**BeRrY** is a two-player competitive abstract strategy game. This game is played with smart programmable hexagon pieces called Blinks. With 6 *Blinks*, 3 colors, and 4 scoring configurations involved, BeRrY brings players a highly intelligent, elegant and simplified Go-like playing experience.

## Contents

- 6x Blinks!
- *Reference Sheets*
- *A Scoring Sheet & A Pen*

## Winning condition

The game ends immediately if one of the following winning conditions is met:

- Turn all the 6 connected pieces into same color

OR

- Get 10 points

## Setup

1. Turn all 6 Blinks into same color by tapping
2. Each player starts with 3 Blinks

## Gameplay

The player who most recently ate a berry, then players take turns. Each turn, players can take the following 4 actions - *Pick*, *Place*, *Tap*, and *Tally*:

1. **Pick** one Blinks piece
   - If players still have Blinks pieces in their hands, they must pick from their hands; Otherwise players should pick an **unlocked** piece from the board:

     A Blinks piece is **locked** when
     - The piece is squeezed between two Blinks on the directly opposite sides
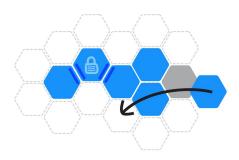
     OR

     - The piece is the one that taking and moving it would cause other Blinks pieces to become isolated.

2. **Place** the Blinks piece picked:
   - The picked Blinks piece must be placed to connect other Blink piece(s), unless it's the first piece placed. If it's the first piece placed, skip step 3 and 4.
   - The picked Blinks piece must be moved to a different spot.



3. **Tap** each of the connecting(surrounding) Blinks pieces **once**:
   - If the placed Blinks piece is connected to **one** or **two** other Blinks pieces, just tap the pieces that are directly touching the placed piece.



   - If the placed Blinks piece is connected to **three or more** Blinks pieces, players need to tap all the surrounding pieces **and** the placed Blinks piece.



   - The color change sequence when tapped is **blue** -> **red** -> **yellow** -> **blue** -> etc.

4. **Tally** points
   - Check the Reference Sheet to see if there's any same-color shapes that match the illustrations. If so, mark down the points on the Scoring Sheet. Players can get points from the same-color shapes that are left by the previous player if they didn't break the shape in their turn.