5+ 2-4

⚠ WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.

Blokus® TRIGON® GAME

A new dimension for Blokus®

COMPONENTS

- a board with 486 spaces
- 88 pieces in four different colors (22 pieces of each color). Each of the 22 pieces is a different shape. There are: 1 piece with one triangle, 1 piece with two triangles, 1 piece with three triangles, 3 pieces with four triangles, 4 pieces with five triangles and 12 pieces with six triangles **(see figure 1).**

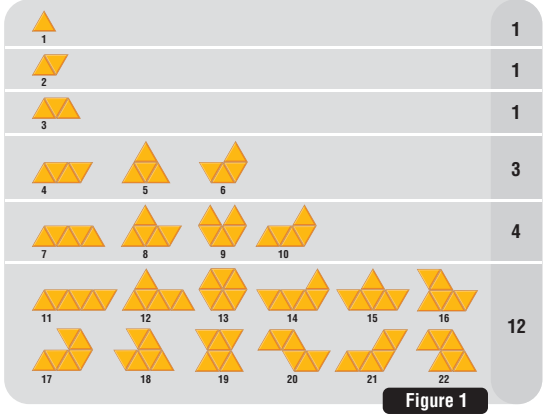

Figure 1

GOAL OF THE GAME

Each player has to fit as many of his/her 22 pieces on the board as possible.

HOW TO PLAY BLOKUS® TRIGON®

1 Each player chooses a color and places that set of 22 pieces in front of his/her side of the board. The order of play is as follows: blue, yellow, red, green.

2 The first piece played by each player must cover one of the starting points indicated by the triangle symbol **(see figure 2).**

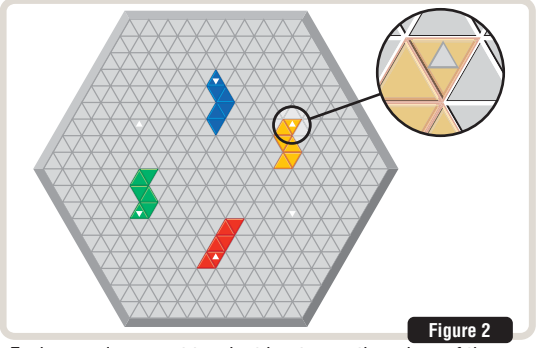
Figure 2

3 Each new piece must touch at least one other piece of the same color but without contact between two sides **(see figure 3).**

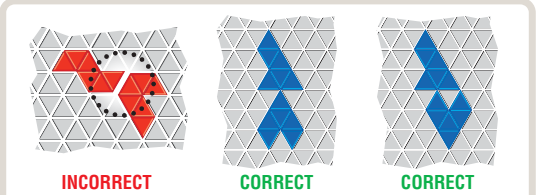

Figure 3

4 There are no restrictions on how many pieces of different colors may be in contact with each other. Three colors may touch at the same intersection **(see figure 4).**

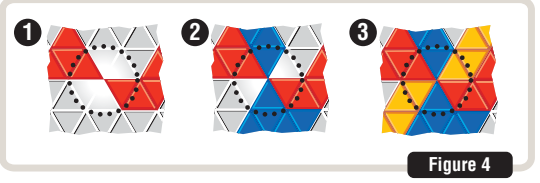

Figure 4

Once a piece has been placed on the board, it cannot be moved during subsequent turns.

END OF THE GAME

The game ends for a player when he/she is blocked and can no longer put down any pieces or that player has run out of pieces. However, a player MUST play if it is possible to play. The game ends when all players are blocked from laying down any more of their pieces. This includes any players 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: Each player counts the number of unit triangles in his/her remaining pieces (1 unit triangle = **-1 point**). A player earns **+15 points** if all his/her pieces have been placed on the board plus **5 additional bonus points** if the last piece placed on the board was the smallest piece (one triangle).

Figure 5 shows an example of a completed game where the blue player has won.

