

AGES 7+ | PLAYERS 2-4

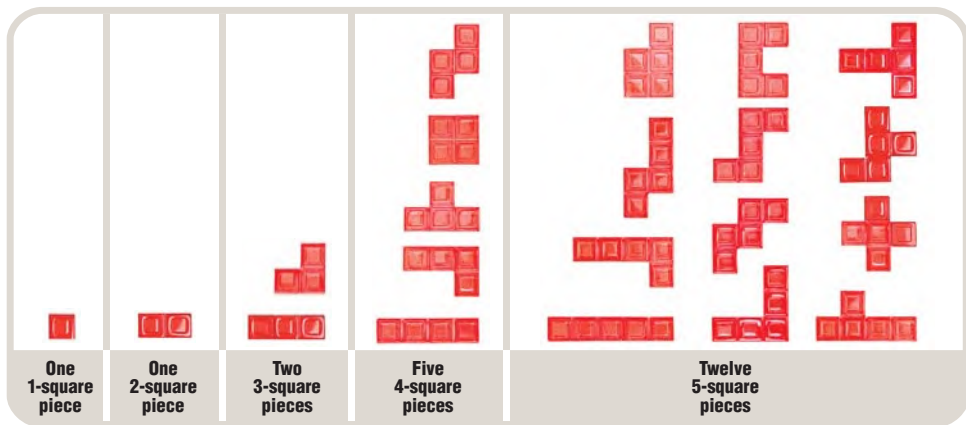
# Blokus<sup>®</sup>

ONE RULE,  
ENDLESS POSSIBILITIES!™

## CONTENTS

Game board

84 pieces in four colors (21 pieces per color – red, blue, yellow, green).



## OBJECT

Try to fit as many of your squares on the board as you can.

## SETTING UP

Each player chooses a color and takes that set of 21 pieces.

Choose a player to go first, and play proceeds clockwise around the board.

# PLAYING THE GAME

The first piece played by each player must cover a corner square.



✓ YES



✗ NO

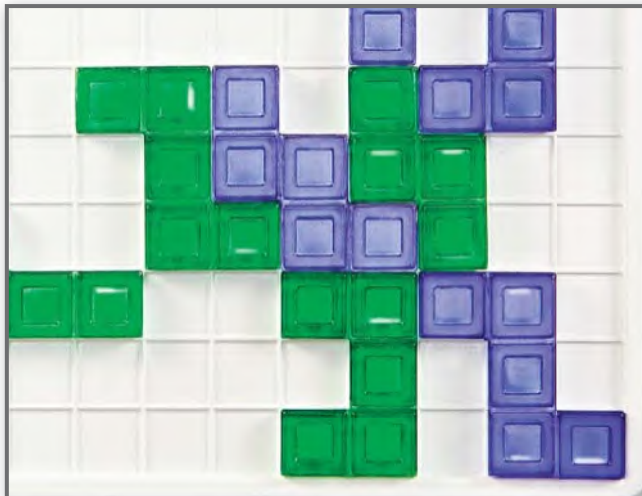
Players take turns laying down one piece at a time. Each new piece must touch at least one other piece of the same color, **but only at the corners**. Pieces of the same color can **never** touch along a side.



✓ YES



✗ NO



There are no restrictions on how pieces of different colors may contact each other.

Once a piece has been placed on the board it cannot be moved.

Whenever a player is unable to place a piece on the board, that player must pass their turn.

The game ends when neither player can place any more pieces.

# WINNING THE GAME

## BASIC SCORING

Once the game ends, players count the number of squares in their remaining pieces. The player with the **lowest** number of squares wins!

