

How to Play:

This is a team vs team game. Players are divided roughly equally into a blue team and a red team, and one player on each team plays as the leader of that team. Each team leader has their own book (though they can share a single book); the rest of the players can share the third "guessers" book.

A set of 25 words is provided to the group. Only the team leaders know which of these words are considered to be blue team words, which are red team words, which are neutral (yellow) words, and which one word is the assassin (black) word. Team leaders take turns providing a clue to their teammates to help them guess the words that belong to their team.

On their turn, the team leader says exactly one word and one number to their teammates, who must then collectively guess a single word that they think belongs to their team's color. A clue word cannot be in the word list in any form and must relate to the meaning of the words. The leader is allowed to spell the word.

After the teammates choose a word, the team leader looks up the color of the word on their sheet and reports the result:

- If the color of the word is BLACK, the team loses the game immediately, and the other team wins.
- If the color of the word is YELLOW, the guess was wrong (but not fatally so), and the turn ends. The next team leader will now take a turn.
- If the color of the word matches the *other* team's color, the guess was wrong (and helps the other team), and the turn ends. The next team leader will now take a turn.
- If the color of the word matches the team color, it is a correct guess. The teammates may now, if they wish, make an additional guess (possibly related to a previous clue) and repeat the resolution process above, with the restriction that the maximum number of guesses on a given turn are the number specified by the clue giver plus one.
- The game ends in a victory if a team manages to guess all of the words belonging to their color.

Remember: Team leaders must never give any indication about whether a correct guess was the word they were thinking of when they gave the clue, and must refrain from any comments, inflections, or reactions that could assist the guesser.

Note: Each game has a random starting team that must give the first clue. That team will always have one more word that needs to be guessed than the other team.

Credits: Based on [Codenames](#) by Vlaada Chvatil from Czech Games Edition. Play by paper version coded by www.donationcoder.com.

GAME ID: 1
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOARD	DICE	KILT
	LONDON	PITCHER	SCUBA DIVER
	SHOWER	STABLE	

Red	AFRICA	ATLANTIS	COTTON
	CRICKET	JET	KEY
	RODEO	SCROLL	SPOON

Yellow	ASH	AUSTRALIA	HALLOWEEN
	MISS	TELESCOPE	TUTU
	VACUUM		

Black	BUNK		
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AREA FOR NOTES

GAME ID: 2
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BAY	BISCUIT	FALL
	HAIR	PAINT	POOL
	RUST	SPOON	VAMPIRE

Red	CASTLE	HELMET	JAM
	NOSE	PALM	ROLL
	VAN	WOOL	

Yellow	ASTRONAUT	BABY	DRAGON
	FILE	KETCHUP	LADDER
	MODEL		

Black	VIRUS
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AREA FOR NOTES

GAME ID: 3
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ANCHOR	BED	DISEASE
	GREECE	MODEL	PADDLE
	PEARL	SPRAY	

Red	CAPTAIN	CRUSADER	ENGLAND
	LEAD	LEPRECHAUN	PHEONIX
	PIG	SPOT	WORM

Yellow	BEAT	MERCURY	OCTOPUS
	POP	SAIL	SCORPION
	STREAM		

Black	CURRY		
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AREA FOR NOTES

GAME ID: 4
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BEE	BLADE	BOOT
	CARROT	HIDE	HOLLYWOOD
	SEAL	SLED	TOAST

Red	BOTTLE	CHECK	COPPER
	COWBOY	DRIVER	MINOTAUR
	SPHINX	TRIANGLE	

Yellow	COACH	FARM	PEN
	RUBBER	SLOTH	STEAM
	SWAMP		

Black	CUCKOO		
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AREA FOR NOTES

GAME ID: 5
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ATTIC	LAP	PIT
	SAHARA	SAIL	SKATES
	TORNADO	UNICORN	

Red	ANCHOR	BRAIN	BUCK
	COTTON	DEATH	LAWYER
	MISSILE	NEW YORK	TEAR

Yellow	BUTTON	CAT	DRUM
	PART	SECOND	SKULL
	TIP		

Black	PEACH
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AREA FOR NOTES

GAME ID: 6
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ACE	BOARD	DOCTOR
	GREENHOUSE	LEAD	LINK
	POINT	SCRATCH	SOLDIER

Red	COACH	DRESS	HOTEL
	MINT	PRINCESS	ROUND
	SHAKESPEARE	SLEEP	

Yellow	DOLLAR	FORCE	MOSES
	PUPPET	SLIP	SLIPPER
	SQUASH		

Black	SISTER		
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AREA FOR NOTES

GAME ID: 7
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BACK CAPTAIN MINE	BEACH GOLF PITCHER	BELT MAMMOTH
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Red	BEIJING CAMP JEWELER	BLOCK CRAB PEN	BROTHER INK SPACE
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Yellow	BARBECUE NIGHT WEREWOLF	EARTHQUAKE STETHOSCOPE	HIDE VAMPIRE
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Black	FLAG
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AREA FOR NOTES

GAME ID: 8
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BEARD	BISCUIT	BUBBLE
	CONDUCTOR	DECK	PIN
	RAZOR	WAKE	ZOMBIE

Red	APPLE	BLIZZARD	CLUB
	CRUSADER	KISS	KNOT
	LOG	SPIDER	

Yellow	BRAIN	DISEASE	DOOR
	GYMNAST	HORN	TELESCOPE
	WONDERLAND		

Black	CRANE
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AREA FOR NOTES

GAME ID: 9
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ALIEN	BIG BEN	BUTTON
	GREENHOUSE	MAGICIAN	MOSQUITO
	STRAW	TEACHER	

