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Game: **DOCTOR WHO: DON'T BLINK**

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Page 1: **Rules summary**

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DOCTOR WHO

DON'T BLINK

BOARDGAME

SETUP

One player plays the **weeping angels** and takes all the **weeping angel standees**, the **4 action point tokens**, and the **angel identification cards**. Divide the **Doctor** and **companion character cards** and **standees** amongst the other players (split them up in any way you wish).

The player controlling the Doctor takes the **Blink?** cards. Using 10 **DON'T BLINK** cards is recommended; add 2 to make it easier for the heroes, or subtract 2 to make it harder. The Doctor may look at them at any time and share them with the other hero players. All heroes share the same deck of **Blink?** cards.

Create a 3x3 grid with the **floor tiles**, randomising their side and orientation. Adjacent tiles need to use opposite sides (A/B) for the doorways to line up. Place 1 **repair part** on each of the 4 tiles in the corners of the 3x3 grid, in the space with the white circular outline.

The hero players place the **TARDIS tile** anywhere on the centre floor tile. It cannot overlap any walls or be immediately in front of a doorway. It can cover up obstacle squares. Place all **hero standees** on this tile.

The angel player places 1 **angel standee** on a square of their choice on each floor tile other than the centre tile.

ROUNDS

1. CHOOSE ANGELS PHASE

The angel player chooses any 4 angel identification cards to represent **weeping angels**. They may select fewer than 4 if they wish. Place these cards facedown next to the board. Place the cards not selected in a pile off to the side (they will not be used this round). Any standees not selected each turn are statues, and are not a threat to the heroes.

2. HERO MOVE PHASE

Each of the heroes takes a turn, in any order. Each hero must complete a turn before the next hero starts.

MOVEMENT

Each hero can move up to 6 orthogonally adjacent spaces on their turn. They may move through squares containing other heroes or angel standees, but must move around obstacles, and movement must end in an empty square. Once a hero stops, they may face any adjacent square horizontally or vertically. A hero does not have to move, but may just change their facing.

PICKING UP REPAIR PARTS

Only heroes can pick up repair parts. They do this automatically without stopping or cost in movement when entering a square containing them. Place the repair part next to the hero's character card to indicate they are carrying it. Parts may not voluntarily be dropped or handed off to other heroes, except when passing through or ending a move on the TARDIS, in which case parts may be dropped in the TARDIS when they enter it.

If a character carrying repair parts is captured, the parts are place on the board in the space they were standing in.

MOVING INTO THE TARDIS

Any number of heroes can enter the TARDIS. It counts as a single space when determining movement. Heroes in the TARDIS cannot see out of it and do not have a **Blink?** card assigned to them on that turn. A hero cannot end 2 turns in a row in the TARDIS: if a hero starts their turn on the TARDIS tile, they must end their next turn outside of it.

DRAGGING ANGELS

When a hero adjacent to a statue moves, they may drag the statue with them into every square they just left. You cannot drag 2 angels at once.

3. HERO CARD PHASE

Hero players discuss their strategy (they are not required to make sure the angel player can hear them) and assign 1 **Blink?** card to each hero, placing it facedown in front of their character cards.

Special **Blink?** cards can only be assigned to the hero shown on the card, and are treated as a **DON'T BLINK** card. If the condition on the card is not met, the special ability does not come into effect. When the ability is triggered, perform as much of the text as possible.

Optionally, if the heroes are taking too long to calculate their movement, you can impose a time limit of 30 seconds (adjust this if you wish) for each hero still in the game. The timer starts as soon as the angel player lays their angel identification cards on the table.

4. ANGEL PHASE

The angel player flips over the angel identification cards they selected, indicating which of the standees are weeping angels and which are statues.

If any 2 angels are in the same room and in a straight line (vertically or horizontally) they are **frozen** and cannot do anything.

The angel player gets 4 **action points** (APs) and takes the **angel action point tokens**. Each action costs 1 AP: flip a token after taking an action.

MOVE

Move a weeping angel up to 9 orthogonally adjacent spaces. They move through other angel standees, but not heroes. Their facing has no effect.

CATCH ATTENTION

If the angel is in the same room as the target and is not in the target's LOS, the angel **catches the attention of a hero and forces them to turn** so that the angel is in the hero's LOS. The hero player decides the new facing of the hero. This does not reveal the hero's **Blink?** card.

CAPTURE

A weeping angel may capture an adjacent hero character; remove the hero standee from the board. It will not be used for the rest of the game and no longer needs a **Blink?** card assigned to that character.

5. CLEAN UP PHASE

Discard any revealed **DON'T BLINK** cards, and return revealed **BLINK** cards to the heroes. Return any unrevealed **Blink?** cards to the heroes.

Blink? cards for captured heroes follow the same rules for heroes still in play; they are not revealed or lost when the hero is captured.

Give any revealed special character **Blink?** cards to the angel player, who can now use their alternate power on a future round during the angel phase. Each can be used only once, after which it goes to the discard pile.

LINE OF SIGHT (LOS)

A standee has LOS and can see the squares to their immediate left and right. Also, if there's a line through the standee's square from one end of the room to the other, that hero can see anything in front of this line in the direction they are facing, extending only to the edges of the current room. Other standees and obstacles do not affect LOS in any way.

ANGELS ENTERING LOS

If a weeping angel ever enters the LOS of a hero, they must immediately pause their movement and check the hero's **Blink? card.**

If the card says DON'T BLINK, that angel's movement ends, and no angel in that hero's LOS can take any action. An angel not in that hero's LOS may take an action that puts them in that hero's LOS, but then they must immediately stop moving and can take no further actions.

If the card says BLINK, the weeping angel may continue its movement, and can ignore that hero's LOS for the rest of this round.

If the angel player wants to move through a single angel standee in LOS of one of the heroes, they may, but they must check for LOS before when they move adjacent to the standee and before moving through it. If it cannot move any further, it stops and can no longer be activated this round; treat it as if it is still in LOS. If it can move through the angel standee, it passes to the other side of it and can continue moving as normal.

ANGELS TAKING ACTIONS IN LOS

The angel player can attempt any action in LOS of heroes.

They spend the AP and then check the **Blink?** cards of the heroes who can see the weeping angel. If any of the checked cards say **DON'T BLINK,** the action is cancelled and the AP is lost. If all *the* cards say **BLINK,** the action continues.

OBJECTIVE

The hero players immediately win when all of the repair parts have been returned to the TARDIS.

The angel player wins immediately if they capture all the heroes.