



Your Mission...

Should you choose to accept it, is to eliminate a series of targets chosen by *Headquarters* and remain the last spy standing. Should you win, you will be rewarded with a cash prize. Eliminations will be carried out via dihydrogen monoxide chemical strikes (i.e. water), but spies may shield themselves using a weekly-rotating safety. All spies must adhere to the *Spy Act* detailed below to ensure fair play and spy safety. We need to hear back by May 1st. Are you in?

Let us know at: www.spyvspy.xyz

Yours Truly,

Agent 7782

Timeline

Formal Announcement: April 20

Registration begins: April 21

Registration closes, payments due: May 1

Game begins: May 6

Revivals end: May 20

Game concludes: June 7



The Spy Act

We, the spies of St. George's School's Graduating Class of 2019,
determined,

To uphold the *School's* values, reputation, and Code of Conduct
throughout the simulation,

To act responsibly, respectfully, and safely, utilizing common
sense throughout the duration of the game,

To understand due consequence for failing to meet the
requirements set out by the *Act* or by the *School*,

To make term three of our grad year the most memorable and
exciting term yet,

Have resolved to combine our efforts to accomplish these aims.

CHAPTER 1: DEFINITIONS AND DISCLAIMERS

To clarify all terms and definitions of the game:

1. The term Act refers to this Act and the agreements set out within
in,
2. The term Spy refers to all players of the game, who must be
members of the St. George's Graduating Class of 2019,
3. The term School refers to St. George's School,
4. The term Game refers to the simulation,
5. The term Headquarters refers to Nick Young, the main organizer of
this activity,
6. The term Elimination refers to the removal of a player from the
game, whether through loss, disqualification, or other limiting
or extraneous circumstances,
7. The term Assailant refers to the spy who has or will attack
another spy,
8. The term Target refers to the spy who has been or will be
attacked by another spy.
9. The term Portal refers to the Spy Portal, "Backstab", hosted at
www.spyvspy.xyz.

To ensure safe and fair play, all spies understand that:

1. The school's code and values must be upheld at all times during
the game,
2. All eliminations must be carried out fairly and safely, with due
regard for personal safety and privacy within reason,



3. Water guns may not be seen or used on school grounds under any conditions, at risk of confiscation,
4. Spies may not enter restricted areas for the game, and must leave any private location immediately if asked by a parent, neighbor, community member, or law enforcement member,
5. Spies may not break any municipal, provincial, or federal Canadian laws for the purposes of the game,
6. When eliminated, spies must coordinate with *Headquarters* and their *Assailant* to ensure quick and accurate processing of the elimination for the continuation of the simulation in a sportsmanlike fashion,
7. Executive power for game-related disagreements lie within *Headquarters*,
8. Executive power for extraneous disagreements lies either within the *School* or within the concerned parties, and lie without the scope of *Headquarters*,
9. Failure to comply with the agreements set out in the *Act* may result in due consequences carried out by *Headquarters* or the *School*.

CHAPTER 2: THE SPY PORTAL

Gameplay will be facilitated through the Spy Portal with the following stipulations:

1. All spies must register using their school email on the Spy Portal prior to the beginning of the game,
2. If impossible, spies may contact *Headquarters* to receive permission to pay directly via cash or Interac E-Transfer,
3. All eliminations must be reported via the Portal,
4. If a spy forgets their password, speak with *Headquarters*,
5. All spies must pay the \$10 entry fee through the Portal via PayPal,
6. All spies must provide the required personal information, including their Name, Email, and Photo, in order to be eligible for play,
7. All information about safeties, new *Targets*, and other game information will be disseminated either through the Portal or via school email,
8. Spies must respect the rules of the game and refrain from hacking, reprogramming, or otherwise damaging or influencing the Portal in any way,
9. All spies understand that the *Act* is available on the Portal, and are therefore held responsible to its guidelines.



CHAPTER 3: ELIMINATION

In order for a spy to be eliminated, the following stipulations must be met:

1. The *Target* must be wet by the *Assailant*, and no other individual, above the waist with the following criteria:
 - a. The fluid of attack must be water to ensure the *Target's* well-being and safety,
 - b. A deliberately notable amount of water should be on the *Target's* body for the elimination to count:
 - i. Attacks may be carried out via cups, sponges, water guns, being pushed into pools, *et cetera*;
 - c. The *Target* may shield themselves using an umbrella or non-wearable object, but may not use a garbage bag or poncho to protect themselves from elimination;
2. An elimination will not count if:
 - a. The attack was carried out without direct action (bucket in door trap, paid off a friend, target went swimming, *et cetera*),
 - b. Violence or undue force was used to restrain, immobilize, or otherwise influence the *Target*,
 - c. Force was used to remove the *Target* from a safezone,
 - d. An eliminated spy attacks their ex-target,
 - e. The *Target* was carrying a safety,
 - f. Failure to comply with these regulations may result in a discounted elimination or disqualification;
3. Once eliminated, spies:
 - a. May not eliminate their ex-target or another target, however they may indirectly aid a friend in the game,
 - b. May not share information about other spies currently in the game;
4. Eliminations must take one week from the time of assignment:
 - a. Failure to complete an elimination on time will result in your automatic elimination;
5. Extensions may be granted if:
 - a. A spy is away for an extended period of time, both the spy on leave and his *Assailant* may receive extensions for their assignments, once the spy on leave contacts *Headquarters*,
 - b. A target is away for 3 days or more;
6. Refunds may be granted if, and only if a spy:
 - a. Is not eliminated, AND
 - b. Has suffered an injury that significantly affects physicality, OR
 - c. Has experienced a limiting circumstance that clearly prohibits play.



