Night Train to Budapest

Manual

*Start game*

In order to start the game, open up the terminal and execute the file “NightTrainToBudapest.jar”.

*Create new game / join existing game*

In order to create a new game, you first need to start the game server. For that, execute the following command: “server <port>”. Then, you need to join this server as a client by executing the following command: “client <hostadress> <port> [<username>]”. Others can join the server by executing the same client command and choosing their own username.

Anyone on the server can create a new lobby with the command “/g”. A lobby can be joined by executing the command “/j” followed by the lobby number. The command “/s” starts a new game with the current players in the lobby. If there are less than six players, NPC’s will be added to the game to ensure this player amount.

*Game procedure / 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 noises they heard at night: if a ghost, on his way to infect a human, passes other humans, they receive a noise notification. 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, three 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 and becomes a spectator of the game with no possibilities to influence it. Next round starts.
* the ‘original ghost’ received the most votes → the game is over with the humans winning.

*Console commands*

/c *message* - sends a chat message to all players in the same lobby. If you are not in a lobby, the message will be sent to all players who are also not in a lobby.

/b *message* - broadcasts a message to all connected clients, regardless of lobbies.

/w *username$message* - sends a message to the specified user only.

/g - create (& join) a new lobby.

/j *1* - join lobby 1. To join lobby 2, use /j *2*, etc.

/l - list all connected clients and all lobbies

/p - list all players in your lobby.

/e - exit your lobby

/n *name* - changes player name. If unavailable, it adds a fun and quirky suffix

/q - quit

/s - start game in your current lobby.

/v 1 - vote for person 1 (same for other numbers)

*Quit game*

If you want to exit your current lobby, execute the command “/e”. If you want to exit your current server, execute “/q”.

