NIGHT TRAIN
TO BUDAPEST

Manual

Start game

In order to start the game, execute the file "NightTrainToBudapest.jar".

Create new game / join existing game

You can create a new game or join an existing game by clicking on the respective buttons in the main menu as seen on the screenshot (1 & 2). The player who creates a new lobby has the possibility to start a new game by clicking the "start"-button.

Game prodecure / rules

The game takes place in a night train wagon and has a day/night-cycle. Players can be either ghosts or humans, the roles are being assigned randomly at the start of the game. In the beginning, one player is a ghost and five players are humans.

Ghosts have the ability to turn humans into their kind and humans are able to kick ghosts out of the train. If all humans have been 'ghostified', the ghosts win. If the 'original ghost', the first ghost in the game, has been kicked out by the humans, they win.
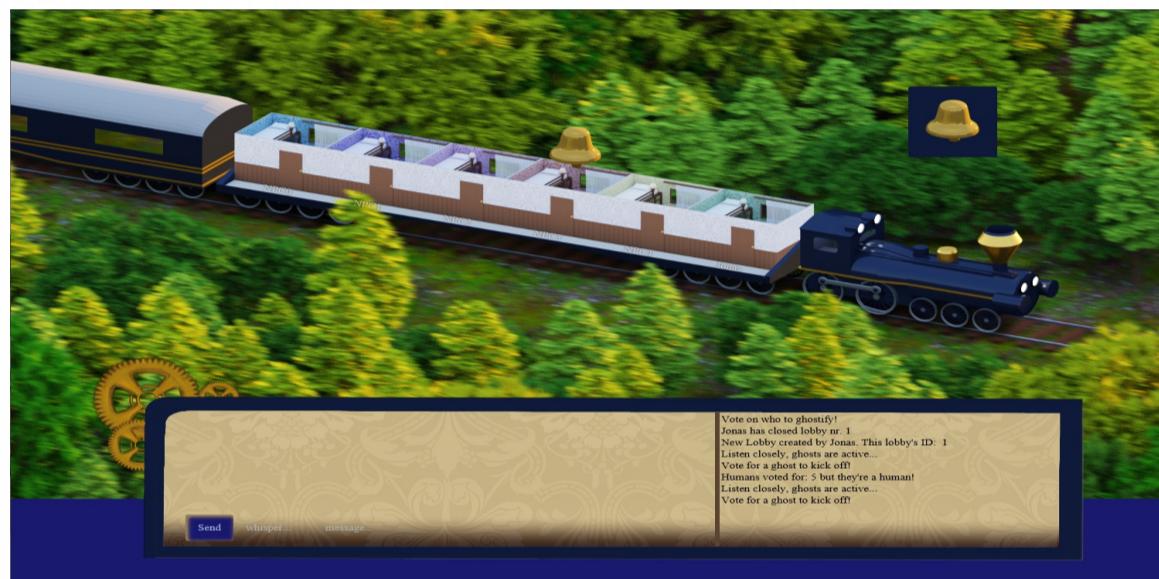
The game begins at night where the ghost has to decide which human to ghostify. If there are multiple ghosts in the game, they will vote together on who their next victim will be. Once the victim has been turned into a ghost, the night phase of this round is over and the day starts. Now humans have to vote on who they believe to be the original ghost. They can base their decisions on the noisesthey heard at night: if a ghost, on his way to infect a human, passes other humans, they receive a noise notification. (Screenshots show ingame night and day.)

Game prodecure / rules (continued)

Before the human vote, humans can inform each other about who heard noises during the night in the chat. After the humans made up their mind, four things can happen based on the vote results (ghosts cannot vote during this time, neither can humans at night):

- a human received the most votes → everyone is being notified about a human receiving the most votes. Next round starts.

- a 'normal' ghosts received the most votes → this ghost is being kicked out of the train (enters spectator mode with no possibility to influence the game). Next round starts.

- the 'original ghost' received the most votes → the game is over with the humans winning.

- the last remaining human on the train has been voted off by the ghosts → the game is over with the ghosts winning.

Ingame features

In an active game, you are presented with a side view of the train cabin with each player represented by one of the cabin's rooms.

If it's your turn voting, you can cast you vote by hovering the cursor to the cabin of the corresponding player (after which his cabin will be depicted as lightly elevated) and clicking on it.

If you are a human player and ghosts happen to walk past you at night, you will be alerted with a corresponding notification and have a choice to inform other players on the train about the noise by pressing the "noise" button below the train. This will make a bell appear above your cabin for all players to see.

An ingame chat is available below the train depiction. By default, you are sending messages to all game participants pressing the "send" button but you also have the option to whisper a message to a specific player by writing it along this player's name into the designated chat field and clicking "whisper".

Furthermore, there is a field showing active lobbies alongside their participants on the right as well as an arrangement of buttons representing several commands corresponding to their names. You can for example leave an active game with a click on "leave server".