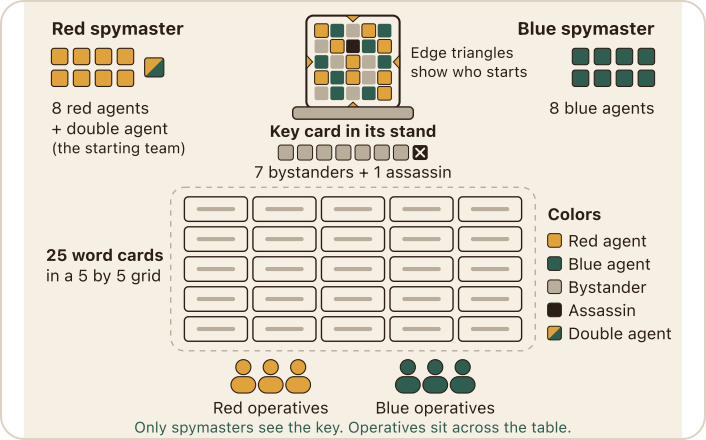
THE LUDARIUM · TEACH SHEET

Teach Codenames in ten minutes

4 to 8 or more players · About 15 minutes · Ages 10 and up

The goal: Be the first team to find all of your agents, and never touch the assassin.



On your turn

1. Spymaster gives 1 word and 1 number, like ocean: 2. Nothing else.
2. Operatives talk it over, then touch 1 word card.
3. Spymaster covers it with the tile the key card shows.
4. Your color: guess again, up to the number plus one.
5. A bystander or the other team's word ends your turn.
6. The assassin: your team loses right away.
7. Stop after any right guess, but always make at least 1.

Three tips for your first game

1. Spymasters: give clues for 2 most of the time. Safe beats clever.
2. Before you say a clue, check it against the assassin.
3. Operatives: guess your surest word first, and stop when you are unsure.

Setup

1. Split into red and blue teams of about equal size, at least 2 players each.
2. Each team picks 1 spymaster. Everyone else is an operative.
3. Both spymasters sit on one side, across the table from their operatives.
4. Lay out 25 random word cards in a 5 by 5 grid.
5. Spymasters slide a random key card into the stand. Only they look at it.
6. Each spymaster takes 8 agent tiles. Bystanders and the assassin go between them.
7. Triangles on the key's edge show who starts. That team adds the double agent.

Scoring

- No points to count. Covered words are the score.
- The starting team finds 9 words; the other team finds 8.
- Touch the other team's word and it counts for them.
- Clues are about meaning, not letters or where cards sit.
- No clue can be any form of a word still showing, or part of a compound one.
- Invalid clue: your turn ends, and the other spymaster may cover one of their words.

Game end: A team wins when all of its words are covered, even if the other team uncovered the last one. Touch the assassin and the other team wins at once.

Free course: theludarium.com/academy/codenames/

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