



CODENAMES

You can play right now!

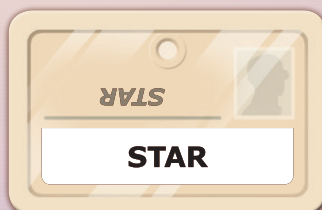
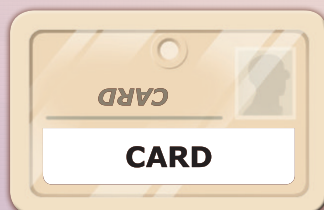
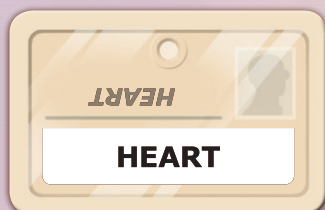
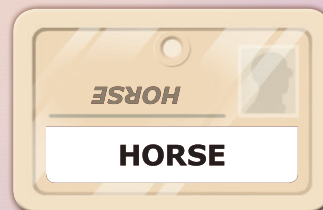
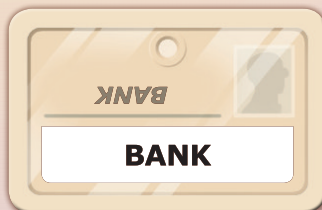
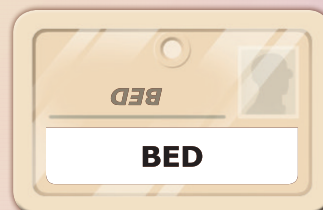
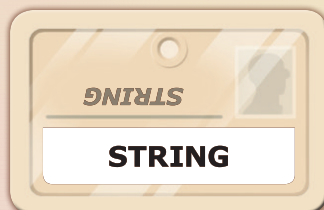
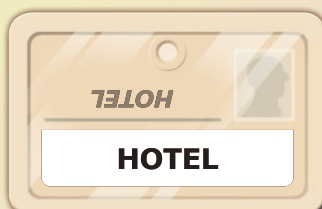
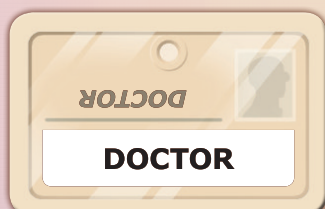
Do not look at the other side
unless you are a spymaster!

You will need 4 or more players.

Choose 2 players to be spymasters and ask them
to read the rules on the other side of this sheet.



www.CzechGames.com





CODENAMES

VLADA CHVATIL



fold here



Red spymaster starts

1. Give a clue: 1 word, 1 number.
Example: *tree*: 2 for BARK and NUT.
2. Your teammates guess 1 word.
3. When they touch a word, check your key. If the word is red, they can keep guessing. (Go to step 2.)
4. If they guess wrong or quit guessing, it is the blue spymaster's turn.

fold here



Top secret key for spymasters only!



Then blue gets a turn

1. Give a clue.
2. Your teammates guess 1 word.
3. When they touch a word, check your key. If the word is blue, they can keep guessing. (Go to step 2.)
4. If they guess wrong or quit guessing, it is the red spymaster's turn again.

You win if all your words are guessed.

THIS SIDE IS FOR SPYMASTERS ONLY!

(In other words, if you are reading this, you should take the role of spymaster.)

HOW TO PLAY

Choose Teams

CODENAMES is a team game for at least 4 players. Choose one player to be the red spymaster and another to be the blue spymaster. **The spymasters are the only ones who can see the key.** The remaining players should divide into 2 groups, the red team and the blue team.

Setup

Fold the demo sheet as shown on the right. Set it on the table so that only the spymasters can see the key. Everyone can see the words. You will need coins or sugar packets or something to mark the words that people guess. It helps if your markers come in 3 colors. Alternatively, you can mark guesses with a pen.

Reading the Key

The key assigns a secret color to each word. Red team wants to guess red words. Blue team wants to guess blue words. The tan words are innocent bystanders.

One Clue

The red spymaster starts. He or she gives a clue to the red team. The clue consists of one word and one number. The word should relate to one or more red words. The number tells the team how many red words match the clue. For example, to give a clue for NUT and BARK, you could say *tree*: 2. Of course, you can't say any of the words that are on the table. That would be too easy.

At Least One Guess

The red spymaster's teammates try to figure out which words the spymaster meant. **They touch one word** to indicate it is their official guess. The spymasters reveal the word's secret color and mark the word to show it has been guessed.

Possibility for Multiple Guesses

If the word is in their color, the team may continue guessing. (But the spymaster does not give them any more clues this turn.) If they guess a word that is not their color, they must stop. They may also stop if they run out of good guesses.

Taking Turns

Once the red team has guessed all the words they want or guessed one wrong word, it is the blue spymaster's turn to give a clue. The blue team's turn follows the same rules. Teams continue taking turns until all words of one color are marked as guessed. The team with all their words marked wins.

How to fold sheet.



field operatives



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