BLINK *player board*

v0.26

your initiative marker waits in either corner — whichever is nearer the table — and comes out when your turn ends

MELD	RANK CAP	WALL		RESERVE
2	12	10	**Tribe** 2 units	
3	14	12	**Settlement** 3 units	
4	16	14	**Kingdom** 5 units	
5	18	16	**Empire** 5 units	
6	20	18	**Civilization** 5 units	

DISCARD

face up; it becomes your hand at the recycle

SHOWN OBJECTIVE

face up for everyone to read

GOLD

keep your coins here
no limit — pile them up

SCORING

1 per unit on the map
1 per card in your victory row
+ the rank in the centre slot (3+ cards)
+ 2 per objective arrangement
gold breaks ties

keep your hidden objective in your hand — its different back sets it apart

VICTORY ROW

— slide cards in from below; the centre slot scores

LOWEST RANK → HIGHEST

1 | 2 | **3** SCORES | 4 | 5 first card here