

# Mesh Game Guides

Welcome to Mesh's game guides!

- Click game objects and press “Confirm” to enter games.
- Games are limited to 6 people, like the spatial video chat.
- Select “Start Game” once your lobby has the required # of players
- To leave the games, press the “Back to Map” button under your video stream in the upper-left corner of your screen.
- Game lobbies are object-specific, meaning guests must click on the same object to play together.
- Guests can join games that have already started.
- Games will restart if someone joins a game that has less than the minimum required players.
- Admins can create new game objects through the Build Mode button – simply create a new object and assign it the desired game. Any object can have a game embedded.

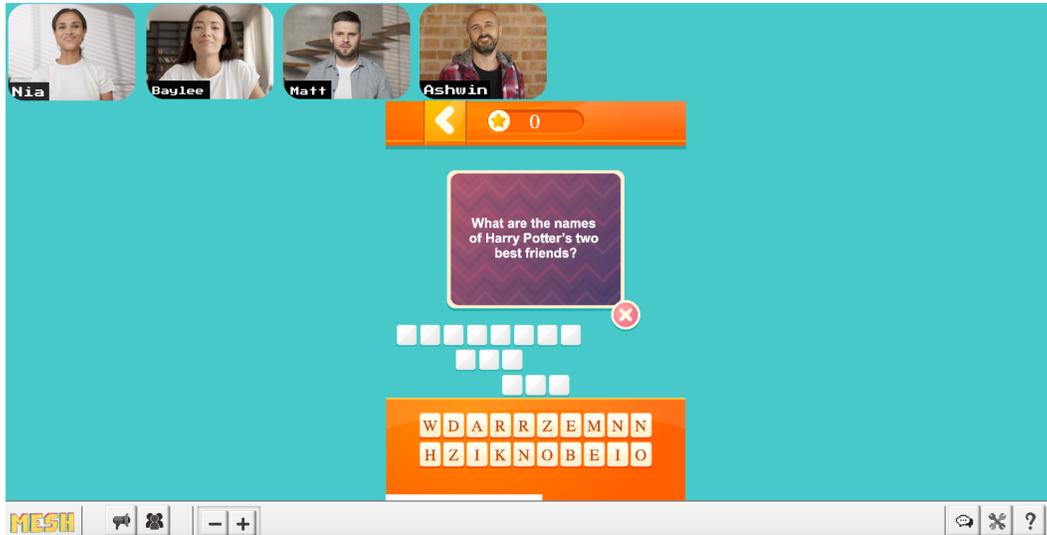
## How-to-Play:

### Trivia

Minimum player requirement: 1

Show off your mental prowess in a game of trivia. Simply press “Play” and you'll be in the game!

Continue to next page...



The game is simple:

- Click the letters to spell your answer before time runs out!
- Spelling counts and you only have until the white bar reaches the end of the orange background.
- Click the red “X” to clear any letters you may have entered.

For each round:

1<sup>st</sup> place: 100 points

2<sup>nd</sup> place: 50 points

3<sup>rd</sup> place: 25 points

4<sup>th</sup>+: too slow ;)

After each round, you will see the round results and the leaderboard!

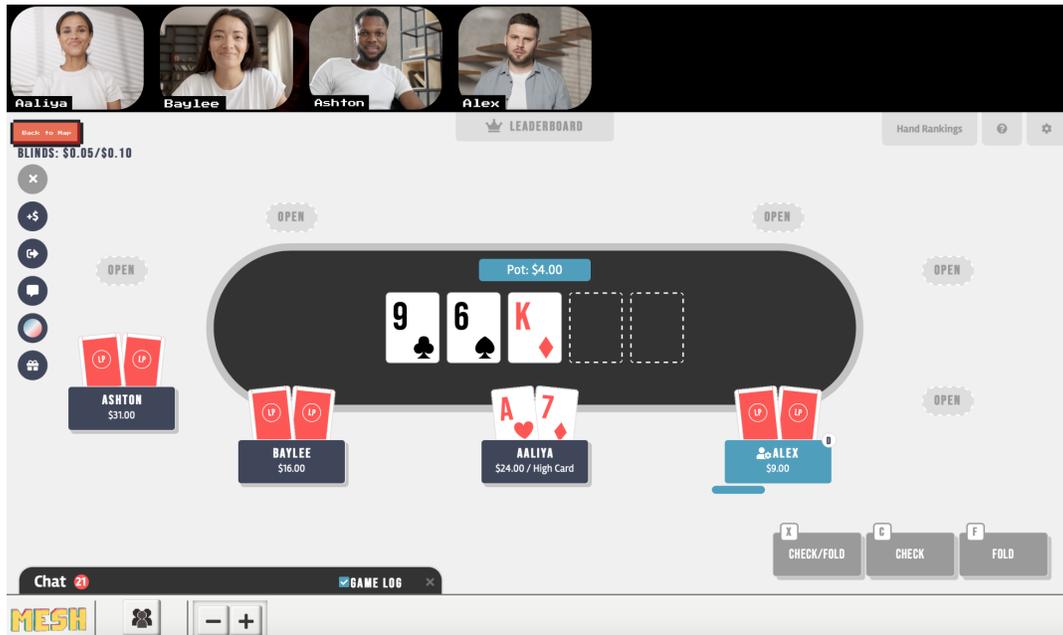
Talk to the Mesh team about customizing your own trivia questions!

