

VLAADA CHVÁTIL

CODENAMES

TOP
SECRET
CO-OP
GAME



Harry Potter

TABLE OF CONTENTS

OVERVIEW	1
SETUP	1
GOAL	2
GAMEPLAY	3
EXAMPLE OF PLAY	5
ENDING THE GAME	7
LIMITED COMMUNICATION	7
REGROUP	8
MISSION LOG	9
VALID AND INVALID CLUES	10
ADVANCED TECHNIQUE	12
WITH MORE THAN TWO PLAYERS	12
LOOSER TURN ORDER	12
THINGS TO REMEMBER	12
SECRETS TO THE KEY CARD	13

COMPONENTS

- 200 Code Cards • 100 Double-Sided Key Cards
- 15 Order of the Phoenix Cards • 1 Death Eater Card
- 12 Time-Turner Tokens • 1 Pad of Mission Logs
- 1 Card Stand • Instructions

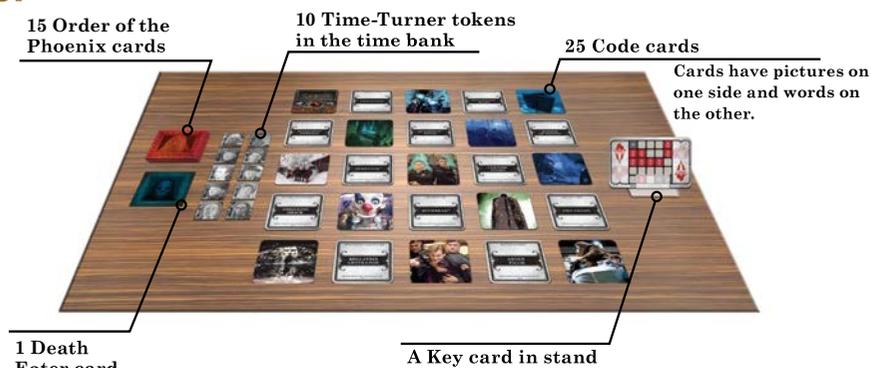
OVERVIEW

As operatives for the Order of the Phoenix in Diagon Alley, you must pass secret information to other Members of the Order. Each operative knows the location of 9 Members that the other must contact. Communicating in coded messages, they sneak past Death Eaters in an attempt to complete their mission before time runs out.

Codenames: Harry Potter™ is a cooperative word game for two or more players. A Key card gives you 9 Code cards to give clues for and 3 cards your partner must avoid. A clue is only one word, but it can point to multiple cards that you want your partner to guess. Your partner also gives you clues for the cards you need to find. Together, if you find all the cards before you run out of time, you both win.

These rules describe a two-player game, but adding more players is easy. Details are on page 12.

SETUP



You and your partner should sit on opposite sides of the table. Shuffle the Code cards and deal 25 at random into a 5×5 grid, as shown. The grid above shows both sides of the cards, but for your first few games we recommend using only pictures or only words.

Place the red Order of the Phoenix cards and the blue Death Eater card where both players can reach them.

Place 10 Time-Turner tokens Ministry Official side up beside the Code card grid, as shown above. This forms the time bank.



Leave 2 Time-Turner tokens in the box. Only 10 Time-Turner tokens are used in the standard game. However, this game is quite challenging. An 11th or 12th token can be added to make it a little easier. These extra tokens are colored teal to remind you to use only 10 in the standard setup.

Set the plastic stand beside the grid. Shuffle the deck of Key cards and draw one at random. Place the Key card in the plastic stand so that each player sees only one side of the card. The card should be wider than it is tall, as shown above. Either wide edge can be on top.

Tip: If you hold the deck vertically and draw from the middle, then you will see only your own side of the card.

SETUP (CONT.)

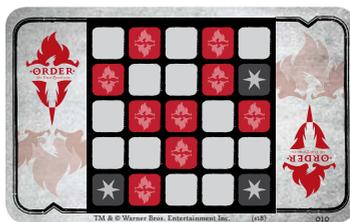
Key Cards

Each game uses 1 double-sided Key card. On your side of the card, 9 Code cards are marked in red. These are the cards you want your partner to guess.

You also see 3 Death Eaters marked in black. If your partner guesses one of these cards, you both immediately lose the game.

