

PIRATES & LASERS

1+ People | 5 Minutes | Strategy

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IN PIRATES & LASERS, YOU PLAY THE ROLE OF GHOST PIRATE TRYING TO SAVE THE HAPLESS HUMANS FROM SINKING THE SHIP WITH THEIR LASERS, AND CONDEMNING YOU FROM FOREVER BEING STUCK AT THE BOTTOM OF THE OCEAN.

SEE HOW LONG YOU CAN KEEP AFLOAT!

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Blinks

Blinks consist of intelligent game pieces that respond to touch, communicate with each other, and think for themselves. Each Blink knows a single game and can teach the other Blinks how to play. With magnets that self-align the pieces, Blinks were designed with the hand in mind. 6 Blinks fit snuggly in a Sushi Roll case, which is easy to put in a pocket for games on the go.

Game Set Up

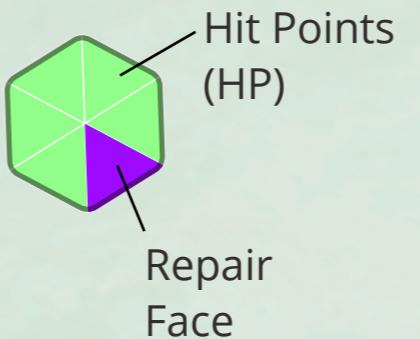
Blinks begin the game as **Hull Pieces** with **5 Hit Points (HP)**.

Choose **two** Hull Pieces to be **Hazard Pieces** by isolating and long-pressing (press and hold down for 1.5 seconds) each of them.

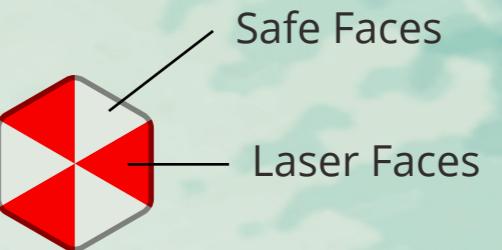
Once you have your Hazard Pieces, **assemble your Ship**. Join together all of your Blinks - Hazard and Hull - in any way you like, so long as there are no illegal layouts (as defined on the Rules page).

To restore Hull Pieces to maximum health to undo mistakes or restart the game, rapid-press the Blink (three or more presses in rapid succession).

HULL PIECES



HAZARD PIECES



GOT YOUR SHIP SET UP AND READY?
Read the [how to play](#) on the next page



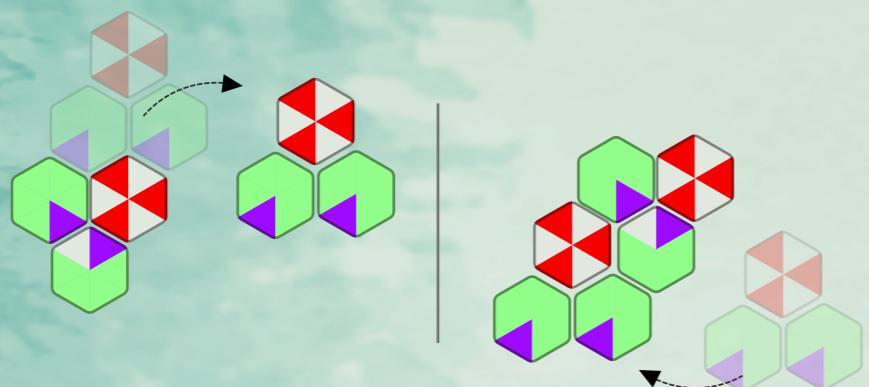
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Playing

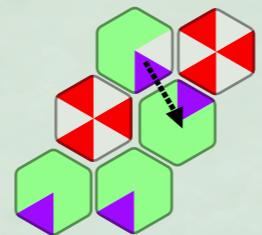
You must complete all 3 steps once per turn.