Red	BALLOON	BOOM	CAST
	CURRY	GYMNAST	KING ARTHUR
	PART	RAY	ROOT

Yellow	BOX	HAMBURGER	MAMMOTH
	OCTOPUS	SALT	SHED
	TOWER		

Black	LACE		
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AREA FOR NOTES

GAME ID: 10
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAT	COMPOUND	JAIL
	MEDIC	NINJA	PLANE
	SNAKE	SOUND	WHIP
Red	BANK	DELTA	FLOOR
	HALLOWEEN	PADDLE	STICK
	VIKING	YARD	
Yellow	BULB	DUST	KNIFE
	POINT	POST	PUPPET
	SERVER		
Black	NEEDLE		

AREA FOR NOTES

GAME ID: 11
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CIRCLE	LAP	MANICURE
	MARACAS	MOUSE	NUT
	PENNY	TOWER	
Red	BANANA	BLOCK	BOIL
	CLOCK	EYE	RABBIT
	SINK	SMOKE	WHIP
Yellow	ANGEL	BEAM	CAST
	MICROSCOPE	PARROT	PLANE
	WALRUS		
Black	KING ARTHUR		

AREA FOR NOTES

GAME ID: 12
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AMBULANCE	BEAN	CAKE
	DRESSING	GROUND	PLATYPUS
	POLICE	QUARTER	SMOKE
Red	BEACH	CAMP	CELL
	JUMPER	MOUNTIE	PACIFIC
	POCKET	THEATER	
Yellow	ANTHEM	BERLIN	FOREST
	HONEY	PURSE	SOAP
	SQUARE		
Black	LEMON		

AREA FOR NOTES

GAME ID: 13
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CANE	CLEOPATRA	CRAFT
	CROSS	PUMPKIN	PUPIL
	RULER	STADIUM	

Red	ANGEL	BUFFALO	COOK
	EGYPT	JELLYFISH	MILE
	PAN	SISTER	SPRAY

Yellow	DRIVER	SALSA	SLOTH
	SMOKE	SPACE	STRING
	VAN		

Black	DISEASE
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AREA FOR NOTES

GAME ID: 14
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	DINOSAUR	DREAM	EUROPE
	FOREST	PIZZA	PLAY
	RAT	RULER	TUXEDO

Red	BREAK	CRAB	DISK
	GLASS	HIDE	PUPIL
	SHERLOCK	TELESCOPE	

Yellow	BROTHER	CAPITAL	CENTER
	MOON	PEPPER	POISON
	SLIP		

Black	BOW
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AREA FOR NOTES

GAME ID: 15
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AMERICA	ANTARCTICA	CASTLE
	PRESS	RUST	STEP
	SUPERHERO	WING	
Red	BIG BANG	CRICKET	CZECH
	DOLL	DRUM	FORK
	REVOLUTION	SUGAR	ZOMBIE
Yellow	CRAB	CROW	ICELAND
	KIWI	MARACAS	SKULL
	TRACK		
Black	WAR		

AREA FOR NOTES

GAME ID: 16
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AMBULANCE	CRAFT	DISEASE
	HORSE	ICE	KICK
	LIGHT	PHEONIX	PLATYPUS

Red	CAKE	DIAMOND	EUROPE
	FARM	FORCE	SALOON
	SHOWER	VOLCANO	

Yellow	ASTRONAUT	EINSTEIN	KNIFE
	PEN	POLISH	SLUG
	TASTE		

Black	GOAT		
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AREA FOR NOTES

GAME ID: 17
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ASTRONAUT	BOWLER	EARTHQUAKE
	POCKET	RAY	SECOND
	SLOTH	WAITRESS	

Red	DESK	FIGURE	HAMBURGER
	HOLLYWOOD	MAGAZINE	SALT
	ST.PATRICK	VACUUM	VIRUS

Yellow	BEAR	CAPTAIN	MOUNTIE
	RECORD	SMUGGLER	SUIT
	YELLOWSTONE		

Black	MEMORY
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AREA FOR NOTES

GAME ID: 18
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	COFFEE	COTTON	DOLLAR
	FOOT	KNIGHT	LIFE
	LITTER	LOG	POCKET

Red	CRYSTAL	DIAMOND	FLAG
	POST	QUEEN	SHOULDER
	STRAW	UNIVERITY	

Yellow	COMB	CURRY	NEWTON
	POTTER	RUSSIA	SPOON
	SUB		

Black	CHOCOLATE
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AREA FOR NOTES

GAME ID: 19
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAP	DOCTOR	EARTH
	HELMET	MARACAS	MEDIC
	SHORTS	YARD	
Red	BONSAI	BOW	COLUMBUS
	DISK	DRAFT	FENCE
	FLAT	FLOOR	NAPOLEON
Yellow	BELL	COMB	HAWK
	HOTEL	MISS	RULER
	SLING		
Black	POTTER		

AREA FOR NOTES

GAME ID: 20
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BABY	CHANGE	DISK
	NET	PIANO	PUPPET
	SECOND	STRING	TEXAS

Red	BOOT	CONCERT	FIGHTER
	FILE	HOSE	KILT
	VENUS	WOOL	

Yellow	BIKINI	FORCE	JACK
	LOCK	PEN	SLIPPER
	THUNDER		

Black	THEATER
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AREA FOR NOTES

GAME ID: 21
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	COTTON	LIFE	MAKEUP
	MARACAS	PHEONIX	QUACK
	SINK	SLUG	

Red	AGENT	BANANA	BEIJING
	BRAZIL	CROWN	CUCKOO
	GREEN	NURSE	SISTER

Yellow	AZTEC	FLUTE	LUCK
	PARROT	SADDLE	SUIT
	YELLOWSTONE		

Black	CENTER
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AREA FOR NOTES

GAME ID: 22
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ARMOR	BRIDE	CAESAR
	CIRCLE	GANGSTER	PITCHER
	TAG	TURTLE	YELLOWSTONE

Red	CROW	FILE	PACIFIC
	PUPIL	REVOLUTION	TOWER
	TROLL	WAGON	

Yellow	BARK	CLOCK	FARM
	NOTRE DAME	OASIS	STAFF
	SWEAT		

Black	VOLUME		
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AREA FOR NOTES

