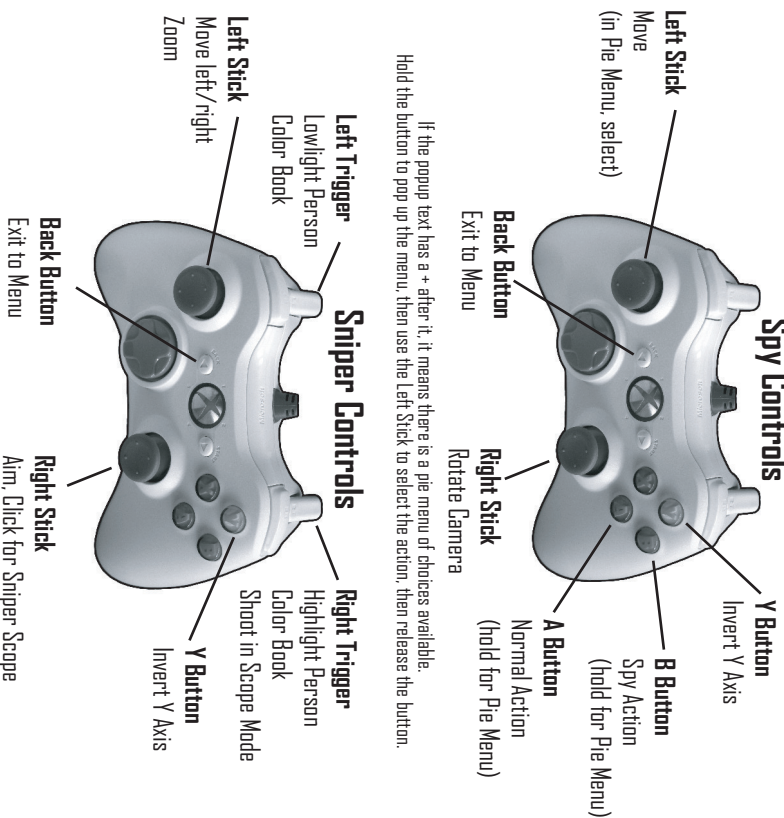


# TL;DR

## Spy Controls



If the popup text has a + after it, it means there is a pie menu of choices available. Hold the button to pop up the menu, then use the Left Stick to select the action, then release the button.

### Spy Tips

1. Moving with confidence is key! Don't fidget or adjust!
2. You may think you're being obvious, but the Sniper is overwhelmed with information.
3. Do not take control from the AI until you have your bearings.
4. Once you're in a safe spot, like listening in a conversation group or reading a book, use the Right Stick to move the camera around to make a plan for your next move.
5. Once you have a destination in mind, do not stop in the middle of the room, or rotate the camera while you're moving.
6. When going to a destination, walk until the area on the ground highlights to say you've made it, then release, and don't adjust.
7. Keep an eye on the laser to know where the Sniper is focusing.
8. Wait until a lot of people are talking before contacting the double agent (saying "banana bread").
9. Bugging the ambassador while walking is difficult to pull off; you need to press the B button right when the highlight circle first activates.

### Sniper Tips

1. Don't panic, it's overwhelming at first, but you have time to sort things out.
2. Ignore the casted characters who cannot be the Spy.
3. Lowlight them with Left Trigger if you are a fast aimer.
3. Remember you can move around the corner and see the level from the side.
4. You move slower when you're zoomed in.
5. Once you're comfortable, use the triggers to manage suspects.
6. Keep your laser sight out of view of the Spy by aiming it at a window frame or above or below the windows.
7. When you hear "banana bread" somebody talking in a conversation said it.
8. Try to memorize the statues right at the beginning, if you're good at that sort of thing. Then, you can look back occasionally and see if one changed.



## What?! I need to read something to play SpyParty?!

Yes, it's true, you really need to read this before you can play **SpyParty** effectively. **SpyParty** is a very different kind of video game, and if you don't read this, you will have no idea what you're doing, and the other person you're playing is going to utterly own you (assuming they've read it, that is). Plus, you'll have a lot more fun!