1 Rearrange.

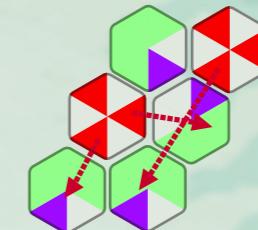
Rearrange the ship by moving **at least two Blinks**.

Yellow indicators will appear when an illegal layout is present.



2 Repair. Press any one of the Hull pieces. It will lose one of its HP and attempt to give it to its neighbor on the purple indicator face. You cannot Repair more than once per turn.
You must Repair, even if there is no Hull to accept the HP.

- **Try not to let your HP go overboard!**
If the Repair Face is connected to a Hazard Piece, or nothing, it will still lose its HP.



3 Lasers! Press each of the two Hazard Pieces, firing lasers outwards in a line through each of their 3 Laser Faces, damaging any of the Hull in the line of fire.

After both Hazard Pieces fire their lasers, start your next turn.

See how far you can get before the Ship sinks!

KNOW THE RULES OF THE SEA
Read the rules on the next page

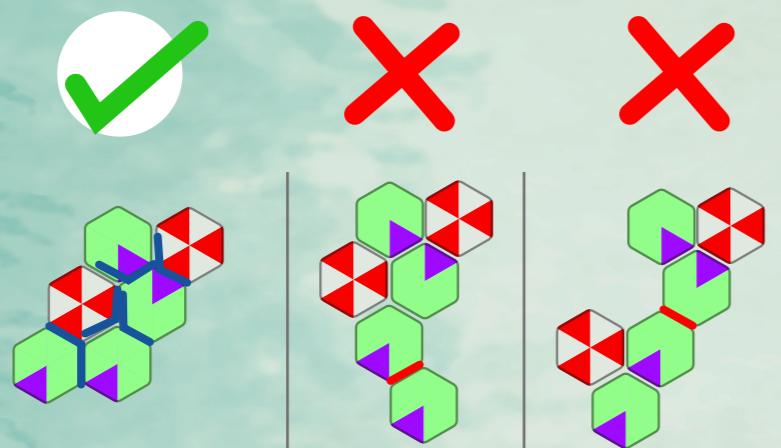


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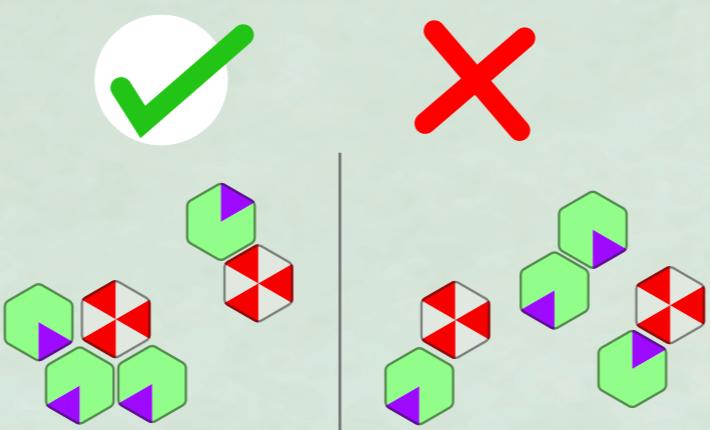
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Rules connecting and moving Blinks



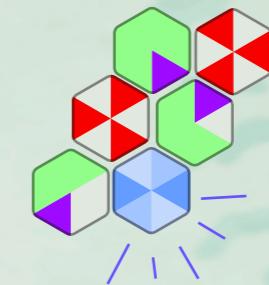
1 Vertices Rule

When you Rearrange, you cannot put the Ship together in a manner where any Blink only has one connection to the Ship.



2 Two-Chunk Rule

Do not split your ship into more than two chunks when you Rearrange.



3 Sinking the Ship

When any Hull hits 0 HP, it will become flooded with water and sink the ship, **ending the game**.

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HIGH SCORE LEADERBOARD

NAME

.....

Name

TURNS

Number of Turns