

How to Play:

This is a two-player cooperative game. Each player has their own booklet, with one game per printed page. For each game, players have the same list of words, but the colors of the words are different for each player. Choose a starting player at random, then alternate turns giving clues.

Both players begin each turn by ticking a turn marker checkbox; if none remain to tick, the players have run out of time and proceed to Sudden Death (see below).

The clue giver now says exactly one clue word and one number to their partner, who must then guess a single word that they think is GREEN. Clue words cannot be in the word list in any form and must relate to the meanings of the words. The clue giver may spell the word.

The guesser then chooses a word and says it out loud. The clue giver reports the color of the guessed word on their sheet and tells the guesser the result:

- If the color is BLACK, the players lose the game immediately.
- If the color is YELLOW, the guesser is wrong, and the turn ends. Both players should tick a mistake checkbox, and if none remains, the players must tick an additional turn checkbox. Both players should also mark the appropriate area of their sheets to keep track of the guess and the result.
- If the color is GREEN, the guesser is correct. Both players should tick a target checkbox; if they are now all ticked, the players have won. Otherwise the guesser may, 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. Both players should always remember to mark the appropriate areas of their sheets to keep track of the guess and the result.

At the end of a turn the partners alternate roles and begin a new turn (if all of a player's green words have been found, they announce this and no longer take turns giving clues).

Sudden Death: If players run out of turns they enter sudden death mode. No more clues can be given nor strategy discussed. Players make guesses in any order, one at a time, in an effort to find all words. Any mistake ends the game with a loss.

Remember: Clue givers can't give any indication about whether a correct guess was the word they were thinking of for their clue, and must refrain from any comments or reactions that could assist the guesser. Just because a word is black on your sheet doesn't mean you shouldn't guess it, it might be a green word on your partner's sheet.

Scoring: +1 point per target found, +5 per unused turn, -2 per mistake, -5 if sudden death. Games ended by a black word score differently: -10 points for each unused turn, mistake, and unfound target. Penalize illegal clues by ticking an extra turn and mistake checkbox.

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

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

AFRICA	ASH	ATLANTIS	AUSTRALIA	BOARD
BUNK	COTTON	CRICKET	DICE	HALLOWEEN
JET	KEY	KILT	LONDON	MISS
PITCHER	RODEO	SCROLL	SCUBA DIVER	SHOWER
SPOON	STABLE	TELESCOPE	TUTU	VACUUM

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	AFRICA	CRICKET	DICE
	KEY	LONDON	RODEO
	SCUBA DIVER	STABLE	VACUUM
Yellow	ASH	ATLANTIS	AUSTRALIA
	BOARD	COTTON	HALLOWEEN
	JET	MISS	PITCHER
	SCROLL	SPOON	TELESCOPE
		TUTU	
Black	BUNK	KILT	SHOWER

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Mistake Track: ☐☐☐ ☐☐

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ASTRONAUT	BABY	BAY	BISCUIT	CASTLE
DRAGON	FALL	FILE	HAIR	HELMET
JAM	KETCHUP	LADDER	MODEL	NOSE
PAINT	PALM	POOL	ROLL	RUST
SPOON	VAMPIRE	VAN	VIRUS	WOOL

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Green	BAY	BISCUIT	HELMET
	MODEL	ROLL	SPOON
	VAMPIRE	VAN	WOOL
Yellow	ASTRONAUT	BABY	CASTLE
	DRAGON	FILE	HAIR
	JAM	KETCHUP	LADDER
	NOSE	PAINT	PALM
		POOL	
Black	FALL	RUST	VIRUS

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Mistake Track: ☐☐☐ ☐☐

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ANCHOR	BEAT	BED	CAPTAIN	CRUSADER
CURRY	DISEASE	ENGLAND	GREECE	LEAD
LEPRECHAUN	MERCURY	MODEL	OCTOPUS	PADDLE
PEARL	PHEONIX	PIG	POP	SAIL
SCORPION	SPOT	SPRAY	STREAM	WORM

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	CAPTAIN	GREECE	LEPRECHAUN
	MODEL	PADDLE	PEARL
	PHEONIX	PIG	STREAM
Yellow	ANCHOR	BEAT	CRUSADER
	DISEASE	ENGLAND	LEAD
	MERCURY	OCTOPUS	POP
	SAIL	SCORPION	SPOT
		WORM	
Black	BED	CURRY	SPRAY

GAME ID: #4 / Player 2
PLAYER NAME(S):

DATE:
SCORE:

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Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

BEE	BLADE	BOOT	BOTTLE	CARROT
CHECK	COACH	COPPER	COWBOY	CUCKOO
DRIVER	FARM	HIDE	HOLLYWOOD	MINOTAUR
PEN	RUBBER	SEAL	SLED	SLOTH
SPHINX	STEAM	SWAMP	TOAST	TRIANGLE

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	BEE	BOOT	BOTTLE
	CARROT	COPPER	HIDE
	SLOTH	SPHINX	TRIANGLE

Yellow	BLADE	CHECK	COACH
	COWBOY	DRIVER	FARM
	MINOTAUR	PEN	RUBBER
	SEAL	STEAM	SWAMP
		TOAST	

Black	CUCKOO	HOLLYWOOD	SLED
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AREA FOR NOTES