Note: To leave Trivia, use the orange back arrow (<)

# Poker

Minimum player requirement: 2

Texas Hold 'Em rules. Win hands, take (virtual) money, collect tears.



You will be asked for a Display Name before sitting down.

After seated, buy-in by entering a dollar amount and click the button in the bottom-right corner of the game (or pressing “B” on your keyboard).

First person to sit down will lead the poker game including:

- Approving Buy-ins (hover over the red \$\$ next to someone’s name after they submit a Buy-in amount, then click +\$\$ to approve)
- Setting Blind size\*
- Setting decision timers\*
- Delays between hands\*
- Starting the game once everyone has bought-in (bottom-right corner, where Buy-in was)

\*In the settings menu by clicking the gear icon in the top-right corner of the game

Everyone is dealt two cards followed by 4 betting cycles:

*Pre-flop*: before any table cards dealt

*Flop*: after the first 3 table cards dealt

*Turn:* after the fourth table card dealt  
*River:* after the fifth table card is dealt

Table cards are used to construct hands (see below).

During these betting cycles, you have 5 options:

1. Check – you don't bet, but remain in the game
2. Bet – adding to the pot, forcing the remaining players to call, raise, or fold
3. Call – if someone bet before you, this will match their bet
4. Raise – if you would like to bet more than what someone already has
5. Fold – exit the hand, losing all money already bet

Note: You may only raise once per betting cycle unless someone raises over you in the same cycle.

The winner of each hand is dependent on:

1. You have the best hand
2. Everyone else folds

Hand Rankings:

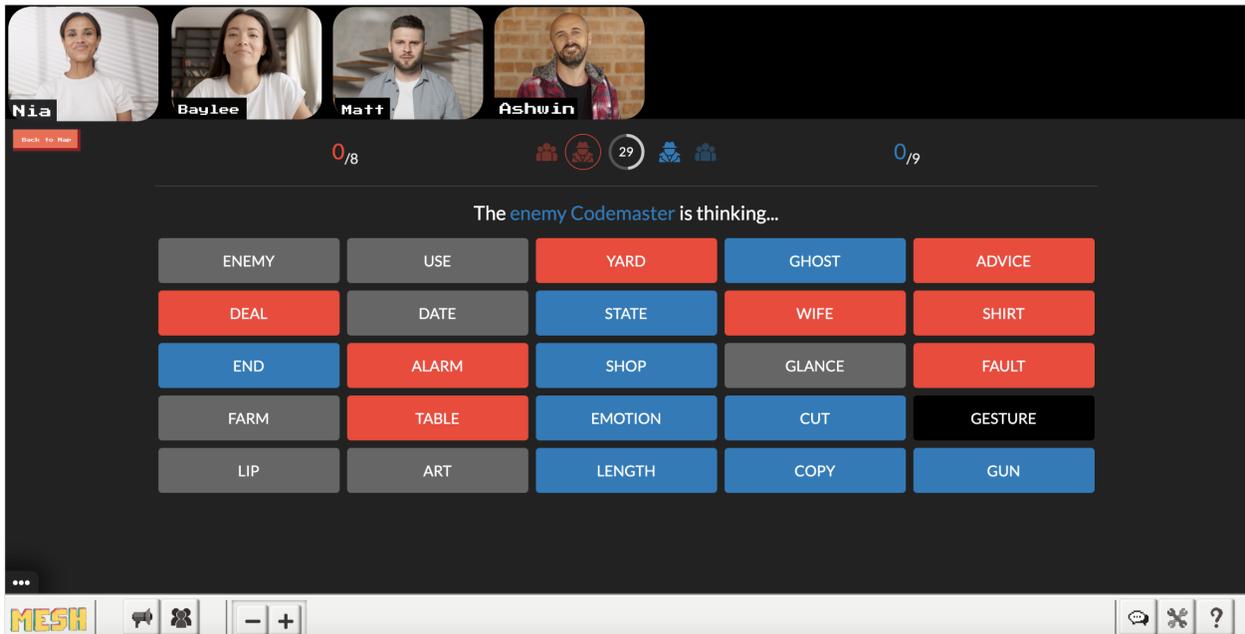
1. Royal Flush	
2. Straight Flush	
3. Four of a Kind	
4. Full House	
5. Flush	
6. Straight	
7. Three of a Kind	
8. Two Pair	
9. Pair	
10. High Card	

Every hand, someone is the small and big blind. This is a rotating designation that requires you to put in X amount for the small blind and 2X for the big blind. This keeps the game moving and prevents players from waiting for only good hands.

