh



kicks



science experiment



compost



zine library



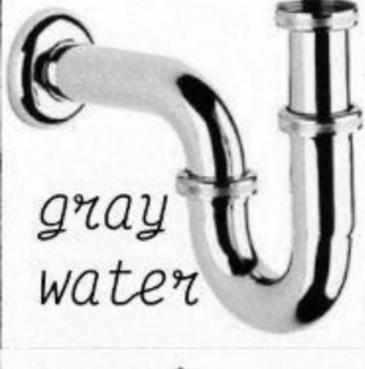
meeting



pile of lace



grow op



gray water



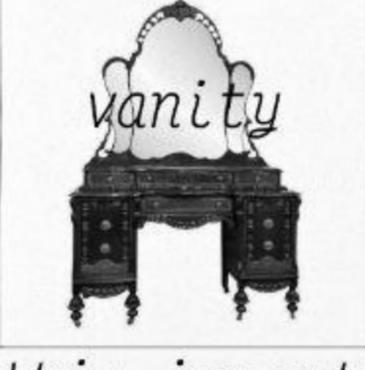
bikes



bored games night



screed



vanity



bag of dump-stered donuts



fickle house plant



free box

make a character by choosing 5 pieces of JUNK that fits a VIBE

remove this insert....cut out these example JUNKs

remove this insert...cut out these example JUNKs



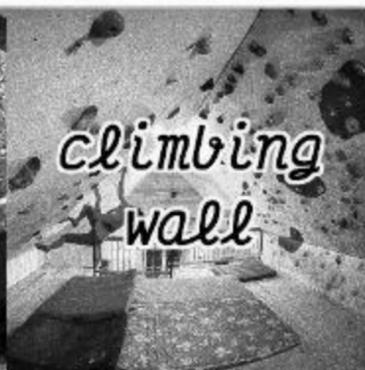
chore wheel



love seat



coffee



climbing wall



Leftöver Crack



home gym



crassants



turntables



vegan slop



spiders



spray paint



wash board



rack



cupcakes



beer pong



cuddle puddle



pedal powered pipe dream



nothing



hot tub



The Corvid Family  
family portraits  
Blue Jays



in-call room



be-boop machines



TO WONDERLAND  
glory hole



TELEPHONE  
phone booth



knife range



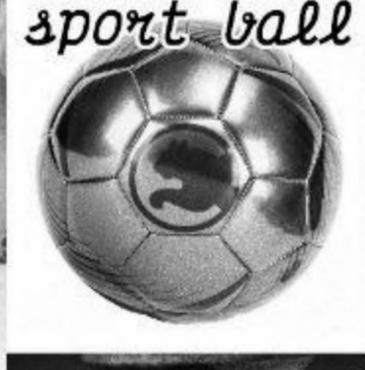
mother



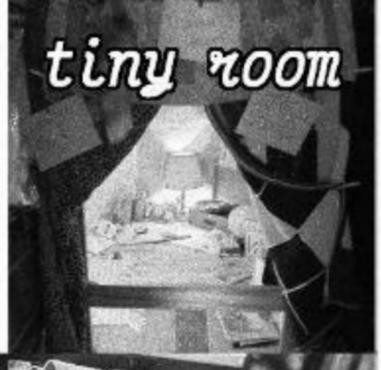
crafts



gf-gf



sport ball



tiny room



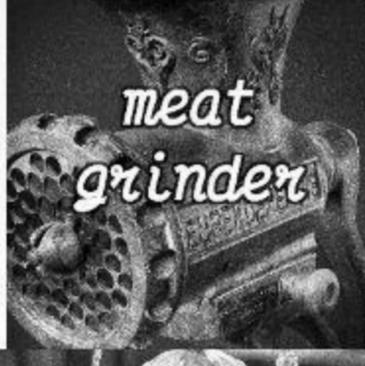
record player



brunch plans



chalkboard



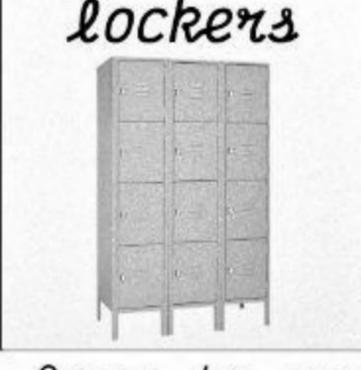
meat grinder



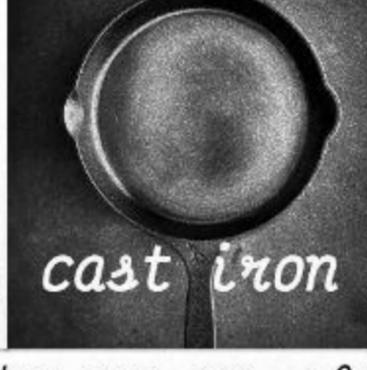
computer



height chart



lockers



cast iron



tea set



skin bukake

feel free to make up or alter yer own JUNK

make a character by choosing 5 pieces of JUNK that fits a VIBE

## Example Rules to Change/Add

- **Young Adult Novel** - At the beginning of every player's turn they must trade out a piece of JUNK for another random piece of JUNK and describe the changes their character has gone through.
- **Theft Economy** - Cheating is allowed as long as you do not get caught...or tattled on!
- **Might OR Magic** - All ties are settle by arm wrestling OR "guess which hand has the coin".
- **Spring Cleaning** - New goal: The person with the most JUNK in hand after the house is empty again wins. It takes 1 movement to pick up a piece of JUNK.
- **Shouting Distance** - Only players in the same room or an adjacent room can participate in CONFLICTs and HAUS MEETINGS.
- **Explosions** - At the beginning of every player's turn, dice must be rolled for all JUNK. On a 6 they explode; killing and destroying everthing in adjacent spaces. JUNK automatically explodes when it is destroyed. New goal: Survive.
- **Monday Mourning RAW** - Players can throw other players by standing adjacent to them and using any number of movement points to shift them across the map.
- **Anarcho-obstructionism** - All CONFLICTs and HAUS MEETINGS must reach consensus.
- **Hoarders** - At the beginning of each players turn, put a random piece of JUNK in a random space in every room. JUNK stacked on JUNK cannot be moved through.
- **Infiltrator** - A person is randomly determined to have the secret "evil" role. Each turn everyone closes their eyes and the infiltrator returns a piece of JUNK to the original owner's hand. Guesses can be made at a HAUS MEETING.

ps. you can start with any of these rules in play

a lonely fun game  
*by monday mourning*  
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□ 2024