

RULEBOOK

Event Type: A Team-based guesstimate event.

Team Size: Individual Participation(Teams will be randomly made during the event)

Register here:

Registration deadline:

Event Date:

Basic Idea:

1. Players split into two teams: blue and red.
2. One player of each team is selected as the team's spymaster; the others are field Operatives.
3. Twenty-five codename cards, each bearing a word related to tech , are laid out in a 5×5 grid in random order.
A number of these words represent blue agents, a number represent red agents, one represents an assassin, and the rest represent innocent bystanders.
4. Spymasters know the secret identities of 25 agents. Their teammates know the agents only by their codenames.
5. Spymaster will give one-word clues that can point to multiple words on the board. The Other players on the team attempt to guess their team's words while avoiding the words of the other team
6. The field operatives must always make at least one guess. Any wrong guess ends the turn immediately, but if the field operatives guess a word of their team's color, they can keep guessing.
7. Spymasters take turns giving clues. After a spymaster gives a clue, his or her team starts guessing. Their turn ends when they guess wrong, when they decide to stop, or when they have made the maximum number of guesses for that clue. Then it is the other team's turn.
8. The starting team has 9 words to guess. The other team has 8. The starting team will give the first clue of the game.
9. The game ends when one team has all their words covered. That team wins. It is possible to win on the other team's turn if they guess your last word. The game can end early if a field operative makes contact with the assassin. That operative's team loses.

For More information : <https://czechgames.com/files/rules/codenames-rules-en.pdf>

MEETING LINK:

WHATSAPP GROUP LINK:

PRIZE POOL: