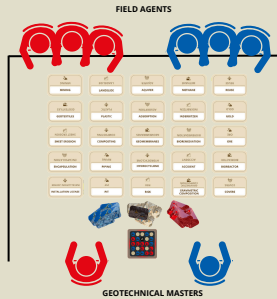


QUICK GUIDE

SETUP

1. Form 2 teams (minimum of 2 players per team);
2. Choose 25 cards from the categories and arrange them in a 5x5 grid;
3. Each team selects 1 Geotechnical Master, who sits on the opposite side of the Field Agents.



THE KEY



The Geotechnical Masters choose 1 key card. The border color indicates which team starts the game. Remember, only the Masters can see the key card.

HOW TO PLAY

On their turn, the Geotechnical Master must give a **one-word** clue and say how many words on the board are related to that clue.



- ✓ Did the Field Agent get it right? Keep going!
- ✗ Did the Field Agent get it wrong? Lose your turn!

GLOSSARY

Before the game, each Geotechnical Master has 2 minutes to review the glossary.

During the game, if the agents correctly define a codename, they earn a reference token.

Important: Each token grants +30 seconds of glossary time and must be used in the following round.

GEOCODES



RULE BOOK

OS PERSONAGENS DO JOGO

No Geocodes, cada jogador assume um papel dentro de uma equipe, e entender essas funções é essencial para a estratégia do jogo.



Mestres-Geotécnicos

São os líderes de cada equipe. Eles conhecem as identidades secretas dos codinomes e devem dar dicas estratégicas para guiar seus companheiros na escolha correta.



Agentes de campo

Representam os times do jogo têm objetivo de decifrar as dicas do seu mestre-geotécnico e identificar corretamente seus codinomes.



Agentes neutros

São as cartas que não pertencem a nenhuma das equipes. Se forem escolhidos por engano, não causam derrota imediata, mas fazem a equipe perder a vez.

CARTAS SINALIZADORAS

As cartas sinalizadoras são utilizadas para marcar os codinomes que já foram revelados durante a partida.

Biorremediadores



Estabilizadores



Agentes neutros



Contaminante



Sempre que um codinome for escolhido, o mestre-geotécnico deve colocar a carta sinalizadora correspondente sobre ele, revelando sua identidade.

COMPONENTS

- 40 codename cards;
- 10 key cards;
- 9 bioremediator cards;
- 9 stabilizer cards;
- 10 neutral agent cards;
- 1 contaminant card;
- 1 rulebook;
- 1 glossary;
- 5 reference tokens;
- 1 stand.

ACKNOWLEDGMENTS

Geocodes was developed as part of the GeoFun Project at the Federal University of Roraima (UFRR), an initiative focused on creating playful tools to support the teaching and learning of Environmental Geotechnics. It is an adaptation of the classic game Codenames, redesigned to provide an educational and interactive experience within this theme.

The adaptation of Geocodes was carried out by:

- Isabelle Joanne Viana Coelho César
- Glenda Santos Padilha
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- Bruna de Carvalho Faria Lima Lopes

We also express our gratitude to the playtesters and to everyone who contributed with suggestions to improve the game mechanics. Your involvement was essential to create a challenge that combines strategy, knowledge and fun.

To you, the player, our heartfelt thanks! We hope Geocodes offers an engaging and enriching experience, encouraging connections between learning and entertainment.

If you have suggestions, questions, or would like to share your experience with the game, feel free to contact us. Your feedback is essential for future improvements and expansions.

Now that you know the rules, gather your team, get ready for the challenge, and enjoy the game!

GeoFUN



THE KEY

After setting up the board, the Geotechnical Masters must randomly select a key card. It shows the secret location of each team's codenames.

Place the key card on the stand between the two Masters, making sure only they can see it.

Each key card has four variations, depending on how it is placed in the stand. This allows the same card to be reused in different rounds, increasing replayability.



The color on the edge of the key card indicates which team starts the game and, therefore, has 9 words to guess, while the other team has 8.



Attention

Field Agents must not have visual access to the key card.

What do the colors on the key card mean?

