Card Effects

The three things a victory card can do

COMPANION TO BASE GAME RULES V0.26 TOBY SIKO

The three effects

Every civilization card carries three printed effects. A card sitting in your **victory row** may be spent on exactly one of them, after which the card leaves the game — your row shrinks, and your end score with it. The options are always the same three kinds; only their strength grows with the card's rank.

RANK	A · CARD PHASE	B · MAP PHASE	C · ANY TIME
1–5	Add this card's **rank** to your meld's total for this trick	**Found a colony**: 1 new tile of this suit, 1 unit on it, fortified	2 gold
6–10	Add this card's **rank** to your total, **and win ties**	**Distant colony**: as above, and the tile may sit up to 2 out	3 gold
11–15	Add this card's **rank** to your meld's total	**Open a frontier**: 2 new tiles of this suit, 1 unit on one, fortified	4 gold
16–20	Add this card's **rank** to your total, **and win ties**	**Two colonies**: 2 new tiles of ANY terrain, 1 unit on each, both fortified	5 gold

A is declared in the *declare step*, AFTER every meld is face up and in leader order — you can see what you are trying to beat, and so can the player after you. **B** is used during your own map phase, when the board in front of you is already settled. **C** is taken in your own map phase, at any point in it.

01 Three rulings

What a colony is — effect B

B no longer settles into ground you already hold. It **founds new ground**: you lay tiles, put units on them from your board, and fortify them. At most **one victory card may be spent on B per turn**.

The fortification coins come from the **general supply**, not from your own gold — B is the one place in Blink where a fortification is free.

> PLACEMENT
>
> Every colony tile still obeys **touch-two**: it must touch at least two tiles already on the map. **Reach does not apply** — a colony may be founded anywhere along the map's edge, not only beside your own civilization. Ranks **1–15** place tiles matching the spent card's suit; ranks **16–20** may place any terrain. Ranks **6–10** may reach up to two tiles out, laying the intervening tile first.

> TWO TILES, ONE UNIT
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> Ranks **11–15** lay two tiles but take only **one** unit from your board: settle and fortify that one, and leave the second tile as open ground. Units come from the topmost tier holding any, so a colony still empties your board — which costs you nothing to keep, but does move you up a tier whether you wanted it yet or not.

What “add this card’s rank” means — effect A

This changes only the total the trick is judged on. It never adds cards to your meld, never puts a unit on the map, and never lets you exceed your meld-size limit. Your meld is still exactly the cards you physically played — a straight of four is four cards to spend, whatever you declared.

The bonus is virtual: when the highest total wins, your meld is worth more, so it can take a trick it would otherwise lose. The reward is tempo — you win the trick, spend your full meld, and act first — not size.

A spent victory card is **gone**: it leaves the game, not your hand, and it is no longer worth points in your victory row at the end. That is the whole cost. So declaring a 19 buys nineteen points of trick and gives up a card that was scoring for you.

In v0.22 this effect read “+1 / +2 cards”, because the trick went to the most cards. Under a total, one extra card was worth an average card and the wording had to change with the rule. The v0.22 version is in the variants book.

Several A effects in one trick

Nothing stops two or more players spending A in the same trick. Each applies, and the trick resolves on the modified totals — highest total wins, then most cards, then highest single rank, then earliest played, exactly as normal. Declarations go leader first and clockwise, after the reveal, so a later player sees every earlier declaration before choosing their own — answering, rather than guessing.

> A CAN BE ANSWERED, B CANNOT
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> The difference in timing is a difference in kind. **A** is spent into a trick that is still live: you see every meld and every earlier declaration, but a player still to declare may answer you with an A of their own and pass you. **B** is spent in your own map phase, long after the trick is settled, so nobody can answer it — it is only a question of whether the units are worth the card.

> TWO PLAYERS BOTH WINNING TIES

> If two players each spend an effect that *wins ties* and they are still tied, the player who spent the **higher-ranked card** takes the trick.

02 Every card, at a glance

The production reference: the exact A / B / C each rank prints. All four suits of a rank share the same effects. A card's suit matters only for effect B's terrain requirement, and for the meld shapes the card can join.

RANK	A · TRICK	B · MAP	C · GOLD
1	+rank to your total	colony, this suit	2 gold
2	+rank to your total	colony, this suit	2 gold
3	+rank to your total	colony, this suit	2 gold
4	+rank to your total	colony, this suit	2 gold
5	+rank to your total	colony, this suit	2 gold
6	+rank, wins ties	colony, up to 2 out	3 gold
7	+rank, wins ties	colony, up to 2 out	3 gold
8	+rank, wins ties	colony, up to 2 out	3 gold
9	+rank, wins ties	colony, up to 2 out	3 gold
10	+rank, wins ties	colony, up to 2 out	3 gold
11	+rank to your total	2 tiles, 1 unit	4 gold
12	+rank to your total	2 tiles, 1 unit	4 gold
13	+rank to your total	2 tiles, 1 unit	4 gold
14	+rank to your total	2 tiles, 1 unit	4 gold
15	+rank to your total	2 tiles, 1 unit	4 gold
16	+rank, wins ties	2 colonies, any terrain	5 gold
17	+rank, wins ties	2 colonies, any terrain	5 gold
18	+rank, wins ties	2 colonies, any terrain	5 gold
19	+rank, wins ties	2 colonies, any terrain	5 gold
20	+rank, wins ties	2 colonies, any terrain	5 gold