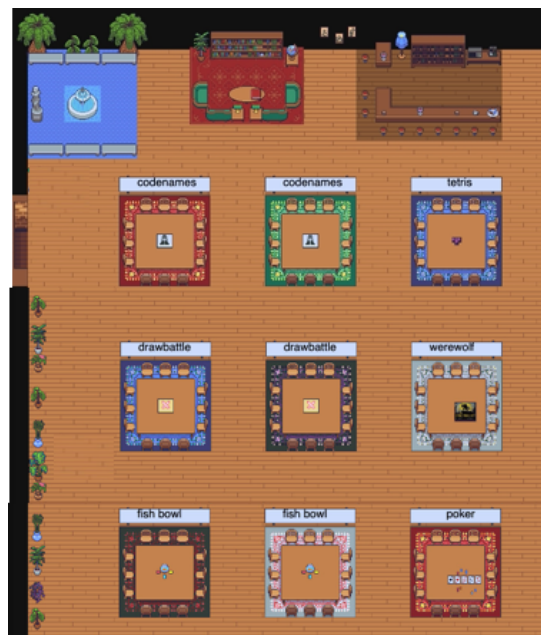
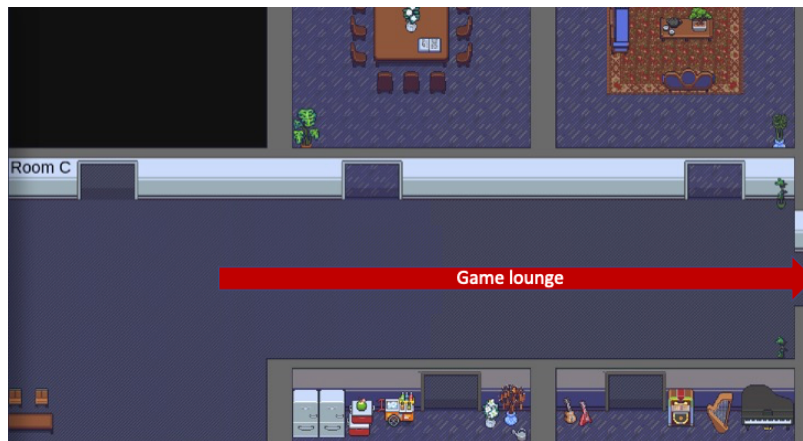


Instructions social event

Concept

In normal circumstances, one of the highlights of CLIN is always the social event. While we won't be able to recreate a fancy dinner, escape room, or pub quiz, we have attempted to provide a digital alternative. For anyone who would like to stay online after the closing session, we have prepared an *online game lounge*, where you can easily play simple games together in groups of up to ±12 people. The games are embedded in gather.town so you can video chat with the other people playing the game. All games are very accessible: you don't need to install or register, and you don't need any game experience (unless specifically mentioned otherwise).

If you feel like joining, you can head to the game lounge after the closing session, which you will find at the top right-hand side of the main area.



Games

The games are simple and accessible: you can play them embedded in gather.town, they don't require any registering or installation, and they are very simple. To join a game, simply head to that table and you will enter an "area" so that everyone around the same table can hear and see each other. Press "x" to interact with the game. The names of the games are clearly indicated above each table. Below are some brief instructions for each one:

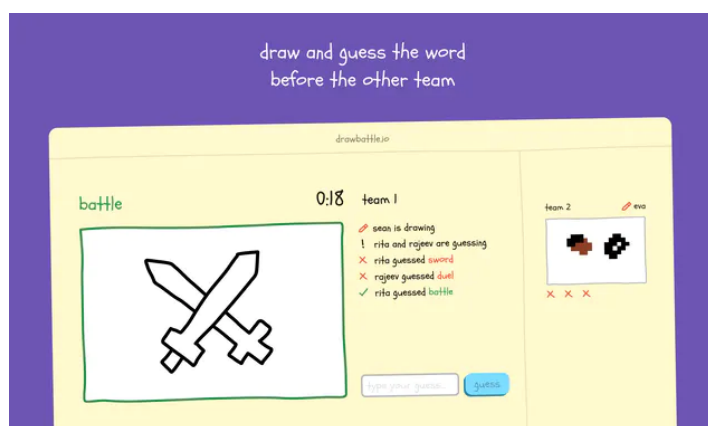
1. Drawbattle (type of Pictionary)

