

AGES | PLAYERS
7+ | **2-4**

Blokus[®]

Game

**ONE RULE,
ENDLESS POSSIBILITIES!™**

CONTENTS

Game board

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

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.

QUICK START

Starting from a corner space, each player takes turns placing pieces of their color on the board.

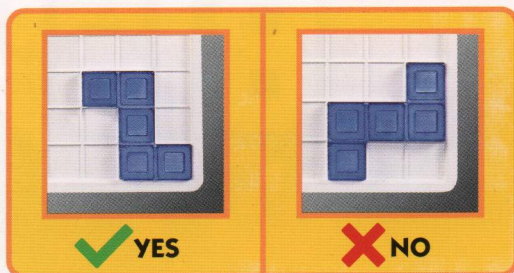
There's just one rule to remember – every piece you play must touch another piece of your color, **but only at the corners!**

Cover the most squares on the board to win!

PLAYING THE GAME (Four Players)

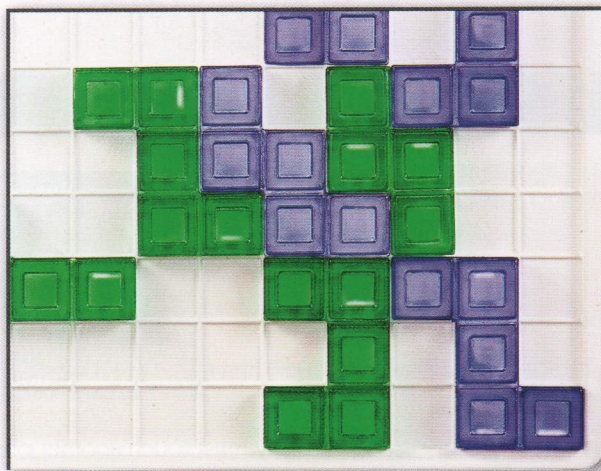
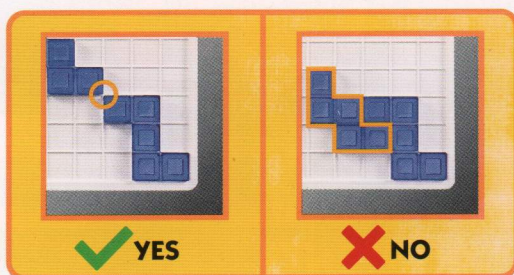
Tip: If you only have two or three players, check out the Game Variations section on the next page.

Players take turns laying down one piece at a time. The first piece they play **must** cover a **corner square**.



The One Rule of Blokus®!

Each new piece you play must touch at least one other piece of the same color, **but only at the corners**.



There are no restrictions on how your pieces can touch pieces of different colors.

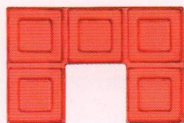
For example: blue pieces can only touch at the corners, but it doesn't matter how blue touches green.

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

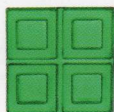
The game ends when no players can place any more pieces.

WINNING THE GAME

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



8 Squares!



7 Squares! Green wins!

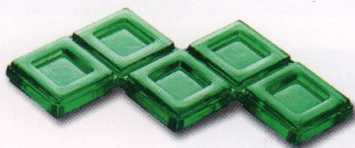
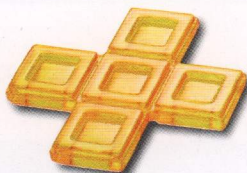
GAME VARIATIONS

TWO-PLAYER GAME

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



VS



THREE-PLAYER GAME

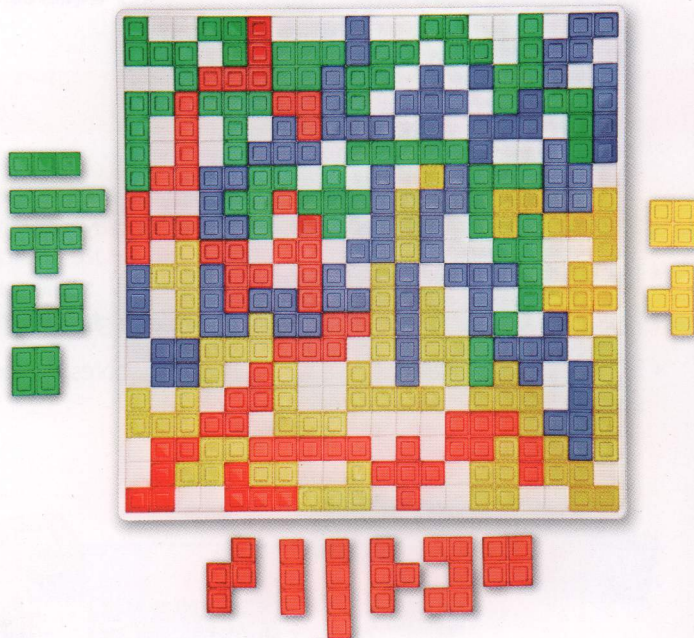
- ♦ The playing order is blue, yellow, red, green.
- ♦ Each player chooses one color.
- ♦ The remaining color is shared, and is played alternately by each player when its turn comes up.
- ♦ Pieces are played as described in the four-player game.
- ♦ Players calculate their scores by counting the squares in their unplayed pieces. The score of the shared color is ignored.

ADVANCED SCORING (Optional)

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 pieces, 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



©2013 Mattel. All Rights Reserved. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-78803817, Fax: 03-78803867.

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

BJV44-0920G1

