

## Maximum Spy Plot Outline (One Page)

Maximum Spy is a spy comedy game with a purposefully anachronistic time period. The freelance spy agency World Hugs And Tickles (WHAT), so named because they don't want to make it obvious they're a clandestine agency, are recruited by NATO to deal with three specific scenarios. Each scenario can be played in any order, and the player can choose which spy to play as: JB, a spoof of James Bond and Solid Snake whose gameplay heavily revolves around stealth and dialogue interactions that focus on seduction; Turbo, a spoof of Magnum PI and MacGuyver whose gameplay heavily revolves around solving puzzles and creating improvised gadgets; and Captain Murder Stab, a spoof of Jason Bourne and Ethan Hunt whose gameplay revolves around combat and races/chases. Each character can complete each scenario, with the gameplay and some nuances of the plot changing depending on who is selected.

The Red Menace scenario follows an attack on the French Space Agency (the Eiffel Tower being a space shuttle launchpad as well as a tourist attraction) by Russian spies, which JB can be present for and stop by assassinating the spies before they strike. If JB does this then rather than encountering handheld lasers later on JB encounters bulletproof Russian bears. After hunting down the spies in Paris it's revealed Professor Glava and Russian General Ivana Sukuoff are planning to launch an orbital space laser and use it to destroy Washington DC. The player must infiltrate Kazakhstan and stop the launch of the space laser Stalin's Hammer. The player confronts General Sukuoff and, if playing as JB, can flat out stop the launch, otherwise they must hitchhike into space and confront Professor Glava (a talking head with a robot body) on-board Stalin's Hammer. Murder Stab can kick Glava's head out into space while Turbo figures out his suit's structural weakness.

The Cold Front scenario follows an attack on an Iceland research outpost by North Korean spies, soon learning they've escaped with a sample of the oldest ice in the world. If playing as Murder Stab the player is present for the attack and can stop the theft, forcing North Korea to request help from Japanese ninjas, who appear as enemies for the rest of the scenario instead of elite North Korean giant rabbit riders. The player infiltrates North Korea through China and eventually encounters a massive ice fortress, from which supreme North Korean dictator Dong Ki Il plans to freeze the world, making North Korea the only decent place to live. JB can convince Dong to give peace a chance, while Murder Stab battles him while riding a unicorn, and Turbo can reverse the freeze ray to instead freeze North Korea while riding an improvised unicycle out of the country.

The Splitting Heart scenario follows an attack on a nuclear power plant outside of New York. If playing as Turbo the player can use collected chewing gum to stop a nuclear leak, preventing radioactive mutants from appearing later in the game and instead encountering mechanical spider tanks. The attack is traced to hired goons based in Los Angeles, and after some work a hidden underwater lair is discovered off the coast of the city. Dr. May Bee, an African-American scientist who was stripped of her Nobel Prize for doing genetic research, plans to use an Earthquake machine to first flood Los Angeles, and then the world. JB can seduce Dr. Bee into not going through with the plan, Turbo can pick the lock to a cell to unleash failed mutant experiments that will destroy the lair, and Murder Stab can knock May Bee into a vat of radioactive materials before fighting their way out of the lair using only a spoon.