Number of players: min. 2

Game knowledge required beforehand: none, very self-explanatory

Start game: simply fill out your name when asked and click "start game" when everyone has joined

Gameplay: This is a type of Pictionary played in two teams. One person in each team will be drawing, and the others will be guessing. The goal is to guess the solution before the other team. One of the drawers will get to choose one of two options to draw and then both teams try to draw/guess the same word as quickly as possible. People who guess can see the number of letters in the top left corner of the screen. Drawers can change colours and pencil width. You can see the other team's progress in the top right corner (blurred until you have guessed the word yourself).



2. Fish bowl (taboo, password, & charades)

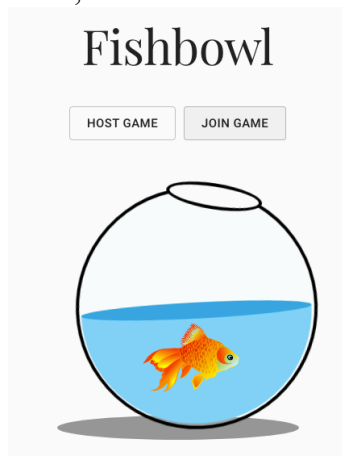
Number of players: min. 2

Game knowledge required beforehand: none, very self-explanatory

Start game: one player clicks "host game" and gets a four-letter combination; the other players "join game" using that code. Don't forget to type your name under "lobby". To limit the time of the game, you can change the settings, so players can submit fewer words (standard setting is 6 words per player). Click "everyone's here" to start.

Gameplay: This is a guessing game with three increasingly difficult rounds. First, each player is prompted to submit cards (words/phrases/names). Choose ones that are not too difficult, and you are sure everyone knows! All cards from all players are combined and will return in each round, so that you are familiar with the words by the final round. It is also a team game: each team will get 1 minute to describe/guess as many cards as possible, before the turn goes to the other team. The game will tell you who is describing and guessing. Should someone leave the game before it is over, the game host is able to skip their turn, so you can continue playing without starting over.

In the first round (taboo), you describe the word/phrase/name of the card, without using the word itself (or derivations of it). In the second round (password), you only get to say one word, and in the third round (charades), you must remain mute and act it out.



3. Tetris (battle version)

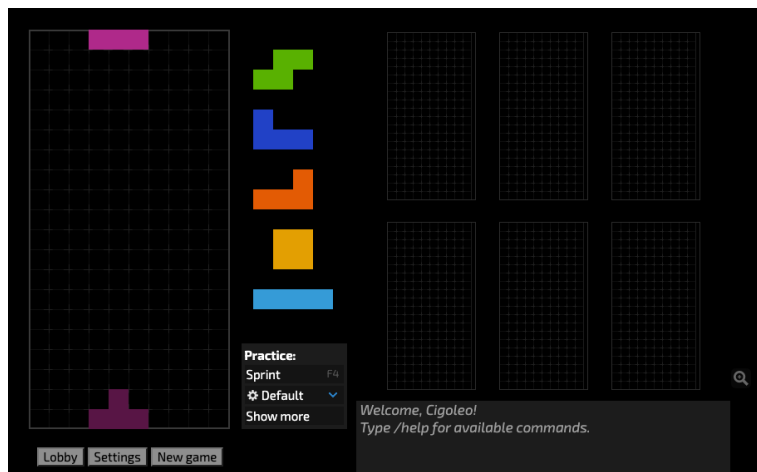
Number of players: min. 2

Game knowledge required beforehand: It's tetris... you know what to do

Start game: simply click new game when everyone has joined, and it will start immediately.

You are automatically assigned a username (which you can see in the chat box, e.g., "Welcome Cigoleo").

Gameplay: Use the arrow keys to navigate (arrow up changes the direction of the block). Try to get more lines than the other people. Once you're playing for a bit, a grey bar will start moving up from the bottom, limiting the playing field and making it more difficult.



