Blink

OBJECTIVE:

Be the first player to successfully play all their cards.

SET UP:

1. The dealer shuffles the cards and deals them face down to form two equal draw piles.

2. Place a draw pile in front of each player.

3. Take the top card from each draw pile and place it face down between the players. These cards should be placed so they are accessible to both players.

4. Players take the top three cards from their draw pile and form a hand. Players may look at the cards in their hand.

DIRECTIONS:

1. Simultaneously players turn over the card that they placed in the center of the table signaling the beginning of the game.

2. Players race to play cards from their hand on either of the piles. In order for a card to be played it must match at least one of the characteristics, color, shape, or count, of the card on which it is being played. For instance a card with four brown stars could be played on any card with brown (color), or on a card with stars (shape), or on a card with four symbols (count).

3. Players may have up to three cards in their hand at a time and refill their hand by drawing from their draw pile.

4. Play continues until one player is completely out of cards from their hand and draw pile.

5. The first player that successfully plays all their cards wins BLINK.

(More on back)

*BLINK Notes:*

1. Players may not play more than one card at a time.

2. On occasion when neither player can match the top cards on either of the piles, play is paused and —

• if players have cards left in their draw piles they each take the top card from their pile and places it on their center pile.

• if one or both players has already used their entire draw pile, each player picks one card from their hand and they simultaneously place them face up on their center pile. Play resumes based on the new cards on top.

• if all players are down to a single card left in their hand and no draw piles, the game ends as a tie.

3. Because BLINK is the world’s fastest game, many players prefer to play a best-of-three, or best-of-five, match to determine the winner.