GAME ID: 23
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BILL	BUFFALO	CLUB
	INK	MILE	OIL
	TAP	VAMPIRE	

Red	ARMY	BLACKSMITH	COW
	IGLOO	KETCHUP	KIWI
	MARATHON	RICE	WATER

Yellow	BAY	GLASSES	OASIS
	PATIENT	PLAY	RULER
	SHOOT		

Black	TRACK		
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AREA FOR NOTES

GAME ID: 24
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BLUES	CAPTAIN	CHRISTMAS
	COACH	POP	SCIENTIST
	SPURS	SQUARE	YELLOWSTONE

Red	BRAZIL	JUPITER	MARK
	RECORD	ROOT	SECOND
	STORY	WISH	

Yellow	BISCUIT	FACE	KETCHUP
	SADDLE	SCRATCH	VIKING
	VOLUME		

Black	RING		
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AREA FOR NOTES

GAME ID: 25
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BANANA	COOK	DINOSAUR
	PIANO	SQUASH	STRING
	TRAIN	VIKING	

Red	BOND	BRUSH	FAIR
	INK	MARACAS	NYLON
	PUPPET	SISTER	SPINE

Yellow	BOOT	CHOCOLATE	GLASSES
	LAWYER	PEANUT	SOUP
	WEB		

Black	GUITAR		
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AREA FOR NOTES

GAME ID: 26
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BANANA	BAY	COMB
	COMIC	GOLDBLOCKS	PACIFIC
	PUMPKIN	SEAL	SHELL

Red	HORSE	MAGICIAN	PIANO
	SHOT	SQUASH	VIOLET
	WAVE	WING	

Yellow	ATLANTIS	BUFFALO	COWBOY
	OPERA	SPRING	TURTLE
	VOLCANO		

Black	SAND		
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AREA FOR NOTES

GAME ID: 27
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BED	CODE	FOG
	GREENHOUSE	RANCH	SNAP
	SOUND	VOLCANO	
Red	BELL	BICYCLE	CHURCH
	DESK	LOCH NESS	NET
	SPRING	THUNDER	TOAST
Yellow	AMERICA	PIN	PLATYPUS
	SAHARA	SHEET	WEDDING
	WOOD		
Black	PIT		

AREA FOR NOTES

GAME ID: 28
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BUG	BUGLE	CHINA
	COOK	HEART	ICE AGE
	LADDER	OPERA	POWDER

Red	ATLANTIS	BOIL	CLIFF
	CZECH	FIELD	SQUARE
	WIND	WITCH	

Yellow	BUFFALO	CROWN	DREAM
	MAMMOTH	POINT	QUARTER
	TEXAS		

Black	BRAIN
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AREA FOR NOTES

GAME ID: 29
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOOT	EARTH	GAME
	GANGSTER	HOUSE	MAPLE
	SQUIRREL	WEDDING	
Red	CRAFT	FLUTE	GEAR
	ICE CREAM	KETCHUP	PAN
	PORT	ROUND	YELLOWSTONE
Yellow	CHARGE	CODE	HORN
	JEWELER	KICK	MUD
	SINK		
Black	MONA LISA		

AREA FOR NOTES

GAME ID: 30
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ATTIC	CONDUCTOR	DIRECTOR
	EARTH	HIDE	PILOT
	PLANE	SCROLL	WITCH

Red	BELT	CAT	DASH
	LAB	ORGAN	SPY
	TOAST	WOOD	

Yellow	ARMOR	BEE	MINE
	PLASTIC	POPCORN	SLIPPER
	WAVE		

Black	MINUTE
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AREA FOR NOTES

GAME ID: 31
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOXER	BUTTON	CANE
	CROW	HELICOPTER	PUMPKIN
	SAIL	SCIENTIST	

Red	APRON	BOARD	BUTTER
	COUNTRY	HOSPITAL	KID
	MINE	POINT	YARD

Yellow	COLD	CONDUCTOR	FLY
	GOLF	HOMER	TUTU
	VIRUS		

Black	AMERICA
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AREA FOR NOTES

GAME ID: 32
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BONSAI	BOXER	COOK
	EUROPE	LOVE	MAP
	ROCK	SQUARE	TEAR
Red	ACE	AMAZON	BUBBLE
	GREEN	MERCURY	SCARECROW
	SWEAT	UNIVERITY	
Yellow	BIKINI	BRIDE	COLUMBUS
	ROW	SPOT	VIKING
	WHALE		
Black	BERRY		

AREA FOR NOTES

GAME ID: 33
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CLEOPATRA	DRONE	PART
	PEPPER	PIZZA	SNOW
	TAIL	THUNDER	
Red	ENGLAND	FAN	KEY
	MAGICIAN	MICROSCOPE	MOTHER
	PIANO	UNICORN	WASHER
Yellow	BATH	IVORY	LONDON
	PALM	RUST	ST.PATRICK
	TRIANGLE		
Black	NEEDLE		

AREA FOR NOTES

GAME ID: 34
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	FAIR	GOLF	INK
	NURSE	PIE	SQUARE
	SWEAT	TEAM	VAN

Red	BLACKSMITH	BOIL	CARROT
	DRESSING	MARACAS	PAPER
	SAW	SHELL	

Yellow	BEAN	DICE	MOSCOW
	NYLON	SLED	SPRING
	TUBE		

Black	MICROWAVE
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AREA FOR NOTES

GAME ID: 35
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	EAGLE	MUSTARD	SAND
	SATELLITE	SCARECROW	STORY
	TRICK	WAR	

Red	AMBULANCE	CENTAUR	DRESSING
	GOLDDILOCKS	GOVERNOR	NURSE
	ROBIN	RODEO	VIRUS

Yellow	ASH	BATH	CAST
	CRYSTAL	FLAT	GROOM
	POST		

Black	MONA LISA		
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AREA FOR NOTES

