BLINK *player board*

playtest · v0.24 · units 13 mm

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

MELD	BUY UP TO	WALL		RESERVE	FOOD	MOVES
2	12	10	Tribe, 2 units		*free*	1 →
3	14	12	Settlement, 3 units			2 →
4	16	14	Kingdom, 5 units			3 →
5	18	16	Empire, 5 units			4 →
6	20	18	Civilization, 5 units			5 →

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 of its CENTRE card (3+ cards)
3 per terrain: biggest connected stretch
gold breaks ties

ON THE BOARD

WALL	a fortified unit defends here
INITIATIVE	a die in its corner: still to act
MELD	cards you may play in a round
BUY UP TO	highest rank you may take
MOVES	free moves each turn
FOOD	pay these slots each recycle
ASCENSION	coins printed there, taken once
RESERVE	empties from the top band down
VICTORY ROW	retired cards, fills rightwards

VICTORY ROW

— slide cards in from below; the centre slot scores

LOWEST RANK → HIGHEST

1	2	**3 SCORES**	4	5