The other cards are Ministry of Magic Officials who get in the way. If your partner guesses one of these cards it is an incorrect guess.

Your partner also sees 9 red cards and 3 black cards, but they are mostly different cards. Your partner will give you clues for the Code cards that are red on the side of the Key card that you can't see.



Give clues for the Code cards in red.

Try to avoid Ministry of Magic Officials.

Avoid clues that might lead to the Death Eaters.



GOAL

You both win if you can find all 15 Order of the Phoenix Members in ten turns or less.

Note: You are each giving clues for 9 Code cards, and $9 + 9$ is more than 15, but some squares appear red from both sides. Details are on page 13.

IF YOU KNOW CODENAMES

If you already know Codenames, **you still need to learn these rules.** The core idea is the same, but most of the details are different.

The Key card is double-sided so you and your partner can take turns giving each other clues. Time-Turner tokens are used to limit your number of turns. And a card that looks like a red Order of the Phoenix Member on your side of the Key card might be something completely different on turns when you are the guesser.

GAMEPLAY

Start the game by looking for a clue that will lead to two or more red Code cards. Your partner will also be looking for a clue for cards that are marked red on the other side of the Key card.

GIVING A CLUE

A clue is one word and one number. The number tells how many Code cards on the table relate to the word in the clue.

For example, *Brew: 2* might be a good clue for a CAULDRON and POLYJUICE POTION™.

If any of the cards on the table have words, the word in your clue cannot be one of the words visible on the table. So, in the example above, *Cauldron: 2* would be an invalid clue. *Juice: 2* would also be invalid because *Juice* is part of POLYJUICE. Full details are on pages 10–11.

It is legal to give a clue for only one Code card, but you will have to give some clues for two if you want to win the game. A successful clue for three or more cards is a big accomplishment.

The First Clue

Either player may give the first clue. Let's suppose you find a good clue while your partner is still looking, so you offer to give the first one.

You say a word and a number and nothing else. Now your partner tries to figure out which Code cards you mean.

MAKING A GUESS

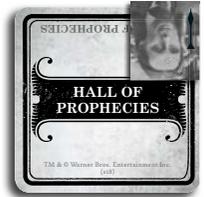
On a turn when you give the clue, **your partner will guess.** Your partner takes time to look at all the cards on the table. Then he or she guesses **by touching one of the cards** on the table.

- **If your partner touches a Code card that you see as red, that is a correct guess. Cover it with a red Order of the Phoenix card.** Your partner has made contact with one of the Members and you are one step closer to winning the game. (Note: You cover a red Code card with a red Order of the Phoenix card even if it wasn't one of the cards you meant. Do not let your partner know. You should act like you meant that card.)

- **If your partner touches a Code card you see as black, that is a Death Eater. The game is over and you both lose.** Your partner went down Knockturn Alley looking for a Member and got caught by the Death Eaters.

- **If your partner touches a Code card you see as grey, mark it with a Time-Turner token.**

Take a token from the time bank and place it on the card, Ministry of Magic Official side up, with the arrow pointing from you to your partner. This indicates that when you gave a clue, your partner guessed this card and ran into a Ministry Official. Do not cover the card completely. This still might be a card that your partner wants you to guess.



Running into a Ministry of Magic Official ends the turn immediately, and running into a Death Eater ends the game. On the other hand, finding a red Code

GAMEPLAY (CONT.)

card gives your partner a chance for another guess.

One Clue, Multiple Guesses

Your partner can make another guess if the first guess was correct. (You do not give another clue.) The second guess is made the same way as the first, and you mark the card according to the same rules. If that guess is correct, your partner can guess again. And again.

Your partner can make an unlimited number of correct guesses.

Ideally, your partner will find all the Code cards indicated by your clue. Of course, it doesn't always work out that way.

END OF THE TURN

Each turn has exactly one clue and at least one guess. Assuming you don't run into a Death Eater, there are two ways a turn can end:

- **A wrong guess ends the turn.** If your partner touches a Ministry Official card, **you mark it with a Time-Turner token from the time bank and the turn ends.**
- After one or more correct guesses, **your partner may choose to end the turn by taking a Time-Turner token from the time bank.** The token is kept Time-Turner side up in front of your partner.

