

# Blink – Climbing the Ladder of Civilization

*A civilization game powered by trick-taking.*

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**Players:** 2 – 4

**Playtime:** 45 min

**Age:** 12 +

**Weight:** Light-medium

**Prototype status:**

Has gone through multiple iterations and 1-2 years of development. Around 5 play tests with 2 to 4 players. More playtesting planned. Longer, more complex version under development.



## Game Overview

*Blink* combines trick-taking tension with map expansion and light deck-building.

Each round, players play card melds to compete for initiative, then use those cards to explore, move, and populate an evolving hex map.

Fast turns, shared tension, and escalating choices make *Blink* feel like a civilization game in under 60 minutes.

## Core Gameplay Loop

1. **Trick-Taking for Initiative** – Play melds (singles, sets, straights, pairs adding to 10, or combinations of those) to determine play order. No “must follow” rules.
2. **Map Expansion** – Cards match terrain suits (Plains, Forest, Ocean, Mountain) for *Explore*, *Move*, or *Populate* actions.
3. **Deck-Building Progression** – Upgrade cards to higher ranks; discarded cards become victory points.
4. **End Game** – The first player to place all population ends the game; the highest score wins.

## Key Selling Points

-  Unique blend of **trick-taking** and **map expansion**.
-  **Fast but strategic** – a full civ feeling in under one hour.
-  Shared, evolving map encourages direct interaction.
-  Expandable system – advanced version adds **technologies** and **disasters**.
-  Designed for **2–4 players** seeking an elegant, competitive experience.