

CODENAMES SOLO

TOP
SECRET

WORD
GAME



Codenames Solo is an exciting new way to play Codenames – by yourself! You will need the original Codenames game, as well as a few extra components that you can find in other CGE games.

SETUP

Set up the game mostly as normal, with the following exceptions:

- In *Codenames Solo* the game will take the role of spymaster, so you do not need the key cards. Return them and the plastic stand to the box.
- Because you are the only player, you will not use the player-elimination mechanic, so you do not need the timer. Return it to the *Galaxy Trucker* box.

Tip: Use painters tape and a permanent marker to label your timer so you don't confuse it with the Galaxy Trucker timer.

- The double agent card cannot be trusted. It must be locked in the *Galaxy Trucker* box, where the timer can watch it.
- You will also need 1 die from *Sanctum*. Do **not** use a *Galaxy Trucker* die – the double agent might escape when you open the box.

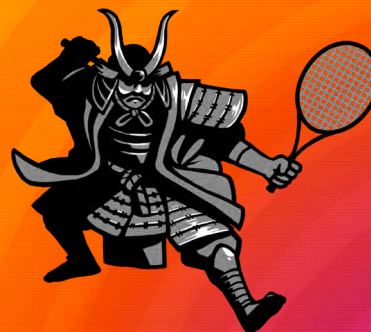
*Note: Speaking of escaping, don't forget that every time you open the Sanctum box, a demon escapes to destroy the world. You **must** play and win Sanctum before you can shut the box. Solo rules can be found at <https://czechgames.com/files/rules/sanctum-solo-rules-en.pdf>.*



2

GAME PLAY

You are the only team, so you will take every turn. As usual, each turn has one clue, and then you can make multiple guesses.



THE CLUE

Generate the clue procedurally by drawing one card from the deck to be the clue word and rolling the die to determine the number of codenames it is supposedly related to.

Tip: Players who have memorized the two sides of every card should draw the clue word from the bottom of the deck so as not to spoil the surprise.

YOUR TURN

Once the clue is generated, it is your turn to guess what it might mean. For example, if the clue is *orange: 6*, you need to find 6 different kinds of oranges among the 25 words you dealt during setup.

Guess words one at a time, as usual, by touching the card. Each time you touch a word card, cover it with an agent card.

If you cover it with a blue agent card, you may continue your turn.

If you cover it with a red agent or an innocent bystander, your turn ends. Usually, you just generate another clue and start a new turn, but if that was the last red agent card, you lose the game.

If you cover it with the assassin OR THE DOUBLE AGENT!!!, you lose immediately.



WINNING

You win if you use all the blue agents. (Unless, of course, you do something that causes you to lose.)



3

FREQUENTLY ASKED QUESTIONS

How do I know which card to use to cover the word I guessed?

Sorry, we should have made that clear up front. In the Solo variant, you are the blue team, so you should always use blue agents.

Wait ... are you saying I can just cover every guess with a blue agent card, no matter how bad my guess is?

That is the optimal strategy, yes, but you should not be mentioning it in this rulebook – you are supposed to discover it after twenty-two or twenty-three plays.

What if I need more of a challenge than that?

Try the Codenames Solo: Cover of Darkness variant!

What is the Codenames Solo: Cover of Darkness variant?

It's a game variant that we had to leave out of this rulebook to save on print costs. But basically, you just set up Codenames Solo in a closet, then shut the door and turn the lights off.



A ... game? ... by Jason A. Holt

Inspired by Vlaada Chvátil's and Scot Eaton's much-better-designed game, Codenames Duet.

Illustrators: Jana Kilianová, Michal Suchánek, David Cochard, Filip Neduk

Graphic Design: Hana Slaninová

Special thanks to: you, for reading this far. Happy April Fools Day.

© Czech Games Edition
1st April 2022
www.CzechGames.com

