Night Train to Budapest

Manual

*Start game*

In order to start the game, execute the file “NightTrainToBudapest.jar”. You will be directed to the main menu.

*Create new game / join existing game*

In order to create a new game, click on “create lobby” in the main menu. You will be asked to choose a nickname. Once you’ve done this, the newly created lobby alongside all players who joined it will be shown. Other players can be invited by you or enter your lobby on their own. For the game to start, 6 players need to be in the lobby. Once all players communicated their readiness by clicking the respective button, a new game will start. If less than 6 human players are in the lobby, NPC’s will be added to this game.

If you want to join an existing lobby, click on the respective button in the main menu and type the lobby’s name in the text field. Confirm with “Enter”. Signal your readiness to start the game by clicking the “ready” button.

*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. Ghosts can manipulate the human’s decision making process by claiming of a noise they heard which never actually occurred. 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.

There is a nighttime chat where ghosts can discuss their next move and a daytime chat for humans to decide who to kick off, although ghosts can, as stated above, manipulate them.

If you participate in a vote and want to vote for a certain player, click on the button assigned to this player.

*Console commands*

/c "message" - sends a chat message to all connected players

/n "name" - changes player name

/q - quit

*Quit game*

If you want to exit a running game, type the command ‘/q’ on the console and confirm with ‘Enter’. If you want to return to the home screen, click the “close”-Button in the main menu.

