

Pict

An "Abstract" Strategy Game

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Components



- 1 rule book
- 1 3x3 “palette” board
- 2 4x4 “canvas” boards
- 2 score counters
- Red, blue and yellow “paint” pieces
- 4 “paint brush” tokens
- 1 instruction board

In Piet, you are an art student of the 20th-century master Piet Mondrian. You will use the three primary colors (red, blue and yellow) and the two primary directions (horizontal and vertical) to create an Modernist abstract painting.

Objective



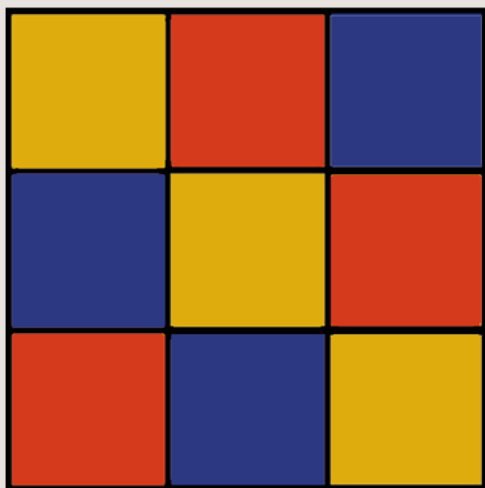
The objective of this game is to earn higher score by strategically connecting pieces on your “canvas”.

Preparation



Each player receives an empty “canvas” board. Place the “palette” board in the center. Set both score counters to 0.

Take 3 red, 3 yellow and 3 blue “paint” pieces from the stock and place them like this:



This setup is recommended for first time players.

For advanced players, see “Optional Rules for Master Painters”

Game Play



The game alternates between two phases: filling and painting.

Players score during each round in the painting phase. The game ends when one player fills up their canvas, and the player with the higher score wins.

The game starts with a painting phase.

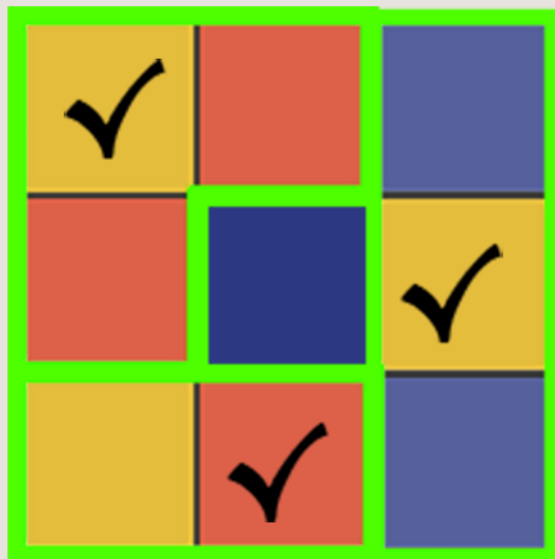
Pick a player to start first.

Painting

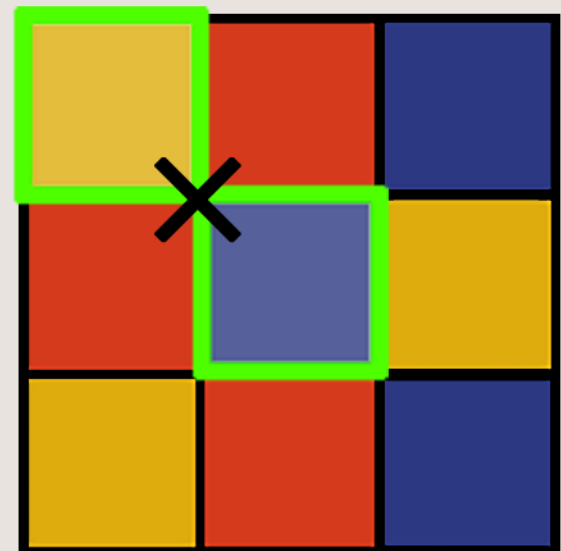
In the painting phase, players take turns filling in squares of their canvas using “paint” pieces on the palette. On a player’ s turn, **one, two, or three contiguous squares** (connected side by side) may be removed from the palette and placed into free space of the player’ s canvas.

