

# Blokus

## Dice Game

15'  
7+  
2-4  
GK008

With every roll of the dice, players choose a Blokus® shape and color it in on their board, using a different colored pen each turn. There's just one rule to remember – every shape you fill in must touch another shape of the same color, **but only at the corners!**

### CONTENTS

4 Six-sided dice  
4 game boards  
4 dry erase markers (1 each in red, blue, yellow, green)

**Recap markers after use.**

### OBJECT OF THE GAME

Cover the most squares on your game board.

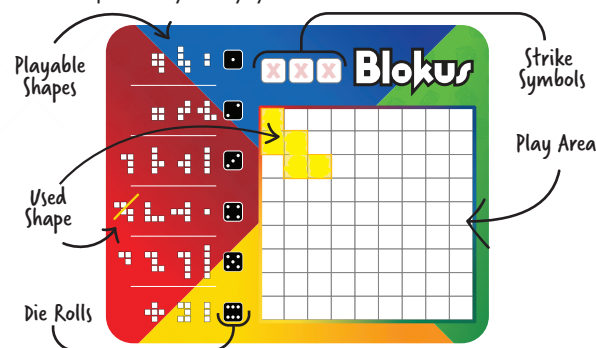
### SETTING UP

- Players sit in a circle around the play area.
- Each player takes a game board.
- Youngest player goes first and play proceeds clockwise around the table.

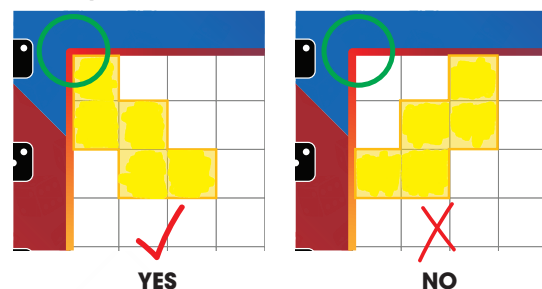
### PLAYING THE GAME (Four Players)

**Tip:** If you only have two or three players, check out "Two- or Three-Player Games" below.

1. Each player takes one marker.
2. The starting player rolls all four dice.
3. Beginning with the starting player, then moving clockwise around the table, each player chooses one die to take.
4. The number on the chosen die corresponds to a row of Blokus® shapes on the left side of your game board. Select any unused shape from that row then add it to the board's play area by coloring it in. You may rotate and flip the shape any way you want.



5. The first shape of each color **must** cover a **corner square**.

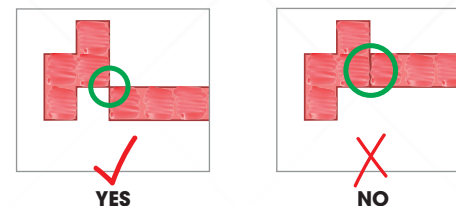


6. You may use each shape only once. After coloring in a shape within your play area, cross out the image of that shape from the left side of your board to show it has been used and can't be used again.

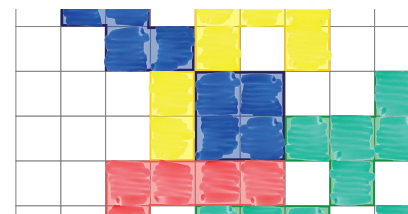
7. After every player has filled in their chosen piece, the round is over. Pass your marker to the player on the left, and the next player in clockwise order rolls all of the dice to start the next round.

8. Once all players have filled in a shape of each color in the four corners of their board, they will start building out from those pieces.

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



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



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

9. If you do not want to use the number on the die you selected, you may cross out one of the three "strikes" on your game board and instead select an unused piece from any row on your board.



**STRIKE SYMBOL**

10. When a player is unable to fit a shape on the board, they are out of the game, even if they could place shapes of another color. Remove one die from the pool so the number of dice equals the number of active players.

**Remember:** Players who are out of the game must still pass their markers. Always use all four markers regardless of the number of active players.

The game ends when no players can fill in any more pieces.

### WINNING THE GAME

Once the game ends, players count up the unfilled spaces on their board. The player with the fewest unfilled spaces wins the game. If there is a tie, the player who used the fewest strikes wins.

### TWO- OR THREE-PLAYER GAMES

1. Use one die per player (for example, 3 dice in a three-player game).
2. Place the unused marker(s) "on standby" to the right of the starting player.
3. During play, pass the markers as usual, just make sure you include the markers placed on standby as part of the cycle. Each turn the starting player will pass his marker to the left and take the first marker from the standby zone, and the player to the right of the starting player will pass their marker into the standby zone. In this way, all four colors will still be used.
4. All other rules remain the same.

### WANT TO PLAY AGAIN?

Just wipe the board clean with a dry tissue!

**This product may stain or stick to some surfaces. Protect play area before use**

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