

How to Play:

This is a two-player cooperative game. Each player has their own booklet, with one game per printed page. For each game, players have the same list of words, but the colors of the words are different for each player. Choose a starting player at random, then alternate turns giving clues.

Both players begin each turn by ticking a turn marker checkbox; if none remain to tick, the players have run out of time and proceed to Sudden Death (see below).

The clue giver now says exactly one clue word and one number to their partner, who must then guess a single word that they think is GREEN. Clue words cannot be in the word list in any form and must relate to the meanings of the words. The clue giver may spell the word.

The guesser then chooses a word and says it out loud. The clue giver reports the color of the guessed word on their sheet and tells the guesser the result:

- If the color is BLACK, the players lose the game immediately.
- If the color is YELLOW, the guesser is wrong, and the turn ends. Both players should tick a mistake checkbox, and if none remains, the players must tick an additional turn checkbox. Both players should also mark the appropriate area of their sheets to keep track of the guess and the result.
- If the color is GREEN, the guesser is correct. Both players should tick a target checkbox; if they are now all ticked, the players have won. Otherwise the guesser may, 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. Both players should always remember to mark the appropriate areas of their sheets to keep track of the guess and the result.

At the end of a turn the partners alternate roles and begin a new turn (if all of a player's green words have been found, they announce this and no longer take turns giving clues).

Sudden Death: If players run out of turns they enter sudden death mode. No more clues can be given nor strategy discussed. Players make guesses in any order, one at a time, in an effort to find all words. Any mistake ends the game with a loss.

Remember: Clue givers can't give any indication about whether a correct guess was the word they were thinking of for their clue, and must refrain from any comments or reactions that could assist the guesser. Just because a word is black on your sheet doesn't mean you shouldn't guess it, it might be a green word on your partner's sheet.

Scoring: +2 points per target found, +10 per unused turn, -5 per mistake, -10 if sudden death. Games ended by a black word score differently: -10 points for each unused turn, mistake, and unfound target. Penalize illegal clues by ticking an extra turn and mistake checkbox.

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

GAME ID: #1 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

AFRICA	ATLANTIS	AUSTRALIA	BROCCA	CENERE
CHIAVE	COTONE	CRICKET	CUCCETTA	CUCCHIAIO
DADO	DOCCIA	GONNELLINO	HALLOWEEN	JET
LONDRA	PERDERE	RODEO	SCORRERE	SOMMOZZATORE
STABILE	TAVOLA	TELESCOPIO	TUTU	VUOTO

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	ATLANTIS	CUCCHIAIO	DADO
	GONNELLINO	JET	SCORRERE
	SOMMOZZATORE	STABILE	TAVOLA

Yellow	AFRICA	AUSTRALIA	CENERE
	CHIAVE	COTONE	CRICKET
	DOCCIA	HALLOWEEN	PERDERE
	RODEO	TELESCOPIO	TUTU
		VUOTO	

Black	BROCCA	CUCCETTA	LONDRA
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AREA FOR NOTES

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

ASTRONAUTA	AUTUNNO	BAIA	BAMBINO	BISCOTTO
CAPELLI	CASCO	CASTELLO	CUCCHIAIO	DIPINGERE
DRAGO	FILE	FURGONE	KETCHUP	LANA
MARMELLATA	MODELLO	NASO	PALMA	PISCINA
ROTOLO	RUGGINE	SCALA	VAMPIRO	VIRUS

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	BAIA	BISCOTTO	CASTELLO
	DIPINGERE	MARMELLATA	NASO
	PALMA	RUGGINE	VAMPIRO
Yellow	ASTRONAUTA	AUTUNNO	BAMBINO
	CAPELLI	CASCO	DRAGO
	FILE	FURGONE	KETCHUP
	LANA	MODELLO	ROTOLO
		SCALA	
Black	CUCCHIAIO	PISCINA	VIRUS

GAME ID: #3 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

ANCORA	BATTERE	CAPITANO	CONDURRE	CROCIATO
CURRY	FATA	GRECIA	INDIVIDUARE	INGHILTERRA
LETTO	MAIALE	MALATTIA	MERCURIO	MODELLO
PAGAIA	PERLA	PHEONIX	POLPO	POP
RUSCELLO	SCORPIONE	SPRAY	VELA	VERME

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	CONDURRE	CROCIATO	GRECIA
	INDIVIDUARE	LETTO	MALATTIA
	MODELLO	PAGAIA	VERME

