

bling

A connection game for 2 players by
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INTRODUCTION

Bling (Binary + link) is a connection game that uses *dual coloured* square blocks composed of two *rectangles* and shared by both players:



Players alternate turns placing those blocks according to some simple stacking rules, each trying to connect the two sides of the board of her colour. Notice that on their turn, players play both colours at once, as the blocks are indivisible.

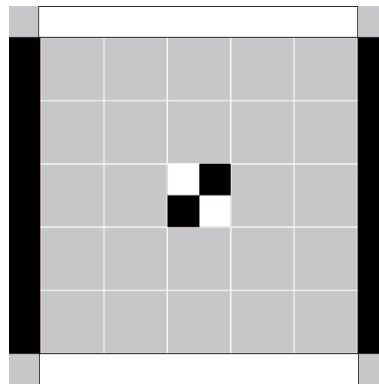
EQUIPMENT

54 dual-coloured blocks, a special 'neutral' block, 4 board frames and a 5x5 board.

Place the frames of the same colour on opposite sides of the board.

HOW TO PLAY

Place the neutral block on the centre space¹.

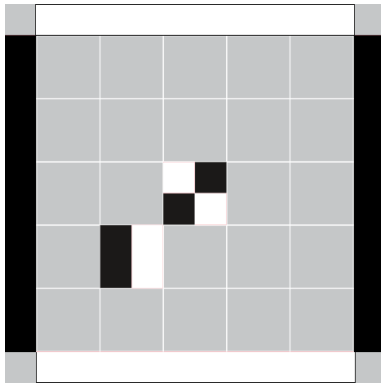


Each player has an allocated colour (white or black). Each player takes half of the blocks.

Starting with White, players alternate turns placing one of their blocks on the board following these placement rules:

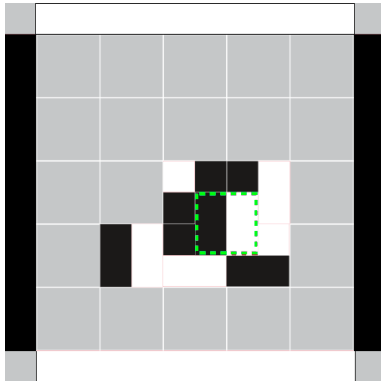
- The blocks must be placed with the sides parallel to the board lines.
- When placed *on the board*, the block must be placed inside a cell.

¹ As a variant, place the neutral block in any cell.



Example of placement on the board level

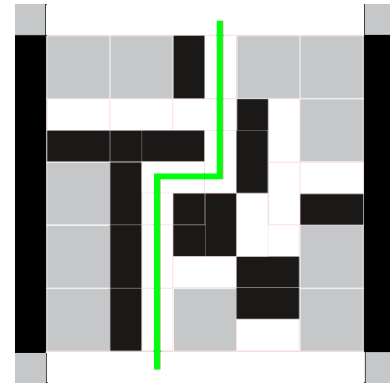
- When placed on top of other blocks it must rest atop an arrangement of 2x2 blocks, and centred on it.



Example of placement atop a 2x2 platform.
block on level 2 indicated with a green frame.

GAME END

The game ends when one of the players resigns² (losing the game) or, at the end of her turn, one of the players has connected the two sides of her colour (winning the game). The path connecting the two sides of the board must be continuous along the surfaces of the same colour when **viewed from above**.



Example of a game won by White (path indicated in green).

If the players run out of pieces and a connection has not been made, it is a draw.

² The player is no longer able to connect her sides.