

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.

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.

GAME ID: 1

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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	APFEL	BASS	DOSEN
	HAHN	IRIS	RAD
	ROST	SCHLANGE	SPINNE

Yellow	ABSATZ	ANHÄNGER	ARM
	BRUDER	CHIPS	FUCHS
	HAUPTST	KETTE	PAS
	RUTE	SICHEL	STOCK
		STÄNDER	

Black	BLINKER	KERZE	MORGEN
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AREA FOR NOTES

GAME ID: 2

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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	BAH	BARREN	BOCK
	HAAR	LOL	LÄUFER
	PONY	UMZUG	WEISE

Yellow	APFEL	ATLAS	DIETRICH
	ESELSOHR	FEDER	FUCHS
	GEHALT	HAHN	HEIDE
	KIWI	PASS	STRAUß
		TOR	

Black	NADEL	SCHUPPEN	WANZE
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AREA FOR NOTES

GAME ID: 3

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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	BALL	DAME	DOSEN
	GEB	JAHR	KRONE
	LÖWENZAHN	SCHIRM	VERBAND

Yellow	BAHN	BLÜTE	EIS
	KERZE	KREBS	MANGEL
	MAUS	PASS	PFEIFE
	SCHNECKE	SCHOLLE	WANZE
		ZEHE	

Black	AMBOSS	DICHTUNG	MATTE
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AREA FOR NOTES

GAME ID: 4

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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

AREA FOR NOTES

GAME ID: 5

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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	BEIN	JAGUAR	MESSE
	RING	SCHILD	STÄRKE
	TAU	TEE	TOR

Yellow	AMBOSS	BLATT	BLÜTEN
	BULLE	DARSTELLUNG	DRACHEN
	KNETE	KREUZ	KÄFER
	LÄUFER	PILOT	SPINNE
		ZEH	

Black	ARM	MELONE	RADKRANZ.
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AREA FOR NOTES

GAME ID: 6

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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

DRACHEN	GABEL	KELCH
MUTTER	PFLASTER	ROCK
RUTE	SCHUPPEN	ZEHE

Yellow

BARREN	BRETT	DIELE
FELGE	GIMPEL	KIWI
KNETE	MESSE	MORGENSTERN
RING	ROLLE	VERBAND
	WIRTSCHAFT	

Black

ABSATZ	KAMM	SCHIMMEL
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AREA FOR NOTES

GAME ID: 7

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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	ATLAS	BAND	BANDE
	BART	BOCK	FUTTER
	GRUND	HARZ	MUSCHEL

Yellow	AUFZUG	BETT	BLAU
	CHIP	EICHEL	GANG
	KETTE	KREBS	LOL
	SCHEIBE	STOCK	STRUDEL
		UMZUG	

Black	BAHN	FLASCHE	KOKS
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AREA FOR NOTES

GAME ID: 8

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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	BLATT	BRILLE	DIELE
	HOSE	IRIS	KATZENAUGE
	MELONE	PFLASTER	WANZE

Yellow	ANGEL	BAHN	BECKEN
	BULLE	CLIP	DECKE
	DIETRICH	FUGE	GEIST
	SCHILD	SEITE	TAFEL
		ZEH	

Black	BARREN	DAME	WURF
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AREA FOR NOTES

GAME ID: 9

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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

AU	BLUME	GABEL
GEHALT	KETTE	KREUZ
LÖWENZAHN	ORANGE	STÄNDER

Yellow

BAR	BASS	BECKEN
BLÜTEN	DACHSCHADEN	FUGE
HERING	KATER	KRONE
OTTER	PASS	PILZ
	STAMM	

Black

ABZUG	KAPELLE	STIFT
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AREA FOR NOTES

GAME ID: 10

PLAYER: 1 of 2

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.

Turn Track:

Mistake Track:

Goal 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.

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

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	BULLE	DICHTUNG	FILM
	HEIDE	KIEL	LINSE
	SCHNECKE	TAUBE	VEILCHEN

Yellow	AUFZUG	BIRNE	BODEN
	EICHEL	FUTTER	HAUPTST
	LEUCHTE	MARK	MESSE
	MINE	PFLASTER	SCHOLLE
		STRAUß	

Black	LIFT	MORGENSTERN	SCHLANGE
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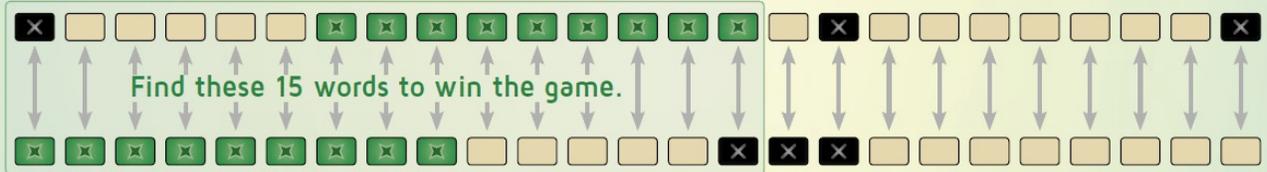
AREA FOR NOTES

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?