



The strategy game for 2 players



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

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.

**Components**

- 42 game pieces (two 21-piece sets of purple and orange)

**Note:** Each set contains 21 pieces, each a different shape. (See Figure 1)

Each set includes:

- 1 one-square piece
- 1 two-square piece
- 2 three-square pieces
- 5 four-square pieces
- 12 five-square pieces

- Game board with 196 squares

**Note:** The game board has two starting points. (See Figure 2)

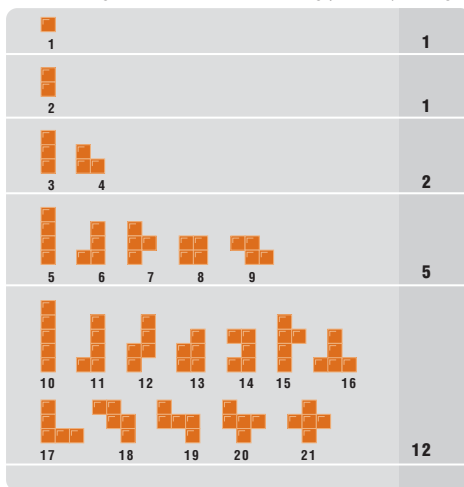


Figure 1

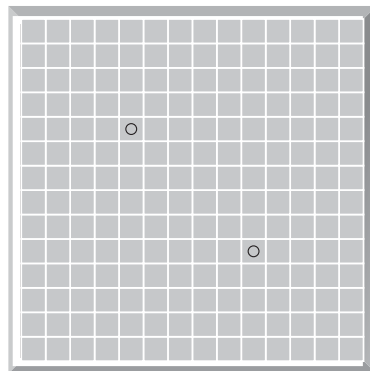


Figure 2

**Goal of the Game**

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

**Duration**

Game typically lasts 10 to 20 minutes.

**How to Play**

1. Each player chooses a color and places that set of 21 pieces in front of his side of the board.
2. Decide who will start first. Player 1 places one of her pieces on one of the two starting points. Player 2 places one of his pieces on the second starting point. (See Figures 2 and 3)

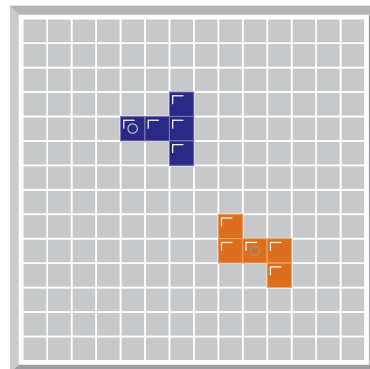


Figure 3

3. Play continues as each player lays down one piece during a turn. (See Figure 4)
  - 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 different colored pieces can touch one another.
  - Once a game piece has been placed on the board it cannot be moved during subsequent turns.

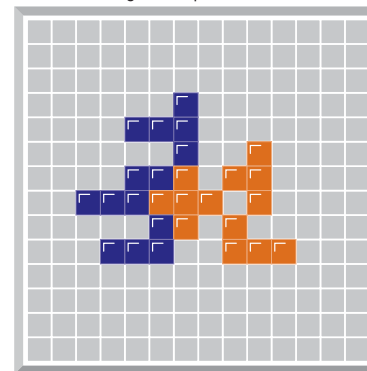


Figure 4

4. Whenever a player is unable to place one of his remaining pieces on the board, that player must pass his turn.
5. The game ends when both players are blocked from laying down any more of their pieces. This also includes a player who may have placed all of his 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). Players earn +15 points if all 21 of their pieces have been placed on the board *plus* an additional 5 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. The orange player is the winner.

- The orange player placed all her pieces **and** played her smallest piece last. **Score: +20 points**
- The purple player could not place 2 three-square pieces and 1 four-square piece. **Score: -10 points**

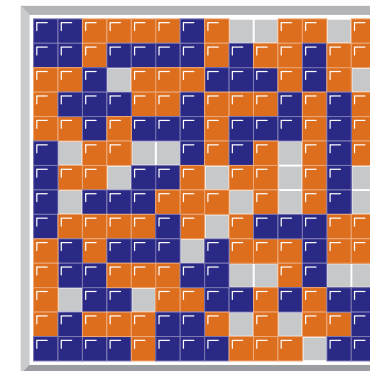


Figure 5

**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 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 pieces on the board even if this prevents you from placing some of your own pieces on the board.

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

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