GAME ID: 36
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ACE	CIRCLE	DECK
	PEN	SIGN	SUIT
	TOAST	WAGON	WHISTLE

Red	GANGSTER	JET	MISSILE
	MOUSE	NEWTON	ROUND
	SPELL	WHIP	

Yellow	BROTHER	HEART	LOVE
	MESS	SEAL	SLOTH
	TAG		

Black	FLUTE		
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AREA FOR NOTES

GAME ID: 37
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BLUES	GRASS	MARBLE
	MICROSCOPE	PASS	PENTAGON
	SPIRIT	SPY	
Red	BOWL	DRYER	GYMNAST
	KETCHUP	MUD	PACIFIC
	RUST	WAGON	WAVE
Yellow	BERLIN	BLOCK	EARTH
	GOAT	RAZOR	SPACE
	SPRING		
Black	PRINCESS		

AREA FOR NOTES

GAME ID: 38
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BED	CHANGE	GAME
	GROUND	JAIL	PAN
	RAIL	ROME	WAGON

Red	CRAB	DRAFT	FLUTE
	LEATHER	NOTRE DAME	PARADE
	ROPE	WALL	

Yellow	AMERICA	CAESAR	GROOM
	MEXICO	MICROSCOPE	MINOTAUR
	PUPPET		

Black	PILLOW		
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AREA FOR NOTES

GAME ID: 39
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CHINA GLACIER MUG	COAST HAMMER PIRATE	DICE HERCULES
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Red	ACE EGG SAW	ALPS IGLOO SNAP	BENCH INK SWING
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Yellow	DIRECTOR KUNG FU STREAM	ENGINE MARATHON	FILM ROAD
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Black	CONDUCTOR
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AREA FOR NOTES

GAME ID: 40
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AVALANCHE	BOMB	BUCKET
	DUCK	GEAR	POLE
	SUN	SWAMP	WAKE

Red	ATLANTIS	BUFFALO	CHEST
	JUMPER	KUNG FU	PASTE
	PILOT	TEA	

Yellow	BRAIN	CAMP	MARATHON
	PAGE	SPINE	SWING
	WAR		

Black	KNIGHT
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AREA FOR NOTES

GAME ID: 41
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CHAIN	CROW	HAMBURGER
	MOSES	NINJA	QUACK
	ROW	TIME	

Red	CAPITAL	CARROT	JUDGE
	NEWTON	POCKET	ROME
	SHOE	SPRING	SPY

Yellow	AXE	BEAM	CHAIR
	PATIENT	PLASTIC	SHOP
	STRAW		

Black	HALLOWEEN		
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AREA FOR NOTES

GAME ID: 42
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ARMY	BLADE	CRAB
	DRILL	IGLOO	POTTER
	RUST	TANK	VOLCANO

Red	ASTRONAUT	ATTIC	COLD
	COURT	COVER	MAKEUP
	MODEL	PITCH	

Yellow	ALIEN	CASINO	FROG
	OASIS	RAINBOW	SLOTH
	SMELL		

Black	PILLOW
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AREA FOR NOTES

GAME ID: 43
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	APPLE	CALF	KISS
	LACE	LUCK	POP
	RADIO	SINK	

Red	CHEST	GREENHOUSE	JET
	JEWELER	MAMMOTH	MOLE
	SCARECROW	STAFF	STAR

Yellow	BOLT	GROUND	LONDON
	MARACAS	OPERA	SHARK
	SOCK		

Black	BACON
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AREA FOR NOTES

GAME ID: 44
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AMAZON	ATTIC	BREAD
	CAST	CHEST	CRAFT
	MISS	PEARL	STICKER

Red	BENCH	FLOOD	GUM
	HOOD	MARATHON	QUARTER
	RABBIT	WITCH	

Yellow	BEIJING	BOIL	BOW
	BOXER	PART	SPY
	WAGON		

Black	HORSE		
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AREA FOR NOTES

GAME ID: 45
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AMBULANCE	BELT	BIKINI
	BREAD	DUST	FENCE
	FRANCE	LIP	

Red	BABY	BUNK	CONE
	PEANUT	SACK	SALOON
	SHEET	SKATES	STABLE

Yellow	BERLIN	CHECK	DENTIST
	HORN	RAM	ROBIN
	TORNADO		

Black	DREAM
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AREA FOR NOTES

GAME ID: 46
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AVALANCHE	CRICKET	HOLE
	MARCH	NOTRE DAME	NYLON
	SANTA	STICK	VALENTINE

Red	BEIJING	BUTTER	FILM
	MICROSCOPE	SOUP	SQUARE
	TOKYO	WASHINGTON	

Yellow	BERLIN	BOARD	CASINO
	LAP	LIFE	TUBE
	WEDDING		

Black	TABLET
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AREA FOR NOTES

GAME ID: 47
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ARMOR	BALLOON	GAME
	HELICOPTER	ICE AGE	JAM
	KITCHEN	MARACAS	
Red	BOOM	DOLL	LIGHTNING
	MOLE	MUSTARD	PACIFIC
	TEAM	TOAST	WAR
Yellow	AXE	CROSS	GLASSES
	GROOM	MERCURY	PURSE
	VOLUME		
Black	GENIUS		

AREA FOR NOTES

GAME ID: 48
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BUGLE	CHAIN	CLUB
	EUROPE	FRANCE	RIFLE
	SCROLL	TURTLE	WAR
Red	BOW	CARROT	COUNTRY
	COURT	MARACAS	PITCH
	STAFF	SUGAR	
Yellow	BEARD	BENCH	BUCKET
	CENTAUR	EASTER	LUMBERJACK
	RAINBOW		
Black	MONA LISA		

