

## Sign

<b>Duration:</b>	30	min
<b>Number of players:</b>	4-9	player/s – you plays this game in teams
<b>Materials/ Tools needed:</b>	cards	
<b>Publisher:</b>	Asmodee / The Mountain Men	
<b>Game Designer:</b>	The Mountain Men	
<b>Language</b>	language independent	
<b>Links:</b>	<a href="https://pen-en-pion.nl/en/sign-a-dynamic-mind-game/">https://pen-en-pion.nl/en/sign-a-dynamic-mind-game/</a>	

### Type of game:

- board
- card
- role play
- simulation
- computer
- Serious
- Other:

### Main topic:

**Working together as a team, developing your own communication and tactics**

### Short description/ Goal of the game:

The goal for each team is to get five cards from each color with the same symbol. Everyone starts with a hand of cards and on the table is a row with cards. Simultaneously every player can change a card from his/her hand with one from the table.

When you have a combination of five the same cards, you have to give your teammate a secret sign. Only your teammate can announce that you have a winning hand by calling out: Sign!

If someone on the other team catches you signing to each other, they say it out loud and they get the points.

### Image:



### Educational value/ Learning Objectives:

- Practicing executive functions.
- Communicate, responding to each other, working as a team

### Recommendations for use:

- Take time to look closely at the symbols on the cards. After all, the symbols are very similar. And a wrong combination will cost you points.
- Give players time to agree on a secret sign.
- Have players stand around a table, this game requires dynamism and action.

### Pro's & Contra's:

- The first time playing is practice, only the second time will be better.