

blinks

Mortals

Goal

Be the last surviving Blink on the field and you win!

You'll need...

2 players

... ➡ 6 Blinks

You can play with more Blinks if you wish!

Setup

Arrange two sets of Blinks into a triangular formation so each Blink is touching two other Blinks. One player should single tap on a Blink to start the game.

Before doing this, make sure the Blinks are in the Ready state, indicated by a white pulsing dot.



Gameplay

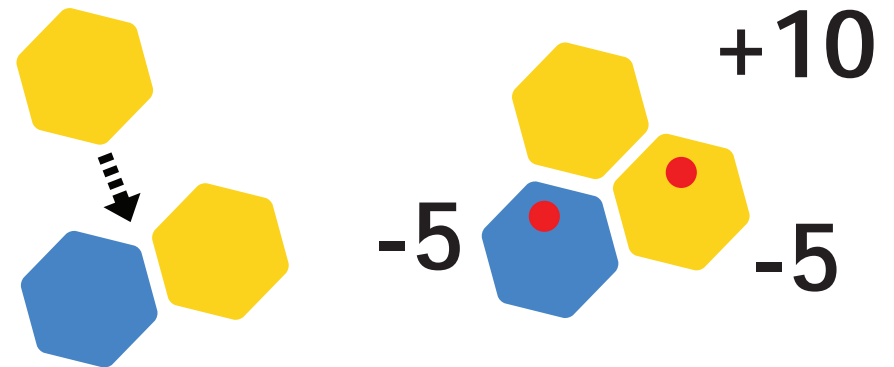
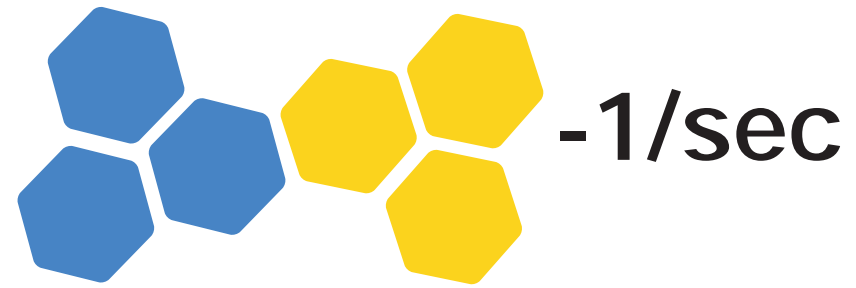
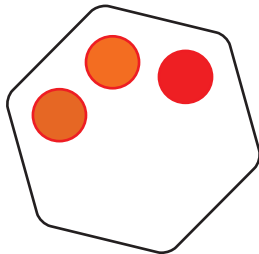
In Mortals, every Blink piece has 60 seconds to live. The timer is constantly ticking, and the only way to gain more life is steal it from other pieces.

To attack another piece, a single Blink must be taken out of formation and moved somewhere else. Upon contact, the Blink will steal 5 seconds of life from every other piece it makes contact with.

A red light will indicate a piece has lost some of its life.

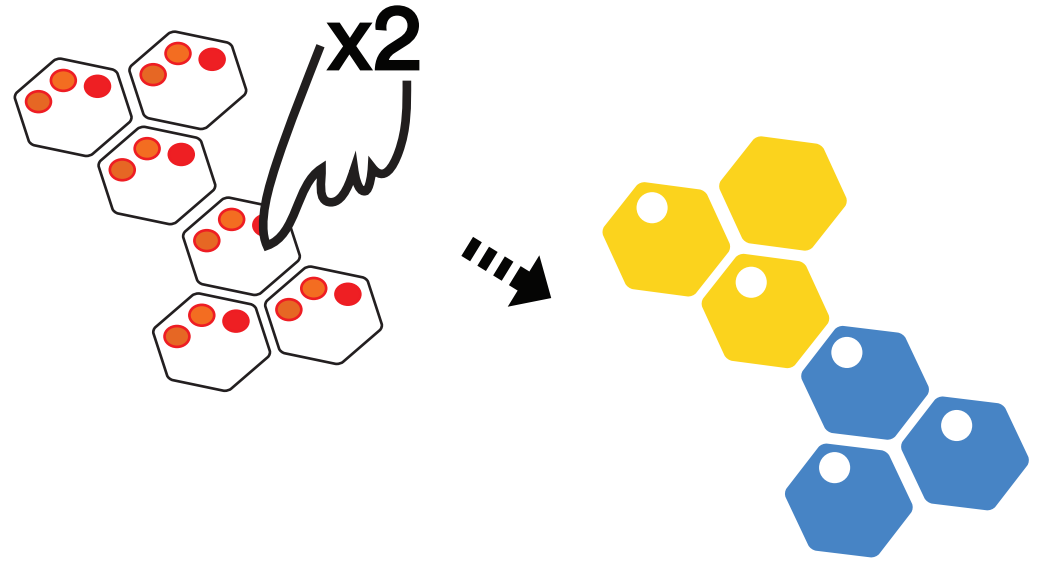
You can choose to move multiple pieces at once, but only a single moving piece can steal life.

When a Blink has no life, it will glow dimly red.



A dead piece will constantly steal 1 second of life from its neighbors.

When the game ends, you can restart the game by reforming the initial setup and double clicking one piece. This will put all the pieces in Ready mode.



Animation States



Dead (dimly lit red)



Ready



Yellow Team



Yellow in Attack Mode (traveling alone)



Blue Team



Blue in Attack Mode (traveling alone)