



I'm not robot



**I am not robot!**

Lay out cards, each bearing a single word. Hi there! The goal of "Codenames" is to correctly identify all of your team's words from the grid of words on the table, based on a one-word clue given by your team's spymaster. Each game has one key that reveals the secret identities of the cards on the table. The goal of "Codenames" is to correctly identify all of your team's words from the grid of words on the table, based on a one-word clue given by your team's spymaster. You also say one number, which tells your teammates how many codenames are related to your clue.

[Codenames Card template, pdf form for custom words, vTake card backs here](#) Randomly choose codenames and place them on the table in a bygrid. Double-sided key cards allow all. If you are the spymaster, you are trying to think of a one-word clue that relates to some of the words your team is trying to guess. Each game has one key that reveals the secret identities of the cards on the table. The goal of "Codenames" is to correctly identify all of your team's words from the grid of words on the table, based on a one-word clue given by your team's spymaster. The key. The first team to collect all their agents. In Codenames, two teams compete to see who can make contact with all of their agents first. This will mix the words more thoroughly. When you think you have a good clue, you say it. This will mix the words more thoroughly. The key. The first team to identify all their words or the team that identifies the assassin word loses the game. When you think you have a good clue, you say it. You'll be working as a team to try and complete the challenge. To play Codenames, teams use one word clue cards to reveal secret agents in a bygrid, identified as a word, bringing them to safety. Yay!

[Codenames Card template, pdf form for custom words, vTake card backs here](#) Randomly choose codenames and place them on the table in a bygrid. Note: While shuffling the codename cards, be sure to flip over half the k once in a while. Please tag me @mikylacreates if you make a Codenames game! The first TRY CODENAMES DUET Codenames Duet is a cooperative version of Codenames specifically designed for small numbers of players. When you think you have a good clue, you say the codenames your team is trying to identify as agents. You're going to love your printable Codenames! You'll be working as a team to try and complete the challenge. There are also different variations of how to play based on if you only have two or three people playing. If you are the active team's Spymaster, you need to give a one-word clue that relates to some of the codenames your team is trying to identify as agents. The spymasters look at a card. [Codenames Printable](#). Note: While shuffling the codename cards, be sure to flip over half the k once in a while. The first team to identify all their words or the team that identifies the assassin word loses the game. In the game Codenames, you are trying to correctly code and locate your agents without landing on any opponents agents. You also say one number, which tells your teammates how many. In the game Codenames, you are trying to correctly code and locate your agents without landing on any opponents agents.