



# Blokus<sup>TM</sup> XL<sup>TM</sup> Game

**ONE RULE,  
ENDLESS POSSIBILITIES!<sup>TM</sup>**

## CONTENTS

Game board

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

## 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.

## QUICK START

Starting from a corner space, each player takes turns placing pieces of their color on the board.

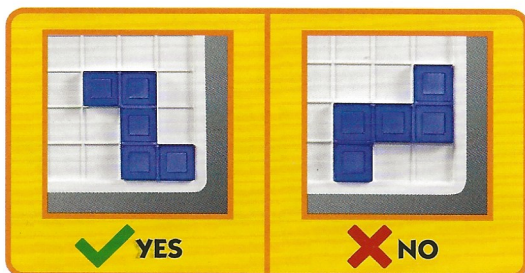
There's just one rule to remember – every piece you play must touch another piece of your color, **but only at the corners!**

Cover the most squares on the board to win!

## PLAYING THE GAME (Four Players)

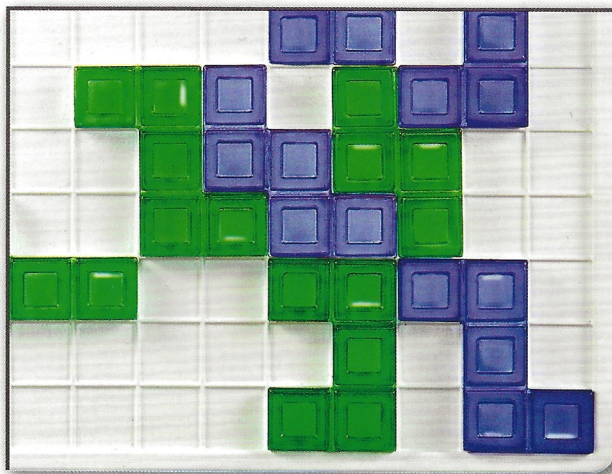
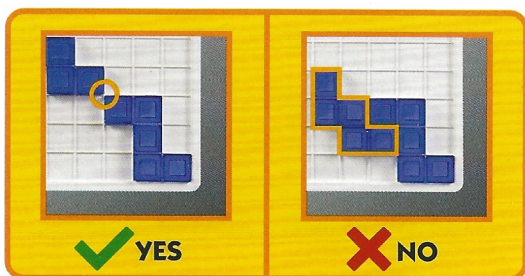
**Tip:** If you only have two or three players, check out the Game Variations section on the next page.

Players take turns laying down one piece at a time. The first piece they play **must** cover a **corner square**.



### The One Rule of a Blokus™ Game!

Each new piece you play must touch at least one other piece of the same color, **but only at the corners**.



There are no restrictions on how your pieces can touch pieces of different colors.

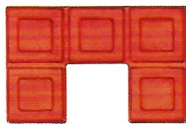
*For example: Blue pieces can only touch at the corners, but it doesn't matter how blue touches green.*

Whenever a player is unable to place a piece on the board, that player must pass their turn.

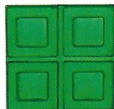
The game ends when no players can place any more pieces.

# WINNING THE GAME

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



8 Squares!

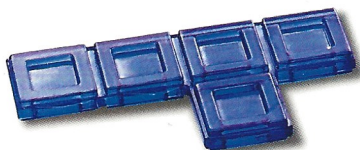


7 Squares! Green wins!

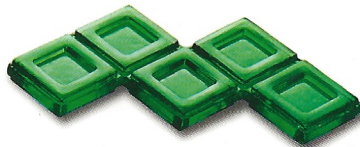
## GAME VARIATIONS

### Two-Player Game

- ♦ One player controls blue and red, and the other player controls yellow and green.
- ♦ The playing order is blue, yellow, red, green.
- ♦ Pieces are played as described in the four-player game.
- ♦ At the end of the game, players calculate their scores by counting up the squares in **both** colors they control.



VS



### Three-Player Game

- ♦ The playing order is blue, yellow, red, green.
- ♦ Each player chooses one color.
- ♦ The remaining color is shared, and is played alternately by each player when its turn comes up. (Player One plays it first, Player Two plays it next, etc.)
- ♦ Pieces are played as described in the four-player game.
- ♦ Players calculate their scores by counting the squares in their unplayed pieces. The score of the shared color is ignored.

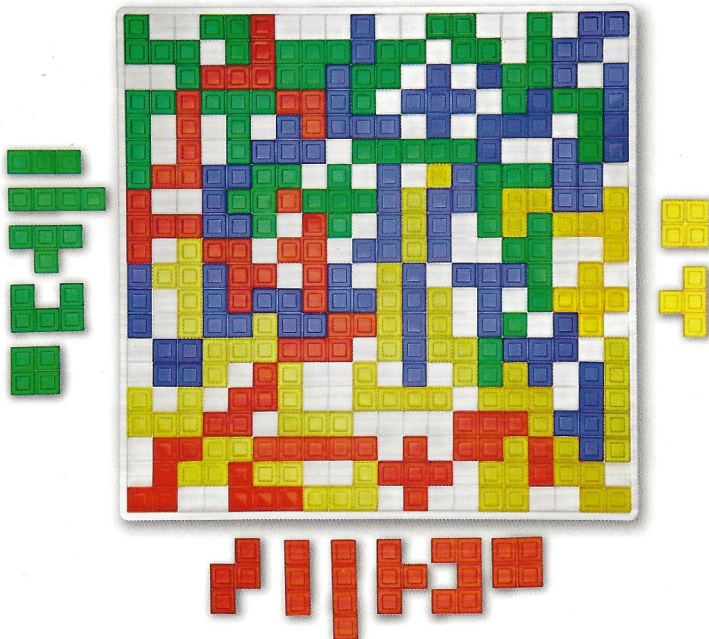


# ADVANCED SCORING (Optional)

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. A player earns **+5 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**



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