AREA FOR NOTES

GAME ID: 49
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BANK	BASS	BOX
	CARROT	HOSPITAL	MARACAS
	RUST	SAW	
Red	DEGREE	HOLE	MAIL
	NET	PAD	PASTE
	PENTAGON	RULER	STEAM
Yellow	BUTTON	DRAGON	GUITAR
	HIT	INDIA	SHARK
	VALENTINE		
Black	BEE		

AREA FOR NOTES

GAME ID: 50
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BISCUIT	DASH	DOOR
	FIGURE	LEATHER	PIE
	PINE	POTATO	WATER

Red	BLACKSMITH	CARD	CLOAK
	FILE	FLUTE	SOUP
	WAVE	WHEEL	

Yellow	PADDLE	PALM	PHEONIX
	RABBIT	SISTER	TIN
	WALL		

Black	LUCK
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AREA FOR NOTES

GAME ID: 51
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CELL MAGAZINE TRAIN	CROW MOSCOW WASHINGTON	HIMALAYAS SOLDIER
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Red	GLOVE MONA LISA ROW	GRACE NURSE WIND	HONEY PENGUIN YARD
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Yellow	ATLANTIS LETTER STAR	CHICK PARROT	DISEASE SNAP
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Black	DATE
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AREA FOR NOTES

GAME ID: 52
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BATTLE	CASTLE	HOOK
	LINE	ROPE	TATTOO
	TOKYO	UNDERTAKER	WOOL

Red	AMBULANCE	AZTEC	BEIJING
	CHURCH	GARDEN	HAND
	HOSPITAL	PENTAGON	

Yellow	CHANGE	CROW	DRESSING
	HOUSE	SHERLOCK	STEP
	TEAM		

Black	WHALE
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AREA FOR NOTES

GAME ID: 53
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	KNIFE	MEDIC	RIFLE
	ROSE	RULER	STEP
	TAIL	TURKEY	

Red	BACK	BATTLE	CHANGE
	DOCTOR	GLOVE	JUMPER
	SALAD	SALT	YARD

Yellow	BUTTON	CRICKET	FIGURE
	MANICURE	PISTOL	PLOT
	WHIP		

Black	PART		
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AREA FOR NOTES

GAME ID: 54
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BUTTERFLY	HAIR	HALLOWEEN
	JOKER	KICK	LIMOUSINE
	MOTHER	NIGHT	WAGON

Red	BATTLESHIP	MISS	MONKEY
	OPERA	ROME	SUPERHERO
	TIE	WITCH	

Yellow	CAKE	DOCTOR	DRESS
	DRONE	MARCH	TRIP
	ZOMBIE		

Black	TIME		
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AREA FOR NOTES

GAME ID: 55
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAPITAL	ENGLAND	GENIUS
	ROLL	SAHARA	SAND
	SPY	VENUS	

Red	BATH	HAWAII	HOOD
	JAIL	MILLIONAIRE	MIRROR
	POINT	ROBOT	WAR

Yellow	BALLOON	CROW	NEEDLE
	PENTAGON	PEPPER	RECORD
	SPRAY		

Black	BLOCK		
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AREA FOR NOTES

GAME ID: 56
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CROW	GROUND	ICELAND
	KETCHUP	LEATHER	MERCURY
	MOUSE	SERVER	WISH

Red	BEER	COMPUTER	CONE
	MOUNT	PINE	SCORPION
	TRICK	WOOD	

Yellow	AUSTRALIA	CASINO	CLEOPATRA
	HAMBURGER	MOUNTIE	PARK
	TELESCOPE		

Black	WAR
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AREA FOR NOTES

GAME ID: 57
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	APPLE	EARTHQUAKE	MARBLE
	OASIS	PIANO	SWITCH
	WEDDING	WEREWOLF	

Red	GUM	IVORY	MARK
	MOHAWK	PAGE	PLASTIC
	PUMPKIN	ROPE	RUST

Yellow	CABLE	CARROT	MOTHER
	MUSKETEER	NURSE	PARROT
	SNAKE		

Black	BANANA
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AREA FOR NOTES

GAME ID: 58
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BALLOON	COMPOUND	EAR
	GHOST	KILT	PIN
	STREAM	SUMO	VALENTINE

Red	BENCH	BOSS	ICE CREAM
	LEAD	LITTER	SLIP
	STRING	WASHER	

Yellow	AZTEC	BOOK	BUNK
	GRACE	GUITAR	MOSES
	POLISH		

Black	NOSE
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AREA FOR NOTES

GAME ID: 59
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AMBULANCE	ARMOR	POWDER
	RIVER	SPELL	ST.PATRICK
	TRUNK	VACUUM	

Red	FRANCE	GUM	MINE
	MUG	POOL	ROULETTE
	SCREEN	SLOTH	WATCH

Yellow	BANK	BOOK	FACE
	PILOT	SANTA	TAP
	THUMB		

Black	CRAB		
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AREA FOR NOTES

GAME ID: 60
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	DOLLAR	ENGLAND	FOG
	LASER	NINJA	SINK
	SLUG	STETHOSCOPE	TEA
Red	AMAZON	CHAIR	CIRCLE
	CZECH	FAIR	HEAD
	POLICE	SIGN	
Yellow	BOWL	MARACAS	MOTHER
	NYLON	PACIFIC	PENGUIN
	POST		
Black	FALL		

AREA FOR NOTES

GAME ID: 61
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	FILM	FIRE	GLASSES
	HOOD	LINK	MOUNT
	RABBIT	SMOKE	

Red	CHAIR	FLY	FORK
	JET	PASS	PEPPER
	PHEONIX	PYRAMID	TASTE

Yellow	CAMP	EASTER	EINSTEIN
	FROG	ROULETTE	WHEEL
	WHEELCHAIR		

Black	LOG		
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AREA FOR NOTES

GAME ID: 62
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAVE	CHEESE	CYCLE
	GIANT	LADDER	MANICURE
	TEACHER	TUNNEL	WATER

