

How to Play:

This is a two-player game. Each player has their own synchronized 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 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 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. Words can appear as different colors to the different players; 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 word found, +3 per unused turn, -2 per mistake, -4 if sudden death.

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

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: ☐☐☐ ☐☐

Target 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

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

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

GAME ID: #4 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

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Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

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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	BOOT	CARROT	CHECK
	COWBOY	DRIVER	HIDE
	HOLLYWOOD	MINOTAUR	SEAL

Yellow	BLADE	BOTTLE	COACH
	COPPER	FARM	PEN
	RUBBER	SLED	SLOTH
	SPHINX	STEAM	SWAMP
		TRIANGLE	

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

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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Target Track:

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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	DOCTOR	DRESS	GREENHOUSE
	LINK	POINT	ROUND
	SHAKESPEARE	SLEEP	SOLDIER
Yellow	BOARD	COACH	DOLLAR
	FORCE	HOTEL	MINT
	MOSES	PRINCESS	PUPPET
	SCRATCH	SLIP	SLIPPER
		SQUASH	
Black	ACE	LEAD	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	BACK	BEIJING	BELT
	BLOCK	CAPTAIN	GOLF
	INK	JEWELER	PITCHER
Yellow	BARBECUE	BROTHER	CAMP
	CRAB	EARTHQUAKE	HIDE
	MAMMOTH	NIGHT	PEN
	SPACE	STETHOSCOPE	VAMPIRE
		WEREWOLF	
Black	BEACH	FLAG	MINE

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

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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

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

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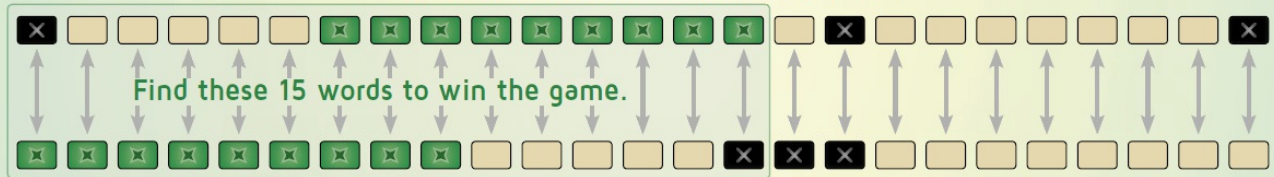
Green	COMPOUND	DELTA	FLOOR
	JAIL	MEDIC	NINJA
	SOUND	VIKING	YARD
Yellow	BANK	BULB	CAT
	DUST	HALLOWEEN	KNIFE
	PADDLE	POINT	POST
	PUPPET	SERVER	STICK
		WHIP	
Black	NEEDLE	PLANE	SNAKE

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?