

- **Signum**

**Creators:**

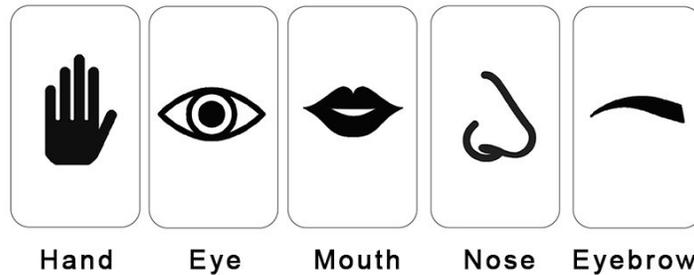
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**Abstract**

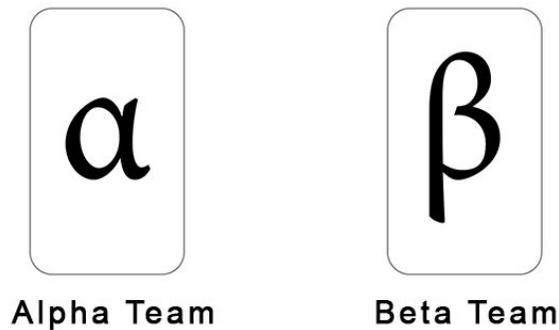
*Signum* is a fast-paced memory game of hidden signals and shifting allegiances. In it, players are dealt small hands of sign cards with particular features (Hand, Eye, Mouth, Nose, and Eyebrow) and are secretly assigned teams. They must then take turns looking at and swapping cards around the table until they have found a teammate with a matching sign card. Only then can they secretly signal which card should be used to eliminate a player on the other team and win the game.

**Materials**

- 15 Sign cards (3 cards each of Hand, Eye, Mouth, Nose, and Eyebrow)



- 6 Team cards (3 Alpha Team, 3 Beta Team)



## Objective

- Eliminate another player that is not on your team.

## Number of players

- 4 to 7

## Setup

- Separate the Team cards from the Sign cards. Shuffle together the following cards based on the number of players:
  - 4 Players: 2 Alpha Team and 2 Beta Team cards.
  - 5 Players: 2 Alpha Team, 2 Beta Team, and 1 random Sign card.
  - 6 Players: 3 Alpha Team and 3 Beta Team cards.
  - 7 Players: 3 Alpha Team, 3 Beta Team, and 1 random Sign card.
- Randomly distribute one of these cards to each player face down.
- Deal 2 additional Sign cards to each player face down. Each player should now have three cards in front of them.
- Place your three cards face down in a row in front of you.
- You can change the position of your cards before the game, but once play begins the position of the cards should be fixed.
- Place the remaining Sign cards in a Draw Pile face down at the center of the table. *Note: In a 7 player game, all cards will be dealt out and there will be no Draw Pile. See “Special Rules for a 7 Player Game” below.*

## Gameplay

- Before play begins, all players must select one of their cards and pass it to the left. The player to the left then secretly views this card and passes it back to its original position. You may look at your own cards at any time.
- The game is played in turns. For your first game, the player with the *biggest smile* takes the first turn and play proceeds to the left. In subsequent games, the player who was eliminated in the previous game takes the first turn.
- On your turn, you must take one of the following actions:
  - **Peek at a card** belonging to another player. You may not show the card to any other player and must replace it in the same position after looking at it.
  - **Swap a card** of your own (including Team Cards) with a card belonging to any other player. You may not look at the other player’s card before swapping.
  - **Discard a card** of your own and place it on the bottom of the Draw Pile. Then, draw the topmost card from the Draw Pile. *IMPORTANT: You may never discard a Team Card in this way.*
  - **Declare an elimination.**
- When you declare an elimination, you must follow each of these steps in order:
  1. **Declare a Target.** Declare who you wish to eliminate.
  2. **Ask for an Accomplice.** Ask another player (besides your Target) to assist you. If the player declines, your turn is over.

3. **Select Sign cards.** If the Accomplice agrees to help you, each of you selects one of your own Sign cards and places them face down in front of you. To make a successful elimination, these two Sign cards must match.
4. **Target Defense.** The Target may now guess which Sign card you and your Accomplice have played.
5. **Reveal cards.** Reveal the cards you have selected:
  - If your cards do not match, you fail to eliminate the Target. Place the cards on the bottom of the Draw Pile and draw new cards.
  - If the cards match but the Target has correctly guessed which card you chose, you fail to make the kill. Place the cards on the bottom of the Draw Pile and draw new cards.
  - If the cards match and the Target did *not* guess the correct Sign card, you successfully eliminate the Target and the game is over.

### Ending the Game

The game ends as soon as any player is successfully eliminated. The eliminated player must then reveal their Team card (if any). **All players on the team opposite the eliminated player win the game.** *Players that do not have a Team card, have Team cards from both teams, or Team cards that match the eliminated player lose the game.*

There are a few special endgame cases that need to be clarified:

- *If you have two Team cards of the same type, you are considered to be on that Team and are still eligible to win the game.*
- *If the eliminated player has no Team card, and players from both teams were involved in the elimination (one declared and the other was the Accomplice), players from both Teams can win.*
- *If you have two conflicting Team cards you are not considered to be on any team and are not eligible to win the game.*

### Special Rules for a 7 Player Game:

- During setup, all cards will be dealt and there will thus be no Draw Pile.
- Because there is no Draw Pile, players may not take the **Discard a card** action.
- When two players fail in an elimination attempt, they would normally draw new cards. *In a 7 player game, the declarer and Accomplice must instead swap their cards after a failed elimination attempt.*

### Rules to Remember

- You may look at your own cards at any time, but must always put them back in the same order (right, left, or middle) in front of you.
- If you do not have a Team card or you have two conflicting Team cards, make some swaps! You can't win if you don't know which Team you're on.
- You can NEVER discard a team card. Those have to stay in play at all times.