MINING	LANDSLIDE	AQUIFER	METHANE	REUSE
GEOTEXTILES	PLASTIC	ADSORPTION	INDERBITZEN	GOLD
SHEET EROSION	COMPOSTING	GEOMEMBRANES	BIOREMEDIATION	ORE
ENCAPSULATION	PIPING	HYDROCYCLONE	ACCIDENT	BIOREACTOR
INSTALLATION LICENSE	PIT	RISK	GRAVIMETRIC COMPOSITION	COVERS

Each color shown on the key card is associated with the cards laid out on the table:



Blue Team Words



Red Team Words



Contaminant



Neutral Agents

GLOSSARY

The glossary is a key feature of Geocodes and was designed to support the understanding of Geotechnical concepts.

It contains the definition of all codenames, organized by category and in alphabetical order. Strategic use of the glossary can be crucial to a team's performance during the game!

How to use?

- Before the game starts, each Geotechnical Master will have 2 minutes to review the glossary and memorize useful concepts for their clues.
- During the game, whenever the Field Agents correctly define the meaning of a codename for the Geotechnical Masters, the team earns a **reference token**.
- Each token grants an extra **30 seconds** to use the glossary.



Watch out!

The token must be used in the following round or it will be discarded. Use this time strategically to reinforce concepts and plan your next move!

HOW TO PLAY

GIVING A CLUE

On your turn, the Geotechnical Master must:

- Give a clue using only ONE word;
- State how many words on the board are related to that clue.



My clue is erosion, 2.

Could this clue be about gully erosion or landslide?



Choose your clue wisely

Avoid giving clues that might confuse your team and lead them to pick words from the opposing team, or worse, the contaminant, which ends the game instantly!



Attention

The clues given cannot be any of the words that name the categories.

USING THE CLUE

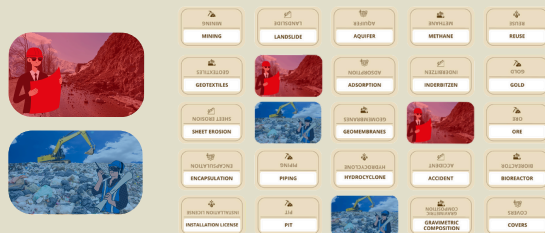
Based on the clue given by the Geotechnical Master, the Field Agents must discuss and think about which codename(s) the Master is referring to.

✓ Did the Field Agent get it right? Keep going!

For each correct guess, the team earns a reference token, and the Geotechnical Master must place a signal card of the team's color over the codename. The team may keep guessing until they reach the number indicated in the clue.

✗ Did the Field Agent get it wrong? Lose your turn!

If the Field Agents choose a codename belonging to the opposing team or a neutral agent, the team loses their turn!



If in doubt, the Field Agents may choose to end their turn at any time and save the remaining possibilities for extra guesses in future turns.

ENDING THE GAME

✓ Victory by discovery!

A team wins when it finds all its codenames and covers them with its signal cards.

⚡ Unexpected Twist!

It's possible to win even during the opposing team's turn, if they accidentally reveal your team's last codename.

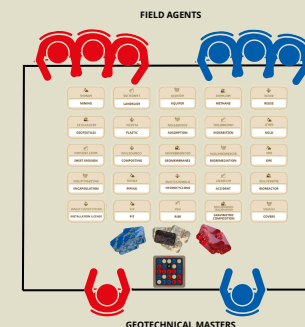
💀 Instant defeat!

If someone touches the contaminant, the team immediately loses and the game ends on the spot.

SETUP

Divide the players into two teams with similar numbers and skill levels. The game works best with at least 4 people (2 on each team).

Each team must choose one player to be the Geotechnical Master. They sit side by side on the same side of the table. The other players, called Field Agents, sit across from their respective Geotechnical Masters.



Before setting up the board, shuffle the thematic cards well. They represent Geotechnical concepts and are divided into 5 different categories, each marked with icons for easy identification.

Randomly select 25 cards and place them face up on the table in a 5x5 grid. These are the codenames that each team will try to decipher throughout the game.



Waste Management and Environmental Legislation



Geological Risk and Erosive Processes



Geomechanics of Urban Solid Waste and Sanitary Landfills



Tailings Dams and Mining



Pollutant Transport in Soils and Remediation

