

## 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.

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*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](http://www.donationcoder.com).

**GAME ID:** #1 / Player 2  
**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.

<b>Green</b>	AFRICA	CHIAVE	CRICKET
	DADO	LONDRA	RODEO
	SOMMOZZATORE	STABILE	VUOTO

<b>Yellow</b>	ATLANTIS	AUSTRALIA	BROCCA
	CENERE	COTONE	CUCCHIAIO
	HALLOWEEN	JET	PERDERE
	SCORRERE	TAVOLA	TELESCOPIO
		TUTU	

<b>Black</b>	CUCCETTA	DOCCIA	GONNELLINO
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**AREA FOR NOTES**

**GAME ID:** #2 / Player 2  
**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.

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.

<b>Green</b>	BAIA	BISCOTTO	CASCO
	CUCCHIAIO	FURGONE	LANA
	MODELLO	ROTOLO	VAMPIRO

<b>Yellow</b>	ASTRONAUTA	BAMBINO	CAPELLI
	CASTELLO	DIPINGERE	DRAGO
	FILE	KETCHUP	MARMELLATA
	NASO	PALMA	PISCINA
		SCALA	

<b>Black</b>	AUTUNNO	RUGGINE	VIRUS
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**AREA FOR NOTES**

**GAME ID:** #3 / Player 2  
**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.

<b>Green</b>	CAPITANO	FATA	GRECIA
	MAIALE	MODELLO	PAGAIA
	PERLA	PHEONIX	RUSCELLO
<b>Yellow</b>	ANCORA	BATTERE	CONDURRE
	CROCIATO	INDIVIDUARE	INGHILTERRA
	MALATTIA	MERCURIO	POLPO
	POP	SCORPIONE	VELA
		VERME	
<b>Black</b>	CURRY	LETTO	SPRAY

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



**GAME ID:** #5 / Player 2  
**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.

<b>Green</b>	ANCORA	COTONE	MISSILE
	NEW YORK	PATTINI	SAHARA
	TAMBURO	UNICORNO	VELA

<b>Yellow</b>	ATTICO	AVVOCATO	CERVELLO
	CRANIO	FOSSA	GATTO
	LACRIMA	MANCIA	MORTE
	PARTE	PULSANTE	SECCHIO
		SECONDO	

<b>Black</b>	GIRO	PESCA	TORNADO
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**AREA FOR NOTES**

**GAME ID:** #6 / Player 2  
**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.

<b>Green</b>	ALLENATORE	ASSO	COLLEGAMENTO
	HOTEL	MEDICO	MENTA
	MOSÉ	PRINCIPESSA	SOLDATO

<b>Yellow</b>	CONDURRE	DOLLARO	DORMIRE
	FANTOCCIO	IL GIRO	PANTOFOLA
	SCHIACCIARE	SCIVOLARE	SERRA
	SHAKESPEARE	TAVOLA	VESTITO
		VIGORE	

<b>Black</b>	GRAFFIARE	PUNTO	SORELLA
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**AREA FOR NOTES**



**GAME ID:** #7 / Player 2  
**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.

<b>Green</b>	BROCCA	CAPITANO	CINTURA
	FRATELLO	GRANCHIO	IL MIO
	PENNA	SPAZIO	VAMPIRO

<b>Yellow</b>	BARBECUE	BLOCCARE	CAMPO
	GIOIELLIERE	INCHIOSTRO	INDIETRO
	MANNARO	NASCONDERE	NOTTE
	PECHINO	SPIAGGIA	STETOSCOPIO
		TERREMOTO	

<b>Black</b>	BANDIERA	GOLF	MAMMUT
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**AREA FOR NOTES**

**GAME ID:** #8 / Player 2  
**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.

<b>Green</b>	BISCOTTO	BOLLA	BUFERA DI NEVE
	CROCIATO	MELA	PORTA
	RAGNO	RASOIO	WAKE

<b>Yellow</b>	BACIO	BARBA	CERVELLO
	CLUB	CORNO	GINNASTA
	LOGIN	MALATTIA	NODO
	PAESE DELLE MERAVIGLIE	PERNO	TELESCOPIO
		ZOMBIE	

<b>Black</b>	CONDUTTORE	GRU	PONTE
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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.

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

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.

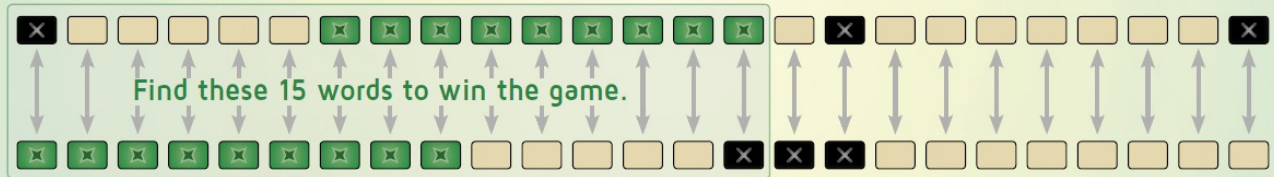
Green	BANCA	BASTONE	COMPOSTO
	HALLOWEEN	NINJA	PAGAIA
	POLVERE	PRIGIONE	SERPENTE
Yellow	AEREO	COLTELLO	CORTILE
	DELTA	FANTOCCIO	FRUSTA
	INVIARE	LAMPADINA	MEDICO
	PAVIMENTO	PUNTO	SERVER
		VICHINGO	
Black	AGO	GATTO	SUONO

## 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?