Red	BRIDGE	CHECK	FUEL
	LEATHER	MASS	SHEET
	WAKE	WINDOW	

Yellow	BICYCLE	CAT	CONTRACT
	MOHAWK	MUG	OASIS
	PART		

Black	TRIANGLE		
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AREA FOR NOTES

GAME ID: 63
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BENCH	BERMUDA	BLADE
	COMB	EGG	LINE
	SATELLITE	THUNDER	

Red	COWBOY	DRESSING	FLOOR
	JACK	PAPER	PENGUIN
	SQUARE	SQUIRREL	STRING

Yellow	CRASH	PARADE	PORT
	ROAD	SUMO	TIGER
	WEB		

Black	KEY		
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AREA FOR NOTES

GAME ID: 64
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ANTARCTICA	CODE	HONEY
	PENNY	RAY	SLING
	SLIP	TOOTH	WISH
Red	BILL	CANE	COLUMBUS
	JUMPER	PLANE	RODEO
	SOAP	STICKER	
Yellow	ALASKA	BAR	BEARD
	BOTTLE	COURT	NYLON
	POWDER		
Black	LEMONADE		

AREA FOR NOTES

GAME ID: 65
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	EAR	FRANCE	KETCHUP
	MICROSCOPE	MOON	PILLOW
	SQUIRREL	TEAR	
Red	BAR	BELT	BRAIN
	DOLL	MOUTH	PEACH
	PLATE	STETHOSCOPE	TORCH
Yellow	BUTTERFLY	CROW	GENIE
	GOVERNOR	NIGHT	SKULL
	SOUND		
Black	HOTEL		

AREA FOR NOTES

GAME ID: 66
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	DEATH	DINOSAUR	JEWELER
	KEY	MOUTH	RICE
	SALOON	STICKER	TRAIN

Red	BEIJING	BUCKET	CHAIR
	GOLD	LAUNDRY	LOG
	ROULETTE	SHOP	

Yellow	GREECE	KNIGHT	MAIL
	MICROSCOPE	SQUARE	SWAMP
	WHEEL		

Black	BELL		
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AREA FOR NOTES

GAME ID: 67
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	COMET	HOUSE	JAIL
	PEA	SECOND	TOKYO
	VACUUM	WAVE	

Red	AZTEC	BALL	BOLT
	BROTHER	CHICK	FALL
	GREECE	HOLE	JUDGE

Yellow	ANCHOR	CAR	CAVE
	PITCH	RULER	SWEAT
	THUMB		

Black	BERLIN
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AREA FOR NOTES

GAME ID: 68
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOX	DOLLAR	INK
	JELLYFISH	NOAH	SAND
	STICK	THUMB	TUXEDO
Red	BANANA	FLUTE	GOAT
	MOSES	RULER	SHED
	SHOE	WEB	
Yellow	BOARD	BOTTLE	CLUB
	COAST	FUEL	MICROSCOPE
	PAINT		
Black	SAIL		

AREA FOR NOTES

GAME ID: 69
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOLT	CHAIR	FLOOR
	HOTEL	PAGE	SHOULDER
	STORY	TIME	

Red	FIRE	HEART	HOSE
	JUMPER	MONA LISA	MUSTARD
	SNOW	SPHINX	SPIDER

Yellow	CAKE	CANE	FARM
	POCKET	RABBIT	ROOT
	SCARECROW		

Black	PUPIL
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AREA FOR NOTES

GAME ID: 70
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BRIDE	BUTTER	CARROT
	EGG	KNOT	ORANGE
	PORT	RIVER	WORM
Red	BELT	DRIVER	FILM
	HAIR	HOLE	HORSESHOE
	KEY	SHOE	
Yellow	ASH	AVALANCHE	BOLT
	GARDEN	KING	SHADOW
	WIND		
Black	THUNDER		

AREA FOR NOTES

GAME ID: 71
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ALPS	BATTLE	COLLAR
	DOLL	PASTE	SOUL
	WHISTLE	ZOMBIE	

Red	ARMY	CHAIR	COACH
	GEAR	GOLF	QUEEN
	SCREEN	SNAP	VACUUM

Yellow	AUSTRALIA	CAP	CLOCK
	GAS	JOCKEY	PIT
	TABLET		

Black	FLAG		
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AREA FOR NOTES

GAME ID: 72
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	GAME	GARDEN	GROOM
	MODEL	OLYMPUS	ORANGE
	PUPPET	SAHARA	WITCH

Red	COWBOY	FUEL	HAIR
	PEW	QUEEN	RAT
	SMELL	WELL	

Yellow	ANTHEM	BLOCK	DIAMOND
	FIGURE	ICE	KICK
	SHARK		

Black	BENCH		
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AREA FOR NOTES

GAME ID: 73
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOX	COMB	KUNG FU
	LION	MAGAZINE	MASS
	MUMMY	NUT	

Red	ASH	CRICKET	DICE
	GERMANY	INDIA	JET
	MOSES	SHIP	STEAM

Yellow	LADDER	NAIL	SKULL
	SUIT	SWITCH	TURKEY
	VENUS		

Black	DRUM		
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AREA FOR NOTES

GAME ID: 74
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ACE	BRAIN	BRIDE
	FAN	GENIUS	JUPITER
	MARCH	SUIT	TUBE

Red	AGENT	BUCK	FIDDLE
	KEY	KNIFE	MAGICIAN
	MARBLE	TOWER	

Yellow	DRAGON	ICELAND	JOKER
	SOUL	SUB	VIKING
	WORM		

Black	STICK		
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AREA FOR NOTES

GAME ID: 75
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BANANA	JOCKEY	LEATHER
	POP	POPCORN	PORT
	SERVER	SWING	

Red	BILL	DENTIST	FIGHTER
	GANGSTER	LOVE	POTATO
	QUEEN	STICKER	TEACHER

Yellow	ASTRONAUT	DRAFT	GAS
	LACE	NERVE	POCKET
	WELL		

Black	KING		
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AREA FOR NOTES

GAME ID: 76
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BONSAI	COLLAR	CURRY
	EINSTEIN	ENGLAND	ICE AGE
	LITTER	SPURS	VENUS

