

## Spy game on Whatsapp

1. How to win
  - a. At the end of the game, the non-eliminated spy with the highest number of spy points wins. In case of a tie in spy points, the agent with the lowest agent number (ie the person who has been spy the longest) wins
  - b. Non-spies win if they have eliminated all spies before the end of the game
  - c. If the game ends with one spy and one non-spy, they both win
2. Every round (voting phase)
  - a. At the start of every voting round, the spies receive a secret or a public mission (eg using certain words in the Whatsapp group, vote in a certain way). Every spy that completes the mission, gets one spy point.
    - i. If it is a secret mission, the spies receive the mission through a private message.
    - ii. If it is a public mission, the mission gets announced in the general Whatsapp group.
  - b. Every round, the group votes on who they think is a spy. Voting takes place by announcing them in the Whatsapp group
  - c. After the votes close, the game master will reveal the identity of the person with the most votes. This means:
    - i. If they are a spy, the gamemaster will reveal that they were a spy, their Agent number (e.g. Agent 001, Agent 002, Agent 007, etc.), which Agent number recruited them, after which round they were recruited, how many spy points they had and whether they were the top spy, a high ranking, medium ranking or low ranking spy (based on the ranking in rule 1a). That person is thereafter eliminated from the game (and will be asked to keep quiet about their actions for the rest of the game).
    - ii. If they are not a spy, the gamemaster will reveal that they are a 'not a spy'.
  - d. If the votes are tied, no one's identity is revealed.
3. Every round (recruitment phase – only if the group did not unmask a spy)
  - a. After every round where the group has failed to unmask a spy (see 2.c.ii and 2.d above), every spy can recruit one other person by messaging the gamemaster who they want to recruit. One of three things will happen:
    - i. If they recruit someone that's not a spy, that person will get a message along the following lines: "Agent 002 has recruited you as spy. You are now Agent 005." (In this example, the recipient can deduce that there were four other spies before him, but that number includes spies that have since been eliminated.)
    - ii. If they recruit someone that's already a spy, nothing happens.
    - iii. If they do not let the gamemaster know on time, nothing happens.
4. End of the game
  - a. The game ends if:
    - i. Everyone has been recruited as spy
    - ii. The last remaining spy has been eliminated through a vote (note that this can only happen if Agent 001 has been selected, see below)
    - iii. There are only two players left: one spy and one non-spy
5. Start of the game and Identity of Agent 001

- a. At the start of the game, the gamemaster will share a kick off challenge. Players can submit their answer to the challenge by sending a private direct message to the gamemaster. Guesses are limited as follows:
  - i. a player is allowed one guess for every two hours since the game started (starting with one guess when the kick off challenge starts). Unused guesses can be used at a later point in time.
  - ii. If a player has been offered the position of Agent 001, they are no longer allowed to make any guesses.
- b. After a guess is made:
  - i. If a player guesses incorrectly, they will be notified their guess was 'incorrect'.
  - ii. If a player submits a guess and the challenge is no longer live, they will be notified their guess was 'incorrect'.
  - iii. If a player guesses correctly and the challenge is still live, they will be notified their guess is 'correct' and they will be offered the position of Agent 001. Then:
    - 1. If the player accepts the position of Agent 001, they become Agent 001 and the challenge stops being live. The general WhatsApp group will not be notified that the challenge has stopped being live.
    - 2. If a player declines the position of Agent 001 and less than 30% of the players have declined, the game continues as normal .
    - 3. If a player declines the position of Agent 001 and as a result more than 30% of the players have now declined, the gamemaster will offer the position of Agent 001 to the person who has been closed to a correct answer (metrics only known to the game master) but has not yet declined. The gamemaster will continue offering the position to remaining players, until a player accepts or when there is only player left that hasn't declined (in which case the last remaining player will become 001 by default).

## **Appendix - Tentative timings**

All times are UK time, recruiting rounds are 3 hours after voting deadlines unless otherwise indicated. Timings are subject to change.

THU 1 pm - send kick off challenge

THU 5 pm - end of round 1

FRI 5 pm - end of round 2

SAT noon - end of round 3

SAT 5 pm - end of round 4

SUN noon - end of round 5

SUN 5 pm - end of round 6

MON 5 pm - end of round 7

TUE 5 pm - end of round 8

WED 5 pm - end of round 9

THU 5 pm - end of round 10 (repeats)

Timing is subject to change. For instance, shorter rounds may be decided upon towards the end of the game.

## FAQ

*Q: I read the rules, but I still don't understand how this game is supposed to work.*

A: That's ok. Let's just get started.

*Q: I forgot my spy number / who recruited me / what spy numbers have been eliminated. What was it again?*

A: Just send a direct message to the gamemaster and he will tell you.

*Q: Who are the other spies again?*

A: Nice try. Go figure that out yourself.

*Q: Someone is saying in the chat that all spies should message them directly. Is that true?*

A: They are probably trying to trick you to reveal yourself.

*Q: You just revealed that person X is a spy / not a spy. They privately told me the opposite! How is that possible?*

A: They were probably trying to trick you.

*Q: Is it allowed to discuss the game outside the general chat? Is it allowed to create separate alliances / back channels? Is it allowed to send pictures of such chats to other players? Is it allowed to forge those pictures to make them say something different than the originals? Is it allowed to enlist help of others from outside the game?*

A: Sure. Knock yourself out.

*Q: Could you send me the following direct message through Whatsapp? I want to trick other people to make them think I am / I am not a spy.*

A: Sure. Always happy to help.

*Q: I am a spy. If I do X, will it qualify as meeting the spies' mission for this round?*

A: Just send a direct message to the gamemaster and he will tell you.

*Q: I saw person Y just do X. Did that just score a spy point for person Y?*

A: This sounds like a roundabout way to try to find out who are the spies. No comment.