# Codenames

Minimum player requirement: 4

Think you have what it takes to be a secret agent?



Getting started:

Upon entering, choose a display name (the name's Bond) and click "Save".

Players split up into two teams of similar size and skill.

The first person to join will then be asked to confirm balanced teams at the team selection interface.

Players will be asked if they wish to be Codemaster or not, and each team can have only 1 Codemaster. The Codemaster gives hints to the Codebreakers – more on this later.

Once a Codemaster for each team is selected, each must confirm "Ok", and the game begins.

Playing the game:

The objective of the game is to contact all the agents on your team before the other team. Codemasters take turn giving hints until a winner is decided.

Remember, you are spies! This is a secretive game – there is no talking between Codemasters and Codebreakers for the duration of the game. Visual indicators are also frowned upon. Codebreakers can talk amongst teammate Codebreakers during their turn.

There are 25 cards in front of the players:

17 Agent cards: 9 for the team that goes first, 8 for the second team.

(Red/Blue)

- These are the cards that give you points – first to collect all 8 or 9, wins
- Selecting the other team's agent card gives THEM a point and ends your turn.
- Contact all your agents to **win**.

7 Innocent Bystanders (Grey)

- Contact a stranger and lose your turn.

1 Assassin (Black)

- Choose the Assassin card and your team **loses**.

Codemasters:

- You are able responsible for giving clues about the *agent cards* to your Codebreakers. The clues can only be **1 word** accompanied by a number. This number indicates how many cards the clue references.
- Type the word, select a number, and press Enter to pass the clue to your Codebreakers.
- Choose wisely as this is how many guesses your Codebreakers get (plus 1 additional guess). For example, selecting 2 will give your Codebreakers a maximum of 3 guesses.
- Choosing 0 or  $\infty$  gives the Codebreakers infinite guesses, but what they reference in terms of hints is game strategy.

Codebreakers:

- Work together to determine what the clues mean. You are given one word and a number of guesses to find as many agents as possible.
- Click a card twice to make a guess.
- You are required to make at least 1 guess before using the Pass button.

Hints:

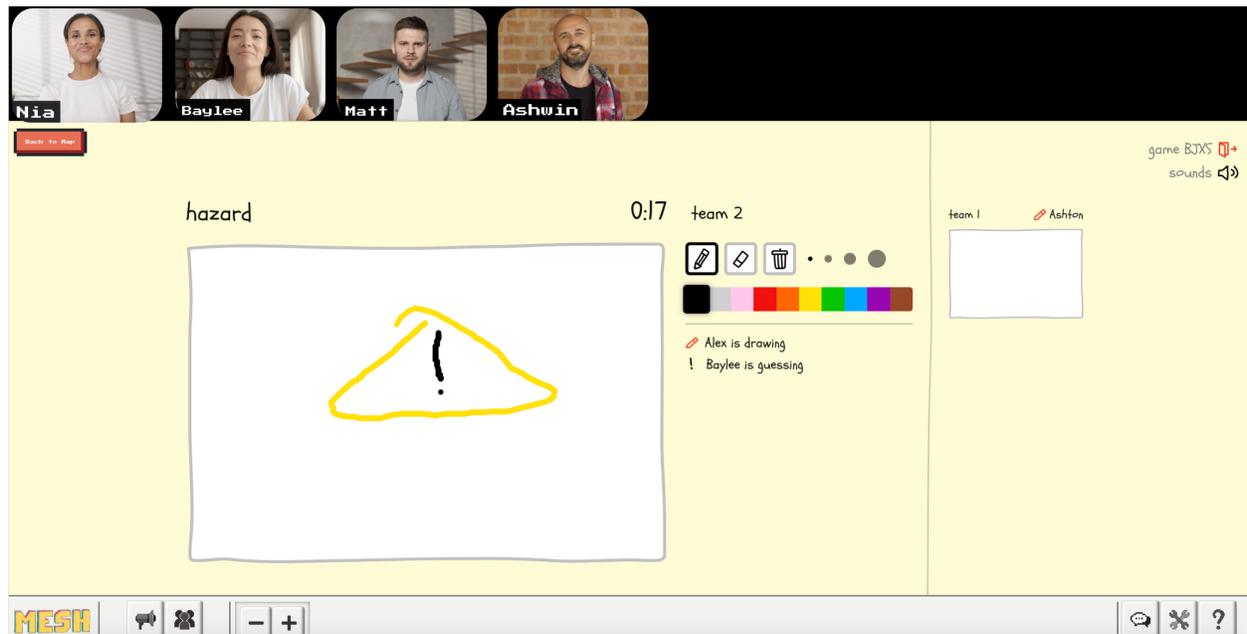
Hint acceptance is at the discretion of the players. Hints **cannot** be any of the words on the board – this is meant to be a creative way of referring to agents, as any spy agency would. A penalty of ending the turn (by passing) is incurred every illegal clue.

