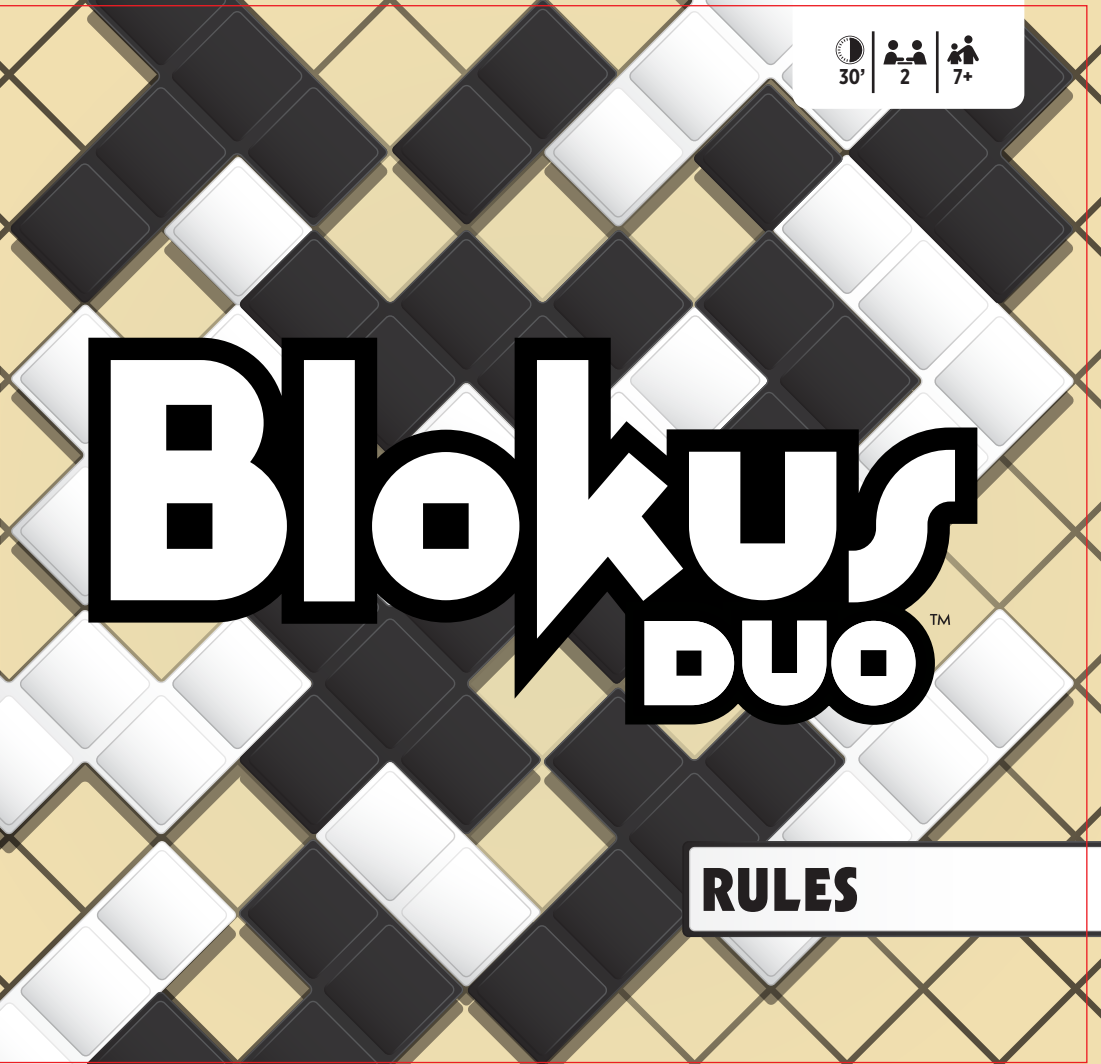

30'
2
7+
Blokus
DUO
™
RULES

This version of Blokus is the perfect strategy game for two! The simple rules take less than a minute to learn, yet the game has the depth to challenge both beginners and experts alike.




