

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

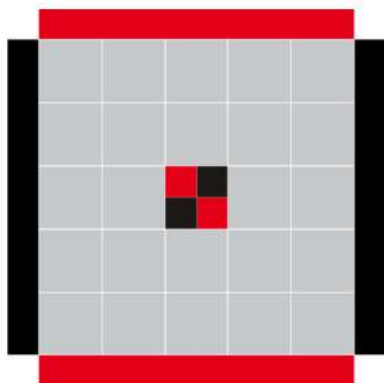
There are two editions of Blinq:

- Basic: 30 dual-coloured blocks and a 4x4 board printed in a carrying bag.
- Advanced: 54 dual-coloured blocks, a special 'neutral' block and a carrying bag with a 4x4 board printed on one side and a 5x5 board on the other¹.

HOW TO PLAY

The following rules are applied to the 5x5 (advanced) board. For a 4x4 (basic) game skip the neutral tile placement and play as usual.

Place the neutral block on the centre space².



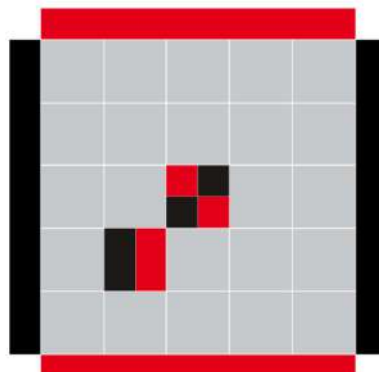
Each player has an allocated colour (red or black). Each player takes half of the blocks.

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

¹ It is possible to upgrade from Basic to Advanced by purchasing the additional components.
² As a variant, place the neutral block in any cell.

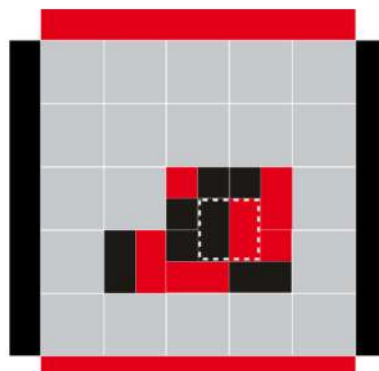
- The blocks must be placed with the sides parallel to the board lines.

- When placed *on the board*, the block must be placed inside a cell.



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.

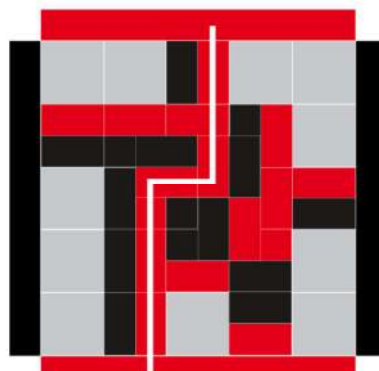


Example of placement atop a 2x2 platform, block on level 2 indicated with a white frame.

... this way a pyramid is built as the game progresses.

GAME END

The game ends when one of the players resigns³ (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 Red (path indicated in white).

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

³ The player is no longer able to connect her sides.