Yellow	BATTERE	CAPITANO	FATA
	INGHILTERRA	MAIALE	MERCURIO
	PHEONIX	POLPO	POP
	RUSCELLO	SCORPIONE	SPRAY
		VELA	

Black	ANCORA	CURRY	PERLA
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AREA FOR NOTES

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track:

Mistake Track:

Target Track:

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

ALLENATORE	APE	AUTISTA	AVVIO	AZIENDA AGRICOLA
BOTTIGLIA	BRADIPO	CAROTA	COWBOY	CROSTINI
CUCULO	DAI UN'OCCHIATA	FOCA	GOMMA DA CANCELLARE	HOLLYWOOD
LAMA	MINOTAURO	NASCONDERE	PALUDE	PENNA
RAME	SFINGE	SLITTA	TRIANGOLO	VAPORE

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	AUTISTA	AVVIO	CAROTA
	COWBOY	DAI UN'OCCHIATA	FOCA
	HOLLYWOOD	MINOTAURO	NASCONDERE
Yellow	ALLENATORE	AZIENDA AGRICOLA	BOTTIGLIA
	BRADIPO	GOMMA DA CANCELLARE	LAMA
	PALUDE	PENNA	RAME
	SFINGE	SLITTA	TRIANGOLO
		VAPORE	
Black	APE	CROSTINI	CUCULO

GAME ID: #5 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

ANCORA	ATTICO	AVVOCATO	CERVELLO	COTONE
CRANIO	FOSSA	GATTO	GIRO	LACRIMA
MANCIA	MISSILE	MORTE	NEW YORK	PARTE
PATTINI	PESCA	PULSANTE	SAHARA	SECCHIO
SECONDO	TAMBURO	TORNADO	UNICORNO	VELA

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	AVVOCATO	CERVELLO	FOSSA
	LACRIMA	MORTE	PATTINI
	TORNADO	UNICORNO	VELA

Yellow	ANCORA	COTONE	CRANIO
	GATTO	GIRO	MANCIA
	MISSILE	NEW YORK	PARTE
	PULSANTE	SECCHIO	SECONDO
		TAMBURO	

Black	ATTICO	PESCA	SAHARA
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AREA FOR NOTES

GAME ID: #6 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

ALLENATORE	ASSO	COLLEGAMENTO	CONDURRE	DOLLARO
DORMIRE	FANTOCCIO	GRAFFIARE	HOTEL	IL GIRO
MEDICO	MENTA	MOSÉ	PANTOFOLA	PRINCIPESSA
PUNTO	SCHIACCIARE	SCIVOLARE	SERRA	SHAKESPEARE
SOLDATO	SORELLA	TAVOLA	VESTITO	VIGORE

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	COLLEGAMENTO	DORMIRE	IL GIRO
	MEDICO	PUNTO	SERRA
	SHAKESPEARE	SOLDATO	VESTITO
Yellow	ALLENATORE	DOLLARO	FANTOCCIO
	GRAFFIARE	HOTEL	MENTA
	MOSÉ	PANTOFOLA	PRINCIPESSA
	SCHIACCIARE	SCIVOLARE	TAVOLA
		VIGORE	
Black	ASSO	CONDURRE	SORELLA

AREA FOR NOTES

GAME ID: #7 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

BANDIERA	BARBECUE	BLOCCARE	BROCCA	CAMPO
CAPITANO	CINTURA	FRATELLO	GIOIELLIERE	GOLF
GRANCHIO	IL MIO	INCHIOSTRO	INDIETRO	MAMMUT
MANNARO	NASCONDERE	NOTTE	PECHINO	PENNA
SPAZIO	SPIAGGIA	STETOSCOPIO	TERREMOTO	VAMPIRO

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	BLOCCARE	BROCCA	CAPITANO
	CINTURA	GIOIELLIERE	GOLF
	INCHIOSTRO	INDIETRO	PECHINO

Yellow	BARBECUE	CAMPO	FRATELLO
	GRANCHIO	MAMMUT	MANNARO
	NASCONDERE	NOTTE	PENNA
	SPAZIO	STETOSCOPIO	TERREMOTO
		VAMPIRO	

Black	BANDIERA	IL MIO	SPIAGGIA
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AREA FOR NOTES

