

Spyfall

This version of spyfall is a mobile reimaging of the card game using a tablet instead of a deck of cards

Steps to setting up the game

1. Click the **Start a New Game!** button
2. Choose how long you want to play for using the drop down menu at the top
3. Input the players by typing in their names then hitting the **Submit** button
4. When you are ready to start click the **Start Game!** button.

Playing the Game

Start by passing the tablet or phone around to each player when their name comes up. When you click reveal roles the role and location for the game will come up **Note: this will not happen if you are the spy!** One person will be designated as a spy for the game. When everyone is ready to begin click **Begin**. Now pick someone to start and they can ask anyone a question that the other person must answer. The spy's goal is to either not be found out until the timer ends or to figure out the location that everyone else is at. If at any point someone thinks they know who the spy is they can **pause** the game and everyone can choose to vote. If the vote is wrong then the spy automatically wins if not they lose. If a consensus cannot be reached the game **resumes** as normal

and play continues until the timer finishes. Once it does there is one last vote to determine who the spy is. ***This vote must be unanminous!*** If the spy is caught he loses otherwise he wins!

##What Next?

If you want to play again you can click the **Play Again!** button. If you need to change the settings or players go back to the **Menu**.