Weekly safeties, which grant a spy immunity from elimination while properly held or donned:

1. Are announced weekly via the Portal every Friday:
 - a. From the time of announcement to that Sunday at noon, both the previous week's safety and the current week's safety are valid,
 - b. Safeties can be removed to confirm an elimination, but spies may not steal a safety to use as their own.

The elimination must be reported to *Headquarters* with the following criteria:

1. The reporting must be done within 24 hours of the attack via the Portal,
2. Reporting may be accompanied by video evidence, which:
 - a. While not necessary for an elimination, is highly encouraged, and will be included in the year-end Spy vs Spy compilation video,
 - b. Will grant the *Assailant* 24 hours of immunity, starting from the time the kill was reported,
 - c. Must be sent via the kill report through the Portal, or directly and immediately to *Headquarters* through Facebook Messenger;
3. All alleged reports must be confirmed by both the *Victim* and the *Assailant* – failure to agree on elimination results will result in a claim to be handled either by the concerned parties or *Headquarters*, within which executive decision-making power lies.

Eliminated spies may purchase a revival with the following stipulations:

1. The elimination took place on or before 23:59 PST May 20th,
2. The cost of revival will be \$10 plus the number of days the game had been going (e.g. the game was running for 6 days, revival cost is \$16),
3. Revival may only take place once, and within 24 hours of your elimination,
4. After revival, you will be assigned a new target at the end of the week: do not continue your original target,
5. For the remainder of the revival week, you will not have a *Victim* or *Assailant*.

CHAPTER 4: SAFEZONES

To establish bounds for the game and to maintain the secrecy of the simulation:



1. Safezones are boundaries in which spies are immune to attack with the following criteria:
 - a. Eliminations are completely void if committed within a safezone,
 - b. Spies are considered vulnerable to elimination if both feet are outside the defined safezone boundary;
2. The exhaustive list of safezones includes:
 - a. The Senior School grounds, including the fields, tennis courts, and all property between 29th Avenue and Camosun Street reasonably considered Senior School grounds,
 - b. The Junior School and Harker Hall, but not the Junior School Grounds,
 - c. All paved surfaces on 29th Avenue,
 - d. The insides of school-sponsored transportation (school buses, charter buses, BC Ferries, *et cetera.*) during the time of use,
 - e. The location of any *School* affiliated event, including games choices, the May Fair, school tournaments, *et cetera*, including 15 minutes before and after the time of the event,
 - f. The insides of cars, only if the target is the driver,
 - g. All emergency service infrastructure (such as hospitals and the insides of ambulances), workplaces, and places of worship;
3. The list of safezones does not include:
 - a. Camosun Street,
 - b. Dunbar Street,
 - c. Junior School Grounds,
 - d. All unpaved ground along 29th Avenue, including the gravel outside of Pacific Spirit Park, and grass along sidewalks,
 - e. The insides of cars, unless your target is the driver,
 - f. The insides of houses,
 - g. All other unmentioned grounds.

CHAPTER 5: FINANCES

To clarify handling of monetary resources, the following guidelines apply:

1. 10% of funds generated through registration and revival fees will go to *Headquarters* solely to reimburse the cost of web hosting, domain purchases, and to offset the time commitment incurred by *Headquarters* (seriously, I spent over 40 hours building this app, not to mention the rules and organizing targets and whatnot),



2. The 1st place, 2nd place, and 3rd place winners will receive 60%, 30%, and 10% of the remaining available funds respectively, rounded up to the nearest cent where applicable,
3. Winnings may be received via cash, PayPal, or Interac E-Transfer upon the winner's request,
4. Registration refunds are available upon request with sufficient reasoning, on the grounds that the requesting spy has not been eliminated. Revival costs may not be refunded,
5. Termination of the game will result in full refund of all spies' registration and revival costs.

CHAPTER 6: CONSEQUENCES

By playing the game, all spies adhere to the promises outlined in the Act. All spies understand that if any portion of the *Act* or the *School's* code of conduct are broken, they will face appropriate action by the *School* and be immediately disqualified from the game. Repeated offenses may result in the termination of the game.