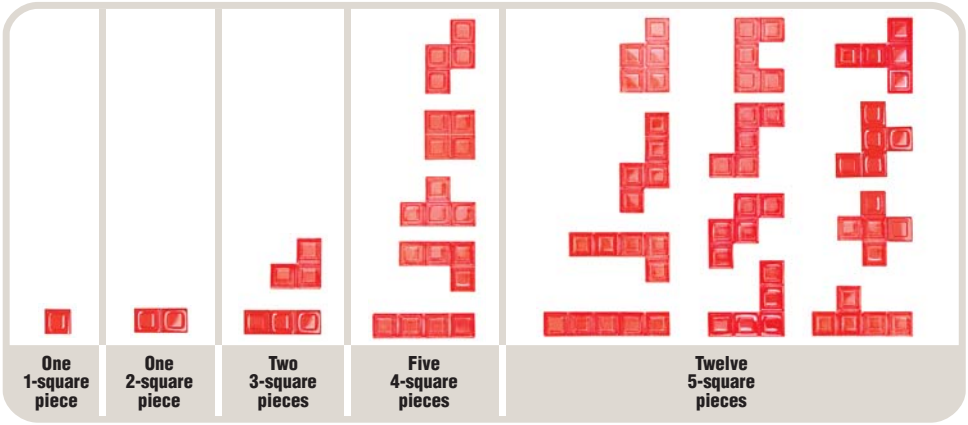
AGES 7+ | PLAYERS 2-4

Blokus®

ONE RULE,
ENDLESS POSSIBILITIES!™

CONTENTS

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



OBJECT

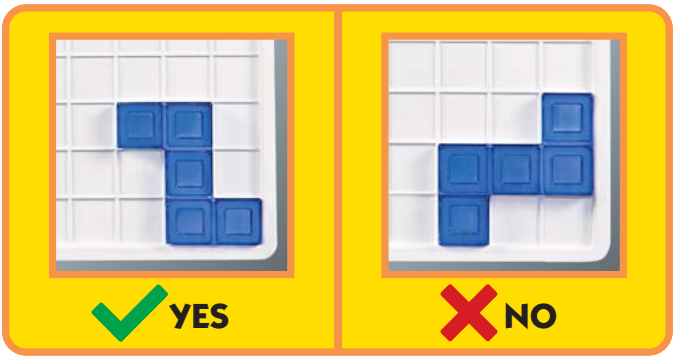
Try to fit as many of your squares on the board as you can.

SETTING UP

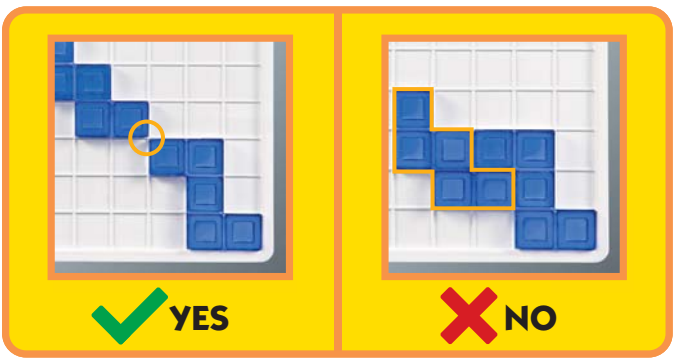
Each player chooses a color and takes that set of 21 pieces.
Choose a player to go first, and play proceeds clockwise around the board.

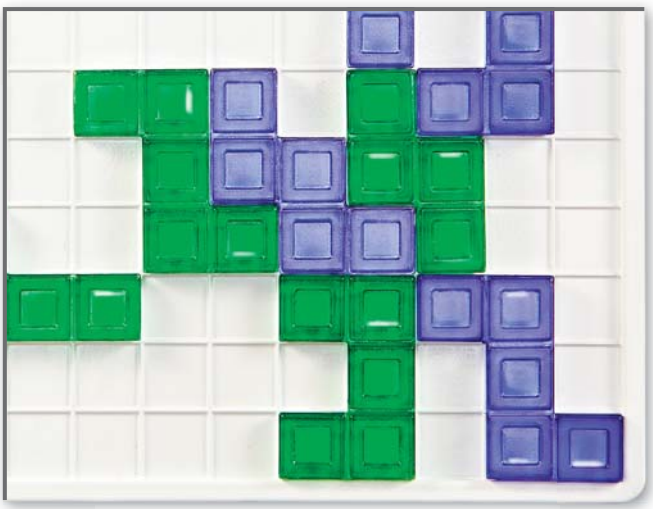
PLAYING THE GAME

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



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.





