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About This Game

Killbox

Killbox is an online game and interactive installation that critically explores the nature of drone warfare, its complexities and consequences. It is an experience which explores the use of technology to transform and extend political and military power, and the abstraction of killing through virtualisation. Killbox involves audiences in a fictionalized interactive experience in virtual environments based on documented drones strikes in Northern Pakistan.

Statement

Over the past decade+ of the "war on terror", Western military and intelligence services have enthusiastically embraced the use of armed, unmanned aerial vehicles as weapons of choice against Al Qaeda in conflict zones which include: Iraq, Afghanistan, Yemen, Somalia, Libya and Pakistan. The Bureau of Investigative Journalism estimates that in the North Waziristan region of Pakistan alone, between 2004 and 2015, 410 CIA operated drones have killed an estimated 3,926 people; of these, it is estimated that approximately 960 civilians have been killed, including 207 children. Drones have become cultural touchstones of sorts; made reference to in numerous media sources as representing the ultimate "gamification" of warfare. That said, it is

curious that there are relatively few games or interactive experiences that actually attempt to address the subject of drones. It is ironic that a weapon system that is so conceptually connected to computer games has seen so little serious treatment in the world of computer gaming and interactive media. This is likely due to the asymmetrical nature of drone warfare – in most computer games, for the sake of dynamic and challenging game play, there exists a balance between opposing forces. A drone pilot faces zero threat from those on the ground – while those living under drones are completely lacking in agency. It is this very unequal and asymmetrical aspect of drone warfare that we plan to engage, through simulative gameplay and interactivity, to make for a compelling and meaningful artwork. This is a central tenet of the ideation process behind the development of "Killbox" – to develop a simulative interactive experience that focuses players upon the moral, ethical, human and technological conditions surrounding drone warfare.

Team

Malath Abbas - Production, Design, Art
Tom deMajo - Design, Art, Sound
Albert Elwin - Programming, Design
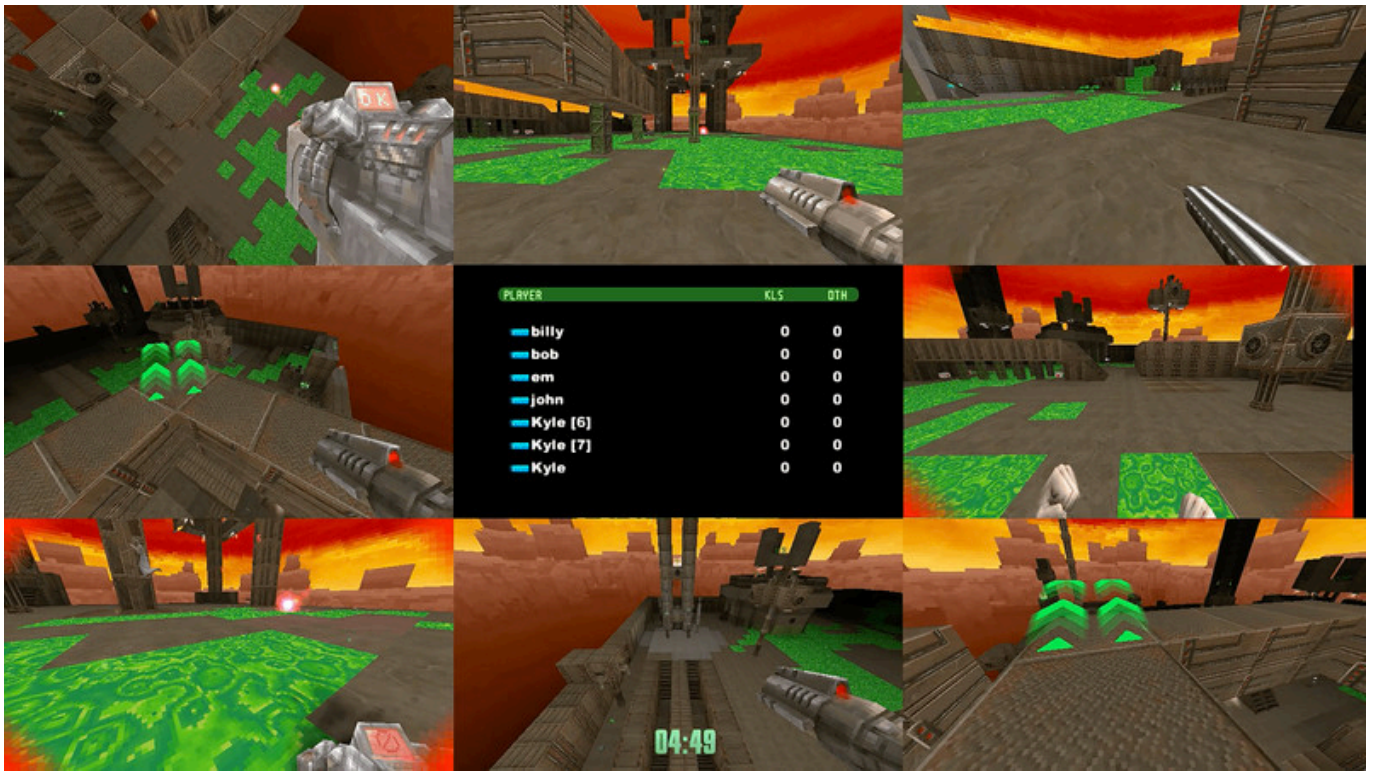Joseph DeLappe - Research, Concept, Design

