**ATTEMPT 1 (10 words, 2 coloured each, English, model GPT3.5)**

--- ROUND 1 ---

NARRATOR: it is the turn of team red.

NARRATOR to MASTER(red): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: HOTEL (blue) | GLOVE (neutral) | PHOENIX (neutral) | DRILL (neutral) | CENTER (neutral) | GREEN (red) | CAPITAL (red) | TEMPLE (killer) | DRESS (blue) | OLIVE (neutral) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the red team.

MASTER(red): { "clue": "FASHION", "number": 2 }

NARRATOR to GUESSER(red): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess the word for your team. The actual word board is: HOTEL | GLOVE | PHOENIX | DRILL | CENTER | GREEN | CAPITAL | TEMPLE | DRESS | OLIVE It is your turn, your spymaster gave the clue FASHION.

GUESSER(red): {"clue": "DRESS"}

NARRATOR: A blue word have been selected (blue score = 1).

--- ROUND 2 ---

NARRATOR: it is the turn of team blue.

NARRATOR to MASTER(blue): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: HOTEL (blue) | GLOVE (neutral) | PHOENIX (neutral) | DRILL (neutral) | CENTER (neutral) | GREEN (red) | CAPITAL (red) | TEMPLE (killer) | OLIVE (neutral) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the blue team.

MASTER(blue): { "clue": "Vacation", "number": 2 }

NARRATOR to GUESSER(blue): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess the word for your team. The actual word board is: HOTEL | GLOVE | PHOENIX | DRILL | CENTER | GREEN | CAPITAL | TEMPLE | OLIVE It is your turn, your spymaster gave the clue Vacation.

GUESSER(blue): { "clue": "PHOENIX" }

NARRATOR: A neutral word have been selected.

--- ROUND 3 ---

NARRATOR: it is the turn of team red.

NARRATOR to MASTER(red): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: HOTEL (blue) | GLOVE (neutral) | DRILL (neutral) | CENTER (neutral) | GREEN (red) | CAPITAL (red) | TEMPLE (killer) | OLIVE (neutral) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the red team.

MASTER(red): { "clue": "Monument", "number": 2 }

NARRATOR to GUESSER(red): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess the word for your team. The actual word board is: HOTEL | GLOVE | DRILL | CENTER | GREEN | CAPITAL | TEMPLE | OLIVE It is your turn, your spymaster gave the clue Monument.

GUESSER(red): { "clue": "TEMPL" } !!! ERROR (Guess non in board)

('blue', 'said a word not in the board as a guess', 3)

**ATTEMPT 2 (10 words, 2 coloured each, English, model GPT4o)**

--- ROUND 1 ---

NARRATOR: it is the turn of team blue.

NARRATOR to MASTER(blue): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: GERMANY (neutral) | CANADA (neutral) | BOTTLE (red) | ROCK (blue) | PIN (red) | PASTE (neutral) | ORANGE (neutral) | PAPER (blue) | CHECK (killer) | SWING (neutral) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the blue team.

MASTER(blue): { "clue": "writing", "number": 2 } NARRATOR to GUESSER(blue): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess the word for your team. The actual word board is: GERMANY | CANADA | BOTTLE | ROCK | PIN | PASTE | ORANGE | PAPER | CHECK | SWING It is your turn, your spymaster gave the clue writing.

GUESSER(blue): { "clue": "PAPER" } NARRATOR: A blue word have been selected (blue score = 1). --- ROUND 2 ---

NARRATOR: it is the turn of team red.

NARRATOR to MASTER(red): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: GERMANY (neutral) | CANADA (neutral) | BOTTLE (red) | ROCK (blue) | PIN (red) | PASTE (neutral) | ORANGE (neutral) | CHECK (killer) | SWING (neutral) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the red team.

MASTER(red): { "clue": "container", "number": 2 } NARRATOR to GUESSER(red): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess the word for your team. The actual word board is: GERMANY | CANADA | BOTTLE | ROCK | PIN | PASTE | ORANGE | CHECK | SWING It is your turn, your spymaster gave the clue container.

GUESSER(red): { "clue": "BOTTLE" } NARRATOR: A red word have been selected (red score = 1). --- ROUND 3 ---

NARRATOR: it is the turn of team blue.

