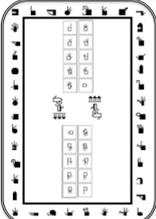
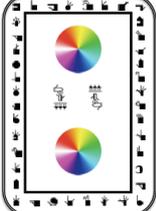
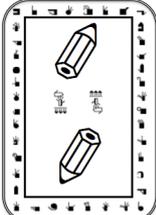
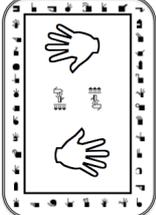
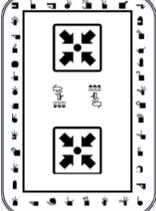


SIGN-SPEED

Material

SIGN-SPEED's game is composed of a TARGET and of cards using 38 different hand shapes of sign language. Each hand shape card exists in 8 different colours: yellow, orange, red, pink, purple, blue, green, and black. (38 hand shapes x 8 colours = 304 hand shape cards). Each hand shape card is unique and composed of one hand shape and one colour. There aren't two similar hand shape cards (if same hand shape, colour is different).

The game also includes 48 special cards:

8 family card	
8 colour card	
24 pencil card	
8 hand card	
8 "play at the same time" card	

Each player needs a pencil and some paper, which will be needed for some of the special cards.

Goal of the game

The goal of the game for the player is to get rid of all his cards. The winner is the first player to get rid of all his cards and have them passed on to other players or the pot.

How to play

Cards are shuffled and dealt to each player face down, ensuring that all players have an equal number of cards in their stacks.

The TARGET is placed in the center of the table. Players take turns playing the top card from their stacks in a clockwise rotation. Each player does this by flipping their card over in the direction of their opponents, so that their opponents get the first glance at their card to avoid unfair advantage. The card is then quickly placed in front of the player's pile. Thus players form discard piles in front of their piles of cards as the game progresses.

Players are only allowed to use one hand for turning their cards and grasping the target. The second hand cannot be used. The youngest player starts the game

DUEL

When a player plays a card that matches another player's top card, the two players must duel to grab the TARGET in the center as quickly as possible. The loser of the duel takes both players' played cards (their discard pile plus the card currently in play), as well as any cards in the pot, and places them at the bottom of his deck. The loser of the round plays the next card.

If there are two possible duels at the same time, the player who grasps the TARGET wins his duel, the second duel is cancelled.

When 3 or more players participate to a duel: the losers have to share the winner's desk cards or the winner decides to which loser he wants to give his cards.

If a player commits one of the following errors, he/she must take all the cards currently in play (the discard piles of all the other players plus all the cards in the pot) and place them at the bottom of their deck.

- Grasping the totem when you are not supposed to according to the active rules. This is the most common error, due to several symbols being similar to each other.
- Uncovering the top card towards him/herself
- Uses his second hand

"Hand Shape" Rule = Basic rule

When two cards have the exact same hand shape (but different colours) the concerned players are supposed to grasp the TARGET as soon as possible (the other player are not supposed to grasp the target). The loser has to take all the winner desk cards, the cards of the POT and his own desk cards.

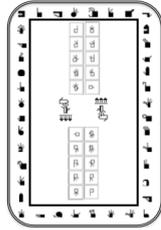
He then continues the game.

This rule is the main rule of the game and is available as long as there are no special card on the player's deck.

When a player turns a “special card” the rules change as follow:

“Family” rule

When a **family card** is placed on the deck of one of the players (and as long as it's not covered by another card) the rule changes and players have to duel every time hand shapes of the same family are on their deck. Hand shapes have been grouped into 10 families into the SignPuddle dictionary; the players have to pay attention to the hand shapes (colour is not important in this case)



When another card is placed on the family card on top of the deck, players go back to the **basic rule** (hand shape rule).

“Colour” rule

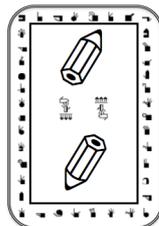
When a **colour card** is placed on the deck of one of the players (and as long as it's not covered by another card) the rule changes and players have to duel every time their card have the exact same colour of other player(s) card.



When another card is placed on the colour card on top of the deck, players go back to the **basic rule** (hand shape rule).

“Pencil” rule

When a **pencil card** is placed on the deck of one of the players, the other players have to draw as quickly as possible a sign language word on their paper, using the hand shape standing on the card on top of their desk (it has to be the exact same hand shape but orientation can be different). The players who don't have a hand shape card on top of their desk don't participate to the **pencil challenge**.



The first player who has finished writing down his word grasps the TARGET. As soon as the TARGET is grasped, the pencil challenge stops and players have to drop their pencil.

If the word written down by the player who grasped the target is correct, he gives all of his desk cards to the player who turned the **pencil card**. If he did a mistake, he instead has to take all the desk cards of the player who turned the **pencil card**.

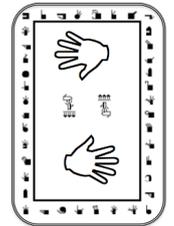
The loser of the round plays the next card.

If, when the target was grasped, other players had finished writing down their own word, they have to place their paper right away in the center. If the word was correctly written, the player can put all of their desk cards in the POT.

The game continues with the **basic rule**.

“Hand” rule

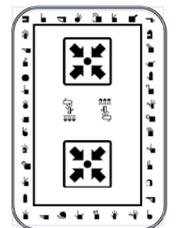
When a **hand card** is placed on the deck of one of the players, the rule changes and player at his left has to reproduce with his own hand the hand shape of the card on top of his desk.



If he reproduces it correctly he can put all his desk cards on the POT. If it's not correct, the player has to take all the cards of the POT. The player who had to reproduce the hand shape continues the game; the **basic rule** is available.

“Play at the same time” rule

When a **“play at the same time” card** is placed on the deck of one of the players the rule changes. All players will have to turn a card. The player who turned the card counts to 3 and all players turn one card at the same time on their desk.



The **basic rule** (hand shape) is applied first.

If there aren't 2(or more) cards matching hand shape (**basic rule**) players can then apply the **family rule / colour rule** if the family card/ colour card is placed on one of the desk.

At last, if none of the previous rule can be applied, player can apply the **pencil rule/ hand rule** if the pencil card/ hand card is placed on one of the desk.

End of the game

When a player puts his last card on his desk, the game goes on till he get rid of all his cards by winning a duel or till someone has to take all his cards.

The game is over when there are only two players playing. The game can also be stopped as soon as one player has won.

