

Blokus shuffle™

Game

UNO EDITION

7+ 2-4

ENGLISH

CONTENTS

Game board

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

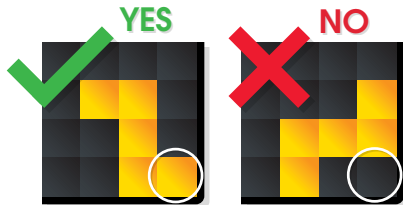
56 cards (14 cards per color – red, blue, yellow, green)

OBJECT

Cover the most squares on the board with your pieces.

SETTING UP

- Each player chooses a color and takes that set of 21 pieces and 14 cards.
- Shuffle your cards and place them facedown to form your personal Draw Pile.
- Choose a player to go first.
- Starting with the first player and going clockwise around the table, each player selects one of their pieces and places it on the board **covering a corner square**.



- After placing their first piece, each player draws the top two cards from their deck to form their hand (don't let the other players see!).

QUICK START

Starting from the piece in their corner space, each player takes turns doing the following three things in order:

1. Play a Card
2. Play a Piece
3. Draw a Card

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

Of course, Blokus Shuffle™ cards break all the rules, so watch out!

PLAYING THE GAME

(Four Players)

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

1. Play a Card

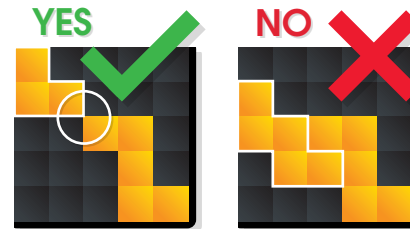
Choose one of the two cards in your hand and place it faceup beside your Draw Pile to form your Discard Pile. You must always play a card if you have one and you must take whatever action the card describes if you are able.

If you can't do what the card says, simply discard it.

If you don't have any cards in your hand, skip this step. Do not reshuffle your Discard Pile.

2. Play a Piece

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: Red pieces can only touch at the corners, but it doesn't matter how red touches yellow.

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

For most of the game, that's how you'll play your pieces. But get ready! Blokus Shuffle™ cards change everything!

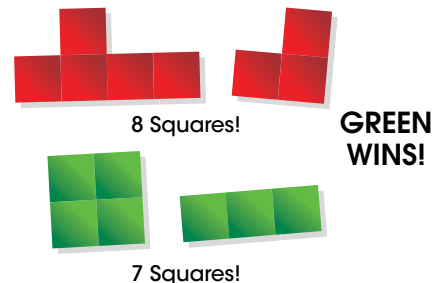
We'll cover all that craziness in the Action Cards section.

3. Draw a Card

Take a new card from your Draw Pile and add it to your hand. If you've already used all the cards in your deck, skip this step. Do not reshuffle your Discard Pile.

WINNING THE GAME

The game ends when no one can place any more pieces. Players then count the number of squares in their unplayed pieces. The player with the **lowest** number of squares wins!



ACTION CARDS



SKIP

When played, the next player loses their turn.



REVERSE

When played, the direction of play is reversed. If play was moving clockwise, it now moves counterclockwise and vice versa.



DRAW 2

Draw two cards. Play one of them and put the other on the bottom of your Draw Pile.



WILD

Play your next piece as if it were a color of your choice. Declare its color then play it following normal Blokus rules. Once placed, the piece reverts to its actual color.



EDGE TO EDGE

Play your next piece so it touches at least one of your other pieces along the side.



RECYCLE

Take one of your pieces from the board and return it to your supply. You may replay it as your piece this turn, or you can save it for later!



WARP

Move an opponent's piece to another legal location, touching one of their other pieces at a corner.



DOUBLE PLAY

After you play your piece this turn, play a second piece touching your first piece at a corner.

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**.
- Shuffle the cards for both your colors together to form a single deck.
- Play your pieces as described in the four-player game.
- The cards you play don't have to match the color of the piece you're currently playing. Any card that mentions "your color" can refer to either of your two colors.
- At the end of the game, players score their **worst** color (for instance, if a player has 8 blue squares and 22 red squares remaining in their supply, they score 22).

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.)
- The cards for the shared color should be kept facedown.
- Pieces and cards 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