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

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Mistake Track: ☐☐☐ ☐☐

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ANCHOR	ATTIC	BRAIN	BUCK	BUTTON
CAT	COTTON	DEATH	DRUM	LAP
LAWYER	MISSILE	NEW YORK	PART	PEACH
PIT	SAHARA	SAIL	SECOND	SKATES
SKULL	TEAR	TIP	TORNADO	UNICORN

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	ANCHOR	COTTON	DRUM
	MISSILE	NEW YORK	SAHARA
	SAIL	SKATES	UNICORN
Yellow	ATTIC	BRAIN	BUCK
	BUTTON	CAT	DEATH
	LAWYER	PART	PIT
	SECOND	SKULL	TEAR
		TIP	
Black	LAP	PEACH	TORNADO

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track:

Mistake Track:

Target Track:

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

ACE	BOARD	COACH	DOCTOR	DOLLAR
DRESS	FORCE	GREENHOUSE	HOTEL	LEAD
LINK	MINT	MOSES	POINT	PRINCESS
PUPPET	ROUND	SCRATCH	SHAKESPEARE	SISTER
SLEEP	SLIP	SLIPPER	SOLDIER	SQUASH

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	ACE	COACH	DOCTOR
	HOTEL	LINK	MINT
	MOSES	PRINCESS	SOLDIER
Yellow	BOARD	DOLLAR	DRESS
	FORCE	GREENHOUSE	LEAD
	PUPPET	ROUND	SHAKESPEARE
	SLEEP	SLIP	SLIPPER
		SQUASH	
Black	POINT	SCRATCH	SISTER

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

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BACK	BARBECUE	BEACH	BEIJING	BELT
BLOCK	BROTHER	CAMP	CAPTAIN	CRAB
EARTHQUAKE	FLAG	GOLF	HIDE	INK
JEWELER	MAMMOTH	MINE	NIGHT	PEN
PITCHER	SPACE	STETHOSCOPE	VAMPIRE	WEREWOLF

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

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

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APPLE	BEARD	BISCUIT	BLIZZARD	BRAIN
BUBBLE	CLUB	CONDUCTOR	CRANE	CRUSADER
DECK	DISEASE	DOOR	GYMNAST	HORN
KISS	KNOT	LOG	PIN	RAZOR
SPIDER	TELESCOPE	WAKE	WONDERLAND	ZOMBIE

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Green	APPLE	BISCUIT	BLIZZARD
	BUBBLE	CRUSADER	DOOR
	RAZOR	SPIDER	WAKE
Yellow	BEARD	BRAIN	CLUB
	DISEASE	GYMNAST	HORN
	KISS	KNOT	LOG
	PIN	TELESCOPE	WONDERLAND
		ZOMBIE	
Black	CONDUCTOR	CRANE	DECK

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ALIEN	BALLOON	BIG BEN	BOOM	BOX
BUTTON	CAST	CURRY	GREENHOUSE	GYMNAST
HAMBURGER	KING ARTHUR	LACE	MAGICIAN	MAMMOTH
MOSQUITO	OCTOPUS	PART	RAY	ROOT
SALT	SHED	STRAW	TEACHER	TOWER

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

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

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BANK	BULB	CAT	COMPOUND	DELTA
DUST	FLOOR	HALLOWEEN	JAIL	KNIFE
MEDIC	NEEDLE	NINJA	PADDLE	PLANE
POINT	POST	PUPPET	SERVER	SNAKE
SOUND	STICK	VIKING	WHIP	YARD

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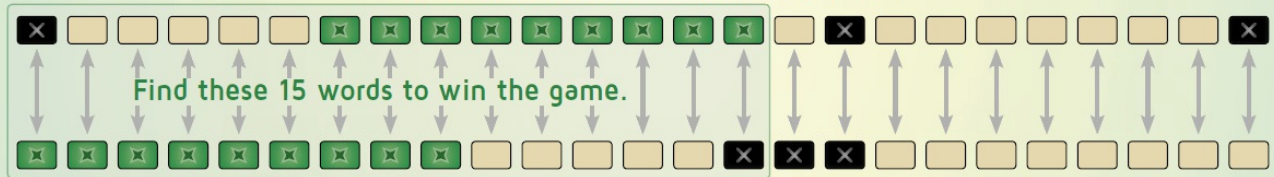
Green	BANK	COMPOUND	DUST
	HALLOWEEN	JAIL	NINJA
	PADDLE	SNAKE	STICK
Yellow	BULB	DELTA	FLOOR
	KNIFE	MEDIC	PLANE
	POINT	POST	PUPPET
	SERVER	VIKING	WHIP
		YARD	
Black	CAT	NEEDLE	SOUND

Codenames Duet Overlap Key

SECRETS OF THE KEY CARD

All key cards are designed according to this diagram. You can use this knowledge to your advantage.

COLORS AS YOUR PARTNER SEES THEM



COLORS AS YOU SEE THEM

End of book. Did you have fun?