## CONTENTS

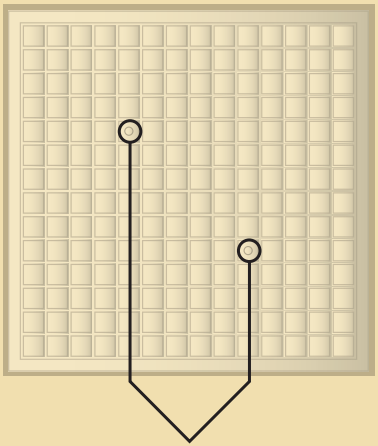
- Game board with 196 squares
- 42 game pieces (21 black, 21 white)
  Each set includes:
  - 1 one-square piece
  - 1 two-square piece
  - 2 three-square pieces
  - 5 four-square pieces
  - 12 five-square pieces

## OBJECT OF THE GAME

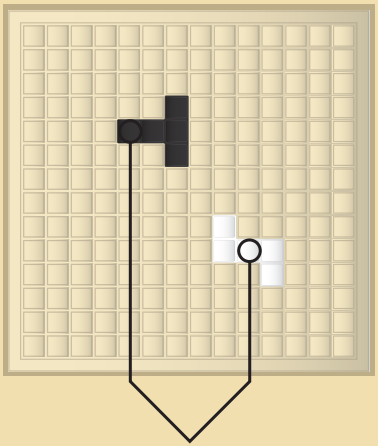
Each player has to fit as many of their 21 pieces on the board as possible.

## HOW TO PLAY

1. Players choose a color and places that set of 21 pieces in front of their side of the board.
2. Decide who will start first. Player 1 places one of their pieces on one of the two starting points. Player 2 places one of their pieces on the second starting point.

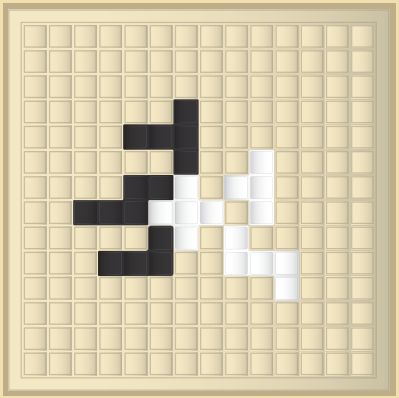


starting points



starting points

3. Play continues as each player lays down one piece each turn.



- Each new piece must touch at least one other piece of the same color, but only at the corners.
- No flat edges of same colored pieces can touch.
- There are no restrictions on how differently colored pieces can touch one another.
- Once a game piece has been placed on the board it cannot be moved during subsequent turns.

4. When a player is unable to place one of their remaining pieces on the board, that player must pass.
5. The game ends when both players are blocked from laying down any more pieces. This also includes a player who may have placed all of their pieces on the board. Scores are tallied, and the player with the highest score is the winner.

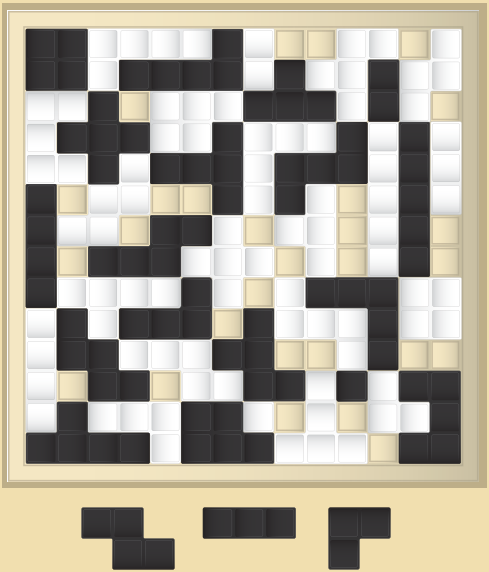
## SCORING

Players count the number of unit squares in their remaining pieces (1 unit square = -1 point). If a player places all 21 pieces on the board, they earn +15 points. The receive an additional 5 bonus points if the last piece placed on the board was the smallest piece (one square).

## A COMPLETED GAME

The player with white pieces is the winner.

- The player with white pieces placed all of their pieces and played the smallest piece last. Score: +20 points
- The player with black pieces could not place 2 three-square pieces and 1 four-square piece. Score: -10 points



## STRATEGY TIPS

- Try to place the largest pieces on the board at the beginning of the game. If you save them for the end of the game, there may not be space for them.
- Don't let your opponent box you in. Keep one or more means of escape open during the game.
- Take advantage of the characteristics of your pieces. Their shapes give them different offensive or defensive potential, so learn to use them accordingly.
- When playing, keep in mind not only your remaining pieces, but also your opponent's remaining pieces. Your opponent may not be able to exploit an empty area if they don't have the correct pieces.
- Remember, players who put all their pieces on the board can gain up to 20 points. Prevent your opponent from putting all of their pieces on the board even if this prevents you from placing some of your own piece.

? service.mattel.com

FWG43-0970-1101618847-DOM

FWG43

©2017 Mattel. ® and ™ designate U.S. trademarks of Mattel, except as noted. 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 South Africa (PTY) LTD, Office 102 13, 30 Melrose Boulevard, Johannesburg 2196. 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: 03-33419052.