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## Codenames: A Word-Based Spy Thriller

Codenames is an exciting and challenging word-based board game that combines deduction, strategy, and wordplay. Created by Czech Games Edition and designed by Vlaada Chvátil, this game has become a favorite among players of all ages. In this reading passage, we will delve into the rules and gameplay of Codenames, as well as explore the history behind this captivating board game.

### How to Play

Codenames is a game designed for 2 or more players, divided into two teams, the "Red Team" and the "Blue Team." The objective of the game is to identify all your team's secret agents while avoiding the opposing team's agents and the deadly assassin. Here's how to play:

- **Setup:** Lay out 25 word cards in a 5x5 grid on the table. Each word card contains a single word. The "spymasters" from each team sit on one side of the table, while the other team members sit across from them.
- **Spymasters:** Each team has a spymaster who knows the identity and location of the agents for their team. The spymasters take turns providing one-word clues and a number to their teammates. The clue must relate to one or more of their team's agents on the board, and the number indicates how many cards the clue relates to.
- **Guessing:** After receiving the clue from their spymaster, the team members try to guess the cards associated with that clue. They can make a number of guesses equal to the number given by the spymaster, plus one additional guess if they feel confident. Team members must tap the word cards they want to guess. If they select a card with an opposing team's agent or the assassin, their turn ends immediately.
- **Winning the Game:** The game continues with teams taking turns until one team successfully identifies all of their agents or selects the opposing team's assassin, in which case they lose instantly.

### History of Codenames

Codenames was created by Vlaada Chvátil, a renowned board game designer from the Czech Republic. Chvátil is known for his innovative game designs and has won numerous awards for his contributions to the board gaming industry. He created Codenames as a departure from his previous games, which often featured complex rules and mechanics. Instead, he aimed to develop a game that was easy to learn and provided endless fun and strategy.

Codenames was published by Czech Games Edition in 2015 and quickly gained international acclaim. Its success led to various editions and adaptations, including Codenames: Pictures and Codenames: Duet, which are variations of the original game. These expansions and adaptations have contributed to Codenames' enduring popularity among board gamers worldwide.

