


CODENAMES

* TWO-PLAYER GAME * The Game is the Enemy!


If there are only two of you, you can play on the same team to try to 'beat the Game' (the enemy!)

You will need a regular, 6-sided dice. 

For a 'Normal' game you will be 'blue'; for a more difficult, 'Expert' game you will be red.

Set up the game as usual. One player will be the spymaster and the other will be the field operative. The enemy is 'the game' and you still need its stack of agent cards

Your team will always go first and the game is played as normal. However, when it is the enemy's turn follow these rules:

- 1) Roll the dice to see how many pictures the enemy covers up:
1-2: enemy covers 1 picture
3-4: enemy covers 2 pictures 
5-6: enemy covers 3 pictures
- 2) Cover up the enemy's picture in order, from left to right, top to bottom, as if reading a book (see the diagram)
- 3) The enemy will NEVER cover the assassin or innocent bystanders (yep, that doesn't seem fair does it!)
- 4) As usual, the first team to cover all their pictures wins

