Math Codenames

The Mission
1. Enter Zoom Call
2. Be assigned to a breakout room: your "team"
3. Pick team name & designate 1 person as spymaster
4. Breakout rooms end. You and your team try to guess which words to click on based on clues from your spymaster. Teams take turns. Spymasters say a word and a number (n)

Clues from spymaster sound like: "linear, three", meaning 3 words on the 5x5 board are related to the concept "linear" and represent your team's spies. You get 3+1 guesses: an extra guess per turn.
5. Spymasters cannot talk outside of clue-giving.

- Click on your team's spy: success! Keep going until you've clicked n+1 cards.
- Click on civilian: lose your turn.
- Click on other team's spy: lose turn; other team thanks you.
- Click on assassin: Game Over! You lose.

The Story:
In the near-apocalyptic future, 2 teams of agile mathematicians battle from the shadows for the good of humanity. The only secure channel of communication is one shared with the other team. Attend a secret meeting, get clues from your spymaster and identify your agents by their mathy codenames.