BLINK player aid · every stage, every choice

rules v0.26

THE ROUND six beats · the table finishes each one before the next

1 LAY
everyone lays a meld FACE DOWN
leader first, then clockwise

2 REVEAL
turn them all over together
one beat, all at once

3 DECLARE
spend a victory card on its A effect, or not
leader first — you can see every meld

4 RANK
highest total wins the trick
ties broken in order — see below

5 SETTLE
set your initiative markers, pay the trick's dues
the black marker is always 1, then 2, 3 and 4

6 MAP
spend your remaining meld, winner first
every card left is already yours to spend

Ties: more cards, a tie-winning A, the higher victory card spent on A, highest card, earliest laid.
Held as many cards as the trick's winner, or more, and lost? Shed cards one at a time until below that count: each one pays 1 gold instead of acting, into your own discard. Last place pays you +1 gold.
Hand empty and meld spent? Recycle at once, mid-turn — the back of this sheet says what that means.

WHAT MAY I LAY? one meld, face down, every round

ANY UNBROKEN RUN of ranks · duplicates free · suits irrelevant · up to your tier's MELD limit

✓ 2-3-3-4-4 ✗ 2-2-4-4 (no 3)

highest TOTAL takes the trick — not the longest meld

WHAT ARE MY OPTIONS? what a card, a coin and a victory card can do

A CARD IN YOUR MELD

does ONE of —

- **SETTLE** — a unit from your top tier
- **EXPLORE** — a new tile of the card's suit · must touch TWO tiles
- **ATTACK** — a duel · your rank vs card + ground · take it: +1 gold
- **CASH** — 1 gold

Every card: IN REACH — a tile you hold or one beside it — and its SUIT MATCHES THE GROUND.

A COIN

buys one of —

- **RESEARCH** 1 then 2 — retire your lowest · take a card up to your rank cap, to hand or discard
- **TRADE** 1 then 2 — draw the market's top two, blind · bury any two back
- **FORTIFY** 1 — on a unit: defends at WALL + terrain until a fight or a move
- **KEEP** – — gold breaks a tie at the end

research or trade: two a turn, 1 gold then 2

A VICTORY-ROW CARD

spend it on ONE of —

- **A** in the DECLARE step — add its rank to your meld's total this trick
- **B** in your map phase — found a colony — new tiles and units from the supply
- **C** in your map phase — take 2–5 gold, by its rank band

THEN IT LEAVES THE ROW
– 1 point · your centre card may drop. It goes to the BOTTOM of the market: nothing leaves the game.

WHAT A, B AND C ARE WORTH by the rank of the card you spend

RANK	A · the trick	B · the map	C · gold
1–5	+ its rank	colony, this suit	2g
6–10	+ its rank · wins ties	colony, up to 2 out	3g
11–15	+ its rank	2 tiles, 1 unit	4g
16–20	+ its rank · wins ties	2 colonies, any terrain	5g

A is declared AFTER every meld is face up, leader first. One effect per player per round.
TURN OVER for where your cards go, the recycle, and what the map scores.

BLINK

the card loop · the recycle · what the map scores

rules v0.26

WHERE YOUR CARDS GO

almost nothing leaves the game

YOUR HAND
ten cards
always ten — nothing you play leaves you

→

YOUR MELD
face down, then up
what you lay for the trick

→

THE MAP
settle · explore · attack
or cash it for 1 gold

→

YOUR DISCARD
face up on your board
everything you spent this cycle

→

RECYCLE
your discard IS your new hand
ten cards · nothing you play ever leaves you

A victory card you spend	leaves the row — to the MARKET
A card bumped from a full row	to the MARKET as well · trade draws from it
Lost with as many cards as the winner, or more	set cards aside to below their count — into YOUR discard, +1 gold each

THE RECYCLE

the moment your hand is empty and your meld spent

WHEN
`hand empty, meld spent`
at once, mid-turn — finish your turn after

→

1 · INCOME
`with objectives`
1 gold per objective you hold right now, shown or hidden

→

2 · PICK UP
`always`
take your discard back — that IS your ten · nothing is drawn

You never draw cards to refill: the cards you spent are the cards you pick up.

MAP OBJECTIVES

the only points about the SHAPE of what you hold

SHOW ONE, KEEP ONE · both score

three tiles you occupy: a MIDDLE terrain with one named terrain on either side of it

the two ends need not touch each other — a bend counts exactly as a straight line

two each, dealt AFTER the starting map is laid

2 points for every arrangement you hold at the end

build it twice and it pays twice: each MIDDLE tile pays once, and an end may serve two middles

the card you show tells the table which single tile would break it

INCOME

`at each recycle`

1 GOLD PER OBJECTIVE
at each recycle, for each of your two cards whose pattern you hold right now — shown or hidden

FLAT
one coin per card, however many arrangements it has

POINTS STILL COUNT
income is paid at the recycle; the points are counted at the end

FREE

no card · any order · on your own turn

MOVE `1 per meld card`
land: through your own tiles · sea: across empty Ocean · never an attack.

WATER `once a turn`
sail onto a new Ocean tile laid on your water's coast.

RESEARCH · FORTIFY
both cost coins — see A COIN on the front. COLONY is effect B.

THE GROUND

what each terrain holds, and what it's worth to a defender

Plains

Forest

Ocean
sea road

Mountain

COMBAT

six steps, in order — win or lose, the fight is over

1. **ATTACK** — a meld card, onto an adjacent tile of its own suit
2. **DEFEND** — any card from hand, any suit — or decline and stand on terrain alone
3. **FORTIFIED** — your WALL + terrain is a floor — a better hand card still wins instead
4. **COMPARE** — higher total wins — ties go to the matching suit
5. **RETREAT** — the unit falls back onto your ground, or goes home and reopens a tier
6. **CLEARED** — the last defender gone: the tile changes hands, and pays you 1 gold

FORTIFIED needs a coin on the tile — without one, defence is just card plus terrain.