A turn always uses up a Time-Turner token. The number of Time-Turner tokens left in the time bank is the number of turns (and the number of clues) left in the game.

If everything goes well, your partner will guess as many Code cards as you indicated by your clue and then stop. But your partner may choose to quit

early. It is also legal for your partner to take additional wild guesses, but we don't recommend it.

NEXT TURN

You and your partner will take turns giving clues. So, if you gave the clue on the first turn, your partner gives the clue for the next turn.

The Code cards your partner wants you to guess could appear red, grey, or even black on your side. You should focus on the Code cards and ignore the Key card.

A card that is covered by a red Order of the Phoenix card does not need to be guessed anymore. In particular, if you guess a card that looks red from both sides of the Key card, your partner will cover it, and neither of you will give clues for it anymore. (If this happens, do not tell your partner that you were also giving clues for that same card.)

A Code card marked by a Time-Turner token might need to be guessed by the other player. For example, if your partner guessed a Ministry Official, you should have marked it so that the arrow on the token points from you to your partner. Here is what can happen if you guess that card:

- Your partner might see it as a Death Eater, in which case you lose the game.
- Your partner might see it as Ministry Official, in which case your partner marks it with a second Time-Turner token, with the arrow pointing toward you. The Time-Turner tokens should be arranged to cover the card, since neither of you can guess it again.

GAMEPLAY (CONT.)

- Your partner might see it as a red Order of the Phoenix Member, in which case your partner covers it with a red Order of the Phoenix card. The Time-Turner token should be put on top of the cover card to remind you of what happened on the earlier turn.

Using Clues from Earlier Turns

You might not find all the cards related to your partner's first clue. Maybe your turn ended early because of a wrong guess, or maybe you chose to end it early because you weren't willing to risk running into a Death Eater.

When it is your turn to guess, keep previous clues in mind. You are not required to guess cards related to the current clue. **You can guess cards related to any clue you have been given.** Sometimes you might want to

guess the cards you are most sure of first, even if they do not relate to the current clue.

This is also important to keep in mind when you are thinking up clues. Your partner will have another chance to guess a Code card missed on your first clue, so it might not be necessary to give another clue for that same card.

GUESSING THE LAST CARD

If all 9 squares that you see as red have been covered by Order of the Phoenix cards, tell your partner that he or she has no Code cards left to guess. Your partner will be the one who gives clues on all remaining turns.

EXAMPLE OF PLAY

You have the Code cards and Key card shown here. You have a good clue for 3, so you offer to start. You say *Prison: 3*.

Your partner touches the picture of Azkaban, because it is the wizarding prison. You cover the picture with a red Order of the Phoenix card. Confidently, she touches the picture of Barty Crouch Jr. because he is about to be sent to Azkaban.

The incorrect guess ends the turn. You mark the picture with a Time-Turner token, Ministry of Magic Official side up. The arrow points from you to your partner.



EXAMPLE OF PLAY (CONT.)

It is now your partner's turn to give a clue. After some thought, she says *Forest: 4*. You touch the image of the trees and she marks it with a red Order of the Phoenix card. That card happened to be red on your side, too, but you don't tell her that. The other words for *Forest* are harder to find. Maybe your partner is thinking of all the animals that could be found in a forest? Or it could also be the picture of Barty Crouch Jr. who killed his dad in the forest.

You touch BUCKBEAK. Your partner marks it with a red Order of the Phoenix card. You keep going so you also touch the centaur picture, which is also correct. For your last guess you decide to touch the image of Barty Crouch Jr. Your partner marks this with an Order of the Phoenix card, placing the Time-Turner token on top of the member card. You have no reason to take a wild guess, so you take a Time-Turner token from the time bank and place it in the front of you with Time-Turner side up.

(Your partner was actually giving a clue that also included a spider instead of Barty Crouch Jr. But since that card was also red on her side of the Key card, it counts as a correct guess. She is not supposed to give any of this information away, so she acts as though Barty Crouch Jr. was exactly the card she meant.)

