

Escape From “Spykov”

An ‘Escape From Tarkov’ custom game mode, created by:
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Work in progress...

Welcome to ‘Spykov’! You may be new to EFT or you may have already mastered escaping from Tarkov, but escaping from ‘**Spykov**’ will take much more than vigilance and steady aim. In this immersive version of the game where only in-game comms are allowed, your wits, resolve, and even your sanity will be put to the test as you and four friends work together (and against each other) to escape with your life and your loot (if you are a true PMC), or escape with a high body count of those you’ve betrayed (if you are the Spy)!

The information below will explain everything you need to know to play ‘Escape From Spykov’ with your friends, including the rules, what you’ll need in order to play, and how to calculate the results to determine who will be your Spykov winner!

Spykov Mandatory Equipment (each player):

Armband (Yellow)	[Ragman: 593₽]
Armband (Red)	[Ragman: 993₽(Spy only)]
Spiritus Systems Bank Robber Chest Rig	[Ragman: 10,013₽]
Balaclava	[Ragman: 2,874₽]
PACA Soft Armor	[Ragman: 29,154₽]
PB 9x18PM Silenced Pistol(No extra Mags)	[Prapor: 21,467₽]
9x18mm PM PST GZH	[Prapor: 2500₽(50 Rounds)]
Flyye MBSS Backpack	[Ragman: 12,496₽]
GSSh-01 Active Headset	[Prapor: 13,039₽]
Emergency Food (Can of green peas)	[Flea Market: ~10,000₽]
CALOK	[Therapist: 4,756₽]
Bars A-2607 95x18 Knife	[Flea Market: ~3,500₽]

Total: ~111,385₽

*Try to **insure** gear before each Spykov raid so you can get it back in the event you die. You’ll typically get back Prapor’s INS claims the next day. To save space, only retrieve from Prapor what you need for each Spykov Raid. It is common practice to provide other PMCs in Spykov w/ any missing gear that they need with the exception of the Red Armband, as that is an item only a Spy would ask for.

** The game was designed around players owning the EOD package but any version of the game is allowed to play. Substitute where you see fit. There is no competitive advantage to having the EOD version over other versions, the only advantage is it allows players to secure more heals through multiple raids even if they die.

Alpha/Beta/Gamma Container:**

These items will carry-over if unused, but will occasionally need to be purchased::

CMS	[Flea Market: ~18,000P]
IFAK	[Flea Market: ~13,000P]
Alu Splint	[Flea Market: ~11,000P]
Vaseline	[Flea Market: ~20,000P]

Total: ~62,000P

*You may bring whatever food you want. If you have to eat/drink loot you find in Spykov Raid you can still count those items in your final score. The reason for this is because you might be playing with others who have better or worse metabolisms, so this is a way to help balance players.

Alpha/Beta/Gamma Container BACKUP:**

We appreciate that not everyone will be level 15, or have friends who are not level 15 yet. Meaning there will be no access to the flea market for them, thus not having access to some of the medical supplies. In the event that this occurs, we suggest these alternatives which you can buy from the traders:

Painkillers	[Therapist - 5695P]
Splint	[Therapist - 2677P]
Car first aid kit	[Therapist - 7372P]
Esmarch	[Therapist - 1332P]

Total: ~17,076P

**This is a much less expensive option, due to the removal of the CMS as well as using a substitute for vaseline.*

Spykov-PMC Rules:

**Your first few games of Spykov should be played on the Map "Customs" during Daytime Raids.*

1. During the Raid, all players **must** use in-game voice chat throughout the entire "Spykov" experience (No Discord during the match). We typically just mute up and minimize Discord right before a game of Spykov starts. Important: Do **NOT** look at Discord while still alive in the game (it could accidentally give you intel that you didn't earn and potentially ruin the session)

2. A game of Spykov is always 35 minutes long (use in-game clock). Spykov-PMCs are allowed to begin looting and killing enemies the moment they load into the raid. There are 3 critical times to pay close attention to when playing a game of Spykov:

- **32 Minute Mark (3 mins into game):**. Also called the "*Green Light*". The Spy can now legally begin killing the other Spykov-PMCs.