I know, I know, the idea of RTFM is a little dated in these days of "push the A Button to win the game", but with **SpyParty** I'm following the Blizzard-style "**Depth-first, Accessibility-later**" development model, and that means right now I'm 100% focused on making the game a deep and replayable skill-based experience, and I haven't spend any time on making it accessible to new players. In fact, the player-skill aspect is so turned to 11 right now that people who have played only a few games more than their opponents win most of the time.

So, read these notes about how to play, and don't get shot!

## Overview

**SpyParty** is a game about subtle behavior, perception, performance, and deception. The version you will play here is two-player, and highly asymmetric, meaning each player is playing a very different game with completely different skills.

**The Setting** The game takes place at a high society cocktail party, with all the usual suspects from spy and mystery movies in attendance. The partygoers do fairly normal party activities during a match, including engaging in conversations, having drinks, looking out the window, examining the art displayed in the room, or perusing a book from the library.

**The Spy** One player chooses to be the Spy. The Spy player takes control of a character at the party, and tries to blend in with the normal party social behaviors, while also trying to accomplish espionage missions. The Spy's game is one of performance and deception, and staying cool under pressure.

**The Sniper** The other player becomes the Sniper. The Sniper looks in at the party from outside, and tries to figure out which character is the Spy by looking for various "tells" and generally suspicious behavior. The Sniper can then choose to shoot the suspected Spy, or simply let the timer run out if he or she is confident

the Spy did not accomplish the missions. The Sniper's game is about perception, managing your attention as a resource, and making consequential decisions with incomplete information.

Players can alternate playing Spy and Sniper, or decide they like one or the other roles better. The roles feel very different, and in playtests, different personalities are drawn to different roles.

**New players should play a few games as each role,** not only to get a feel for them, but also because playing the Spy helps you be a better Sniper, and vice versa.

**It is very important for noobs to play other noobs!**

The game is tuned so that beginner Spies and beginner Snipers are evenly matched, and both improve at about the same rate. I cannot stress this point strongly enough: the game is so intensely player-skill right now, if you play someone who has played even a few more games than you, you will die if you're the Spy, or not notice a thing if you're the Sniper. This will be frustrating, so until I implement handicapping and matchmaking and all that good stuff, please find people at your skill level to play with.

Please follow **SpyParty** on the blog, Facebook, and Twitter!

<http://SpyParty.com> <http://facebook.com/SpyParty> <http://twitter.com/SpyParty>

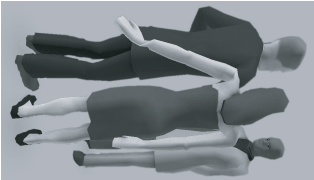
# The Missions

There are four missions currently implemented. Each has different "tells" for the Sniper and risk profiles for the Spy. Beginning players should play with the Spy attempting all four missions every time (this is the default on the Missions screen, so just hit "Finished"). Doing a subset of the missions (eg. 3 out of 4) is too hard for beginning Snipers to catch.

**Bug the Ambassador** The Spy has to get near the Ambassador, who is marked for both the Spy and Sniper with a magenta triangle, and plant a bug on him or her. The bug can be planted either while in a conversation with the Ambassador, or while walking by. The "walking by" version is much harder to pull off for the Spy, but is harder to notice for the Sniper. The animation tell for bugging the Ambassador basically looks like grabbing the Ambassador's butt, to put it bluntly.



**Steal the Statue** Everyone at the party occasionally goes and examines the statues in the room. There are six pedestals in this test level, each with one of three statues (the Maltese Falcon, the Venus of Willendorf, and the Idol from Raiders of the Lost Ark) randomly assigned to it at match start. To accomplish this mission, the Spy picks up a statue, and at the Spy's command, it will randomly switch to another statue model. Then the Spy puts the new statue down, and hopes the Sniper didn't notice, or hadn't memorized the statues at the start of the match.



**Contact the Double Agent** One of the characters at the party is the Double Agent (DA). The Spy knows who the DA is by the yellow triangle over his or her head, while the Sniper knows about two suspected DAs with yellow triangles. One of the suspected DAs is the real DA, but the other is a normal partygoer (but not the Spy, currently). The Spy doesn't know who the other suspect is. To contact the DA, the Spy needs to go into a conversation circle with him or her, and then say the secret pass phrase, which is currently "Banana Bread". Both players will hear the phrase above the din of the party when it's said. The Sniper does not know which person said it, but knows it is someone talking in a conversation, and the Spy cannot be at a bookshelf, or looking at a painting, or whatever.