NARRATOR to MASTER(blue): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: GERMANY (neutral) | CANADA (neutral) | ROCK (blue) | PIN (red) | PASTE (neutral) | ORANGE (neutral) | CHECK (killer) | SWING (neutral) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the blue team.

MASTER(blue): { "clue": "music", "number": 1 } NARRATOR to GUESSER(blue): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess the word for your team. The actual word board is: GERMANY | CANADA | ROCK | PIN | PASTE | ORANGE | CHECK | SWING It is your turn, your spymaster gave the clue music.

GUESSER(blue): { "clue": "SWING" } NARRATOR: A neutral word have been selected. --- ROUND 4 ---

NARRATOR: it is the turn of team red.

NARRATOR to MASTER(red): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: GERMANY (neutral) | CANADA (neutral) | ROCK (blue) | PIN (red) | PASTE (neutral) | ORANGE (neutral) | CHECK (killer) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the red team.

MASTER(red): { "clue": "Nail", "number": 1 } NARRATOR to GUESSER(red): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess the word for your team. The actual word board is: GERMANY | CANADA | ROCK | PIN | PASTE | ORANGE | CHECK It is your turn, your spymaster gave the clue Nail.

GUESSER(red): { "clue": "PIN" } NARRATOR: A red word have been selected (red score = 2). NARRATOR: The red team reached the goal, the game ends.

('red', 'win', 4)

**ATTEMPT 3 (25 words, 5 coloured each, English, model GPT4o)**

--- ROUND 1 ---

NARRATOR: it is the turn of team blue.

NARRATOR to MASTER(blue): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: AIR (blue) | SUIT (neutral) | LINE (neutral) | STRING (neutral) | POLICE (red) | PRESS (neutral) | HORSESHOE (neutral) | PIT (blue) | SUPERHERO (killer) | SOLDIER (neutral) | MEXICO (neutral) | MOUTH (neutral) | PISTOL (blue) | BOW (red) | WATER (red) | INDIA (neutral) | LEAD (neutral) | BOARD (neutral) | SHARK (blue) | EAGLE (red) | LUCK (neutral) | CAT (blue) | NUT (neutral) | PASS (neutral) | SHAKESPEARE (red) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the blue team.

MASTER(blue): clue = animal, number = 2

NARRATOR to GUESSER(blue): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess ONLY ONE WORD for your team. The actual word board is: AIR | SUIT | LINE | STRING | POLICE | PRESS | HORSESHOE | PIT | SUPERHERO | SOLDIER | MEXICO | MOUTH | PISTOL | BOW | WATER | INDIA | LEAD | BOARD | SHARK | EAGLE | LUCK | CAT | NUT | PASS | SHAKESPEARE It is your turn, your spymaster gave the clue animal.

GUESSER(blue): guess = CAT

NARRATOR: A blue word have been selected (blue score = 1).

NARRATOR to GUESSER(blue): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess ONLY ONE WORD for your team. The actual word board is: AIR | SUIT | LINE | STRING | POLICE | PRESS | HORSESHOE | PIT | SUPERHERO | SOLDIER | MEXICO | MOUTH | PISTOL | BOW | WATER | INDIA | LEAD | BOARD | SHARK | EAGLE | LUCK | NUT | PASS | SHAKESPEARE It is your turn, your spymaster gave the clue animal.

GUESSER(blue): guess = EAGLE

NARRATOR: A red word have been selected (red score = 1).

--- ROUND 2 ---

NARRATOR: it is the turn of team red.

NARRATOR to MASTER(red): We are playing the board game CODENAMES, and your role will be the spymaster. Given a list of words, each with an associated color, you need to help your team's guessers find only the words with your team's color. The actual word board is: AIR (blue) | SUIT (neutral) | LINE (neutral) | STRING (neutral) | POLICE (red) | PRESS (neutral) | HORSESHOE (neutral) | PIT (blue) | SUPERHERO (killer) | SOLDIER (neutral) | MEXICO (neutral) | MOUTH (neutral) | PISTOL (blue) | BOW (red) | WATER (red) | INDIA (neutral) | LEAD (neutral) | BOARD (neutral) | SHARK (blue) | LUCK (neutral) | NUT (neutral) | PASS (neutral) | SHAKESPEARE (red) YOU NEED TO PROVIDE THEM WITH A ONE-WORD CLUE (that is not on the board) and A NUMBER that represents the number of words on the board related to that clue. WARNING: if your team guesses the 'assassin' word, they lose instantly. You are on the red team.