- **15 Minute Mark (20 mins into game):** Also called the “*Rendezvous*”: All players meet at the New Gas Station. (Advanced players can choose other rendezvous locations at their discretion; just make sure all players are on the same page) All players must make an active effort to be at the Rendezvous point at the start of the 15 min mark unless you happen to be pinned down by enemies. If you do not show up between the 15-13 minute mark, the remaining Spykov-PMCs will be forced to assume you are dead. If you do **NOT** make it to the “Rendezvous” between the 15-13 minute mark, you are still actively in the game, but the group will just assume you are dead until you make contact again. (i.e. In the open world or at the designated extraction)
- **6 Minute Mark (29 mins into game):** Also called the “*Extraction*”: At this point, all looting **MUST** stop! Spykov-PMCs are allowed to continue hunting kills from this point until they are extracted. **REMINDER:** you get 0 points if you don’t extract, so it is recommended to start heading towards the designated extraction location at this time. Designated extraction points for “Customs” are ZB-1011 and Crossroads, talk with your fellow Spykov-PMCs (in-game) at the start of the raid to select your extraction. At the very beginning of the game, every Spykov-PMC should call an “Extraction-Check” to make sure everyone knows the proper extraction for the end of the game.

3. Players can only ever attempt to **KILL** one another w/ the “Spykov” issued PB 9x18PM silenced pistol.



- Only the issued 9x18mm PM Pst gzh ammo can be used in the PB 9x18PM.
- Spykov-PMCs are only allowed 1 total magazine for the PB 9x18PM
- Spykov-PMCs should **NEVER** kill Friendly PMCs, The only time a Spykov-PMCs can shoot at another player in the game is when they have Probable Cause (explained later) on the Spy. If a Spykov-PMC ever intentionally or accidentally kills another Friendly, that Spykov-PMC automatically loses the game. The same applies if a Spykov-PMC kills The Spy illegally (“legal” methods are explained later in the document).

- Spykov-PMCs **ARE** allowed to shoot near or around other Spykov-PMCs as a form of intimidation or to scare players off of loot. **REMINDER:** The pistol only has 9 shots! Use your ammo wisely!

4. Players are allowed to **KILL** all other (non-Spykov) enemies they encounter during the match and loot the gear they find. You can use the weapons you loot during the match against other enemies (not against your own 'Spykov' players, however). **REMINDER:** You only can shoot other Spykov-PMCs with the "Spykov" issued PB 9x18PM silenced pistol. Spykov-PMCs are allowed to steal loot from the kills of other group members.

5. Friendly Spykov-PMCs are **NOT** allowed to assume or lie about the life status of other Spykov-PMCs, all players are assumed to be alive unless a Spykov-PMC has first hand confirmed their death. A player missing before the "Rendezvous" is assumed alive until the 13 minute mark. If they are still missing at that point they are to be considered dead.

6. The only thing that is unlootable in Spykov are **STASHES**. Air Drops are allowed to be looted legally.

7. The Spy is **NOT** allowed to have the red armband in the pouch (Alpha/Gamma/Beta container).

Roles (PMC or Spy):

The Spy is determined before the match begins. Feel free to use The Viewage Discord (<https://discord.gg/cdnthe3rd>) where we have a dedicated bot that will assign all participants their roles through direct messaging. Once all participants of the group are in a voice channel together, only one participant is required to execute the command to assign roles, however all participants will need to ensure they have direct messages enabled to receive their role. Navigate to the #looking4group text channel and use the command **!StartSpykov** to begin. The bot will assign all users in the voice channel a role and inform them through direct messaging. A feedback message from the bot will be made in the channel, either indicating an issue or that roles were assigned successfully, just make sure to check before you start your match.

If you're unable to use the bot or choose to have a 3rd party (friend, family member, etc) who is not participating in the match assign roles, the original method was to use <https://www.random.org/> to pick the Spy at random. Feel free to use The Viewage Discord if you need a 3rd party. They will first change the number range to be from 1-6, with the first 5 numbers being assigned to the participating players. The number 6 is included to add the potential of having a game where there is NO Spy! When this third party helper gets the random generated result, if the number is between 1-5, they will DM whoever that number was assigned to that THEY are the Spy, and they will also DM the other 4 players that THEY are all PMCs (nobody knows the others' roles). If the generator displays the number 6, it means there will be NO Spy, and all players will be DMd that they are PMC (not knowing there is no Spy). The reason we are adding the possibility of having a NO Spy game is to add tension to the

game, as the participating players would not know whether there IS a Spy or not. This adds a layer of fear and anticipation for the players as they will never know what to expect.

Player-Initiated Challenges:

There are a few special events that players can initiate during a match with the other group members. These are "Trust Test", and "Firing Squad Vote".