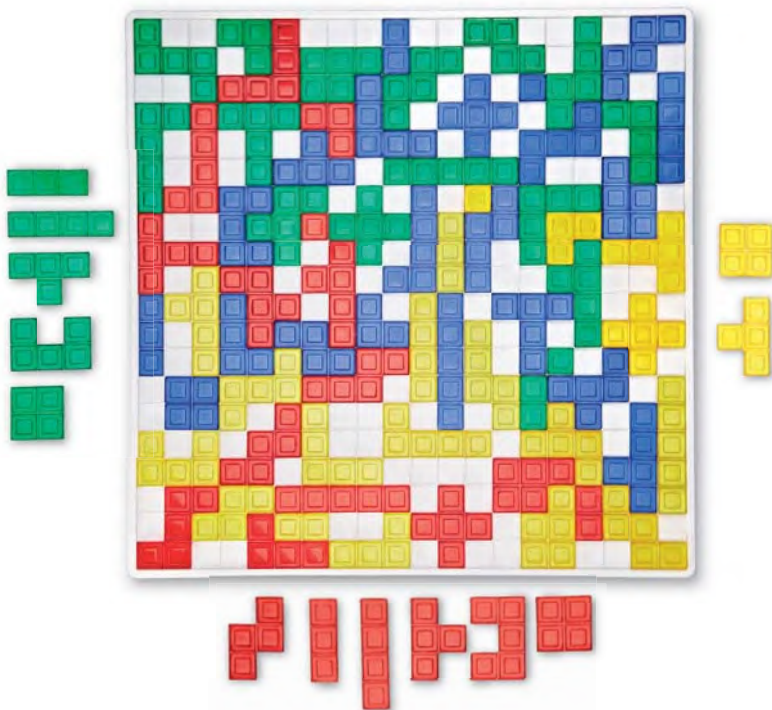
## ADVANCED SCORING

When you're ready for more of a challenge, try advanced scoring – players are now competing for the **highest** score.

Each player counts the number of squares in their remaining pieces:

**1 square = -1 point.** A player earns **+15 points** if all of their pieces have been placed on the board plus **5 additional bonus points** if the last piece they placed on the board was the smallest piece (one square).

Here's an example of a completed game where the blue player has won.



The **blue** player has placed all of the blue pieces on the board, and the smallest piece has been played last.

**Score: +20 points**

The **yellow** player could not place 2 four-square pieces.

**Score: -8 points**

The **red** player could not place 1 three-square piece, 4 four-square piece, and 1 five-square piece.

**Score: -24 points**

The **green** player could not place 1 three-square piece, 3 four-square pieces, and 1 five-square piece.

**Score: -20 points**

# GAME VARIATIONS

## TWO PLAYERS

- ◆ One player controls blue and red, and the other player controls yellow and green.
- ◆ The playing order is blue, yellow, red, green.
- ◆ At the end of the game, players calculate their scores by counting up the squares in **both** colors they control.

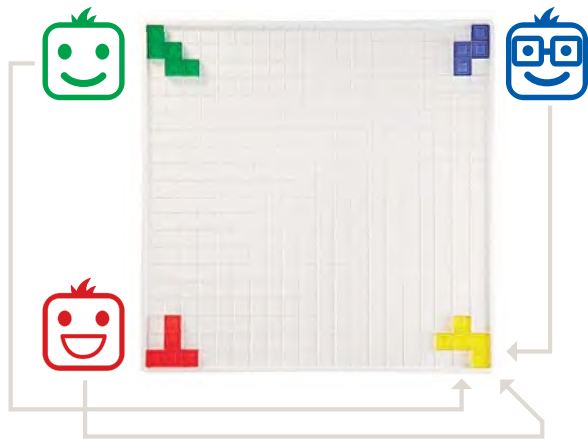


VS



## THREE PLAYERS

- ◆ Each player chooses one color.
- ◆ The playing order is blue, yellow, red, green.
- ◆ The remaining color is shared, and is played alternately by each player.
- ◆ Final scores are calculated in the same way as for the standard 4-player game. The score of the shared color is ignored.



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Blokus® is based on the original concept by Bernard Tavitian.