It is your turn again. You say *Hogsmeade: 2*, hoping to get HOGWARTS™ EXPRESS and the scene of the kids in the snow. Your partner touches HOGWARTS™ EXPRESS. You cover it with red Order of the Phoenix card. She's not sure about the other *Hogsmeade* word,

but she has figured out what other cards might relate to the clue prison. She touches DEMENTOR™ since they are the prison guards. You mark it with a red Order of the Phoenix card. Her hand hovers over the image with Hagrid, remembering that he was sent to prison. Your stomach tightens, because that card is black on your side, but you act calm, as though it would not bother you at all for her to pick that card. Fortunately, she touches BELLATRIX LESTRANGE™, and you cover it with a red Order of the Phoenix card. You do not sigh with relief, because that would give too much away. She forgets that she still has one more clue for *Hogsmeade*, and ends her turn by taking a Time-Turner token from the time bank. You have 7 turns left and the board looks like this:



ENDING THE GAME

CLEAR VICTORY

Once all Members of the Order of the Phoenix have been located (all red cards from both sides of the Key card have been guessed) both players win the game!

There are 15 Order of the Phoenix cards and 15 Code cards to guess. (There are 9 on each side, but 3 overlap.) So, you win when the last Order of the Phoenix card is placed.

Of course, there are other possible endings:

DEATH EATER

If either player guesses a Code card that the other player sees as black, your team has been caught by the Death Eaters and you both lose.

SUDDEN DEATH

If you have used up your last Time-Turner token and there are still Code cards to be guessed, it is time for the sudden death turn.

No one gives any more clues. You have no more time. The sudden death turn just allows you to use all the information you already have in one last attempt to win the game.

If only one player has cards left to guess, that player is the guesser. If you both have cards left, you are both guessers. You can make your guesses in any order, and you do not have to take turns, but you are not allowed to discuss a guessing strategy.

Guesses should be made one at a time and marked in the usual way. For example, when your partner touches a Code card, your side of the Key card determines whether the guess is correct or not.

A wrong guess in sudden death ends the game – both players lose, even if the guess was just a Ministry Official.

If all your guesses are correct and you find the last red card, you both win!

LIMITED COMMUNICATION

Your information should be limited to what you can deduct from each other's clues. If you comment on your guess, don't give away any information about your side of the Key card. If you guess a card that your partner marks as a red Order of the Phoenix Member, do not tell your partner what that card looks like on your side. Do not give your partner advice on when to stop guessing, and do not tell your partner how many cards are left to guess unless all the cards you see as red have been covered by red Order of the Phoenix cards.

**YOU ARE READY
TO PLAY YOUR FIRST MISSION!**
Afterwards, see next page to see how you did.

REGROUP — HOW DID IT GO?

YOU MET A DEATH EATER

Yeah, this happens. You lost. That's what He-Who-Must-Not-Be-Named is hoping for. You can just deal a new set of cards, draw a new Key card, and try again.

Before giving a clue, always check the location of the three Death Eaters. Try to avoid a clue that could lead to one of those cards. Careful players can avoid the Death Eaters ... usually ... sometimes.

Good luck!

YOU RAN OUT OF TIME

Your sudden death turn ended on an incorrect guess and you failed to contact all the Order of the Phoenix Members. Do not give up — deal a new set of cards, draw a new Key card, and try again. To succeed, most of your clues need to connect two or more cards. Don't be afraid to give clues that are a bit of a stretch. Your partner knows that not every clue will be a perfect match. Just beware of the Death Eaters.

If you consistently run out of time, consider adding a 11th or 12th Time-Turner token. Maybe you need to practice on an easier mission before tackling the tougher challenges.

YOU WON A MISSION WITH 11 OR 12 TOKENS

Great! You played with some extra Time-Turner tokens, but you contacted all the Members while avoiding the Death Eaters. Mission complete!

We hope you enjoyed the game. You can play it this way again, or you can try it with 10 tokens. It may be tough,

and you might need several attempts or a bit of luck, but it feels great to beat that mission!

YOU WON A STANDARD 10-TOKEN MISSION

Awesome! You did great, and you are ready for anything!

The section on the next page explains how to use the Mission Log to find new challenges. The various missions require different skill levels and strategies.

Of course, you can also play the standard 11-token mission again. With so many Key cards and Code cards, each game will be completely different.