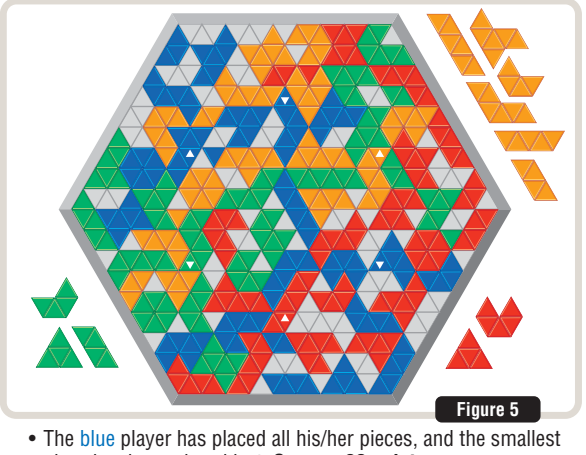
Figure 5

- The blue player has placed all his/her pieces, and the smallest piece has been played last. **Score: +20 points**
- The yellow player could not place 2 four-triangle pieces, 1 five-triangle piece and 3 six-triangle pieces. **Score: -31 points**
- The red player could not place 1 four-triangle piece and 1 five-triangle piece. **Score: -9 points**
- The green player could not place 3 four-triangle pieces. **Score: -12 points**

DURATION OF A GAME

Games typically last 20 to 30 minutes.

STRATEGY TIPS

- At the beginning of the game, move out to occupy the maximum amount of space in every direction on the board. If you remain confined to your starting area, you will not be able to put down many pieces.
- 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. Keep an eye on the corners of your pieces – make sure you have options for your next move.
- Take advantage of the characteristics of your pieces. Their shapes give them different offensive or defensive potential, so learn to use them accordingly.
- Throughout the game, keep one or more means of escape on each side of the area containing your color (or colors).
- 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 he or she doesn'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 his or her pieces on the board even if this prevents you from placing some of your own pieces on the board.

GAME VARIATIONS

Four Players (Alternate Rule)

- Make play more challenging by adopting the following rule: contacts between pieces of the same color may only be made using the corners. Any contact between the corner of one piece and the side of another piece of the same color is forbidden **(see figure 6).**



Figure 6

If desired, this alternate rule may be applied to any of the variations below.

Three Players

- Each player chooses a color. One color will not be played.
- The game is played only on the shiny squares of the board. The matt-colored squares on the outside edge may not be used **(see figure 7).**

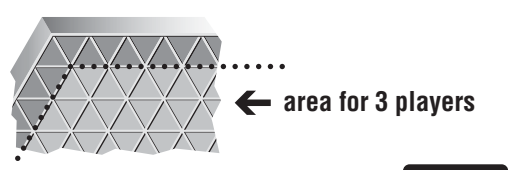

Figure 7

- The first piece played by each player must cover one of the starting points indicated by the triangle symbol. There are 6 starting points and 3 players so one starting point should be left unoccupied between each player's starting point.
- Play order and final score calculation remain the same as in a standard 4-player game.

Two Players

- The playing order stays the same: blue, yellow, red, and then green.
- One player controls the blue and red pieces, and the other player controls the yellow and green pieces.
- The first piece placed on the board must cover one of the starting points indicated by the triangle symbol. Starting pieces of the same player must be placed symmetrically on the board (**see figure 2**: the blue piece is placed opposite the red piece and the yellow piece is placed opposite the green piece).
- At the end of the game, each player calculates his/her score by adding the scores for his/her colors. The winner is the player with the highest score.

Teams (two teams of two players – four players total)

- The playing order stays the same: blue, yellow, red, and then green.
- One team controls the blue and red pieces, and the other team controls the yellow and green pieces.
- At the end of the game, each team calculates its score by adding the scores of its members. The winners are the players of the team with the highest score.

One-player Brainteaser

- **Eighty-eight –** Play as four separate players in a standard four-player game with the aim of getting all 88 pieces on the board.
- You can also create designs with the pieces.

Need Assistance? In the US and Canada, **service.mattel.com** or 1-800-524-8697, M-F 8AM – 6PM, ET.
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Blokus® Trigon® is based on the original concept by Bernard Tavitian.

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