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

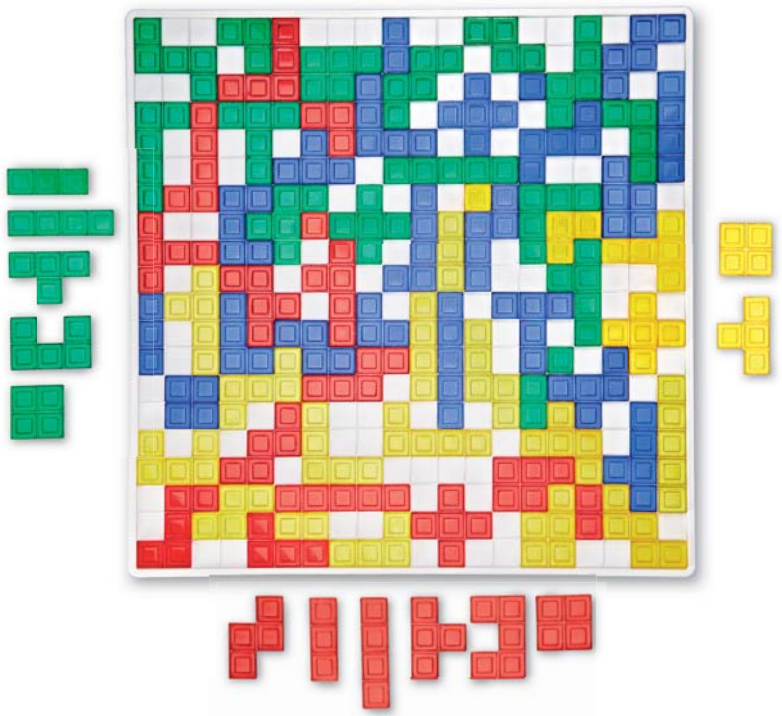
Once the game ends, players count the number of squares in their remaining pieces. The player with the **lowest** number of squares wins!

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 pieces, and 1 five-square piece.

Score: -24 points

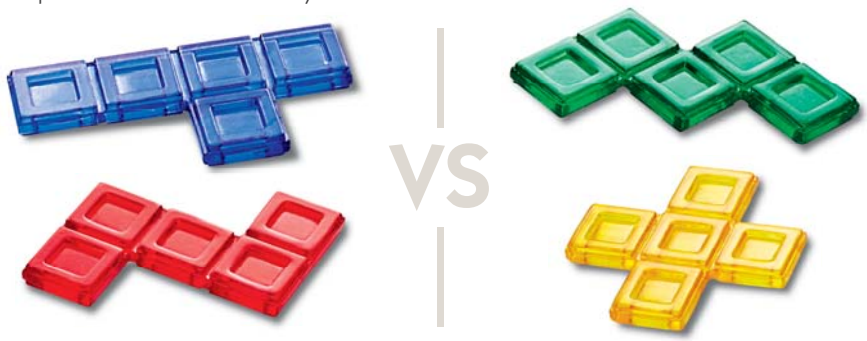
The **green** player could not place 1 three-square piece, 3 four-square pieces, and 1 five-square piece.

Score: -20 points

GAME VARIATIONS

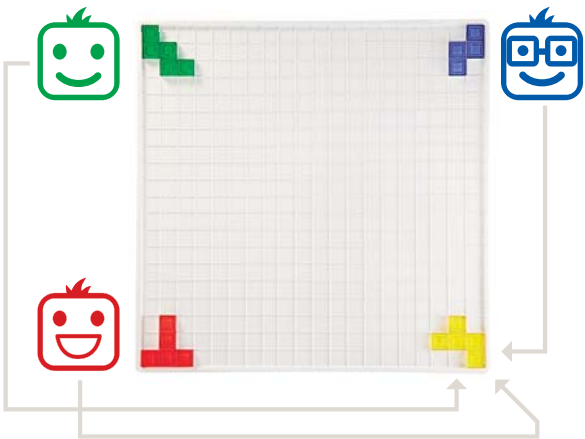
TWO PLAYERS

- 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.



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.

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