Quick Start Instructions

Codenames (2-8+ players)

Setup:

- Players split into 2 equal teams, a **Red Team** and a **Blue Team**.
- Each team chooses 1 player to be their **Spymaster**. Both spymasters sit on the **same** side of the table, across from the other "Operative" players.
- Randomly choose **25 codename cards** and arrange them in a **5x5 grid**.
- The spymasters draw **1 key card** to share and put it in its stand so only they can see it. The key card represents the 5x5 grid of codename cards. **Blue squares** correspond to words that Blue Team must guess. **Red squares** show words that Red Team must guess. **Grey squares** are neutral, and the **Black square corresponds to the deadly word that should never be picked**!
- Place the blue or red agent cards in front of each their spymasters. Place the grey and the deadly black agent card in between the spymasters.

How to Play:

- The 4 squares around the edge of the key card show which team starts. This team will have one more agent codename (9 instead of 8) to discover.
- Spymasters take turns saying a **1-word clue aloud** to their team, along with the number of agent codenames that are related to that clue.
  - *Example: Two of the blue team's words are NUT and BARK. Both grow on trees, so the blue spymaster says TREE: 2.*
- The spymaster's team tries to figure out what the clue means. When they agree, 1 player touches that codename card. Make at least 1 guess per turn.
- The spymaster checks the key card. What did your team guess?
  - A codeword that belongs to your team? Cover the card with an agent card in your colour. Players may make another guess (no more clues!)
  - A grey card? Cover it with a grey agent card. Your turn ends.
  - A card that belongs to the other team? Cover it with one of their agent cards (the opposite colour). Your turn ends.
  - The deadly black card? Oh no! Your team immediately loses the game.

Game End:

- The game ends when a team has all their words covered. That team wins!
- The game can end early if a team guesses the black card. That team loses.