

## **How to Play:**

Each player has 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 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 goal 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.

**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 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. Words can appear as different colors to the different players; 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.

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*Optional Scoring:* 1 point for every goal word found, +3 points for every unused turn spot, -1 point for every mistake.

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

**GAME ID:** 1

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

ABSATZ	ANHÄNGER	APFEL	ARM	BASS
BLINKER	BRUDER	CHIPS	DOSEN	FUCHS
HAHN	HAUPTST	IRIS	KERZE	KETTE
MORGEN	PAS	RAD	ROST	RUTE
SCHLANGE	SICHEL	SPINNE	STOCK	STÄNDER

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	ABSATZ	CHIPS	DOSEN
	HAUPTST	KERZE	PAS
	ROST	SPINNE	STOCK

<b>Yellow</b>	ANHÄNGER	APFEL	ARM
	BASS	BRUDER	FUCHS
	HAHN	KETTE	MORGEN
	RAD	SCHLANGE	SICHEL
		STÄNDER	

<b>Black</b>	BLINKER	IRIS	RUTE
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**AREA FOR NOTES**

**GAME ID:** 2

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

APFEL	ATLAS	BAH	BARREN	BOCK
DIETRICH	ESELSoHR	FEDER	FUCHS	GEHALT
HAAR	HAHN	HEIDE	KIWI	LOL
LÄUFER	NADEL	PASS	PONY	SCHUPPEN
STRAUß	TOR	UMZUG	WANZE	WEISE

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	BAH	BARREN	GEHALT
	KIWI	PASS	SCHUPPEN
	STRAUß	TOR	UMZUG

<b>Yellow</b>	APFEL	ATLAS	BOCK
	DIETRICH	ESELSoHR	FUCHS
	HAAR	HAHN	HEIDE
	LOL	LÄUFER	NADEL
		WEISE	

<b>Black</b>	FEDER	PONY	WANZE
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**AREA FOR NOTES**

**GAME ID:** 3

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

AMBOSS	BAHN	BALL	BLÜTE	DAME
DICHTUNG	DOSEN	EIS	GEB	JAHR
KERZE	KREBS	KRONE	LÖWENZAHN	MANGEL
MATTE	MAUS	PASS	PFEIFE	SCHIRM
SCHNECKE	SCHOLLE	VERBAND	WANZE	ZEHE

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**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 the UPPER list since it is no longer guessable by you.

**Green**

BLÜTE	GEB	KRONE
LÖWENZAHN	MANGEL	MATTE
SCHNECKE	WANZE	ZEHE

**Yellow**

AMBOSS	BAHN	DAME
DOSEN	EIS	JAHR
KERZE	KREBS	MAUS
PASS	PFEIFE	SCHIRM
	VERBAND	

**Black**

BALL	DICHTUNG	SCHOLLE
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**AREA FOR NOTES**

**GAME ID:** 4

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

BAND	BAUER	BECKEN	BOCK	BOXER
BRETT	BULLE	CHIPS	DECKE	EICHEL
ERDE	GIMPEL	KNETE	LINSE	NOTE
RING	ROCK	RÖMER	SCHALTER	SCHIRM
STEUER	STRUDEL	TOR	WIRTSCHAFT	ZELLE

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	BAND	BAUER	BECKEN
	BOCK	BULLE	GIMPEL
	RÖMER	STEUER	WIRTSCHAFT

<b>Yellow</b>	BOXER	BRETT	CHIPS
	EICHEL	ERDE	KNETE
	LINSE	NOTE	RING
	ROCK	SCHIRM	STRUDEL
		TOR	

<b>Black</b>	DECKE	SCHALTER	ZELLE
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**AREA FOR NOTES**

**GAME ID:** 5

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

AMBOSS	ARM	BEIN	BLATT	BLÜTEN
BULLE	DARSTELLUNG	DRACHEN	JAGUAR	KNETE
KREUZ	KÄFER	LÄUFER	MELONE	MESSE
PILOT	RADKRANZ.	RING	SCHILD	SPINNE
STÄRKE	TAU	TEE	TOR	ZEH

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	AMBOSS	BULLE	DARSTELLUNG
	KNETE	KREUZ	RADKRANZ.
	RING	SCHILD	TOR

<b>Yellow</b>	ARM	BEIN	BLATT
	BLÜTEN	DRACHEN	JAGUAR
	LÄUFER	MESSE	PILOT
	SPINNE	STÄRKE	TEE
		ZEH	

<b>Black</b>	KÄFER	MELONE	TAU
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**AREA FOR NOTES**

**GAME ID:** 6

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

ABSATZ	BARREN	BRETT	DIELE	DRACHEN
FELGE	GABEL	GIMPEL	KAMM	KELCH
KIWI	KNETE	MESSE	MORGENSTERN	MUTTER
PFLASTER	RING	ROCK	ROLLE	RUTE
SCHIMMEL	SCHUPPEN	VERBAND	WIRTSCHAFT	ZEHE