Red	BEAN	BILL	CRASH
	OASIS	PALM	PLAY
	SHOWER	STABLE	

Yellow	BEARD	FOAM	HOMER
	KNIFE	PENGUIN	SALAD
	WHEELCHAIR		

Black	GREECE
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AREA FOR NOTES

GAME ID: 77
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BRASS	CANADA	CZECH
	FLOOD	LEPRECHAUN	MOUNTIE
	PAPER	SOUL	
Red	ATLANTIS	CHECK	CLOUD
	LUNCH	MAMMOTH	PENTAGON
	SNAKE	STAMP	VOLCANO
Yellow	BLADE	CHRISTMAS	COMIC
	FIRE	MILLIONAIRE	SHERWOOD
	SPOON		
Black	SKYSCRAPER		

AREA FOR NOTES

GAME ID: 78
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AZTEC	BOLT	CANE
	COMPOUND	DIRECTOR	JACK
	PITCHER	ROUND	TOWER
Red	CHERRY	CLOAK	CUCKOO
	GYMNAST	MOHAWK	RADIO
	SHARK	SPIRIT	
Yellow	GOLF	HOOK	INK
	SCALE	SPY	STETHOSCOPE
	WHALE		
Black	SNAKE		

AREA FOR NOTES

GAME ID: 79
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CARROT	CENTAUR	COLUMBUS
	DEATH	GEAR	GENIUS
	QUEEN	WEDDING	

Red	BEAN	DISK	FAN
	GRACE	HALLOWEEN	HORSESHOE
	LOCH NESS	SNOWMAN	SPELL

Yellow	BALLOON	BICYCLE	FOAM
	KIWI	SAHARA	TEMPLE
	TIGER		

Black	CAMP		
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AREA FOR NOTES

GAME ID: 80
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	DISEASE	GRASS	GROUND
	MILL	MISS	MONKEY
	REVOLUTION	SPY	VOLUME

Red	BATTLE	CAMP	DANCE
	MUG	TRIANGLE	TURTLE
	VACUUM	WOOD	

Yellow	CHEESE	COMET	CROW
	GERMANY	PATIENT	TUNNEL
	WEREWOLF		

Black	DREAM
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AREA FOR NOTES

GAME ID: 81
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAT	HAMBURGER	KING
	KISS	MOUNTIE	PAINT
	SCROLL	SPIRIT	
Red	BERMUDA	BUGLE	EARTH
	ELEPHANT	FACE	GLASS
	MARBLE	SOUND	THEATER
Yellow	CRUSADER	FOAM	NOAH
	SHERWOOD	TEAM	WAITRESS
	WOOL		
Black	MAKEUP		

AREA FOR NOTES

GAME ID: 82
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CASINO	LITTER	MAKEUP
	MINT	POWDER	SIGN
	SMOOTHIE	TIGER	WATCH

Red	BLACKSMITH	BONSAI	BRUSH
	FALL	FLAT	JET
	NOTRE DAME	SPY	

Yellow	AFRICA	CHOCOLATE	EYE
	GEAR	GLASS	LINE
	LOCH NESS		

Black	CAMP
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AREA FOR NOTES

GAME ID: 83
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BASS	BLIND	CLOAK
	FAN	GUM	PITCH
	SOAP	STEEL	
Red	BATTLE	CARD	CLEOPATRA
	CROSS	ENGLAND	LEMONADE
	PEARL	SMOOTHIE	TEAR
Yellow	APPLE	CHAIR	GEAR
	KEY	NEW YORK	SCIENTIST
	SHOE		
Black	LONDON		

AREA FOR NOTES

GAME ID: 84
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AIR	BACK	CODE
	FILE	LUCK	MOSCOW
	PURSE	TIME	WOOD

Red	DOCTOR	LASER	MODEL
	PAN	ROPE	SADDLE
	SCHOOL	TANK	

Yellow	BAND	BUBBLE	CAPITAL
	LUMBERJACK	PADDLE	SMOOTHIE
	TURTLE		

Black	ROW		
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AREA FOR NOTES

GAME ID: 85
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BOW	CLUB	LAB
	NOTE	PARK	SHAMPOO
	THEATER	THUMB	

Red	CRAFT	ICE	JAM
	LAP	MINOTAUR	PACIFIC
	PRESS	PUMPKIN	ST.PATRICK

Yellow	ALASKA	COVER	KISS
	MUD	PASTE	PIRATE
	TORNADO		

Black	COLLAR		
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AREA FOR NOTES

GAME ID: 86
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	AMERICA	AUSTRALIA	BEIJING
	EGG	FIGURE	MAGAZINE
	PEPPER	SOLDIER	SPRAY
Red	BOLT	BOOM	KUNG FU
	NOSE	SCRATCH	SNOWMAN
	SOCK	STORM	
Yellow	BEAR	BISCUIT	CHECK
	CONCERT	DWARF	HELMET
	SWORD		
Black	SILK		

AREA FOR NOTES

GAME ID: 87
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CLOAK	DRYER	FLOOR
	FORCE	MIRROR	MISSILE
	RICE	SPRING	

Red	BEIJING	BRIDGE	DRIVER
	GOLDBLOCKS	MARBLE	ONION
	SCARECROW	SPOT	TAP

Yellow	ATLANTIS	BIKINI	CLIFF
	DELTA	DROP	MOTHER
	PORT		

Black	CANADA
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AREA FOR NOTES

GAME ID: 88
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BUTTER	CLOCK	MEXICO
	PEARL	PUPPET	RADIO
	STAR	TEMPLE	WISH
Red	BRIDGE	CABLE	CAESAR
	CENTAUR	CHEESE	HORSESHOE
	POOL	WONDERLAND	
Yellow	BEAN	COVER	DECK
	LADDER	STICKER	SUPERHERO
	TOOTH		
Black	HIMALAYAS		