**Transfer the Microfilm** There are two bookshelves in the room, one blue and one green. Partygoers occasionally go pick up books, read them at the bookcases, and then somewhat less frequently take them out into the room for a while, and then take them back to the bookcase they came from. The Spy needs to get a piece of microfilm from one bookcase to the other. The Spy can choose which direction, blue to green or vice versa. For this example, we will use blue to green. The microfilm is hidden in a blue book. The Spy can take the microfilm out of the blue book, either at the blue bookcase, or by carrying the book around and reading it at the windows or in front of the paintings. Then, the Spy can take the blue book back to the blue bookcase, take the microfilm (which is invisible, because it's, uh, micro) to the green bookcase, and put it in a green book and put the book away. Taking the microfilm out of a book (and putting it back in) has an obvious animation tell. Or, the Spy can carry the blue book containing the microfilm directly to the green bookcase and put it away. This method has no hard tells, however there is a behavioral tell, because the NPCs will never put a book away at the wrong bookshelf. On the Spy's monitor, books are color coded by the bookcase they came from, but on the Sniper's view, the books start out grey when a character picks one up. The Sniper can try to mark the books with the bookcase colors, however, to help keep track of them.

# The Other Stuff

**The Countdown Timer** The round timer is in the upper right corner of the screen on both Spy and Sniper displays. It starts at 3 minutes, 30 seconds, and beeps every minute during countdown until 30 seconds remaining, and then it beeps every second down to zero with increasing volume. However, it can be changed by the Spy...

**Checking Your Watch at the Window** The NPCs will occasionally check their watch at the window. The Spy can do this too. The Spy can also optionally check his or her watch in a way that adds 30 seconds to the clock, allowing more time to complete the missions. The only tell for this Spy move is the countdown timer increasing instead of decreasing, so if you're the Sniper, keep an eye on the clock if people are checking their watches at the window! If the final 30 seconds beeps are happening, and then they stop, it means the Spy has added time, so anybody who has been at the window is a likely suspect.

**Drinks** Partygoers randomly start with a drink, and a waiter moves around the party offering new drinks to people. If the Spy is holding a drink, he or she can't accomplish the Statue or Microfilm missions with a drink, and can only Bug the Ambassador on the right side, so Spies don't want drinks as a rule. If a Sniper sees someone chugging a drink at the beginning to get rid of it, that should be considered suspicious behavior. It takes 3 sips from the drink before it disappears.

**Laser Sight** The Spy can see the Sniper's laser sight in the room, indicating where the center of the Sniper's view is pointing. The Sniper can obviously be looking somewhere other than the center of his or her screen, but it gives the Spy some indication of the Sniper's focus. The laser collides with objects in the room, including the window frames, and it can be aimed above and below the room. These tricks can be used to hide the laser, although the Spy can rotate his or her camera to look for it outside the room.

**Conversations** Conversations take place in various positions in the room. People talk, listen, and interrupt each other.

**Books** Partygoers will occasionally take books and walk around with them.

**Bugs (the code kind, not the listening kind)** This is a very early build of a game in development. It will have bugs.

**Art (the game kind, not the stuff hanging on the walls)** The art in the game, including the characters, textures, user interface, level, text, and EVERYTHING is placeholder and for gameplay prototyping. The final game will be beautiful and stylish, naturally!

# Mission, Tells, & Characters

**Bug Ambassador** - Animation of bug plant, looks like an ass-grab  
**Contact Double Agent** - "Banana Bread" sound from conversation talker  
**Swap Statue** - Statue changes in hand, statue is different than at start  
**Transfer Microfilm** - Animation of getting the microfilm, or book is put back at wrong bookcase  
**Check Watch at Window** - Timer counts up momentarily

# Castel Characters (Spy can not be these characters)

Ambassador - purple triangle  
Double Agent (Suspected on Sniper's screen) - yellow triangle  
Security Guard  
Waiter

