CODENAMES
Call Number: GVB039 (Progress, Morningside)

Give clues that will help your teammates contact their secret agents.
The team that contacts all their agents first wins!

GETTING STARTED
1. Split into two teams with one spymaster each — the spymasters should sit opposite the other players.
2. Place the 25 cardboard cards by the spymasters.
3. Shuffle 25 codename cards and place them in the middle of the table in a 5 x 5 pattern.
4. Randomly choose one key card for the spymasters.
5. The team on the key card lights takes the first turn.

WINNING THE GAME
The team that contacts all their agents first wins, but:
- The team that played first needs to contact one more agent than the other team — 9 instead of 8 agents.
- If you contact the Assassin, you immediately lose!

TAKING YOUR TURN
1. The spymaster gives a clue to their team that relates to some of the codenames matching their team on the key card — the clue must be one word only plus the number of words to guess.
   - For example, a good clue for AMAZON, BED, AND MOUTH would be RIVER 3.
   - The word must not be any of the words currently visible on the codename grid.
   - The number must relate only to the number of words they want their team to guess.
   - You can relate as few or as many words as you want — more than 3 is very hard!
   - The spymaster cannot give any other clues, verbal or non-verbal.
2. The rest of the team discusses which codenames to guess and touches the codename cards.
   - The team must guess at least once, up to the number the codemaster said plus one.
   - When the team guesses a word, the spymaster covers it with the appropriate agent, bystander, or assassin card.
   - If the team guessed correctly, they can keep guessing until they run out of guesses.
   - If the team guessed incorrectly, their turn ends.
3. Play passes to the other team.

TIPS
- Look at the whole board, not just your colour — your team might choose the other team's words!
- Sometimes simpler is better — try for 1 or 2 codenames at first.
- Avoid saying or touching codenames accidentally!
- Make sure you give clues your teammates will understand.
- The double-agent card is for the team that goes first.
- Check the official rules for advanced information about legal clues.

You can borrow this game from the library! Bring the call number on this page to the front desk. You can borrow board games for one week.

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