

# How to play « Signémime » with Amédé

## Content of the box

48 original drawings illustrating 21 expressions :

**Level 1 : “Quick, I need help !”**

8 cards with 7 expressions in French and **SMYle** (Signographie Manuscrite Yaelle)

8 cards with 7 expressions in **English**

2 colour-range cards on the backs of which are all the illustrations required for level 1

**Level 2 : “How I feel”**

8 cards with 7 expressions in French and **SMYle** (Signographie Manuscrite Yaelle)

8 cards with 7 expressions in **Italian**

2 colour-range cards on the backs of which are all the illustrations required for level 2

**Level 3 : “I discover some rules of society”**

8 cards with 7 expressions in French and **SMYle** (Signographie Manuscrite Yaelle)

8 cards with 7 expressions in **Turkish**

2 colour-range cards on the backs of which are all the illustrations required for level 3

# To start the game

## From 1 to 3 players or teams of players

If you are playing alone, you can play “SUDOKU”, or “MEMORY” rules not forgetting to sign the expressions with the help of the booklet, in which you can find the signs clearly drawn for each level.

Each one of you (or each team) takes both sets of cards for one level (the set in French and the one in English, or Italian, or Turkish)

Then you lay out all the cards on the table with the illustrations visible. Take care to put the line of French/SMYLE cards above those of the foreign language.

All the players should **sign ALL the expressions** around the table.

Then, the “rainbow backed” cards are mixed and arranged, face down, in the middle of the table, in lines and columns. This constitutes a board on which you are going to move your pawn according to the number you throw with your dice.

You take a little time to **memorise** the order of your line of remaining cards before you turn them over. The colour-range card will indicate which illustrations are in your set and which are in the other sets.

**If you have very good memory,  
you can try and remember the order of the other players' sets !**

The first player or team, throws the dice and **moves his pawn**.

He takes the card on which he has landed, he looks at it, shares it with his team :  
**NOBODY SPEAKS OR SHOWS IT TO THE OTHER TEAMS,**  
then, **he must MIME** the situation with all the players in his team (be careful not to sign, because if you play with a deaf friend, it would exclude him from the game !)

The other players try to **guess the expression !**

The first to guess says the expression in the language he is most at ease with. He may also show the illustration corresponding to the expression on the back of the colour-range card concerned.

Once it has been guessed, the card can be turned over and the player who has won the mime tries to find it in the corresponding set. The “warden” team or player of the language concerned can help him.

When the “rainbow back” touches its twin, the “warden” of the foreign language delivers his “treasure” by **pronouncing the expression in the foreign language**. Everyone repeats it, as well as the sign in Sign Language.

**The winner is the player or the team who has the first completed all the cards with their twin cards in French/SMyle.**

Conception : Yaelle (Maryline PIERRAT)

Illustrations : Jennifer DALRYMPLE

Infographie : Lionel FRAPPE

