

# DEPICTED [Muskoka]

(Updated June 1, 2020)

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



**DEPICTED [MUSKOKA]** is one of a series of lasercut games by Brainy Games ([www.BRAINY.games](http://www.BRAINY.games)).

More information at [www.DEPICTED.fun](http://www.DEPICTED.fun)

**COMPONENTS:** Laser cut board with built-in scoring tracks, 80 two-sided wooden tiles, 20 attribute cards.

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

**SETUP:** Shuffle the tiles and randomly place 64 tiles face up to fill the board. Keep remaining tiles face down on the table. Shuffle the attribute cards and place face down in a pile. Reset all score indicators to zero.

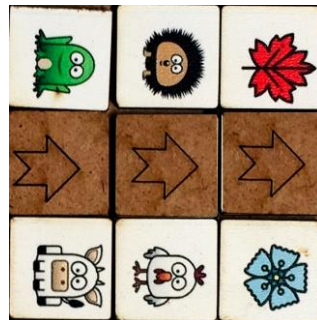
**GAME PLAY:** On each turn, a player has about 30 seconds to do the following:

- Flip over the next attribute card
- Find an image that matches the attribute
- Flip over the tile and align the arrow to the player
- Determine if territory has been claimed (see below)
- Return the attribute card to the discard pile.

Once the attributes pile is depleted, shuffle the discard pile make it the draw pile.

## CLAIMING COTTAGE TERRITORY:

Once three adjacent tiles or a square, have been lined up to point to a player, that player scores one point. Tiles are replaced with new tiles from the discard pile. Examples of completed claims:



**ADVANCED GAME:** Line up four arrows instead of three.

## WINNING:

The first person to gain 20 points wins.

## BOARDLESS ELIMINATION GAME:

Shuffle the attribute cards and place face down in one pile. Give each player a dozen random tiles face up. Simultaneously reveal an attribute card and each player removes one tile that matches the attribute. The first person to discard all their tiles is the winner.

# ATTRIBUTE CARDS:

Attribute cards will match either the type or the colour of the icon.



For example, the mammal card  will match over a dozen tiles:







A Conceptual Strategy Game for All Ages  
[www.DEPICTED.fun](http://www.DEPICTED.fun)

More Games By  
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The image shows a promotional banner for Brainy Games. On the left, the text "BRAINY GAMES" is written in large, bold, blue letters. Below it, the tagline "Your Local 'Merchant of Fun' !" is in black. Further down, a list of game types is provided: "Educational Games | Puzzles | Brainteasers | Scavenger Hunts", followed by "Customizable | Tabletop | Magnetic | Laser Cut" and "Home | School | Cottage | Travel | Party | Online". At the bottom left of the banner, the website "www.brainy.games" is written in yellow. On the right side of the banner is a graphic of a human head silhouette in profile, facing left. Inside the head is a glowing blue lightbulb with a yellow sunburst effect behind it. Below the head, the text "ALL AGES" is written in white.

Brainy Games lasercuts all sorts of other family games.

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Math Tac Toe  
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