


# Game Review :

## Code Names

<p><u>Describe your game briefly. What sort of game is it? What is the goal?</u></p>	<p>Name of the game: "Code Names"</p> <p>It's an association game, whose the goal is to find words that our partner makes us guess.</p>	
<p><u>Players (number, age)</u></p>	<p>→ 4 players for 2 teams of 2 players</p> <p>→ The players can play since 12 years old.</p>	
<p><u>Content (what do you need to play?)</u></p>	<p>If you want to play you need to:</p> <ul style="list-style-type: none"> <li>- Sand timer</li> <li>- A map</li> <li>- 8 blue cards (for blue team) with 1 killer card</li> <li>- 8 red cards (for red team) with 1 killer card</li> <li>- 40 key cards (words)</li> </ul>	
<p><u>Rules (explain the different steps)</u></p>	<p><b><u>Rules:</u></b></p> <ul style="list-style-type: none"> <li>- Two members of the same team are face to face.</li> <li>- You mustn't give more one indication.</li> <li>- If you select a card of the color of your enemy you are the looser.             <ul style="list-style-type: none"> <li>- Alternately the master spies must do to guess, with the help of word, one or some card(s) of their color.</li> <li>- If the killer card is selected, the game is end and the team selected this card is the looser and other team is the winner.</li> </ul> </li> </ul>	
<p><u>How does the game end?</u></p>	<p>The game is end either the assassin's card is selected, or one of the two teams find their all words .</p>	
<p><u>Assessment (What did you like? What didn't you like? Why?</u></p>	<p>We like this game, because it's a competition game and it's funny because we don't understand us partners. The problem is the last is minutes.</p>	

