

SPYMASTERS: HEADHUNT



5-11

OVERVIEW

Spymasters: Headhunt is a pervasive manhunt game in which teams made up of 1 Handler and 1 Spy compete to decipher each other's location, hunt each other down, and deliver an important briefcase for their team



20M

MATERIALS

- At least 2 Laser guns/suits
- 2 briefcases (or any bag)
- 1 phone per player

(If playing with more than 2 teams, you'll need extra laser guns and briefcases (1 for every additional team))

SETUP

1. **Decide on roles for each player**
2. **Decide each team's Team Location, preferably a 2 min walk from each other**
3. **All Handlers take a briefcase**
4. **All Spies take a Laser gun and equip a suit**
5. **Spies set their Laser gun to single fire and set their equipment to the correct team**
6. **All Handlers give the GM access to their locations on Life360**
7. **Make all 3 types of text group chats**
 - a. **Game Chat:** Used for beginning/ ending the game and informing players if a Handler is caught/freed (GM, All Handlers, All Spies)
 - b. **Handler Chat:** Used to send screenshots of all Handler locations (GM, Handlers)
 - c. **Team Chats:** Used by Handlers to give information to their teammate (1 per team) (Handler, Spy)
8. **Each team goes to their team location, text the GM they are ready to begin, and wait for the GM to start the game when every team is ready**

ROLES

- 1 Game Master

Per Team (2-5 teams per game):

- 1 Spy / Assassin
- 1 Handler

GAMEPLAY

- **Game Master**
 - The GM has access to the locations of both Handlers (via Life360)
 - Every 1 minute the GM sends a screenshot of Handler locations to the Handlers
- **Handlers**
 - The Handlers' goal is to avoid the enemy Spies as long as possible
 - Every time they receive a location text from the GM, they can send 1 message to their teammate about other Handler locations (1 line max)
 - When caught, a Handler must inform the Game Chat
 - When caught, a Handler hands over the briefcase to the Spy
 - After caught, a Handler should follow the Spy that captured them
 - If a Spy is stopped from delivering the briefcase, the Handler can retrieve it and continue to evade the Spy
- **Spies**
 - The Spies' goal is to catch the enemy Handler (by tagging them) then deliver their briefcase to their Team Location
 - Spies can eliminate each other by hitting the target's gun or suit with their laser gun (1 minute respawn timer)
 - When they catch an enemy Handler, the Spy takes their briefcase, waits 10 seconds after the "caught" message is sent, then must bring the briefcase to their Team Location. When the briefcase arrives at the Team Location, the Spy's team wins
 - If a Spy is eliminated by another Spy while in possession of the briefcase, they must drop the briefcase and take their 1 minute respawn
- **Sudden Death**
 - After a game goes on for 20 minutes, all players can open Life360

WIN CONDITION

5 Player Version

- The first team to deliver the other team's briefcase to their team location wins

7/ 9/ 11 Player Version

- The team who delivers the most amount of enemy briefcases wins
- If your team's briefcase is delivered taken and delivered by an enemy Spy, you are eliminated

CREDITS

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