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:

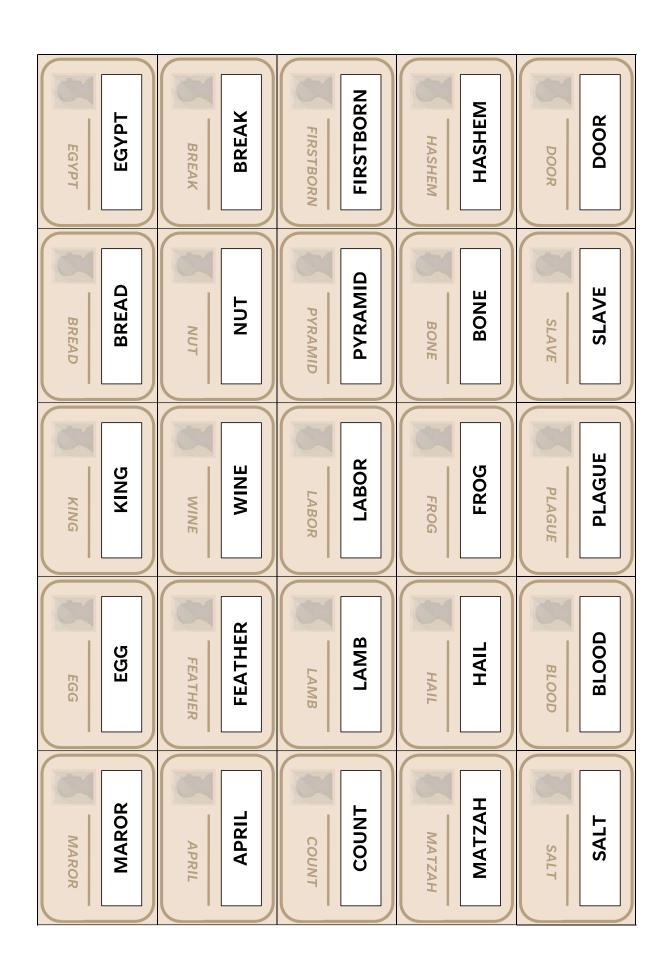
- 1. The Spymasters take turns giving one-word clues and a number. The clue should relate to multiple words on the table, and the number indicates how many words the clue is associated with.
- 2. The clue can't be any of the words on the table. It must be a single word that connects multiple words that 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.



PRAVER	PHARAOH	NOIT	DESSERT	LEADER
CHARITY	NIGHT	FIRE	DESERT	NAAO OVEN
SEDER	SEA SEA	SPRING	SNOOX3	BED BED
JERUSALEM	FAMILY	KORBAN	STAFF	STICK
ANOLS	dno	NOS	TSUDO1	ROUND

NOS	TRADITION	ZLYONA GEBROKTZ	ELIYAHU	TAMBOURINE
MOSHE	RECIPE	VEGETABLE	TAROSET CHAROSET	LEMOOG POCKET
FLOUR	BRAISE PRAISE	CHECK	NOITSAND QUESTION	BIDNAD CANDLE
BRICK	FEAST FEAST	MOON BROOM	SELL	NOOdS
MOTTIA	FREEDOM	PASS PASS	TOINTIX	POTATO

TEMPLE	A LICE	NaHOX KOHEN	SANDWICH	DVAR TORAH
DEG LEG	BOIL	SONG	STEAK	HSIA
YEAR	AFIKOMAN AFIKOMAN	TORAH	LIFE	BAOTS STORE
BASKET BASKET	THUNDER	Mac Jew	DEATH	BOBE ROBE
WATER	CHOL HAMOED	HAR SINAI	TABLE	GOAT GOAT

