

# PESACH CODENAMES

*Be sure to print and cut out all cards before Pesach! Mix up the word cards. There are enough cards for 4 full games of Codenames without repeating words. There are also 4 key cards, but feel free to use additional key cards from your own Codenames set for endless fun! Can you guess which part of the haggadah the red, blue, neutral, and assassin cards represent?*

**Objective:** The objective of Codenames is for players to correctly guess the words associated with their team's color while avoiding the words associated with the opposing team's color and the assassin word.

## Setup:

1. Divide players into two teams, each with a Spymaster. If there's an odd number of players, one team may have an extra player.
2. Place 25 word cards in a 5x5 grid on the table. Ensure all players can see the words clearly.
3. Give each Spymaster a key card. The key card displays the grid of words with each word colored to indicate whether it belongs to the red team, blue team, is neutral, or is the assassin word.
4. The color on the sides of the cards indicates which team goes first. The team that starts uses the extra card (half blue, half red) as one of their own.
5. The Spymasters should study their key card to identify which words correspond to their team's color.

## Gameplay:


























1. The Spymasters take turns giving one-word clues and a number. The clue should relate to multiple words on the table, and the number indicates how many words the clue is associated with.
2. The clue can't be any of the words on the table. It must be a single word that connects multiple words that the Spymaster wants their team to guess.
3. The team's operatives then discuss and attempt to guess which words the Spymaster's clue refers to. They can guess up to the number given by the Spymaster plus one additional guess.
4. If the operatives guess a word, the Spymaster covers the word card with the team's color card (red or blue). If they guess incorrectly, the turn ends immediately.
5. If operatives guess a word of the opposing team's color, that word's card is covered with the opposing team's color card, and their turn ends immediately.
6. If operatives guess a neutral word, their turn ends immediately, and that word's card is covered with a neutral color card.
7. If operatives guess the assassin word, their team instantly loses the game.
8. Play alternates between the two teams, with each Spymaster giving clues for their team to guess.


























## Winning the Game:


























The game ends when one team successfully guesses all of their words, in which case they win. Alternatively, if a team guesses the assassin word, the opposing team wins instantly. If neither team has won after a certain number of turns, the game can end in a draw.


























## Additional Rules:

1. Spymasters should avoid giving clues that are too vague or that could potentially relate to multiple words on the table.
2. Operatives should carefully consider their guesses, as guessing incorrectly can give points to the opposing team or even cause their team to lose instantly.

 _____ EGYPT <b>EGYPT</b>	 _____ BREAD <b>BREAD</b>	 _____ KING <b>KING</b>	 _____ EGG <b>EGG</b>	 _____ MAROR <b>MAROR</b>
 _____ BREAK <b>BREAK</b>	 _____ NUT <b>NUT</b>	 _____ WINE <b>WINE</b>	 _____ FEATHER <b>FEATHER</b>	 _____ APRIL <b>APRIL</b>
 _____ FIRSTBORN <b>FIRSTBORN</b>	 _____ PYRAMID <b>PYRAMID</b>	 _____ LABOR <b>LABOR</b>	 _____ LAMB <b>LAMB</b>	 _____ COUNT <b>COUNT</b>
 _____ HASHEM <b>HASHEM</b>	 _____ BONE <b>BONE</b>	 _____ FROG <b>FROG</b>	 _____ HAIL <b>HAIL</b>	 _____ MATZAH <b>MATZAH</b>
 _____ DOOR <b>DOOR</b>	 _____ SLAVE <b>SLAVE</b>	 _____ PLAGUE <b>PLAGUE</b>	 _____ BLOOD <b>BLOOD</b>	 _____ SALT <b>SALT</b>

 PRAYER <b>PRAYER</b>	 CHARITY <b>CHARITY</b>	 SEDER <b>SEDER</b>	 JERUSALEM <b>JERUSALEM</b>	 STORY <b>STORY</b>
 PHARAOH <b>PHARAOH</b>	 NIGHT <b>NIGHT</b>	 SEA <b>SEA</b>	 FAMILY <b>FAMILY</b>	 CUP <b>CUP</b>
 LION <b>LION</b>	 FIRE <b>FIRE</b>	 SPRING <b>SPRING</b>	 KORBAN <b>KORBAN</b>	 SON <b>SON</b>
 DESSERT <b>DESSERT</b>	 DESERT <b>DESERT</b>	 ESCAPE <b>EXODUS</b>	 STAFF <b>STAFF</b>	 LOCUST <b>LOCUST</b>
 LEADER <b>LEADER</b>	 OVEN <b>OVEN</b>	 BED <b>BED</b>	 STICK <b>STICK</b>	 ROUND <b>ROUND</b>

 SUN <b>SUN</b>	 MOSHE <b>MOSHE</b>	 FLOUR <b>FLOUR</b>	 BRICK <b>BRICK</b>	 PILLOW <b>PILLOW</b>
 TRADITION <b>TRADITION</b>	 RECIPE <b>RECIPE</b>	 PRAISE <b>PRAISE</b>	 FEAST <b>FEAST</b>	 FREEDOM <b>FREEDOM</b>
 GEBROK TZ <b>GEBROK TZ</b>	 VEGETABLE <b>VEGETABLE</b>	 CHECK <b>CHECK</b>	 BROOM <b>BROOM</b>	 PASS <b>PASS</b>
 ELIYAHU <b>ELIYAHU</b>	 CHAROSET <b>CHAROSET</b>	 QUESTION <b>QUESTION</b>	 SELL <b>SELL</b>	 KITNIOT <b>KITNIOT</b>
 TAMBOURINE <b>TAMBOURINE</b>	 POCKET <b>POCKET</b>	 CANDLE <b>CANDLE</b>	 SPOON <b>SPOON</b>	 POTATO <b>POTATO</b>

 _____ TEMPLE _____ <b>TEMPLE</b>	 _____ LICE _____ <b>LICE</b>	 _____ KOHEN _____ <b>KOHEN</b>	 _____ SANDWICH _____ <b>SANDWICH</b>	 _____ DVAR TORAH _____ <b>DVAR TORAH</b>
 _____ LEG _____ <b>LEG</b>	 _____ BOIL _____ <b>BOIL</b>	 _____ SONG _____ <b>SONG</b>	 _____ STEAK _____ <b>STEAK</b>	 _____ FISH _____ <b>FISH</b>
 _____ YEAR _____ <b>YEAR</b>	 _____ AFIKOMAN _____ <b>AFIKOMAN</b>	 _____ TORAH _____ <b>TORAH</b>	 _____ LIFE _____ <b>LIFE</b>	 _____ STORE _____ <b>STORE</b>
 _____ BASKET _____ <b>BASKET</b>	 _____ THUNDER _____ <b>THUNDER</b>	 _____ JEW _____ <b>JEW</b>	 _____ DEATH _____ <b>DEATH</b>	 _____ ROBE _____ <b>ROBE</b>
 _____ WATER _____ <b>WATER</b>	 _____ CHOL HAMOED _____ <b>CHOL HAMOED</b>	 _____ HAR SINAI _____ <b>HAR SINAI</b>	 _____ TABLE _____ <b>TABLE</b>	 _____ GOAT _____ <b>GOAT</b>