SCORING A 10-TOKEN MISSION

Some games are a struggle where you run into lots of Ministry Officials and have to use your sudden death turn to pull out a victory. Other games you might win in only 7 or 8 turns. You can evaluate how well you did by counting up your score:

- Give yourselves 3 points for each Time-Turner token left in the time bank. (But do not forget that you also used a token on the last, victorious turn.)
- Give yourselves 1 point for each Time-Turner token that a player took when ending a turn after a correct guess.
- Subtract 1 point if you needed the sudden death turn to win.

If you score more than 5 points, that's really good. A score of 9 or 10 is awesome. And if you can score more than 10, you really should give the Mission Log a try.

MISSION LOG

So, you just successfully completed a standard 10-token mission? Congratulations! (If you have not done that yet, keep trying. Return here when you succeed.)

Your team is ready for more challenging missions. Take one of the Mission Logs from the pad. (There are multiple copies, so you can play missions with various teams.) Mark the diamond next to London. You have just completed the 10/10 mission!

Now you are free to take the top mission within any of the three boxes in London. (Your choices are #4 Privet Drive, Diagon Alley™, or Train Station.) Here's what the numbers next to each mission mean:

MISSION PARAMETERS

Each mission has two number parameters. **The first number is the total number of turns.** When setting up a mission, put this many Time-Turner tokens in the time bank and leave the rest in the box. #4 Privet Drive uses 10, just like the standard London mission. While, Diagon Alley™ uses 11 and Train Station uses all 12 of the Time-Turner tokens. **The second number is the number of acceptable mistakes.** Only this many tokens are Ministry Official side up. The rest are flipped to the Time-Turner side. When setting up #4 Privet Drive for example, only 5 of the 10 tokens will be Ministry of Magic Official side up.

10/5 #4 Privet Drive 10 Time-Turner Tokens total



5 acceptable mistakes

VLAADA CHVETIL

CODENAMES

HARRY POTTER™

MISSION LOG

10/10 LONDON

When giving a clue, give a two word clue (word + word + number).

- ◆ 10/5 #4 Privet Drive
- ◆ 9/5 The Burrow
- ◆ 8/5 #12 Grimmauld Place

◆ BONUS:

If you have found 11 Clues (Numbers before losing) consider the mission a win.

- ◆ 11/8 Diagon Alley™
- ◆ 10/5 Gringotts Bank
- ◆ 9/5 Olivanders

◆ BONUS:

Add a finished Time-Turner token to any Mission (maximum of 12 tokens).

- ◆ 12/0 Train Station
- ◆ 11/0 Platform 9 3/4
- ◆ 10/0 Hogwarts™ Express

◆ BONUS:

If you find a Ministry Official (even during sudden death) ignore it & keep guessing.

◆ Picture ◆ Word ◆ Both

9/9 HOGWARTS™

When guessing, teach two words simultaneously. The other player decides which one counts.

- ◆ 10/4 Quidditch™ Pitch
- ◆ 9/4 Hagrid's Hut
- ◆ 8/4 Forbidden Forest

◆ BONUS:

Flip two Ministry Official face down. Time-Turner tokens so they are face-up.

◆ BONUS:

- ◆ 11/2 Great Hall
- ◆ 10/2 Room of Requirement
- ◆ 9/2 Gryffindor Common Room

When giving a clue give two clues instead (word + number and word + number).

8/8 HOGSMEADE™

◆ HOGSMEADE BONUS:

Before giving a clue, use an additional Time-Turner token to mark a Ministry Official.

- ◆ 11/1 The Three Broomsticks
- ◆ 10/1 Honeydukes
- ◆ 9/1 Shrieking Shack

◆ BONUS:

Add two face-down Time-Turner tokens to any Mission (maximum of 12 tokens).

ONCE ALL MISSIONS ARE COMPLETE IN LONDON, HOGWARTS, and HOGSMEADE, YOU MAY BEGIN THE MISSIONS IN THE

MINISTRY OF MAGIC

- ◆ 9/0 Department of Mysteries
- ◆ 8/2 Hall of Prophecies
- ◆ 7/4 Battle in the Atrium

Congratulations! You have defeated LORD VOLDEMORT™ and his Death Eaters, for now.

UNUSPUN is a trademark of USAopoly, Inc. © Clash Games Edition, www.ClashGames.com. HARRY POTTER characters, names and related indicia are © & ™ Warner Bros. Entertainment Inc. Harry Potter Publishing Rights © 2015 WARNER BROS.™ © 2015 USAOPOLY, INC.