Artists never compromise: players must not rotate or flip the pieces

Example:



correct



incorrect

Gaining points:

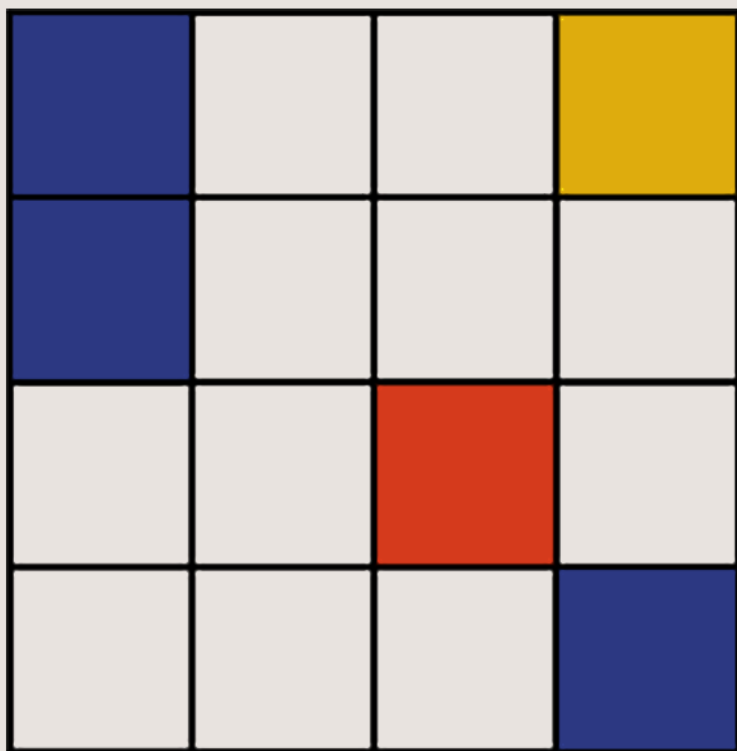
Players score with each new paint piece. **The score equals the sum of the lengths of all “chains” that the new paint pieces connect (see example below).**

Keep track of players' score with the score counter.

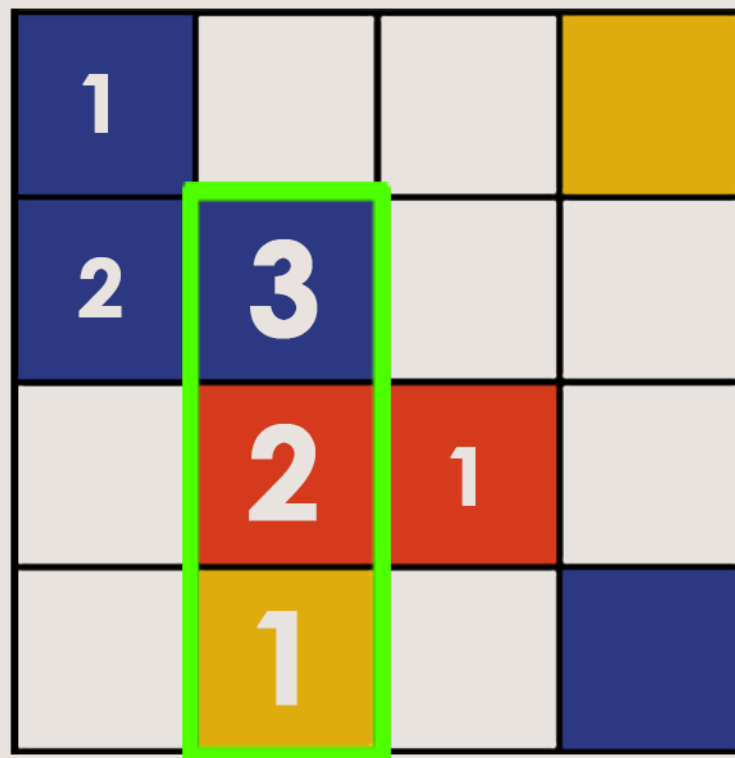
If a player finishes their painting so that there are no empty squares left on their canvas, the player gets **2 bonus points** for finishing their painting first, ending the game (see “Game End”) .

Example:

Leonardo had 5 points before he moved. He decided to fill in the pieces outlined in green. He scored 3 points from the blue piece, 2 points from the red piece, and 1 point from the yellow piece. Thus **he scored 6 points this turn**, which brings his total score to 11.



Before move



After move

Filling the Palette

The first turn in a filling phase is taken by the player with the **lower** score. If scores are equal, the first turn is taken by the player with **fewer** squares on their canvas. If both are equal, turn order remains the same as the previous painting phase.

In the filling phase, players take turns each adding one piece to the palette until it's completely filled. There must be **three pieces of each color**.

When the palette is full, switch to a new painting phase. ***The player who started the filling phase should also start the new painting phase.***

Game End



The game ends when one player finishes their painting so that there are no empty squares left on their canvas. This player gains **2 bonus points**.

The player with the higher score wins.

Optional rules for master painters:

1. Instead of following the default setup, start the game from the filling phase from an empty palette. Players take turns to fill the central “palette” board with “paint” pieces. The player who went second for the refilling phase should start the painting phase.

2. Each player gets two “paintbrush” tokens. A player may use one token to change the color of any filled square in their opponent's painting to another color. A player may use this any time they have just finished painting on their own canvas. There is no way to gain paintbrushes back, so make sure you use them wisely!