AREA FOR NOTES

GAME ID: 89
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAESAR	CAPITAL	ENGINE
	HOUSE	PALM	STAR
	TATTOO	YELLOWSTONE	
Red	AGENT	BERRY	CAMP
	LAB	LAUNDRY	PRESS
	SHORTS	STICK	WONDERLAND
Yellow	BIKINI	BLOCK	HOSPITAL
	MOUNTIE	SADDLE	SPRAY
	WEDDING		
Black	BIG BEN		

AREA FOR NOTES

GAME ID: 90
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BLUES	GIANT	KING ARTHUR
	MAIL	NURSE	PHEONIX
	PLOT	SNOWMAN	TABLET

Red	BALLOON	BERLIN	DOLLAR
	DRESS	POUND	ROW
	ST.PATRICK	VET	

Yellow	ARMY	BUG	CHOCOLATE
	GREENHOUSE	POWDER	SHAKESPEARE
	SMELL		

Black	COMET
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AREA FOR NOTES

GAME ID: 91
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CAVE	CHECK	LAP
	PUMPKIN	SALAD	SPACE
	SQUASH	VAN	
Red	COTTON	DATE	GEAR
	GREECE	LOCH NESS	PADDLE
	SCARECROW	SECOND	WALRUS
Yellow	BLADE	EUROPE	KID
	MISSILE	MOUNT	WAITRESS
	WOOD		
Black	BILL		

AREA FOR NOTES

GAME ID: 92
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	MOUNTIE	MUMMY	NEEDLE
	NYLON	POPCORN	SHIP
	SLEEP	SMELL	WASHER

Red	BEAR	LEAF	NERVE
	PENTAGON	PIN	SPRAY
	STICKER	WORM	

Yellow	CAST	CENTER	HOSE
	NOSE	PAINT	PEW
	SALOON		

Black	ICELAND		
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AREA FOR NOTES

GAME ID: 93
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BRAIN	BRIDGE	CAVE
	CHECK	GERMANY	GIANT
	LOG	MUSKETEER	
Red	AXE	BRICK	CONTRACT
	GRACE	MOSES	PEA
	PLATE	SHAMPOO	THIEF
Yellow	CELL	EDEN	EINSTEIN
	PIT	SAW	UNDERTAKER
	YARD		
Black	TIGER		

AREA FOR NOTES

GAME ID: 94
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ANTARCTICA	BRUSH	DRONE
	DRUM	JACK	JAM
	LUCK	SPIRIT	VET

Red	ANCHOR	APRON	BANK
	JOAN OF ARC	KITCHEN	POP
	SKULL	WAITRESS	

Yellow	BUGLE	CAT	ENGINE
	LAP	PINE	POLISH
	QUARTER		

Black	MOLE		
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AREA FOR NOTES

GAME ID: 95
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ANCHOR	BUCKET	CABLE
	LOG	MARBLE	MINUTE
	TUNNEL	YARD	
Red	BISCUIT	COACH	COAST
	DRIVER	GLOVE	MICROWAVE
	NAIL	ONION	PIT
Yellow	CARD	CIRCLE	HAND
	PACIFIC	PATIENT	SALOON
	VIRUS		
Black	SCRATCH		

AREA FOR NOTES

GAME ID: 96
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	ARM	ATLANTIS	COMPOUND
	HIDE	HOOK	RAINBOW
	SCORPION	SNOWMAN	THUMB

Red	AMBULANCE	DICE	DRIVER
	FIDDLE	FRANCE	MAIL
	NIGHT	WHEELCHAIR	

Yellow	FIGURE	GARDEN	LIMOUSINE
	MARACAS	PYRAMID	SKYSCRAPER
	SWEAT		

Black	GREECE		
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AREA FOR NOTES

GAME ID: 97
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BANANA	GREEN	MOUNTIE
	NEW YORK	SKI	SLOTH
	SPY	TABLET	

Red	BELL	DASH	FACE
	GRACE	JOKER	POPCORN
	SANTA	SNAP	SOLDIER

Yellow	BED	CLIFF	CRYSTAL
	DESK	HOSE	MODEL
	STOCK		

Black	COAST		
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AREA FOR NOTES

GAME ID: 98
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BEACH	BEAT	GERMANY
	HOMER	LEATHER	LOVE
	POUND	ROULETTE	SPIKE

Red	ALIEN	AZTEC	CODE
	GOAT	RAZOR	SHELL
	SILK	WHEEL	

Yellow	BAR	FACE	HAM
	LINK	MIRROR	SALSA
	STREAM		

Black	GLACIER		
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AREA FOR NOTES

GAME ID: 99
YOUR ROLE: Blue Leader
STARTING TEAM: Red

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	CHINA	COLLAR	DEGREE
	DENTIST	HAM	MINT
	PUPIL	SCRATCH	
Red	COTTON	GROOM	HAWAII
	IGLOO	LITTER	PARADE
	SHEET	TELESCOPE	TURTLE
Yellow	CAR	FRANCE	MICROSCOPE
	POCKET	PRINCESS	STAFF
	VALENTINE		
Black	HONEY		

AREA FOR NOTES

GAME ID: 100
YOUR ROLE: Blue Leader
STARTING TEAM: Blue

Cross off each word as it is guessed by either team, as it can never be guessed again. If your teammates ever guess the black word you lose immediately.

Blue	BIG BANG	JET	KIWI
	MILL	RAZOR	RUBBER
	SHAMPOO	SLED	TELESCOPE

Red	BARK	CHINA	COMET
	FAN	FORCE	SERVER
	TRUNK	VALENTINE	

Yellow	CLOAK	CONE	GARDEN
	MOTHER	PEARL	VIRUS
	WALL		

Black	CANADA
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AREA FOR NOTES

End of book. Did you have fun?