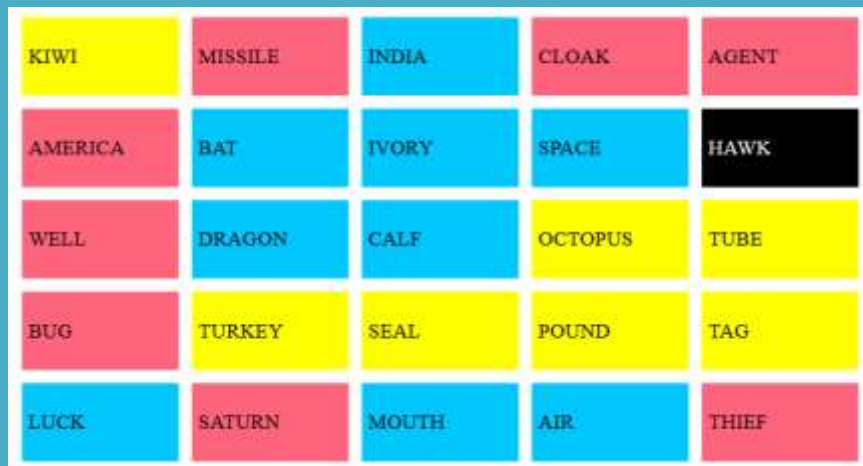


Based on the popular party game "CODENAMES" by Vlaada Chvatil, this electronic version crafted in Python replaces the static cardboard spymaster key card with a small mobile or tablet device running a web browser to provide a dynamic "decoder" during game play. Untethered, by a static key, several optional variants (see [New Rules](#)) have been added to make this game even more fun and challenging:

**Spy Swaps** allow spymasters a limited number of opportunities to exchange codenames between their team's and the opposing team's agents.

**Moles** can be selected to appear randomly to replace existing blue or red agents, keeping everyone on their toes.

**Double Agents** allow spymasters a limited number of opportunities to denote an opposing team's agent as a double agent and obtain credit if contact is made by the opposing team during their next turn.



Typical game in progress screen shot all players (Operatives and Spymasters) see.

Screen shot on smart phone or tablet that only Spymasters see, to "direct" game play.