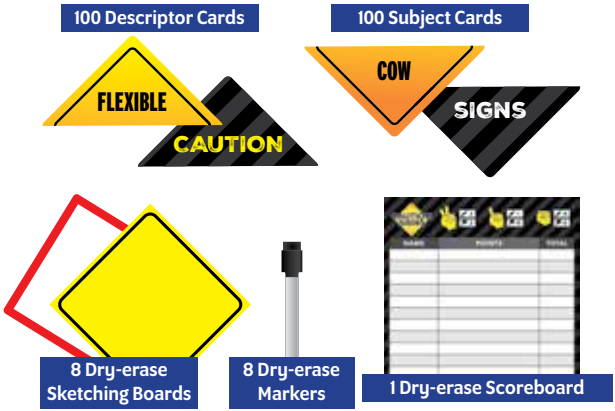
CAUTION SIGNS

RULEBOOK

COMPONENTS



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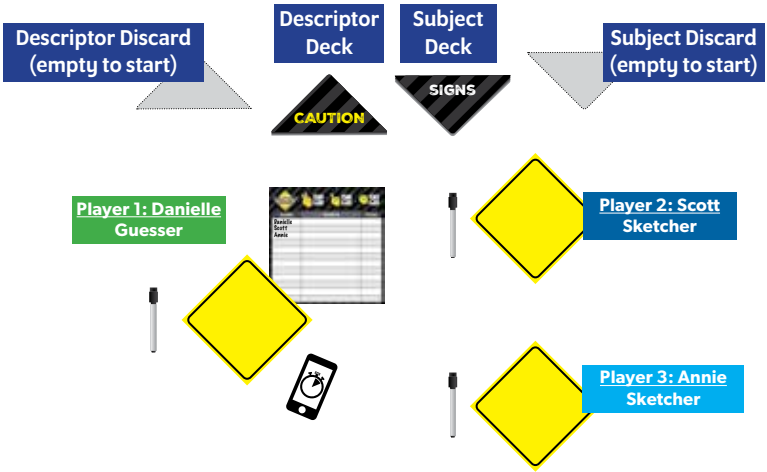
Additionally, you will need a timer (phone, etc.). When playing with 9 players, the Guesser will pass their Sketching Board to the Sketchers. You may add even more players by giving them pens and paper for sketching.

CAUTION: Ask permission before touching other people's phones and be careful if you do. Also, using anything other than dry-erase markers on the included boards may permanently damage them. Dry-erase markers must be capped tightly and stored in a cool place between uses. They will eventually run out of ink from repeated use and evaporation. You may find replacements at your local office supplies store or online.

GOAL

Sketch and guess wacky *Caution Signs* to score points. Whoever has the highest total score at the end of the game wins!

SETUP

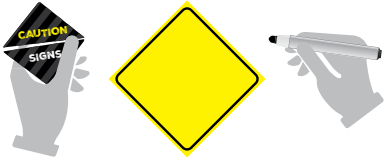


1. Shuffle the yellow **Descriptor cards** (they have "**Caution**" on their backs) and place them face-down in their own deck in the middle of the table. Do the same with the orange **Subject cards** (they have "**Signs**" on their backs).
2. Give each player a Sketching Board and dry-erase marker.
3. The player who most recently saw a road sign (in person) is the first **Guesser**. The other players are the first **Sketchers**.
4. Erase the Scoreboard as needed, then fill in each player's name starting with the Guesser and proceeding clockwise.
5. Decide how many **rounds** you will play. In each round, each player will take a turn as the Guesser. After everyone has been the Guesser, that round ends. We recommend playing two rounds for 3-5 players, and one round for 6 or more players.

GAMEPLAY

Each turn consists of four steps as follows:

1. GET READY

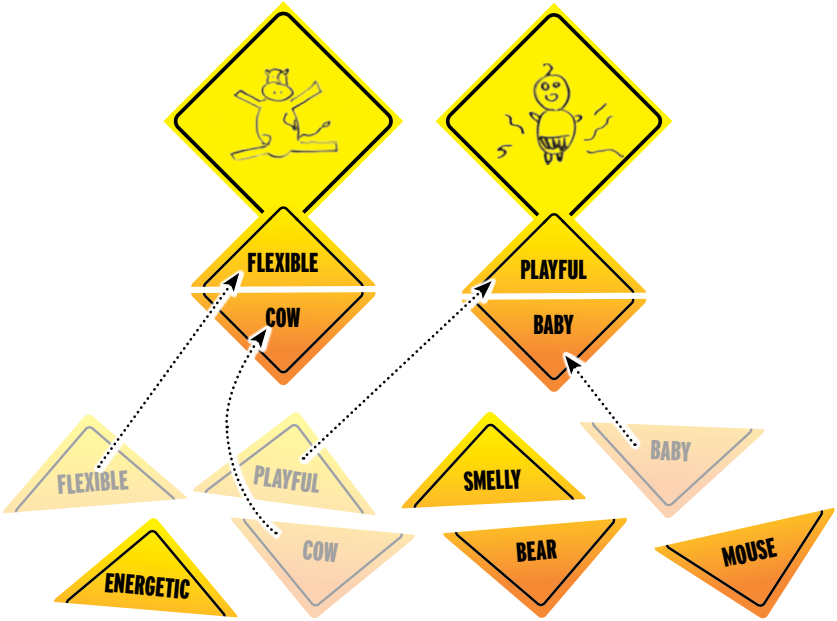


a) Give the Scoreboard and timer to the current Guesser. (Players take turns being the Guesser in clockwise order.)
b) Without looking at the cards, give each Sketcher a Descriptor card and a Subject card from the respective decks.
c) Each Sketcher holds their two cards face-down in their non-writing hand, forming the Caution Signs logo.
d) Each Sketcher holds their uncapped marker in their writing hand.

2. SKETCH

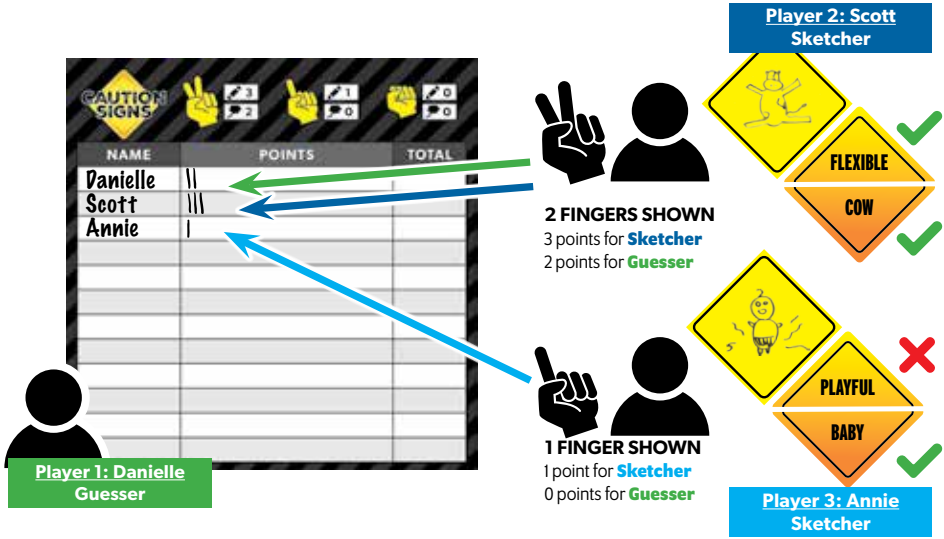
a) The Guesser starts the timer at 20 seconds and yells “GO!”
b) Without showing their cards to anyone else, each Sketcher looks at their own cards. Every pair of cards forms a sign for the wacky hazard they need to sketch. For example, “Flexible Cow.”
c) As fast as they can, the Sketchers sketch out their hazards using only imagery. **CAUTION:** Letters and numbers are not allowed. If they are used by mistake, neither the Sketcher nor the Guesser may earn points from that sketch.
d) When time runs out, the Guesser yells “STOP!” and the Sketchers stop sketching.

3. GUESS



a) The Sketchers place their sketches face-up in the middle of the table.
b) The Sketchers combine their cards into a face-down pile.
c) Add 2 additional cards from each deck to the pile.
d) Shuffle the pile and give it to the Guesser.
e) The Guesser reveals the cards and tries to figure out which cards belong to which sketches. They place two cards (one Descriptor and one Subject) face-up below each sketch. Remember, there will be some cards left over.

4. SCORE



a) When the Guesser is finished guessing, they yell "YIELD!" and each Sketcher holds up one finger for each card correctly placed below their sketch. The Guesser tallies points next to each player's name on the Scoreboard as follows.

A Sketcher holding up two fingers gains 3 points, while the Guesser gains 2 points. A Sketcher holding up one finger gains 1 point, while the Guesser gains no points.

FINGERS SHOWN	POINTS FOR SKETCHER	POINTS FOR GUESSER
2	3	2
1	1	0
0	0	0

b) Put all cards that were revealed this turn into the discard pile for each deck. If either deck runs out of cards, shuffle its discard pile to create a new deck.

END OF GAME

After all rounds are completed, total each player's score. Whoever has the highest total score wins! If there is a tie, the victory is shared.

CAUTION:

- If the Guessers are taking too long you may set a timer. We recommend up to 3 minutes for higher player counts.
- If the Guesser doesn't understand a word on the revealed cards, they should ask the other players to explain that word.
- If a Sketcher doesn't understand a word on their cards, they should wait until sketching stops, then ask the other players to explain that word. The Sketcher discards their cards, draws new cards, and repeats the Sketch step (nobody else sketches).
- When playing with children or non-native speakers, you may wish to add this additional step before starting the timer and sketches. Each Sketcher looks at their cards. If a Sketcher does not understand a word on one of their cards, they should discard that card and draw another card of the same type. Repeat this until each Sketcher understands both of their cards. Also for children, you may wish to add just one or no additional cards from each deck before guessing.

CREDITS

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