MASTER(red): clue = performance, number = 2

NARRATOR to GUESSER(red): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess ONLY ONE WORD for your team. The actual word board is: AIR | SUIT | LINE | STRING | POLICE | PRESS | HORSESHOE | PIT | SUPERHERO | SOLDIER | MEXICO | MOUTH | PISTOL | BOW | WATER | INDIA | LEAD | BOARD | SHARK | LUCK | NUT | PASS | SHAKESPEARE It is your turn, your spymaster gave the clue performance.

GUESSER(red): guess = SHAKESPEARE

NARRATOR: A red word have been selected (red score = 2).

NARRATOR to GUESSER(red): We are playing the board game CODENAMES, and your role will be the guesser. Given a list of words and a clue from your spymaster, you need to guess ONLY ONE WORD for your team. The actual word board is: AIR | SUIT | LINE | STRING | POLICE | PRESS | HORSESHOE | PIT | SUPERHERO | SOLDIER | MEXICO | MOUTH | PISTOL | BOW | WATER | INDIA | LEAD | BOARD | SHARK | LUCK | NUT | PASS It is your turn, your spymaster gave the clue performance.

GUESSER(red): guess = SUPERHERO

NARRATOR: The killer word have been selected, the game ends.

('blue', 'killer', 2)

**ATTEMPT 4 (10 words, 2 coloured each, Italian, model GPT4o)**

**ma il system prompt era ancora in inglese**

--- ROUND 1 ---

NARRATOR: it is the turn of team blue.

NARRATOR to MASTER(blue): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del master. Data una lista con delle parole, accompagnate da un colore, devi cercare di far indovinare agli indovini della tua squadra, solo le parole con il colore della tua squadra. La board al momento è: | SOGNO (neutral) | LIMITE (red) | ALBERO (neutral) | ROBA (killer) | PALAZZO (blue) | MAESTRO (neutral) | ORIGINE (neutral) | MONDO (red) | TERRITORIO (neutral) | REPUBBLICA (blue) | DEVI FORNIRNGLI UN INDIZIO DI UNA PAROLA (che non sia nella board) e UN NUMERO che rappresenta il numero di parole della board relazionate a quell'indizio. ATTENTO: se la tua squadra indovina la parola 'killer' perde istantaneamente. Fai parte della squadra blue.

MASTER(blue): clue = government, number = 2

NARRATOR to GUESSER(blue): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del guesser. Data una lista con delle parole e un indizio da parte del tuo master devi cercare di indovinare UNA SOLA PAROLA della tua squadra. La board al momento è: | SOGNO | LIMITE | ALBERO | ROBA | PALAZZO | MAESTRO | ORIGINE | MONDO | TERRITORIO | REPUBBLICA | è il tuo turno, il tuo master ha dato l'indizio government.

GUESSER(blue): guess = REPUBLICA

!!! ERROR (Guess non in board)

('red', 'said a word not in the board as a guess', 1)

**ATTEMPT 5 (10 words, 2 coloured each, Italian, model GPT4o)**

**corretto system prompt in base alla lingua**

--- ROUND 1 ---

NARRATOR: it is the turn of team blue.

NARRATOR to MASTER(blue): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del master. Data una lista con delle parole, accompagnate da un colore, devi cercare di far indovinare agli indovini della tua squadra, solo le parole con il colore della tua squadra. La board al momento è: | GUARDIA (neutral) | EPOCA (neutral) | FINE (blue) | CONCETTO (blue) | CAUSA (neutral) | | FOLLA (neutral) | COSTRUZIONE (red) | AFFARE (killer) | DIFESA (red) | PEZZO (neutral) | | DEVI FORNIRNGLI UN INDIZIO DI UNA PAROLA (che non sia nella board) e UN NUMERO che rappresenta il numero di parole della board relazionate a quell'indizio. ATTENTO: se la tua squadra indovina la parola 'killer' perde istantaneamente. Fai parte della squadra blue.

