

Spy VS Spy

Welcome to Spy versus Spy, a tunnel 4-way game full of intrigue and mischief!

Objective

Players are given the role of a teammate or a spy randomly before the game starts. Teammates win by correctly identifying their own spy and scoring more points over four rounds than the competing team. A spy wins by staying hidden and helping the opposing team score more points.

Team Composition

Each team consists of four flyers. Three of the flyers are normal teammates working for a high score. One teammate is a spy for the opposing team. Only the spy knows he/she is the spy! If you are the spy, keep it secret or you will lose.

Scoring

Points are scored differently than a traditional 4way competition.

A very long (16 point) dive is created and provided to each team. Teams will compete over 5 rounds. Flight time is one minute long. Scoring is 35 seconds from breaking the a star.

Each scored formation is worth the number of points equal to how far along it is in an unbroken chain within the long dive. For example, the first point is worth one point, the second worth two, the third worth three, the 16th point in an unbroken chain is worth 16. After completing all 16 points the sequence continues to wrap, and the first point is now worth 17!

Teams do not need to attempt the entire 16 point sequence. They may strategize to complete a subset many times. For example the Red Team might choose to only learn 8 points, and do it several times. Each time they return to the first point the scoring returns to one and continues to increase until they get to 8.

If teams miss a point (separation infringement, brain lock, failure to build) they score no points for that formation. The points for the next formation reset to 1 regardless of where they are in sequence.

Finding the spy

As a regular teammate, your job is to discover the spy within your own team. At the end of the four rounds you will be given five minutes to deliberate with your team. If all three regular teammates correctly vote for the spy, the spy is found out.

If you correctly identify your spy and the other team does not find yours, your team wins! If both teams identify the spy on their team, the highest score wins.

Staying hidden, being sneaky

As a spy your primary job is to sabotage your team but stay hidden. If you are too bold in your mistakes the team will point the finger at you in the end. If you are ousted, you lose and your 'home' team is at a strong disadvantage.

End Game

After the four rounds are done, teams will have 5 minutes to collaborate and discuss who they think is the spy. Once the 5 minutes are over, everyone will vote. If the three non-spies correctly identify the saboteur, the spy is captured. If the vote is unanimous among those three, the spy evades.

Team A

Team B

Team A		Team B	
Spy	Team	Spy	Team
Spy Evades	High Score	Spy Evades	Low Score
Spy Captured	Score irrelevant	Spy Evades	Score irrelevant
Spy Captured	High Score	Spy Captured	Low Score

Green indicates winners!