



# Codenames (2015)

2-8 Players

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Object: Be the first team to find all of your Agent cards, and avoid the Assassin

## Setup

- Make 2 teams, **Red** and **Blue**, and choose a **Spymaster** for each team. Teams don't have to be even.
- Spymasters and teammates sit on opposite sides of table. Spymasters manage **Agent cards** for team.
- Randomly place 25 codenames in a **5x5 grid**, select a **Key card** in random orientation
- Lights on the key card indicate which team goes first & must get **9** codenames (vs **8** for 2nd team)

## Game Play

- Spymaster gives 1 word + 1 number clue (ex: *tree*; 2) and can give no other clues of any kind.
- Team debates then touches a card. If it belongs to their team, the spymaster covers with team color and they can guess again, up to the # of clues + 1. Must always make at least 1 guess.
- If **Innocent Bystander** or other team color, cover with respective card, turn is over
- If **Assassin**, game is over, team loses
- If Spymaster gives invalid clue, turn is over. No clues other than word and #. Timer is optional.
- **Zero** as the # means none of the words relate to *clue*. Team can guess as many words as desired.
- **Unlimited** as the # allows team to guess as many words as desired.

## End Game & Scoring

- Team that has all their codename cards covered first wins