

## Codenames Duet Rules Summary (v1) - Example after a few turns (notice: cards face the person who guessed):

				
				
				
				
	 			

Correct guess Agent cards face the person who guessed correctly. Their "oops" token also is facing them!

### Setup:

1. Players sit at opposite sides of the table (*this is because green agent cards and bystander tokens are placed facing them as the game progresses, which is actually quite important*).
2. Place 25 random word cards in a 5x5 grid.
3. Place the 15 **green** agent cards where players can reach them
  - Place the **black** assassin card by them (*it ends the game*).
4. Place 9 bystander tokens (also used as timer tokens) nearby.
5. Choose one grid key card in a way that players only see THEIR side of the card (from under the table, etc).
  - 9 **green** boxes are agents you want the other to guess.
  - 13 **tan** boxes are bystanders (ends a turn if guessed).
  - 3 **black** boxes are assassins (ends the game if guessed).

### Gameplay (similar to Codenames, but different in details):

1. One player gives a ONE WORD clue and a NUMBER.
  - The number is how many boxes they think it applies to.
2. The other player touches a word card as their guess.
  - If correct, cover that box with a **green** secret agent card.
    - Cards should be placed facing the person who guessed.
  - They may guess as many times as they wish (at least once).
    - Choosing to end a turn, place one timer token in front of you (do not take one if you made an incorrect guess).
    - Incorrect guess: choosing a **tan** bystander. Place a bystander token on the word guessed facing them.
    - It is now the other players turn (back to step 1).
  - If they guess a **black** box, it is an assassin. The game ends.

### End Game Conditions:

- **WIN**: Uncover all 15 Secret Agents (**green** cards all on grid).
- **SUDDEN DEATH**: Run out of timer/bystander tokens:
  - No one gives any more clues! (*shhhh! Quiet!*)
  - One at a time, players touch one word.
    - If correct, cover it with a **green** agent card (**WIN** if it is the last **green** card).
    - If incorrect (black or tan) the game ends: **LOSE**.
- **LOSE**: Guess a box with the Assassin (black on key card).

### MISSION MAP (an option to just playing standard games):

- Take a Mission Map. Mark the circle by "Prague" (completed)
- Choose another mission connected to your last mission.
  - After Berlin, Moscow or Cairo continue from anywhere along your completed missions line.
- Set Up: There are 2 numbers after the name of each mission.
  - The first number is how many turns you get.
    - Put this many timer/bystander tokens in a "time bank".
  - The second number is how many acceptable mistakes.
    - Set this number of tokens to be "bystander" side up.
    - The rest are set to the **green checkmark** side up.
- Choosing to stop guessing: take a **green checkmark** token.
- Incorrect guess, take a bystander token. If none left, take 2 **green checkmark** tokens (flip them and place on grid).
- If using the last token, go into **Sudden Death**.
- If only one token left and you need to draw 2: **LOSE**.