- **Trust Test:** Any PMC (Spy or not) can challenge another PMC one time (per match) to a "Trust Test" (unless the Spy is already confirmed **DEAD**). When a Trust Test is accepted, it begins by both players ADS-aiming their pistols at each other's heads at very close range, while wearing no helmets. The initiating player will start by counting off verbally (e.g. "One Mississippi, or "One Spykov", or come up with your own!). The 2nd player will then say "Two Mississippi, then the 1st player will then say "Three Mississippi"... until they get to the number 10, after which the game ends (if nobody is dead, of course). The fear in this test is that the Spy can shoot the other player while aiming at their head at any time, and a true PMC cannot. If a player challenges someone to a Trust Test and the challenge is denied, or they accept but don't make it to "Ten Mississippi", the denier/quitter surrenders 2 pieces of gear (winner choses 1 piece, losers choses 1 piece. 1-slot priority), and the challenger gains +5pts.
- **Firing Squad Vote (FSV):** When the clock is past 32 mins (3 mins into match) and there are five Spykov-PMCs still in the game, and four of the five members believe they know who the Spy is and want to take a vote, those four players can have a meeting/group/huddle where they ALL simultaneously remove their Balaclava (removing the Balaclava is how you cast your 'vote' in agreement with the others). If all 4 players vote the accused out, the Spy (or maybe in some cases the wrongly-accused PMC) has to accept their fate and surrender. The accused must stand completely still. The other players will count to 3 and simultaneously shoot the body (ONLY the body) of the accused until they are dead. Once the Accused is eliminated, the remaining players can run over to the body and start looting it immediately. In a 5 Player "Firing Squad Vote" Scenario If the alive PMCs find the Armband (Red) on the accused they 100% know that they were correct and killed The Spy and they will continue the game as normal competing for more Kills and Loot. When looting the accused body, if the Spykov-PMCs that performed the Firing Squad Vote did not kill the Spy, then the Spy can announce "Get Scamazed!" because they in-fact blended in so well that the Friendly PMCs voted and killed a "Friendly"-PMC. If this happens, the game is over, The Spy Wins via Scamaz and players can immediately start to extract and start a new game.

When Can You Kill A Spy?:

You can kill a (suspected) Spy under two conditions:

Condition #1: *Firing Squad Vote* (see above for explanation/rules)

Condition #2: *Probable Cause* (PC)

Probable Cause is defined as any incriminating action witnessed between Spykov-PMCs. The most common example of probable cause is hearing/seeing a fellow PMC shoot or attempt to

shoot someone else in the group. However, there are other rare scenarios in which Probable Cause can occur that will be left to the discretion of the Spykov-PMCs. Probable Cause is only available if 3 or less players are alive.

- Checking Spykov-PMC's dog tag's revealing the identity of the Spy is Probable Cause.
- It is **NOT** Probable Cause to find a dead body with no dog tag and then assume the last person they were seen with is the killer.
- Spykov-PMCs cannot act on the Probable Cause of other PMCs in the group. All Probable Cause must be obtained first hand. If you do not see or hear the action with your own eyes/ears, Probable Cause does not exist.
- In situations where only 3 Spykov PMCs are confirmed to be alive, players are allowed to open fire on anyone they have Probable Cause on.
- You can **NOT** act on Probable Cause even if you are being shot at by the spy if more than 3 Spykov-PMCs are alive or not confirmed KIA.
- To some, Probable Cause will initially feel like it has many gray areas; it's important to focus on the integrity of the game rather than winning when dealing with these situations to maximize the fun for all parties involved. As you play more, it will all become second nature.

Spy Scoring:

Scoring for the spy is broken down into a tiered ranking system based upon their performance in the raid.

No Friendly Kills, No Extract or No Friendly Kills, Extract	L
1 Friendly Kill, No Extract	Bronze L
1 Friendly Kill, Extract	Bronze W
2 Friendly Kill, No Extract	Silver L
2 Friendly Kill, Extract	Silver W
3 Friendly Kill, No Extract	Gold L
3 Friendly Kill, Extract	Gold W
4 Friendly Kill, No Extract	Diamond L
4 Friendly Kill, Extract	Diamond W
4 other or 3 other "Friendly"-PMCs vote wrong in a "FSV"	Scamaz W

PMC (Non-Spy) Scoring:

Scores are tallied at the end of a match. Scoring is broken down into two categories for friendly Spykov-PMCs, killing and looting.

