*A Heroic Death*: Virtual Version

Welcome to the extra instructions for the virtual version of *A Heroic Death*. These describe how actions that require some kind of physical action in the IRL version of the game will work in our virtual version.

These are the general instructions for all characters. There may be some specific instructions for your character as well, depending on your items/abilities. If so, these will be sent to you separately.

1. Rooms

Each of the rooms on the plan of the base included in the background information document will be represented by a breakout room on Zoom (not including the bedrooms and bathroom). The main room on Zoom represents the hallway. Ask the Hosts if you wish to be moved to any of them (e.g. to have a private conversation with someone). There will also be an ‘out of the game’ breakout room for use in cases of unconsciousness, death or searching one of the bedrooms (see numbers 4 and 7 below).

NB: At the beginning of the game you will be placed in the room where you woke up after the party.

1. The game app

In the app, each player has a virtual wallet in which they can view the items they are carrying; their abilities/superpowers; the items they have in their bedroom, if any (see number 4 below), and their Secret and Information. There is also a link to the PDF file of your complete character information.

To use most abilities or items or to move items or give them to other players, you will need to speak to the Hosts. However, if you wish to simply show something in your virtual wallet to another player, you can click on it to make it full screen.

The app also allows the Hosts to ‘knock out’ or ‘kill’ players, which essentially means that they won’t be able to access their virtual wallet temporarily or permanently (see number 7 below).

NB: Some players also have some ‘contingency information’ in their virtual wallet. IRL, this would be a sealed envelope with ‘Open this envelope if [such and such happens]’ on the front. In the virtual version, just click to ‘open the envelope’ if the event in question occurs.

1. Communication

To speak to the Hosts, please use Slack; each player has a private channel for this purpose. To speak to any other player, please go to the room where they are and speak normally.

1. Bedrooms

Each member of the group has a bedroom on the base. Each of these can only be accessed by the room’s owner (there’s an eye-scanner on the door) AND anyone who has a pass key. Speak to the Hosts if you want to collect items from or leave items in your own room or, if you have the pass key, if you want to search anyone else’s room (and potentially take/leave items).

NB: It takes three minutes to search someone else’s room so if you want to do this, you will be placed in the ‘out of the game’ breakout room and not be able to do any other actions for three minutes.

1. Use of abilities/superpowers

To use your superpower (if you have one) or any other ability that has a finite number of uses, please contact the Hosts.

1. Poisoning

If you have a poison and wish to use it on someone, please inform the Hosts. Next time they see your victim eating or drinking something, they will inform them that they have been poisoned and they will be knocked unconscious (see number 7 below).

1. Being unconscious/dying

If you are poisoned or successfully attacked, you are knocked unconscious. You will be placed in the ‘out of the game’ breakout room and will not be able to leave it or use any of your items/abilities for ten minutes, unless someone who has the appropriate ability (e.g. first aid) comes to the breakout room and heals you. Beware – people can also come to the ‘out of the game’ room to steal your belongings during this time!

If no one heals you within ten minutes and there is more than half an hour until the end of the game, then you recover naturally and can leave the ‘out of the game’ room.

If no one heals you within ten minutes and there is less than half an hour until the end of the game, you die. You will be allowed one final action (there is a ‘With your last dying breath!’ card in the IRL game) and then must remain in the ‘out of the game’ room until the end of the game.

NB: in the IRL version of the game, players can be killed within the last hour of the game. We have reduced this to half an hour since people who are in the ‘out of the game’ room won’t really know what is going on in the rest of the game as they would if they were just lying in the middle of the floor IRL, so it will be less fun for them!

1. Being placed in the Villains’ Cell

During the last hour of the game, the group may vote to throw a member into the Villains’ Cell (the vote must pass by a three-quarters majority). If this happens to you, you will be placed in the Villains’ Cell breakout room. Other people can visit you there but if someone wants to get you out, s/he must challenge one of the people who voted to imprison you to Rock-Paper-Scissors and win (this must be overseen by the Hosts and each player can only attempt it once).

1. The body

The body of Bernard, the murder victim, is lying in the middle of the floor in the living area. Go to the living area and speak to the Hosts if you want to examine it.