For the other missions, you will have a varying number of acceptable mistakes. Hogwarts 9/9 and Hogsmeade 8/8 are just like the standard mission, but with fewer tokens. You can choose to unlock those locations at any time to continue your journey. The final three missions in the Ministry of Magic cannot be attempted until all other missions are complete.

Within each of the three sections London, Hogwarts, and Hogsmeade are location specific bonuses. **The number of diamonds indicates how many times you may use the bonus within that location.** Additionally there are reward bonuses for completing a set of three missions. These may be used on any future mission regardless of the location.

USING THE TIME-TURNER TOKENS

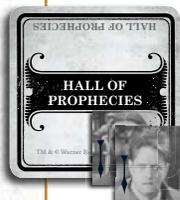
If the guesser chooses to stop guessing after one or more correct guesses, he or she takes a

MISSION LOG (CONT.)

Time-Turner-side-up token from the time bank. If only Ministry Official-side-up tokens are left, the guesser takes one of these instead and places it Time-Turner side up on his or her side of the table.

If the turn ends by guessing a Ministry of Magic Official, the clue giver takes a Ministry Official-side-up token from the time bank and uses it to mark the incorrect guess, as usual. However, **once you are out of Ministry Official-side-up tokens, wrong guesses are penalized.**

In this case, you mark a Ministry of Magic Official by removing **two Time-Turner-side-up tokens** and flipping them over to mark the Ministry Official. The mistake costs you two turns instead of one. (The stack of two tokens is treated the same as a single token.)



Of course, if someone guesses a Death Eater, the Time-Turner tokens are irrelevant – you lose.

If a turn uses up your last token or your last two tokens, you play a sudden-death turn, as usual.

However, **if a turn causes you to use up more tokens than you have, you lose immediately.** This will happen only when you have 1 Time-Turner token left, it is Time-

Turner side up, and the guessing side guesses a Ministry Official.

CONTINUING ON

When you win a mission in #4 Privet Drive, Diagon Alley, or the Train Station, mark it as complete. Another mission is unlocked and you can continue to the next location in the box. Once you have completed all the missions within a box, you unlock a bonus to use on a future game. These bonuses can only be used one time, then must be checked off. So, choose when is the best time to make use of them.

Different missions require different strategies. For some, you will need a very careful approach. Others reward bold clues and aggressive guessing. Use the Mission Log the way that is the most fun for you. Perhaps you will find a few favorite missions and replay them again and again. Or maybe you will continue on, trying to complete them all.

If you are an expert Codenames player and want an even greater challenge, remove one Time-Turner token from each mission. Or, you may add an additional rule: for each set of three missions, one mission has to be played with pictures, one with words and one with combination of both. Mark it by filling only upper half of the diamond if you used pictures , lower half of the diamond for words , and the entire diamond for both .

VALID AND INVALID CLUES

Some clues are invalid because they violate the spirit of the game.

Your clue must be about the meaning of the words or pictures.

You can't use your clue to talk about the letters in a Code card or its position on the table. *Middle: 1* is not a valid clue for the card in the middle

VALID AND INVALID CLUES (CONT.)

of the table. *S: 3* is not a valid clue for three words that begin with S.

Letters and numbers are valid clues, as long as they refer to meanings. You can use *Seven: 2* as a clue for a picture of a Quidditch™ Team and one from the seventh movie. But be careful when doing so.

The number you say after your clue can't be used as a clue.

Pink: 8 is not a valid clue for a picture of Dolores Umbridge and ARAGOG.

You can't say any form of a visible word on the table. If HARRY POTTER is visible, you can't say *Harry, Pot,* or *Potting*. But *Potato* is still okay. This rule only applies to the word side, if a picture of Harry Potter is visible, any of the clues above would be allowed. A word is “visible” until it is covered by a red Order of the Phoenix card or two Time-Turner tokens representing an incorrect guess from each side. A Code card marked as an incorrect guess from only one side is still considered visible.

You can't say part of a compound word on the table. If GRAVEYARD is visible, you can't say *Grave* or *Yard*. But *Gravel* and *Rave* are okay. Similarly, if HORACE SLUGHORN is visible, you can't say *Slug, Sluggish, Horn,* or *Horned*. But *Race* is okay.

