Codenames

Competitive – two teams

Ages 10+

Playing time: 15 minutes
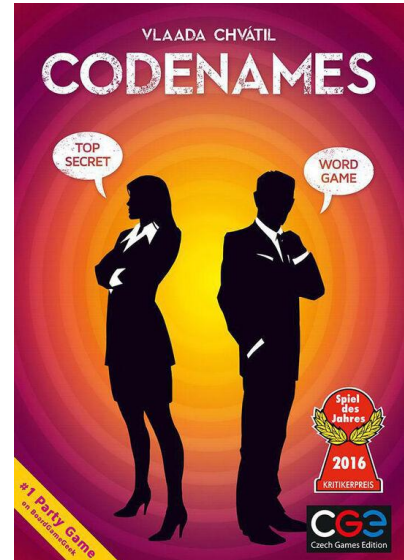
2-8+ players

Reading required to play

No math required to play

Time to learn: 5-10 minutes

Strategy level:

1 goal/ strategy	2-3 goals/ strategies	4+ goals/ strategies

Uncover the secret identities of agents on your team! In Codenames, your team's spymaster will give a 1-word clue along with the number of secret codewords related to that clue. Your team will then try to guess the codewords that belong to your team using the spymaster's clue. Be careful not to guess the deadly black card that causes your team to lose immediately! The first team to uncover all their codewords wins!