

# Spy x Bluff

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By Team 4 Damage

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# What!

Table top role-play game

3-5 players / 14+ / 2-3 hr

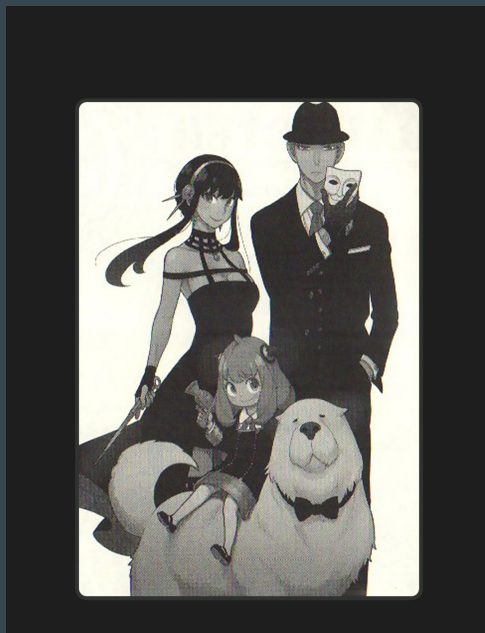
“Spies” Theme

Low rules, but high creativity

Cinematic, tense, humorous tone

Mutual creating mission setup

2-card hands bluffing system (2-10, J is 11, Q is 12, K is 13, Ace is 14)



# Setup and Character Sheet

- Mutual world and character creation system
  - All players will create the world and their characters together
- 4 roles to choose from
- Mostly open ended specifications
- Connections can be made with other players
- Sustained Damage will be recorded during the session

# SPY X Bluff

## Character & World Sheet

Use this sheet during mutual creation to record your character's traits and information!

### World Setting

Time Period \_\_\_\_\_

Tone (overall mood and feel) \_\_\_\_\_

Scope (estimated duration) \_\_\_\_\_

Objective (overall goal) \_\_\_\_\_

\_\_\_\_\_

### Character Info

Name \_\_\_\_\_ Role (pick 1 role) Criminal Support  
Spy Citizen

**Specifications** (special characteristics, traits, appearances, etc. your character may have)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Skills** (special skills and abilities your character may have)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Connections** (details about you related to other players' characters)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Sustained Damage** (damage or injuries sustained by your character during gameplay)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Gameplay Overview

## Discussion

It's important to discuss what you want to do, your characters goals, and your ideas for how things could play out. This helps the GM, your fellow players, and you craft a fun and memorable experience at the table.

## Taking Actions

While discussing and ideating, the GM may prompt you to take an action OR you may decide you want to do something.

## Evaluating Difficulty

Every action has a difficulty between 1 and 10, with 1 being trivial and 10 being impossible. The target number for success is always 3 times the difficulty.

## Throw or Talk

To Throw, play your hand. If players do not want to play their cards for any reason, they must Talk, aka role-play or narrate the moment with the GM and/or other players.

## Calling

At anytime, before the action is completed, the GM or other players may Call the player. If called, you must reveal your hands. If you are not called, keep your hand.

## Resolution

Success and failure is determined by comparing the total of your hand against the difficulty of the task. If you showed your cards during your action, discard your hand and draw new cards as appropriate. If you chose to Talk, and were not called, you automatically succeed and keep your hand.

# Art Styles

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# Goals

- Flexibility
- Mutual creation
- Multiple tones
- Setting of expectations







# Story Bible



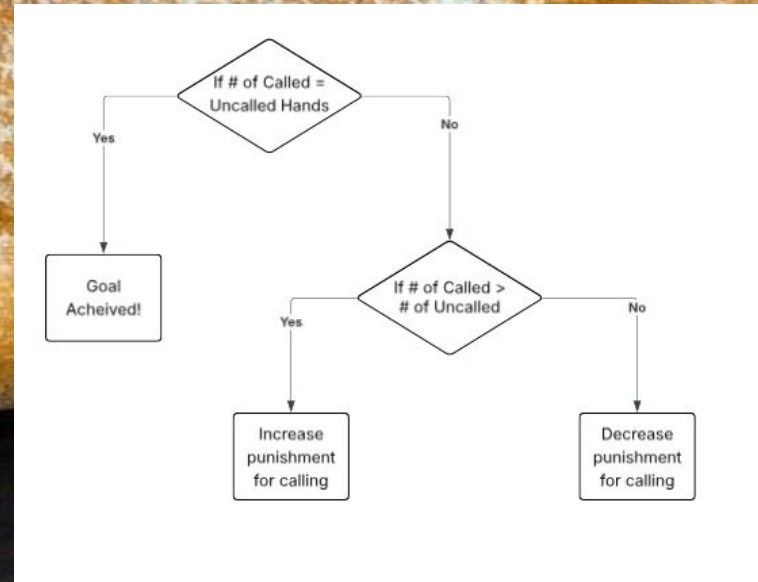
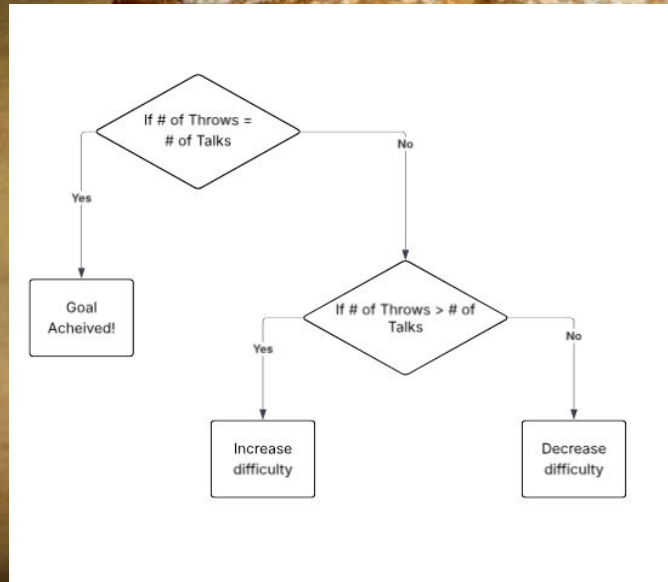




# DEMO

Comedic - Present Day - 1 Spy 1 Criminals 1 Civilian - Rob the Louvre

# Test Plan





# Sell Sheet

## Questions



# SPY x Bluff

**3-5**  
**14+**  
**2-3hr**

### GAME FACTS

- Genre: Spy Drama / Social Deception
- Tone: Cinematic, tense, humorous
- Complexity: Low rules / High creativity

### WHAT'S INCLUDED

- French deck cards
- Character trait sheets
- Relationship Web Sheet
- Rule book

### KEY FEATURES

- Spy x Family-style drama
- GM-controlled mission pacing
- Dynamic card economy
- Poker-based bluffing system
- Co-creative spy narrative

### CORE MECHANICS

- Reveal or bluff to attempt a mission action
- Players may call a bluff and force card exchanges
- GM may force reveals to steer narrative consequences
- Loop: Declare → Bluff/Reveal → Call → Draw → Story Outcome
- Play around blackjack hands (or 2-card hands: 2-10, J is 11, Q is 12, K is 13, Ace is 14)

### THE EXPERIENCE

Players become spies, criminals, and civilians shaping a dramatic mission. Through co-creation and bluffing, every action becomes a story twist. Bluffs, reveals, and GM intervention drive the tension of espionage drama.

*Ready?*

By 4 Damage, Dec 13, 2025