Title: Killbox
Genre: Action, Indie, Simulation
Developer:
Biome Collective
Publisher:
Biome Collective
Release Date: 1 Apr, 2016

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English

PLAYER	KLS	DTH
billy	0	0
bob	0	0
em	0	0
john	0	0
Kyle [6]	0	0
Kyle [7]	0	0
Kyle	0	0

One screenshot shows a timer reading 04:49.

2.2.1. The Thief (CR 3)

Creature: First, the GM should decide how Vaylenchek divests himself of the book and hides among the PCs caravan. If the GM doesn't want to leave PCs involvement to chance, Vaylenchek hides his satchel among their newly acquired trade goods in advance so the PCs carry it back to their wagons without their knowledge. In such a case he shadows the PCs so he can either steal it back or make contact [...] town.

Alternately, the gnome could [...] invisibility to stash it somewhere [...] the PCs an opportunity to catc[...]

Finally, Vaylenchek could appr[...] the caravan, and stash the tom[...] option he hopes to hide amids[...] and that the PCs resist being [...] wagons searched.

The GM should also decide wh[...] or not when Lexia arrives. He [...] the tome was smuggled inside [...] he is present, he should either [...] present as a new member of t[...]

Encounter: The Thief

2.2.1. The Thief

| Challenge Rating | 3 | XP | |

| Token | # | Name |
| | 1 | Vaylenchek |
Placement:

Vaylenchek

Type	Male gnome rogue 1/illusionist 3
	CN Small humanoid (gnome)
Initiative	+3	CR	3
Senses	low-light vision; Perception +9

DEFENSE

AC	15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size) (+4 dodge vs. giants)
HD	1d8+3d6+10
HP	28
Saves	Fortitude +4	Reflex +7	Will +5
SQ	+1 reflex save vs. traps, +2 saves vs. illusions; trapfinding +1, arcane bond (wand of grease), extended illusions +1 rounds

OFFENSE

| Speed | 20 ft. |
| Attack | rapier +5 (1d4-1/18-20) |

☑ Creature ☐ Trap/Haunt ☐ Vehicle

What few know is the author learned these secrets while the lover of a powerful Fey Baroness from the Faerie Lands. After the author ferreted out many magical secrets, they slipped away from their faerie patron with nary a word - and returned to the Material Plane. While the author's final fate is [...] on the book over a century ago. Just this past year while on a [...] noticed the volume among the reserved collection. When he [...] thin the Somnos Forest, he confirmed the reward is still posted [...] d to University Town a few weeks ago and carefully infiltrated [...] stitute's magical wards and protections, Vaylenchek played a [...] nning, and stealth he observed the instructors at the Institute [...] ried passwords to bypass the library's defenses. He succeeded in [...] book to a satchel he specially prepared in advance. The satchel [...] e sides to block divinations like locate object.

[...] theft was noticed much sooner than he anticipated. A mere [...] Lexia Harken to recover the book. Lexia is an inquisitor whose [...] Travel. The inquisitor has acquired a blood sample of the thief [...] ll spell.

2.2.2. The Detective

| Challenge Rating | 4 | XP | 1200 |

| Token | # | Name |
| | 1 | Lexia Harken |
Placement:

Lexia Harken

Type	Female human inquisitor of Travel and Trade 4
	LN Medium humanoid (human)
Initiative	+3	CR	3
Senses	Perception +9

DEFENSE

AC	16, touch 10, flat-footed 16 (+5 armor, +1 shield)
HD	4d8+8
HP	29
Saves	Fortitude +4	Reflex +3	Will +7
SQ	cunning initiative, judgment 2/day, monster lore +3, solo tactics, stern gaze, track +2, +10 base speed from Travel domain, agile feet (6/day)

OFFENSE

| Speed | 40 ft. |
| Attack | mwk morningstar +6 (1d8+2) or mwk light crossbow +4 (1d8/19-20) |

Encounter: The Detective

☑ Creature ☐ Trap/Haunt ☐ Vehicle

University Town Guard

Type	Human warrior 3
	LN Medium humanoid (human)
Initiative	0	CR	1
Senses	Perception +3

DEFENSE

AC	18, touch 10, flat-footed 18 (+8 armor)
HD	3d10+3
HP	19
Saves	Fortitude +4	Reflex +1	Will +1

OFFENSE

Speed	20 ft.
Attack	halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19-20) or sap +5 (1d6+2 nonlethal) or heavy crossbow +3 (1d10/19-20)
Full Attack	halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19-20) or sap +5 (1d6+2 nonlethal) or [...]

☑ Creature ☐ Trap/Haunt ☐ Vehicle