

CODENAMES



In **Codenames**, two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words. Their teammates try to guess words of the right color (red or blue). And everyone wants to avoid the assassin.

- 2-8 Players
- 15 Minutes
- Ages 14+

Game Type

- Party
- Family
- Word

Game Mechanism

- Deduction
- Memory
- Pattern Recognition

Game Theme

- Spies
- Secret Agents

IF YOU LIKE THIS GAME, TRY
PANDEMIC!



Inventory

- 8 Red Agent Cards
- 8 Blue Agent Cards
- 1 Double Agent Card
- 7 Innocent Bystanders Cards
- 1 Assassin Card
- 40 Key Cards
- 200 Double-sided Word Cards
- 1 Sand Timer
- Rules

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040 \$aCaNSH \$beng \$cCaNSH \$erda \$dPaWgUMF

245 00 \$aCodenames \$h[game] / \$cVlaada Chvatil.

246 30 \$aCode names

246 30 \$aCodenames

264 1 \$aKladno, Czech Republic : \$bC.G.E. Czech Games Edition, \$c2015.

300 \$a1 game (16 agent cards in two colors, 1 double agent card, 7 innocent bystander cards, 1 assassin card, 40 key cards, 1 rulebook, 1 card stand, 1 timer, 200 cards with 400 codenames) : \$bcardboard, plastic ; \$cin box 23x16 cm

336 \$atactile three-dimensional form \$btcf \$2rdacontent

337 \$aunmediated \$bn \$2rdamedia

338 \$aobject \$bnr \$2rdacarrier

520 \$aTwo rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES. The teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin!

521 1 \$aAges 14+, 2-8 players, [15 min. game].

650 0 \$aSpies \$xGames.

655 7 \$aBoard games.

999 \$aUMO