

How to Play:

This is a team vs team game. Players are divided roughly equally into a blue team and a red team, and one player on each team plays as the leader of that team. Each team leader has their own book (though they can share a single book); the rest of the players can share the third "guessers" book.

A set of 25 words is provided to the group. Only the team leaders know which of these words are considered to be blue team words, which are red team words, which are neutral (yellow) words, and which one word is the assassin (black) word. Team leaders take turns providing a clue to their teammates to help them guess the words that belong to their team.

On their turn, the team leader says exactly one word and one number to their teammates, who must then collectively guess a single word that they think belongs to their team's color. A clue word cannot be in the word list in any form and must relate to the meaning of the words. The leader is allowed to spell the word.

After the teammates choose a word, the team leader looks up the color of the word on their sheet and reports the result:

- If the color of the word is BLACK, the team loses the game immediately, and the other team wins.
- If the color of the word is YELLOW, the guess was wrong (but not fatally so), and the turn ends. The next team leader will now take a turn.
- If the color of the word matches the *other* team's color, the guess was wrong (and helps the other team), and the turn ends. The next team leader will now take a turn.
- If the color of the word matches the team color, it is a correct guess. The teammates may now, if they wish, make an additional guess (possibly related to a previous clue) and repeat the resolution process above, with the restriction that the maximum number of guesses on a given turn are the number specified by the clue giver plus one.
- The game ends in a victory if a team manages to guess all of the words belonging to their color.

Remember: Team leaders must never give any indication about whether a correct guess was the word they were thinking of when they gave the clue, and must refrain from any comments, inflections, or reactions that could assist the guesser.

Note: Each game has a random starting team that must give the first clue. That team will always have one more word that needs to be guessed than the other team.

Credits: Based on [Codenames](#) by Vlaada Chvatil from Czech Games Edition. Play by paper version coded by www.donationcoder.com.

GAME ID: 1
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOARD	DICE	KILT
	LONDON	PITCHER	SCUBA DIVER
	SHOWER	STABLE	

Red	AFRICA	ATLANTIS	COTTON
	CRICKET	JET	KEY
	RODEO	SCROLL	SPOON

Yellow	ASH	AUSTRALIA	HALLOWEEN
	MISS	TELESCOPE	TUTU
	VACUUM		

Black	BUNK		
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AREA FOR NOTES

GAME ID: 2
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BAY	BISCUIT	FALL
	HAIR	PAINT	POOL
	RUST	SPOON	VAMPIRE

Red	CASTLE	HELMET	JAM
	NOSE	PALM	ROLL
	VAN	WOOL	

Yellow	ASTRONAUT	BABY	DRAGON
	FILE	KETCHUP	LADDER
	MODEL		

Black	VIRUS		
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AREA FOR NOTES

GAME ID: 3
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ANCHOR	BED	DISEASE
	GREECE	MODEL	PADDLE
	PEARL	SPRAY	

Red	CAPTAIN	CRUSADER	ENGLAND
	LEAD	LEPRECHAUN	PHEONIX
	PIG	SPOT	WORM

Yellow	BEAT	MERCURY	OCTOPUS
	POP	SAIL	SCORPION
	STREAM		

Black	CURRY		
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AREA FOR NOTES

GAME ID: 4
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BEE	BLADE	BOOT
	CARROT	HIDE	HOLLYWOOD
	SEAL	SLED	TOAST

Red	BOTTLE	CHECK	COPPER
	COWBOY	DRIVER	MINOTAUR
	SPHINX	TRIANGLE	

Yellow	COACH	FARM	PEN
	RUBBER	SLOTH	STEAM
	SWAMP		

Black	CUCKOO
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AREA FOR NOTES

GAME ID: 5
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ATTIC	LAP	PIT
	SAHARA	SAIL	SKATES
	TORNADO	UNICORN	

Red	ANCHOR	BRAIN	BUCK
	COTTON	DEATH	LAWYER
	MISSILE	NEW YORK	TEAR

Yellow	BUTTON	CAT	DRUM
	PART	SECOND	SKULL
	TIP		

Black	PEACH
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AREA FOR NOTES

GAME ID: 6
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ACE	BOARD	DOCTOR
	GREENHOUSE	LEAD	LINK
	POINT	SCRATCH	SOLDIER

Red	COACH	DRESS	HOTEL
	MINT	PRINCESS	ROUND
	SHAKESPEARE	SLEEP	

Yellow	DOLLAR	FORCE	MOSES
	PUPPET	SLIP	SLIPPER
	SQUASH		

Black	SISTER		
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AREA FOR NOTES

GAME ID: 7
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BACK CAPTAIN MINE	BEACH GOLF PITCHER	BELT MAMMOTH
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Red	BEIJING CAMP JEWELER	BLOCK CRAB PEN	BROTHER INK SPACE
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Yellow	BARBECUE NIGHT WEREWOLF	EARTHQUAKE STETHOSCOPE	HIDE VAMPIRE
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Black	FLAG
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AREA FOR NOTES

GAME ID: 8
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BEARD	BISCUIT	BUBBLE
	CONDUCTOR	DECK	PIN
	RAZOR	WAKE	ZOMBIE

Red	APPLE	BLIZZARD	CLUB
	CRUSADER	KISS	KNOT
	LOG	SPIDER	

Yellow	BRAIN	DISEASE	DOOR
	GYMNAST	HORN	TELESCOPE
	WONDERLAND		

Black	CRANE
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AREA FOR NOTES

GAME ID: 9
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ALIEN GREENHOUSE STRAW	BIG BEN MAGICIAN TEACHER	BUTTON MOSQUITO
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Red	BALLOON CURRY PART	BOOM GYMNAST RAY	CAST KING ARTHUR ROOT
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Yellow	BOX OCTOPUS TOWER	HAMBURGER SALT	MAMMOTH SHED
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Black	LACE
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AREA FOR NOTES

GAME ID: 10
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAT	COMPOUND	JAIL
	MEDIC	NINJA	PLANE
	SNAKE	SOUND	WHIP

Red	BANK	DELTA	FLOOR
	HALLOWEEN	PADDLE	STICK
	VIKING	YARD	

Yellow	BULB	DUST	KNIFE
	POINT	POST	PUPPET
	SERVER		

Black	NEEDLE		
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AREA FOR NOTES

End of book. Did you have fun?