



What's in the Box

- 60 Symbol Cards
- Travel Tin
- Quick Play Rules

The Object

Be the first player out of cards.

Setting up

1. Shuffle the cards and deal them, face down, to form two equal draw piles.
2. Place one draw pile in front of each player.
3. Place the top card from each draw pile, face down, between the players. These cards should be placed next to each other so they are accessible to both players.
4. Each player takes the top three cards from his or her draw pile to form a hand. Players may look at the cards in their hand.

Playing the Game

1. Players simultaneously turn over the cards that they placed in the center of the table, and the game begins.
2. Without taking turns, players race to play cards from their hand, face up, on either of the center plies. To play a card, it must match at least one characteristic (*color, shape, or count*) of the card on which it is played.

3. As cards are played, players refill their hand by taking cards from their own draw pile. Players may have up to three cards in their hand at any time.
4. The game continues until one of the players is completely out of cards from his or her hand and draw pile.



For example, a card with four blue crosses could be played on any card with blue symbols (color), or on a card with any number of crosses (shape), or on a card with four symbols of any kind (count).

Winning the Game

The first player completely out of cards wins **BLINK**®.

The Symbols and Their Meanings



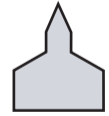
The Bible

This symbol represents the written word of the one true God.



The Empty Cross

This symbol dates back to the mid-fourth century and represents the death and resurrection of Jesus.



The Church

This symbol represents the Christian community gathering to worship.



The Chalice

A symbol of the Lord's Supper; the blood of the Lamb.



The Dove

This symbol dates back to the first century and was frequently found on grave stones, indicating Christianity. If the dove has a halo, it symbolizes the Holy Spirit.



The Fish

This symbol dates back to the first century and was commonly found on grave stones.

The fish is an acronym, where each letter in the Greek word fish (ichthys) stands for another word.

- ι - (i) - ησους (Iasous) - Jesus
- χ - (ch) - χριστος (Christos) - Christ
- θ - (th) - θεος (Theos) - God's
- υ - (u) - υιος (Uios) - Son
- σ/s - (s) - σωταρ (Sotar) - Savior

Learn more about the rich heritage of Christian symbols by visiting www.christiansymbols.net

Notes

1. A player may not play more than one card at a time.
2. On the rare occasion when neither player can match either of the top cards on the two center piles, play is paused and---
 - if both players have cards left in their draw piles, each player takes the top card from his or her draw pile, places it face up on one of the center piles, and play resumes.
 - if one, or both, of the players has depleted his or her draw pile, each player picks one card from his or her hand, and simultaneously places them face up on one of the center piles, and play resumes.
3. Because **BLINK** is the world's fastest game, many players prefer to play a best-of-three, or best-of-five, match to determine the winner.



The World's Fastest Game!

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More Ways to Play BLINK: Bible Edition

Three Player BLINK

BLINK can be played as a three-player game with the following changes:

1. Shuffle the cards and deal them, face down, to form three equal draw piles.
2. Place one draw pile in front of each player.
3. Each player places the top card from his or her draw pile, face down, so that it is an equal distance between the player and the player to the right. The cards will form a triangle and each player will have a card to the right and to the left.

4. Each player can play cards from his or her hand onto the pile to the left or the pile to the right.

Four or More Player's Tournament Play

With four or more players **BLINK** can be played as a single-elimination tournament. To advance in the tournament, a player must win two-out-of-three games against an opponent.

For Balanced Play

If one player is significantly faster than another, the faster player can start the game with more cards.

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