

Ludovic Gimet

N Objects

An artful game for 3 to 6 players, ages 8+, by Ludovic Gimet



Game Overview

One player must draw a concept using only one of their fingers and the tabletop with no other aids. The other players try to guess this concept they can't actually see.

Components

120 Concept Cards

The cards provide 6 concepts in German and in English. The amount of colored dots next to the 1 and the color of the numbers on the front and writing on the back indicate the degree of difficulty.

- 30 easy concept cards (green, 1 colored dot)
- 60 difficult concept cards (yellow, 2 colored dots)
- 30 challenging concept cards (red, 3 colored dots)

1 Six-Sided Die



Game Play

When it is your turn to draw a concept, first draw 1 card. How many points you have already earned determines from which deck you have to draw. If you have 0 or 1 point, you draw from the easy card deck. If you have 2, 3 or 4 points, you draw from the difficult card deck. If you have 5 or more points, you draw from the challenging card deck.

When you take the card, be careful not to let the other players see the side you will be using. Then roll the die and use the number rolled to determine the concept you must draw. Now start drawing the concept with your finger on the table. You must observe the Drawing Rules (See Drawing Rules).

The other players now try to guess the concept. There is no fixed order of play, everyone plays simultaneously. The amount of guesses is also not limited. If you want to delete your drawing, you should wipe-out your drawing to show the other players, that you start again.

If one of the players correctly guesses the concept, the round is over. You keep your card as a point and the player who guessed correctly draws 1 card from the deck of challenging cards as a point.

Each player can choose anytime to start the Timer to limit the time. If the concept has not been guessed before the Timer runs out, no points will be awarded. (If you don't use a timer, the round ends, when all players give up.) The concept card is returned to the bottom of the card deck it came from.

Play continues with the player to the left drawing a new card.

Drawing Rules

You may not talk.

You may not use any other gestures or pantomime other than drawing with your finger on the table.

You are not allowed to draw letters or numbers.

You may create the concept using multiple drawings.

You may refer to details of your drawing by pointing with your finger. However, you may not make hand movements that would clarify the concept (for example, playing the piano on a drawn keyboard).

Game Setup

Separate the concept cards by difficulty. Shuffle each of these decks and place them in the middle of the table to form 3 separate face-down draw decks.

Place the die in easy reach of all players.

Prepare a timekeeper of your choice, such as a mobile, with a timer of 60 seconds and put it on the table. (You can choose a different interval to make the game easier or more challenging.)

Tip: When playing for the first time we suggest playing without a timer. Choose a start player to pick the first card and draw a concept from it.

Game End

Whoever scores a total of 6 or more points first wins the game. If more than one player scores 6 points at the same time, they share the win.

Impressum

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