

## A few rules & regulations - as we play it

### You done wrong !

After a spy-master gives an invalid clue the team's turn ends.  
You may allow the opposing spy-master to cover one of their codenames, as an extra penalty.

### Lips stay sealed

Spy-masters must never give information of any kind whatsoever relating to codenames that were left unsolved.

One word is all they are ever permitted to give. No chatterbox spy-masters please!

### Clues - some 'musts' and some 'mays' ....

Clues must relate to codenames' meanings, and cannot refer to parts of them.  
So, for codenames *bed*, *bug*, and *banana*, the clue "B - 3" is not permitted.

Numbers and letters are OK provided they refer to meanings, as in "X - 1" for *ray* and "8 - 3" for *octopus*, *spider*, and *figure*.

Clues must be in English unless the non-English word is commonly used by English speakers, such as "strudel - 1" for the codename *apple*. Widely published or performed nonsense or fictitious words may be used - such as *supercalifragilisticexpialidocious*.

No grammatical form of a visible word may be used: so if the codename *break* is still on display, broken or breakage cannot be used.

No part of a still-visible word may be used, as in the codename *horseshoe*. Neither horse nor shoe can be used as clues whilst it's visible. If it disappears, its components may be used.

To give a clue that has different pronunciations, you may spell it rather than be confined to one of its pronunciations - as in *bow*. You cannot re-utter words using different pronunciations.

If a visible codename is *night*, you are permitted to spell out k-n-l-g-h-t to help agents to locate a different word: one that's not *night*.

You may spell clues if agents ask - nothing more ! The other spy-master may assist if asked.

Proper names of people or places are permitted, including fictitious ones: *Cinderella*.  
(Decide whether to permit full names, as in *Ella Fitzgerald*, or *Middle Wallop*.)

Rhyming words may be used when their meaning is linked, but not when it's only their sound that is. So *snail* and *scale* are not permitted, but *snail* and *mail* are.

Common abbreviations may be permitted, like USA or PhD. *Decide before starting if possible*.

Hyphenated words may be permitted, but caution is advised.



## CodeNames

Resumé of rules and helpful reminders



### We're spies & agents

The game's a two-team competition. There are two spy-masters, each with their operatives out there in the field. They're identified only by codenames.

### How do we advance our cause?

There's no direct competition: no moving pieces. It's all down to the giving of clues by spy-masters, and their correct interpretation by their operatives.

The aim is to place all eight of your team's agent-cards on the table, and to avoid being assassinated before you do so.

### Setting things up

There are twenty five single-word codenames on display, in a five by five grid. Sixteen of these are the secret codenames of operatives: **eight** blue, and **eight** red.

Everyone can see the words, but only the spy-masters know which are codenames for operatives, and which side they belong to.

As well as the spies, there are seven innocent bystanders. They have absolutely nothing to do with the comings and goings and dirty dealings.

There's also an assassin, with no loyalty to either reds or blues: happily kills either.

Each of the two spy-masters has a supply of eight cards with images of agents on them - one red set, one blue set.

There also is one card showing a double agent with sunglasses. It's red on one side, and blue on the other.

The team that's starting the game adds this card to their eight. That team, then, starts the game with an extra operative: nine, rather than eight.





## How do they know who's who?

Seen only by the spy-masters is a small 5 by 5 location key-card. It shows where the agents are on the grid: **red** on red squares, **blue** on blue. The picture above shows how it's done, with many of the operatives' cards already laid out.

The key-card also shows blank, pale coloured squares, which is where bystanders are located, and one with a black cross: the assassin (who's not been located as yet).

The operatives have no idea who's where! They will be helped to identify the locations of their own espionage colleagues by the clever spy-masters.

The coloured 'lights' at the edge of the key-card show which team will begin the game.

## Come on then, give us a clue!

At their turn, spy-masters must state a single-word clue to their agents. The clue must in some way relate in meaning to the codenames of their own agents: perhaps just to one of the codenames, but possibly to more.

By giving a clue that links to more than one, they increase the chances of their agents locating their colleagues before opponents can locate theirs.

Of course, the clue may never include any of the codenames that are showing: or part thereof.

When saying the word, spy-masters also **must** say how many of their agents' codenames relate to their clue. This information must **never** be deferred.

They are not permitted to give any extra information of any kind, verbal or nonverbal: no accents or rolling eyes, no nods or winks, no matter how 'innocent' it might seem.

And there's no need to say "this is really hard" - because it always is! You can 'oh dear, oh dear' 'til the cows come home - but it won't help.

### Example

If there are blue operatives with the codenames Nut and Bark, the blue spy-master might come up with the clue Tree - since both nut and bark grow on trees.

## Cracking clues

The operatives **must** make at least one guess. They can make other guesses if one's been successful: they don't have to. They can try to guess all that the spy-master has hinted at this time, and even ones that they didn't identify on earlier tries.

They're allowed **one more** guess than the number the spy-master stated: no more.

They're allowed to discuss their options as they work together to solve the clue.

When they're ready, one of them touches a card they think is right. If it is right, their spy-master places a card of their colour on it.

If the agents are trying to locate more than one, they must touch only **one at a time** - touch it, and wait until the spy-master has given feedback before touching any others.

### If it wasn't right ... it always means it's the end of their turn!

If they touch an opponent's codename, the card is covered by an opposing agent-card.

If they touch a bystander, the codename's covered by a bystander card.

If they touch the assassin, they lose the game - the spy-master's done for!