MASTER(blue): clue = astratto, number = 2

NARRATOR to GUESSER(blue): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del guesser. Data una lista con delle parole e un indizio da parte del tuo master devi cercare di indovinare UNA SOLA PAROLA della tua squadra. La board al momento è: | GUARDIA | EPOCA | FINE | CONCETTO | CAUSA | FOLLA | | COSTRUZIONE | AFFARE | DIFESA | PEZZO | è il tuo turno, il tuo master ha dato l'indizio astratto.

GUESSER(blue): guess = CONCETTO

NARRATOR: A blue word have been selected (blue score = 1).

NARRATOR to GUESSER(blue): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del guesser. Data una lista con delle parole e un indizio da parte del tuo master devi cercare di indovinare UNA SOLA PAROLA della tua squadra. La board al momento è: | GUARDIA | EPOCA | FINE | CAUSA | FOLLA | COSTRUZIONE | | AFFARE | DIFESA | PEZZO | è il tuo turno, il tuo master ha dato l'indizio astratto.

GUESSER(blue): guess = EPOCA

NARRATOR: A neutral word have been selected.

--- ROUND 2 ---

NARRATOR: it is the turn of team red.

NARRATOR to MASTER(red): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del master. Data una lista con delle parole, accompagnate da un colore, devi cercare di far indovinare agli indovini della tua squadra, solo le parole con il colore della tua squadra. La board al momento è: | GUARDIA (neutral) | FINE (blue) | CAUSA (neutral) | FOLLA (neutral) | COSTRUZIONE (red) | | AFFARE (killer) | DIFESA (red) | PEZZO (neutral) | DEVI FORNIRNGLI UN INDIZIO DI UNA PAROLA (che non sia nella board) e UN NUMERO che rappresenta il numero di parole della board relazionate a quell'indizio. ATTENTO: se la tua squadra indovina la parola 'killer' perde istantaneamente. Fai parte della squadra red.

MASTER(red): clue = protezione, number = 2

NARRATOR to GUESSER(red): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del guesser. Data una lista con delle parole e un indizio da parte del tuo master devi cercare di indovinare UNA SOLA PAROLA della tua squadra. La board al momento è: | GUARDIA | FINE | CAUSA | FOLLA | COSTRUZIONE | AFFARE | | DIFESA | PEZZO | è il tuo turno, il tuo master ha dato l'indizio protezione.

GUESSER(red): guess = DIFESA

NARRATOR: A red word have been selected (red score = 1).

NARRATOR to GUESSER(red): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del guesser. Data una lista con delle parole e un indizio da parte del tuo master devi cercare di indovinare UNA SOLA PAROLA della tua squadra. La board al momento è: | GUARDIA | FINE | CAUSA | FOLLA | COSTRUZIONE | AFFARE | | PEZZO | è il tuo turno, il tuo master ha dato l'indizio protezione.

GUESSER(red): guess = GUARDIA

NARRATOR: A neutral word have been selected.

--- ROUND 3 ---

NARRATOR: it is the turn of team blue.

NARRATOR to MASTER(blue): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del master. Data una lista con delle parole, accompagnate da un colore, devi cercare di far indovinare agli indovini della tua squadra, solo le parole con il colore della tua squadra. La board al momento è: | FINE (blue) | CAUSA (neutral) | FOLLA (neutral) | COSTRUZIONE (red) | AFFARE (killer) | | PEZZO (neutral) | DEVI FORNIRNGLI UN INDIZIO DI UNA PAROLA (che non sia nella board) e UN NUMERO che rappresenta il numero di parole della board relazionate a quell'indizio. ATTENTO: se la tua squadra indovina la parola 'killer' perde istantaneamente. Fai parte della squadra blue.

MASTER(blue): clue = termine, number = 1

NARRATOR to GUESSER(blue): Stiamo giocando al gioco da tavola NOMI IN CODICE, il tuo ruolo sarà quello del guesser. Data una lista con delle parole e un indizio da parte del tuo master devi cercare di indovinare UNA SOLA PAROLA della tua squadra. La board al momento è: | FINE | CAUSA | FOLLA | COSTRUZIONE | AFFARE | PEZZO | | è il tuo turno, il tuo master ha dato l'indizio termine.

GUESSER(blue): guess = FINE

NARRATOR: A blue word have been selected (blue score = 2).

NARRATOR: The blue team reached the goal, the game ends.

('blue', 'win', 3)