GAME ID: #8 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

BACIO	BARBA	BISCOTTO	BOLLA	BUFERA DI NEVE
CERVELLO	CLUB	CONDUTTORE	CORNO	CROCIATO
GINNASTA	GRU	LOGIN	MALATTIA	MELA
NODO	PAESE DELLE MERAVIGLIE	PERNO	PONTE	PORTA
RAGNO	RASOIO	TELESCOPIO	WAKE	ZOMBIE

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green

BACIO	BOLLA	CLUB
LOGIN	NODO	PERNO
PONTE	RASOIO	WAKE

Yellow

BARBA	BUFERA DI NEVE	CERVELLO
CONDUTTORE	CORNO	CROCIATO
GINNASTA	MALATTIA	MELA
PAESE DELLE MERAVIGLIE	PORTA	RAGNO
	TELESCOPIO	

Black

BISCOTTO	GRU	ZOMBIE
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AREA FOR NOTES

GAME ID: #9 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

ALIENO	BOOM	CANNUCCIA	CAPANNONE	CURRY
GINNASTA	GRANDE BEN	HAMBURGER	INSEGNANTE	LANCIARE
MAGO	MAMMUT	PALLONCINO	PARTE	PIZZO
POLPO	PULSANTE	RADICE	RAGGIO	RE ARTÙ
SALE	SCATOLA	SERRA	TORRE	ZANZARA

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	CANNUCCIA	GINNASTA	MAGO
	PALLONCINO	PARTE	PULSANTE
	RAGGIO	SERRA	ZANZARA

Yellow	BOOM	CAPANNONE	CURRY
	GRANDE BEN	HAMBURGER	LANCIARE
	MAMMUT	POLPO	RADICE
	RE ARTÙ	SALE	SCATOLA
		TORRE	

Black	ALIENO	INSEGNANTE	PIZZO
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AREA FOR NOTES

GAME ID: #10 / Player 1
PLAYER NAME(S):

DATE:
SCORE:

You and your partner have a combined total of 9 turns in which to find 15 target words, while making no more than 5 combined mistakes. See front page for scoring rules.

Turn Track: ☐☐☐ ☐☐☐ ☐☐☐

Mistake Track: ☐☐☐ ☐☐

Target Track: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

UPPER LIST - GUESS WORDS FROM HERE. 1) If you get a word correct (GREEN), circle it; if you get it wrong, cross it off. 2) If it was GREEN, cross it off in the LOWER list since it is no longer guessable by your partner.

AEREO	AGO	BANCA	BASTONE	COLTELLO
COMPOSTO	CORTILE	DELTA	FANTOCCIO	FRUSTA
GATTO	HALLOWEEN	INVIARE	LAMPADINA	MEDICO
NINJA	PAGAIA	PAVIMENTO	POLVERE	PRIGIONE
PUNTO	SERPENTE	SERVER	SUONO	VICHINGO

LOWER LIST - GIVE CLUES FROM HERE. 1) Look up color of partner's guess here and report it, then cross it off. 2) If they found a GREEN word, draw a box around it in UPPER list since it's no longer guessable by you.

Green	COMPOSTO	CORTILE	DELTA
	MEDICO	NINJA	PAVIMENTO
	PRIGIONE	SUONO	VICHINGO

Yellow	BANCA	BASTONE	COLTELLO
	FANTOCCIO	FRUSTA	GATTO
	HALLOWEEN	INVIARE	LAMPADINA
	PAGAIA	POLVERE	PUNTO
		SERVER	

Black	AEREO	AGO	SERPENTE
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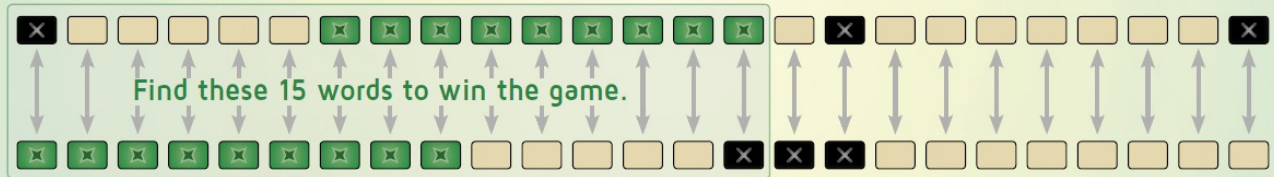
AREA FOR NOTES

Codenames Duet Overlap Key

SECRETS OF THE KEY CARD

All key cards are designed according to this diagram. You can use this knowledge to your advantage.

COLORS AS YOUR PARTNER SEES THEM



COLORS AS YOU SEE THEM

End of book. Did you have fun?