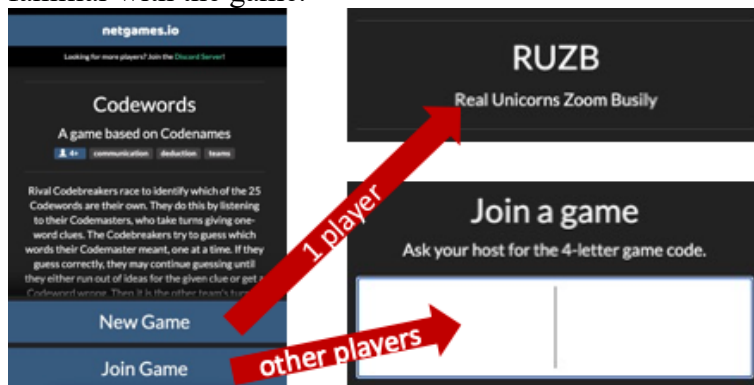
4. Codenames (or "codewords")

Number of players: min. 4

Game knowledge required beforehand: practical if at least one person in the group knows the game, but one brief practice game suffices to get the hang of it

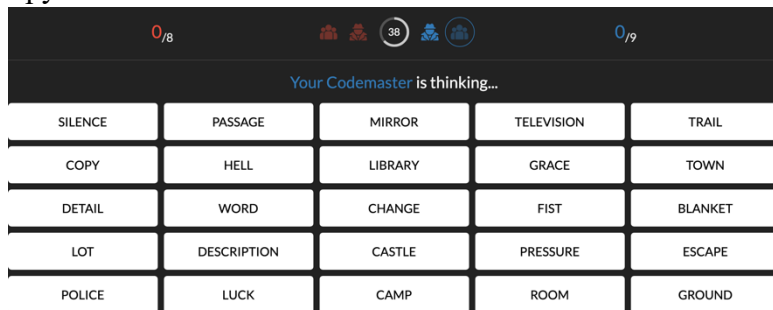
Start game: one person in the group should click "New Game" and this player will see the room code (four letters). The other players click "Join Game" and enter this code to join the correct room. Once everyone has joined, the first player clicks "start" game and must choose

the game pack. We recommend the standard English Common Words pack. Next, you need to organise into two teams, confirm teams, and choose a spymaster for each team. We recommend not spending too much time on this and (if possible) choosing a spymaster who is familiar with the game.

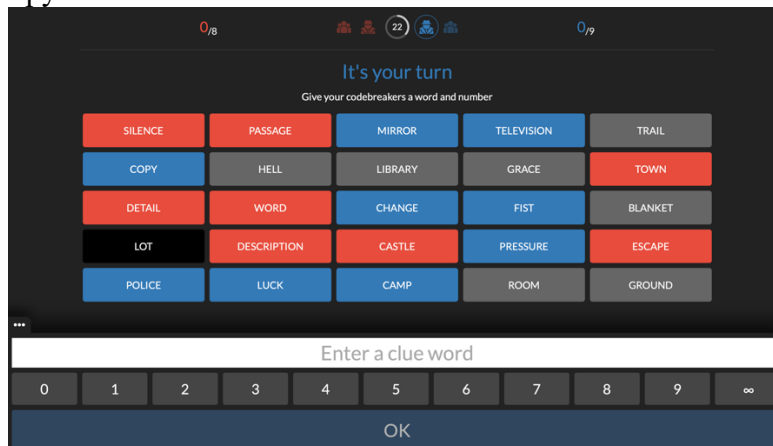


Gameplay: In this game, there are two opposing teams (red & blue). In each team, there is at least one spy master and one spy. All players will be presented with a collection of cards that have simple words on them. The spies see all cards in the same colour, but the spy masters see 4 different colours of cards: red (red spies), blue (blue spies), grey (innocent citizens), and black (the murderer). The goal is for the spy masters to have the spies on their team guess all words with the team's colour (by double-clicking on them). If the spies wrongly click on a citizen card (grey) or a card from the other team, their turn is over. If the murderer is clicked by mistake, it is game over. The spymaster can give one word as a clue per turn, followed by the number of words, e.g., "CSI" "2", hoping the spy will guess "television" and "police", and not "escape".

Spy view:



Spymaster view:



5. Werewolf

And

6. Poker

We only recommend playing these games if you are already very familiar with the rules beforehand. If you are, then instructions on the screen will be clear.