

For the rest of the game, each new piece placed on the board must touch a piece of the same colour by one or more corners, never by their sides. However, pieces which are not of the same colour can touch along the sides (figure 4).

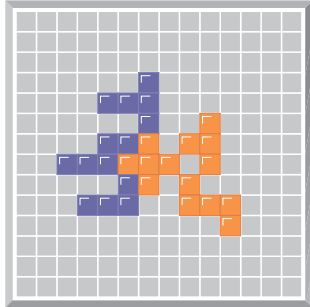


Figure 4

The pieces can be placed on the board in any direction. Once a piece is placed on the board, it remains in that position until the end of the game.



End of the game

When a player is blocked and can no longer place a piece on the board, they retire from the game and let the other player continue until they are also blocked. When the two players are blocked, each one counts the number of squares they were able to place on the board and calculates their score:
 less 1 point for each square which was not placed on the board
 +15 points if all 21 pieces were placed on the board
 +20 points if the 21 pieces were placed on the board and the single square was placed last.

Figure 5 shows a finished game:

- the player with the orange pieces was able to place all their pieces and placed the single square last: +20 points
- The player with the purple pieces was unable to place two pieces with 3 squares and a piece with 4 squares: -10 points

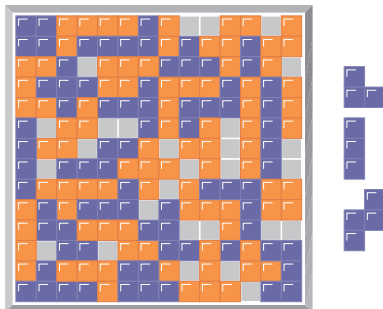


Figure 5



Duration of a game

Games usually last between 10 and 15 minutes.

Strategy Tips:

In theory, all of the pieces can be placed on the board. The board comprises 196 squares and the total surface area of the 42 pieces in the game corresponds to 178 squares. However, each player will hinder their opponent as they place their pieces on the board so it will be difficult for you to put down all of your pieces.

Do not let yourself get boxed in by your opponent and ensure that you keep several escape routes open during the game.

Try to place your big pieces on the board at the beginning of the game rather than at the end because the available areas quickly disappear.

Learn to use the characteristics of your pieces: they are all different and have different potential, so make the most of them.

Play the game taking into account not only your own remaining pieces, but also those of your opponent.

Do not forget that finishing a colour will earn you fifteen points, or even twenty points if you finish with the single square.

Blokus Duo is a variation on the Blokus Classic game.

Blokus Classic has won many awards and has been sold throughout the world. It is designed for 2, 3 or 4 players with four sets of game pieces, following the same basic game rules as outlined here for Blokus Duo.

Come and discover the different versions of the Blokus game at our web site:

www.blokus.com.

You can play against the computer, find hints on the game, order lost pieces, meet other players and take your place in the world ranking.

We have taken the greatest care in making your Blokus game.

However, if you do note that there is a manufacturing fault or that a piece is missing, please contact the product's distributor.

Blokus is based on an original idea by Bernard Tavitian.

All the brand names mentioned are registered brand names.



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