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	ABSATZ	BRETT	DRACHEN
	GIMPEL	KELCH	KIWI
	KNETE	MORGENSTERN	SCHUPPEN

<b>Yellow</b>	BARREN	DIELE	FELGE
	GABEL	KAMM	MESSE
	PFLASTER	ROCK	ROLLE
	RUTE	VERBAND	WIRTSCHAFT
		ZEHE	

<b>Black</b>	MUTTER	RING	SCHIMMEL
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**AREA FOR NOTES**

**GAME ID:** 7

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

ATLAS	AUFZUG	BAHN	BAND	BANDE
BART	BETT	BLAU	BOCK	CHIP
EICHEL	FLASCHE	FUTTER	GANG	GRUND
HARZ	KETTE	KOKS	KREBS	LOL
MUSCHEL	SCHEIBE	STOCK	STRUDEL	UMZUG

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	BANDE	BETT	BOCK
	CHIP	KOKS	LOL
	MUSCHEL	SCHEIBE	STOCK
<b>Yellow</b>	ATLAS	AUFZUG	BAHN
	BAND	BART	BLAU
	EICHEL	GANG	GRUND
	HARZ	KREBS	STRUDEL
		UMZUG	
<b>Black</b>	FLASCHE	FUTTER	KETTE

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**AREA FOR NOTES**

**GAME ID:** 8

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

ANGEL	BAHN	BARREN	BECKEN	BLATT
BRILLE	BULLE	CLIP	DAME	DECKE
DIELE	DIETRICH	FUGE	GEIST	HOSE
IRIS	KATZENAUGE	MELONE	PFLASTER	SCHILD
SEITE	TAFEL	WANZE	WURF	ZEH

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	ANGEL	BARREN	BLATT
	CLIP	DIETRICH	PFLASTER
	SCHILD	WANZE	ZEH
<b>Yellow</b>	BAHN	BECKEN	BRILLE
	DECKE	FUGE	GEIST
	HOSE	IRIS	KATZENAUGE
	MELONE	SEITE	TAFEL
		WURF	
<b>Black</b>	BULLE	DAME	DIELE

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**AREA FOR NOTES**

**GAME ID:** 9

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

ABZUG	AU	BAR	BASS	BECKEN
BLUME	BLÜTEN	DACHSCHADEN	FUGE	GABEL
GEHALT	HERING	KAPELLE	KATER	KETTE
KREUZ	KRONE	LÖWENZAHN	ORANGE	OTTER
PASS	PILZ	STAMM	STIFT	STÄNDER

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**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 the UPPER list since it is no longer guessable by you.

<b>Green</b>	ABZUG	BECKEN	BLUME
	BLÜTEN	DACHSCHADEN	GEHALT
	HERING	PASS	STÄNDER

<b>Yellow</b>	AU	BASS	FUGE
	GABEL	KATER	KREUZ
	KRONE	LÖWENZAHN	ORANGE
	OTTER	PILZ	STAMM
		STIFT	

<b>Black</b>	BAR	KAPELLE	KETTE
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**AREA FOR NOTES**

**GAME ID:** 10

**PLAYER:** 2 of 2

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You and your partner have a combined total of 9 turns in which to find 15 targets, while making no more than 5 combined mistakes.

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**Turn Track:**   

**Mistake Track:**

**Goal Track:**   

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**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.

AUFZUG	BIRNE	BODEN	BULLE	DICHTUNG
EICHEL	FILM	FUTTER	HAUPTST	HEIDE
KIEL	LEUCHTE	LIFT	LINSE	MARK
MESSE	MINE	MORGENSTERN	PFLASTER	SCHLANGE
SCHNECKE	SCHOLLE	STRAUß	TAUBE	VEILCHEN

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**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 the UPPER list since it is no longer guessable by you.

**Green**

AUFZUG	BULLE	EICHEL
FUTTER	HEIDE	LEUCHTE
LINSE	SCHLANGE	SCHOLLE

**Yellow**

BIRNE	DICHTUNG	FILM
HAUPTST	KIEL	MARK
MESSE	MINE	MORGENSTERN
PFLASTER	STRAUß	TAUBE
	VEILCHEN	

**Black**

BODEN	LIFT	SCHNECKE
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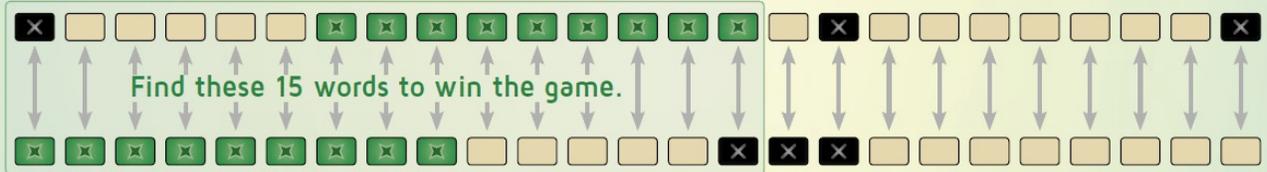
**AREA FOR NOTES**

## 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?