You are allowed to spell your clue. This can be helpful if you want to say *Knigh*t while avoiding things related to *Nigh*t.

Accents, vocal inflections, and singing are not allowed. Don't say *Candles* in a French accent as a clue for GREAT HALL and MADAM MAXIME. And don't look up the French word for HALL. The only

foreign words allowed are those you would use in an English-language conversation. (*Banquet* is okay.)

Proper names are okay, as long as they are one word. So, *Snape* is a valid clue, but *Barty Crouch Jr.* is not ... unless you think it should be.

LOOSENING UP THE RULES

Barty Crouch Jr., The D.A., Little Whinging, Boxing Day, Sorcerer's Stone, House-Elf, and *Dueling Club* might all be good clues, but they break the rule that a clue must be one word. It can be frustrating to have the perfect clue and not be able to use it. You can choose to relax the “one word” rule and allow multi-word names, acronyms, titles, and compound words.

You might also want to allow homonyms and other word play.

Male: 2 is not strictly related to the meaning of HOWLER, but it could be a good clue for HOWLER and NEVILLE LONGBOTTOM. English has a long tradition of word play, and you should feel free to use clues like this if they make the game more fun.

PENALTY FOR INVALID CLUE

If someone accidentally gives an invalid clue, you should take a one-turn penalty by discarding one of the Time-Turner tokens from the time bank. Then the guesser should guess as though the clue were valid. (So the turn ends in the usual way, which in most cases will use up another Time-Turner token.) In some circumstances, an invalid clue might give away so much information that you decide it's better to start over with a clean game, but most of the time this penalty should be sufficient.

ADVANCED TECHNIQUE: THE ZERO CLUE

It is legal to give a clue for zero. For example, if you want your partner to guess CHO CHANG, CEDRIC DIGGORY, and GRYFFINDOR while avoiding the Death Eater DRACO MALFOY, you can give a clue like *Slytherin: 0*. This will indicate that your partner should avoid MALFOY, and your partner might even be able to see that DRACO MALFOY is getting in the way of an easy clue like *Houses: 3*.

Even when your clue is for zero, your partner still must guess at least one Code card.

WITH MORE THAN 2 PLAYERS

This game was designed for 2 players, but in playtesting we had a lot of fun with larger groups. Players should divide into two sides sitting across from each other. Everyone should be able to see only one side of the Key card.

Gameplay is the same as for a two-player game. Anyone may give a clue, and all the players on the opposite side of the table are guessers. The clue-giving side may discuss the clue ideas, but they should not let the other side overhear. You can whisper, write things down, or even leave the room, if you want. However, discussion is not required. Often it's easiest to just give the clue without discussion, if you think you have found a good one.

The guessing side may discuss their guess, but they should not say anything that would reveal information about their side of the Key card. As always, the guess is official only when one of the guessers touches the Code card.

LOOSER TURN ORDER

Some of our playtesters preferred a variant where the two players do not have to take turns. You can allow a player to give two clues in a row, if you like. But then the other player should give a clue. To give all clues from one side before even starting to give clues from the other side is not in the spirit of the game.

THINGS TO REMEMBER

Each turn consists of exactly one clue and one or more guesses. Your number of guesses is unlimited as long as you keep guessing correctly.

When a player touches a Code card, **its identity depends only on the other player's side of the Key card.**

THINGS TO REMEMBER (CONT.)

Touching a **grey Code card** ends the turn. Touching a **black Death Eater card** ends the game.

A **Code card** marked by a **Time-Turner token** for one player **may still be guessed by the other player**. When it is marked both ways, it is considered covered.

Each turn costs you one Time-Turner token from the time bank. Either it is used by the clue giver to mark a Ministry of Magic Official the guesser touches, or it is taken by the guesser to indicate he or she is done guessing.

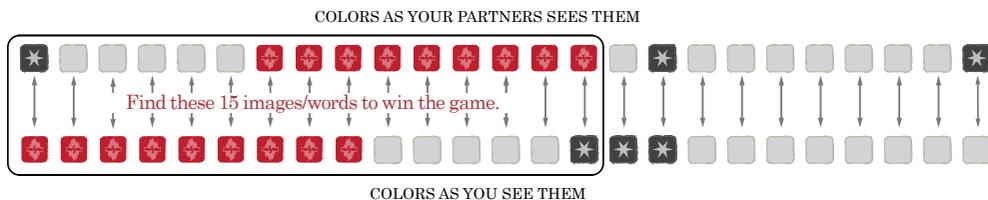
If you have not won the game **after using your last Time-Turner token**, you play a **sudden death turn**. Both players may guess, but no clue is given. If anyone makes an incorrect guess, you lose the game.