Eliminations:

SCAV Elimination (headshot)	3
Points	
SCAV Elimination (non-headshot i.e. thorax)	2
Points	
SCAV Elimination (knife)	4 Points

SCAV Boss Elimination (headshot)	4 Points
SCAV Boss Elimination (non-headshot i.e. thorax)	3 Points
SCAV Boss Elimination (knife)	5 Points
Enemy PMC Elimination (headshot)	4 Points
Enemy PMC Elimination (non-headshot i.e. thorax)	3 Points
Enemy PMC Elimination (knife)	5 Points
Legal Spy Kill (PB 9x18PM location of kill does not matter)	5 Points
Legal Spy Kill (knife)	6 Points

Looting Guidelines:

In Spykov, 1-Slot Loot items and Purple Items will net you the most points. The most important thing is the quantity of loot found. The idea behind this mechanic is to ensure that Friendly PMCs are always in a situation where they are hunting for more loot, but never forget a Friendly PMC is at their most vulnerable while looting!

- There are 2 item rarities in Spykov: purple and non-purple.
 - i. Purple items are any item with a purple background (i.e. Sprats, Analog thermometer, Hand drill) and they are scored differently than non-purple items. Purple items are scored by the number of slots they take up + 1 additional point. Check out the examples below for more clarity.
 - ii. Non-purple items are any item that DOESN'T have a purple background (i.e. Marlboro, Car Battery, Graphics card, alkali cleaner) and are all worth one point. This means that a one slot non-purple item holds the same value as a multi-slot non-purple item, so prioritize those one slot items! More examples can be seen below.
- The **MAXIMUM** loot value (before purple item bonuses) a Spykov-PMC can extract with is 36 points. This is equivalent to filling every slot of the Bankrobber, MBSS and your pockets with one slot items, as well as having a full kit/gearset (Earpiece, headwear, face cover, body armor, eyewear, on sling weapon, on back weapon, holstered weapon) equipped.
- Spykov-PMCs are allowed to upgrade their rig, armor, and/or backpack at any point in time during the raid, BUT their maximum loot value (before purple item bonuses) will NEVER exceed 36 points.
- Purple item bonuses will be added at the end of loot calculations; with this bonus a Friendly Spykov-PMC can have a maximum loot score over 36. A score will only ever exceed 36 following purple item bonuses.
- Bullet stacks can not be broken up into smaller stacks in order to fill more inventory slots. Players must stack all bullets to their maximum stack size.

Loot Scoring:

One Slot loot item (i.e. Peas, Cigarettes, Surefire x400 Ultra tactical flashlight)	1 Point
Multi-Slot loot item (i.e. Car Battery, Vita Juice, Water)	1 Point
Helmet (equipped)	1 Point
Eyewear (equipped)	1 Point
Ears (equipped)	1 Point

Face Cover (equipped)	1 Point
Primary Weapon (on sling)	1 Point
Primary Weapon (on back)	1 Point
Sidearm (holster)	1 Point
Body Armor (equipped)	1 Point
Spy Dog Tag	2 Points
Spy Armband (red)	2 Points
Enemy PMC Dog Tag (killed)	2
Points	
Enemy PMC Dog Tag (stolen)	1 Point
Purple One Slot Items	2 Points
Purple Multi-Slot item (refer to loot example images below for point values)	

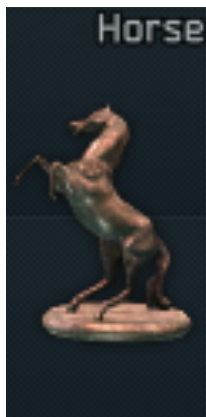
Loot examples (images)



1 slot non-purple = 1pt



1 slot purple = 2pts



2 slot non-purple = 1pt



2 slot purple = 3pts



6 slot purple = 7pts



6 slot non-purple = 1pt

Final loot examples:

Not full loot:



Full 1 slot loot points:



Overlooted:



Overlooted with purples



MOST IMPORTANT RULE: Have Fun, genuine mistakes will happen, DON'T let that spoil the experience for your Spykov group, learn from it and play another round. The more you play Spykov the more all the rules and nuisance make sense. If you're looking for people to play with join our Discord <https://discord.gg/cdnthe3rd> and type in the #looking4group text channel. Feel free to stop by our streams to ask questions | Twitch: [CDNThe3rd](#), [wherswallace](#), [buckviker1](#), [SquiiITV](#), [RazTheNF](#)