



GAME



CODENAMES



OBJECTIVES

Be the first team to identify all of your team's secret words using clever one-word clues.



SETUP

1. Arrange 25 word cards in a 5x5 grid.
2. Assign one spymaster per team. Spymasters share the key card showing which words belong to each team.



GAMEPLAY

1. Spymasters give one-word clues and a number indicating how many words are related.
2. Teammates guess words by touching cards.
3. The first team to identify all their words wins. Avoid the assassin's word or lose instantly.



WINNING

The first team to uncover all of their words without hitting the assassin wins.



PLAY

