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 highly intelligent, elegant and simplified Go-like playing experience.

Contents

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

Setup

1. Start with 6 Blue Blinks
2. Each player starts with **3** *Blinks*

General Flow

The oldest player goes first, then players take turns and follow **4** steps - ***Pick***, ***Place***, ***Tap***, and ***Tally*** - in each of their own turns.

***Players must put down all of the Blinks in their hand before they can rearrange the Blinks on the table.

Each turn, there are **4** steps for each player

1. **Pick** one Blink
    - In the first few turns, players can **only** pick the Blinks in their own hands until all the Blinks in their hands have been placed down.
    - Then they can begin to pick an **unlocked** Blinks and remove it.
        - Blinks are **locked** (unable to move) when



- Squeezed between two Blinks on directly opposite sides.



- Being the only one that is adjacent to one another blink or moving it would cause another Blink to become isolated (not touching any Blinks).

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2. **Place** – Take turns placing a Blink attached to already placed Blinks.

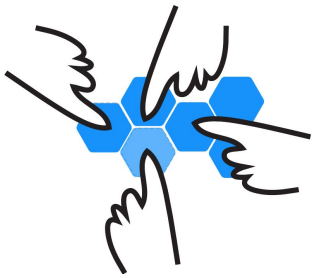


*Removed Blinks should not be moved back to the the same place

*The first Blink placed can be placed anywhere.

3. **Tap** each of the connecting(surrounding) Blinks **once**. The color of the Blinks will change in the sequence -**blue**, **red**, **yellow** and repeat.
    - If the number of surrounding Blinks exceeds or equals **3**, then the last Blink placed should be tapped once as well!





4. **Tally** points until the win condition is met
    - If all the Blinks have turned into the same color:
        - The player who takes the turn wins.
    - If the Blinks are not uniform:
        - If shapes arranged by same color blinks match a shape on the reference sheet:
            - Record the highest points the player can gain according to *Scoring Reference Sheet*.
            - Then check if the player's points is greater than or equal to **10**.
                - If so, the player wins.
                - If not, check ends and the turn ends as well.

*Players can score points from shapes left by another player if they don't break the shape in their turn.

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