

Codenames leaflets

Don't print this - the leaflet starts on next page



It simply isn't always convenient to pass rules to and fro - and **Codenames** isn't easy for **everyone** to undersand, first time around.

Each player gets ...

- a rules resumé
- including some notes on how the identity guessing works
- a guide to some do's and don'ts

Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



Fun, popular games available from FunGames4CasualPlayers.com



[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

[Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

A few rules & regulations



You done wrong !

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

Lips stay sealed

Spy-controllers 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-controllers please!

Clues - some 'musts' and some 'may's'

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 controller may assist if asked.

Proper names of people or places are permitted, including fictitious ones: *Cinderella*.
****Decide beforehand 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 (snail-mail).

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

Hyphenated words may be permitted, but caution is advised.



CodeNames

Resumé of rules and helpful reminders



We're spies and agents

The game's a two-team competition. There are two spy-controllers, each with their team of operatives, who are out there in the field.

Those operatives are identified by code-names, written on cards.

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 team-mates.

The aim is for the controllers to place all of their team's coloured agent-cards on the table, and to avoid being assassinated before they can do so.

Setting things up

There are twenty five single-word code-names on display, in a five by five grid. Seventeen of these are the secret code-names of operatives: **some** blue, and **some** red.

Everyone can see the words, but only the two spy-controllers know which are code-names for operatives, and which side they belong to.

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

There's also an **assassin**, who has no loyalty to either reds or blues, but happily kills either.

Each of the two spy-controllers has a supply of 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.
So that team starts the game with an extra operative - they have **nine** rather than eight.





How do the controllers know who's who?

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

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

The co-player operatives have no idea who's where! But they will be helped to identify the locations of their own espionage colleagues by the clever spy-controllers ~ hopefully . 😊

The coloured 'lights' at the four edges of the key-card show which team will begin the game. This one's **red**, so there are **nine** red operatives to be located.

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 code-names of their own agents: perhaps just to one of the code-names that can be seen, but **preferably** 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 code-names that are showing: or part thereof.

When saying the word, spy-controllers also must say how many of their agents' code-names 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 out there with the code-names Nut and Bark, the blue spy-controller 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-controller has hinted at this time, **and** ones that they didn't identify on earlier tries.

They're allowed **one more** guess than the number the spy-controller 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-controller 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-controller 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 code-name, the card is covered by an opposition colour-card.

If they touch a bystander, the code-name is covered by a bystander card.

If they touch the **assassin** they lose the game - the spy-controller's been done in!