When using the Mission Log, an incorrect guess might use up two Time-Turner tokens. This happens if you exceed the acceptable number of incorrect guesses. If you have only one token when you must give up two, you skip the sudden death turn and lose the game.

You must never reveal anything about your side of the Key card, except that you must tell your partner when all cards you see as red have been covered by red Order of the Phoenix cards.

SECRETS OF THE KEY CARD

All Key cards are designed according to this diagram. You can use this knowledge to your advantage.



Of the 9 Code cards you see as red, 3 are also **red** on the other side of the Key card. That means together you have only 15 cards to guess. Note: Some players like to always place their Order of the Phoenix cards facing the guesser so they can keep track of who guessed which red cards.

Of the three Code cards you see as black, one is **black**, one is **red**, and one is **grey** on the other side of the Key card. This means that one Code card you see as black is a card you must guess. Furthermore, if you have found the black card that is red on the other side, you should not guess the other two black cards.

You can use the Clue cards from Codenames: Harry Potter™ with a Key card and Cover cards from another version of Codenames for a competitive game.

Based on Codenames Duet by Vlaada Chvátil and Scot Eaton

USAOPOLY is a trademark of USAopoly, Inc. © 2018 USAopoly. © Czech Games Edition.

Manufactured by USAopoly, Inc. 5999 Avenida Encinas, Ste. 150, Carlsbad, CA 92008.

MADE IN CHINA.

USAopoly



HARRY POTTER characters, names and related indicia are © & ™ Warner Bros. Entertainment Inc. WB SHIELD: © & ™ WBEI. WIZARDING WORLD trademark and logo © & ™ Warner Bros. Entertainment Inc. Publishing Rights © JKR. (S18)

THANK YOU, PLAY TESTERS!

Jessi Adkins, Joseph Armstrong, Jake Barrett, Kimberly Berkley, Alex Bonafice, Emily Bradshaw, Michelle Carnahan, Marshall Cheshire, Sampson Coble, Shane A Cotier, Carolyn Davis, Jake Davis, Jade Emig, Arricka Erwin, Garrick Erwin, Wendy Erwin, Julie Frampton, Alison Gaffney, Amber Goodwin, Wynona Hendrickson, Chuck Hurd, Melissa Jones, Shannon Lane Keesler, Shantel J. Keesler, Clayton Keller, Amber Lease, Corbin Lease-Erb, Kate Liles, Don Liles, Ben Liles, Sammy Liles, Will Liles, Remiel Wai Kar Loh, Katie Lowther, Sarah Lucia, Anna Lydle, David Lydle, Quinn Lydle, Zeke Lydle, Delaney Mamer, Kami Mandell, Patrick Marino, Kelsey McCombs, Phil McCombs, Sam Miller, Jackie Miserany, John Mountcastle, Brett Mowers, Laura Mowers, Iris Nakiso, Rachel Nance, Jacob Parish, Justin Parker, Rhett Penn, Julianne Pfeiffer, Adam Redman, Morgan Robinson, Jason Rosenberg, Meg Sapp, Casey Sershon, Joe Spagnola, Douglas Swaney II, Maggie Thies, Jimmy Trubenstein, Matt Weaver, Pamela Weirick, Katy Wells, Matt Wysooske, Brenda Yates, Greg Zagar, Bronwyn Zitzka

Write to: USAOPOLY Customer Service
5999 Avenida Encinas, Ste.150,
Carlsbad, CA 92010

Tel: 1-888-876-7659 (toll free)

Email: customersupport@usaopoly.com

YOU-KNOW-WHO STRONGER THAN EVER

EXTRACURRICULAR
ACTIVITIES

IT'S HERE...

Nimbus
2000



SEE PAGE 8
FOR MORE
INSPIRATION

APPROACH WITH EXTREME
CAUTION

READ MORE PAGE 13