



BLOKUS, the Cornerstone of Strategy

1 List of parts

- The game consists of the following parts:
- a board of 400 squares
 - 84 pieces in four different colours (21 pieces per colour)
- Each of the 21 pieces of a colour is of a different shape. There are 1 piece of only one square, 1 piece of two squares, 2 pieces of three squares, 5 pieces of four squares and 12 pieces of five squares (see figure 1).

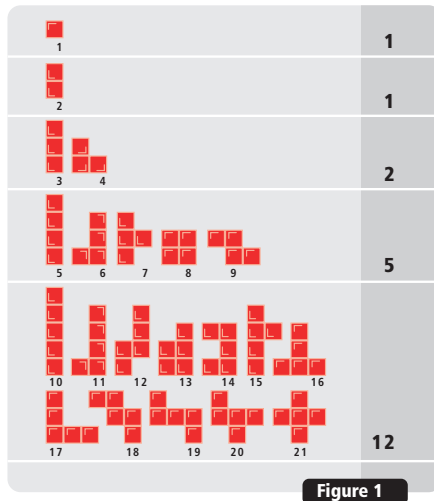


Figure 1

2 Goal

- Each player has to fit as many of his/her 21 pieces on the board as possible.

3 Game

- Each player chooses a color and places that set of 21 pieces in front of his/her side of the board. The other of play his as follows: blue, yellow, red, green.
- The first piece played by each player must cover a corner square (see figure 2).

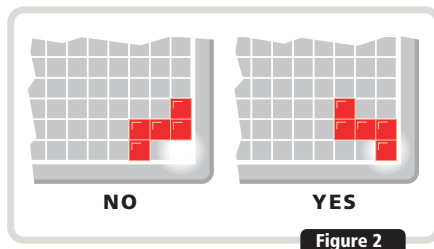


Figure 2

Each new piece must touch at least one other piece of the same colour, but only at the corners. Pieces of the same colour cannot be in contact along an edge (see figure 3).

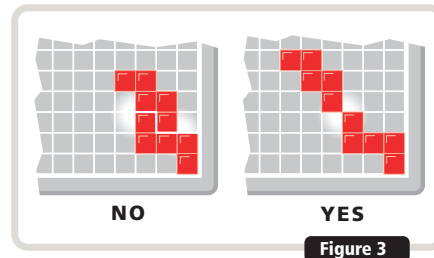


Figure 3

There are no restrictions on how pieces of different colours may contact each other (see figure 4).

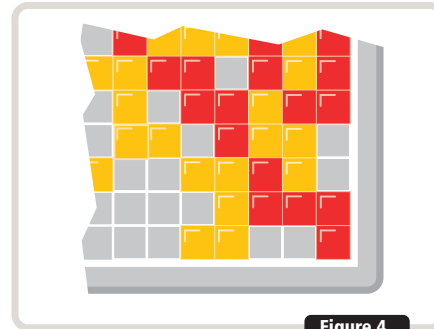


Figure 4

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

4 End of the game

- The game ends when all players are blocked from laying down any more of their pieces. This also 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 then counts the number of unit squares of his/her remaining pieces (1 unit square = -1 point). A player earns +15 points if all of 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 square)

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

- 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-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

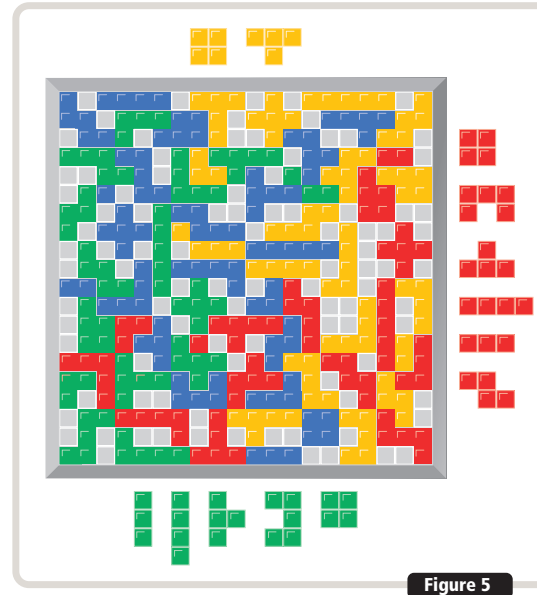


Figure 5

5 Duration of a game

Games typically last 20 to 30 minutes.

6 Variants

a) Two teams of two players (four players)

The playing order stays the same: blue, yellow, red, green. Players controlling colours starting from diametrically located corners form a team, namely (blue & red) and (yellow & green).

At the end of the game, each team calculates its score by summing the scores of its members. The winners are the players of the team with the highest score.

b) Two players

The playing order stays the same: blue, yellow, red, green. One player controls blue and red and the other player controls yellow and green. At the end of the game each player calculates his/her score by summing the scores of their colours. The winner is the player with the highest score.

c) Three players

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

d) One player (brain-teasers)

Single players can test their wits with the following brain-teasers :

• Brainteasers with the 84 pieces of the game

Placing the 84 pieces on the 20 by 20 board while respecting all the rules of the game set out above. More difficult: same brainteaser than above but with the added constraint of placing the pieces in descending order of size. You must firstly place all the pieces with 5 squares, then all the pieces with 4 squares, then all the pieces with 3 squares, then the piece with 2 squares and then finally the single squares.

• Brainteasers with the 20 pieces 4-Squares game placing the 20 pieces with 4 squares in an 8 by 10 rectangle.

More difficult : same brainteaser than above but any piece of the same colour cannot be in contact along the edge.

• Brainteasers with the 48 pieces 5-Squares game placing the 48 pieces with 5 squares in a 15 by 16 rectangle.

More difficult: same brainteaser than above but any piece of the same colour cannot be in contact along the edge.

Strategy Tips

- At the beginning of the game, move towards the center of the board in order to take up a maximum amount of space. If you remain confined to the corner you start in, 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).
- Block your opponent by covering his or her most advanced corners to prevent him or her from moving forward. Note: Be patient - it is sometimes better to hang back slightly from the opponent's pieces and let your opponent expose him or herself so that you can then block him or her more effectively.
- Take note of the squares where no other player can play and keep these spaces (and their corresponding pieces) in reserve while you play in a more exposed area. You can always come back to the protected spaces later.
- 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.

Come and play on the internet site www.blokus.com

You can play against the computer, obtain advice on the game, place orders for lost pieces, meet other players and see your international ranking.

We have taken the utmost care in the manufacture of your **Blokus** game. However, if you find a manufacturing defect or if a piece is missing, you can contact the distributor of the Blokus game whose address appears in the back of the box.

Blokus, based on the original concept by Bernard Tavitian.

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