Note: Do not click the red “Leave” button as it will keep you in the internet game lobby.

## Draw Battle

Minimum player requirement: 4

Find out which of your peers are real artists in this Pictionary spinoff!



Enter a display name and click “Join Game”.

Once everyone has joined, balance the teams, and click “Start Game”

Each round goes like this:

1. Someone at random is chosen to select what word to draw.
2. Each team has 1 artist that has 60 seconds to draw the word selected above.
3. The remaining teammates guess what their artist is drawing.

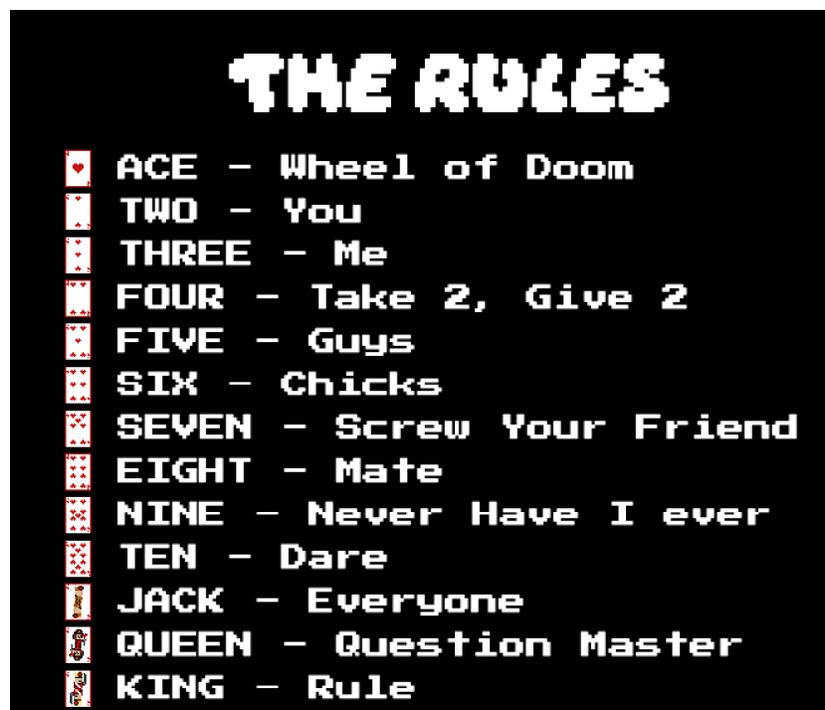
Scoring:

200 points max per round if answered at 60 seconds. For example, answering with 30 seconds left will earn you 100 points.

## King's Cup

Minimum player requirement: 2

Sit down at the table and start drawing cards! The game sequences through all players. Each card has different consequences:



Ace: A roulette wheel of who takes a drink

Two: Give out two drinks

Three: You take three drinks

Four: Give two drinks, take two drinks

Five: Guys drinks

Six: Chicks drinks

Seven: Make your friend drink

Eight: Choose a mate – every time either of you drink, you both drink

Nine: Click the button if you've done the action on screen. 3 clicks and you lose – drink!

Ten: Complete the dare or drink

Jack: Social – everyone drinks!

Queen: You are the question master. If someone replies to your question, they must drink *unless* they respond in the form of a question

King: Make a rule. If someone breaks it, they must drink!

(For example, no calling anyone by their name)

Note: Hit the small, white “X” in the top-right area of the game to exit

*Bonus:*

## Tag

Minimum player requirement: 3

Our most whimsical game that you can play with the entire space!



Type **“/tag”** in the chat box to start a game.

“It” will have a flashing yellow and white outline around their avatar.

Watch as everyone scatters around the map, avoiding being tagged by “It”.

Remember: No Tag Backs!

End the game by typing **“/tag off”** in the chat box.