

DEPICTED

(Updated February 12, 2020)

Depicted is a **conceptual strategy game** played on an ever-changing board where players claim territory to advance. Up to four players can maintain their scores on the built-in scoring tracks. The board holds tiles with iconic images. Players use attribute cards to claim images that conceptually match related images. Once a player claims four adjacent tiles, they score one point.



COMPONENTS: Laser cut board, 160 wooden tiles, 50+ attribute cards. Bonus shape tiles.

GOAL: Relate images with attributes, claim four adjacent spaces, advance scores. Repeat until someone hits 20 points.

SETUP: Shuffle the tiles and randomly place face up to fill the board. Keep remaining tiles in the bag. Shuffle the attribute cards and place face down in a pile. Reset all score indicators to zero.

Optionally, give each player a secret shape card.

GAME PLAY: On each turn, a player has 30 seconds to do the following:

- Flip over the next attribute card
- Find an image that matches the attribute
- Flip over the image and align the arrow to the player
- Determine if territory has been claimed
- Flip back the attribute card in a discard pile

Once the attributes pile is depleted, shuffle and rebuild the draw pile.

CLAIMING TERRITORY:

Once four or more tiles have been adjacently lined up to point to the player, that player scores one point. Tiles are replaced with new tiles from the bag. Examples of completed claims:



WINNING:

The first person to gain 20 points wins.

BONUS SHAPES:

When using the secret bonus shape, a player whose arrows align into the shape on the card gets the point value indicated on the card.

VALIDITY & DISPUTES

Attributes must make sense. If someone makes an invalid connection that is disputed, that person loses their turn.

FIVE OR MORE PLAYERS

If you need to play with more than four players, use coloured chips (from the dollar store) to mark territory and score separately.

OPTIONAL ELIMINATION GAME:

Here is a way to play without the board. Shuffle the attribute cards and place face down in one pile. Give each player a dozen random tiles. Simultaneously reveal an attribute card and each player removes one tile that matches the attribute. First person to discard all their tiles is the winner. In case of a tie, add a couple more tiles.

THEMES:

Tile sets and related attribute cards come in myriad themes:

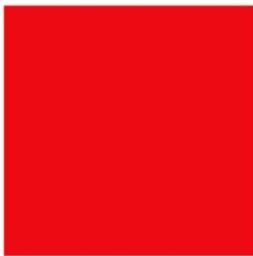
- Classic
- Nature
- The World
- Shapes
- Math
- Words
- Muskoka

- Gems
- Periodic Table Elements

SHAPE ATTRIBUTE CARDS:

Attribute cards will match either the shape or the colour of the symbol. A blank tile allows the player to align an arrow to themselves or flip a tile and align its arrow.

ANY RED
SHAPE



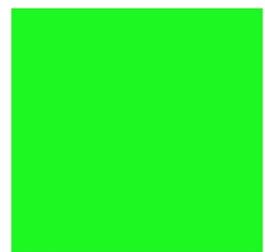
ANY YELLOW
SHAPE



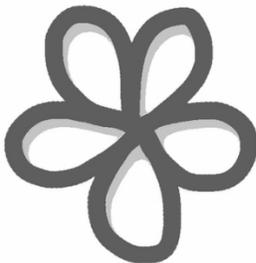
ANY BLUE
SHAPE



ANY GREEN
SHAPE



SHAPES TO MATCH
OF ANY COLOUR



NATURE ATTRIBUTE CARDS:

Attribute cards cover 54 different topics. Use attributes conceptually, for example “POLAR” covers images with countries, plants and animals in the arctic and Antarctic. “FRAGILE” relates to glass, windows, etc.

EXTINCT	AUSTRALIA	CANADA USA	CONTAINER	FRUIT	EUROPE	POLAR	INSECT	EXPENSIVE
KITCHEN	MAMMAL	DANGEROUS	TOOL	LIQUID	HORN ANTLER	FRAGILE	FLOWER	SLOW
DEVICE	BIRD	SCARY	FOREST JUNGLE	HOT	MONEY	TAIL	PLANT	FAST
OCEAN	REPTILE	METALLIC	SCHOOL	COLD	BEAK	TRANSPORT	ROUND	PAPER
FURNITURE	AQUATIC	WINGS	FOOD	HOME	LEGS FEET	BUILDING	RECTANGLE SQUARE	NEST
CLOTHING	FARM	FISH	PLANT	FANGS	SHARP	SWEET	FLAT	MUSIC

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A Conceptual Strategy Game for All Ages