GAME VARIATIONS

TWO PLAYERS
- One player controls blue and red, and the other player controls yellow and green.
- The playing order is blue, yellow, red, green.
- At the end of the game, players calculate their scores by counting up the squares in both colors they control.

THREE PLAYERS
- Each player chooses one color.
- The playing order is blue, yellow, red, green.
- The remaining color is shared, and is played alternately by each player.
- Final scores are calculated in the same way as for the standard 4-player game. The score of the shared color is ignored.

CONTENTS

Game board 34 pieces in four colors (21 pieces per color – red, blue, yellow, green).

OBJECT

Try to fill as many of your squares on the board as you can.

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.

PLAYING THE GAME

Players take turns laying down one piece at a time. Each new piece must touch at least one other piece of the same color, but only on the corners. Pieces of the same color can never touch along a side.

WINNING THE GAME

BASIC SCORING

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

ADVANCED SCORING

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 additional bonus points if all of their pieces have been placed on the board plus 5 additional bonus 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.

There are no restrictions on how pieces of different colors may contact each other. Once a piece has been placed on the board, it cannot be moved.

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

The game ends when neither player can place any more pieces.

WINNING THE GAME

BASIC SCORING

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

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

The game ends when neither player can place any more pieces.
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- One player controls blue and red, and the other player controls yellow and green.
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**CONTENTS**

**Game board**
- 94 pieces in four colors (21 pieces per color – red, blue, yellow, green).

**Object**
- Try to fit as many of your squares on the board as you can.

**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.

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**PLAYING THE GAME**

- The first piece placed by each player must cover a corner square.
- Players take turns, laying down one piece at a time. Each new piece must touch at least one other piece of the same color, but only at the corners. Pieces of the same color can never touch along a side.
- There are no restrictions on how pieces of different colors may contact each other. Once a piece has been placed on the board, it cannot be moved.
- Whenever a player is unable to place a piece on the board, that player must pass their turn.
- The game ends when neither player can place any more pieces.

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**WINNING THE GAME**

**BASIC SCORING**
- Once the game ends, players count the number of squares in their remaining pieces. The player with the lowest number of squares wins.

**ADVANCED SCORING**
- 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 plus 8 additional bonus 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.

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**NOTES TO PRINTER:**
- Proofs accurate for process color only. All spot colors must follow PMS Color
- COLOR PROFILE/LPI: 6/05/2013
- SOFTWARE: Illustrator CS5 (GRAPHIC)

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**ITEM NO.:** BJV44-9993
**LANG.:** ENGLISH
**DOM:** 2013
**I/S:** 11'' x 8.5''
**PKG. SIZE:** 12.2'' x 16.8''
**VER.:** 6/05/2013
**CS VENDOR:** Mattel
**PROJECT ENGINEER:** DOM
**PI ENGINEER:** W.S.
**GRAPHIC DESIGNER:** W.S.

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**ONE RULE, ENDLESS POSSIBILITIES**

**DOM**
**GAME VARIATIONS**

**TWO PLAYERS**
- One player controls blue and red, and the other player controls yellow and green.
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**OBJECT**

Try to fit as many of your squares on the board as you can.

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**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.

---

**PLAYING THE GAME**

The first piece played by each player must cover a corner square.

Players take turns, laying down one piece at a time. Each new piece must touch at least one other piece of the same color, but only at the corners. Pieces of the same color can never touch along a side.

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**WINNING THE GAME**

**BASIC SCORING**

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

**ADVANCED SCORING**

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 plus 5 additional bonus 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.

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**CONTENTS**

Game board

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

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**NOTES TO PRINTER:**

Proofs accurate for process color only. All spot colors must follow PMS Color Formula Guide or color swatch specified.
**TWO PLAYERS**

- One player controls blue and red, and the other player controls yellow and green.
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**SETTING UP**

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- Choose a player to go first, and play proceeds clockwise around the board.
- Players take turns laying down one piece at a time. Each new piece must touch at least one other piece of the same color, but only at the corners. Pieces of the same color can never touch along a side.

**OBJECT**

- Try to fill as many of your squares on the board as you can.

**CONTENTS**

- Game board: 34 pieces in four colors (21 pieces per color – red, blue, yellow, green).
- 1-square piece:
- 2-square pieces:
- 3-square pieces:
- 4-square pieces:
- 5-square pieces:
- Score cards:
- 1 square = -1 point
- 2 square = -2 points
- 3 square = -3 points
- 4 square = -4 points
- 5 square = -5 points

**WINNING THE GAME**

- **BASIC SCORING**
  - Once the game ends, players count the number of squares in their remaining pieces. The player with the lowest number of squares wins!
- **ADVANCED SCORING**
  - 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 +5 points if all of their pieces have been placed on the board plus 5 additional bonus points if the last piece they placed on the board was the smallest piece (one square).

**DOM**

- There are no restrictions on how pieces of different colors may contact each other.
- Once a piece has been placed on the board, it cannot be moved.
- Whenever a player is unable to place a piece on the board, that player must pass their turn.
- The game ends when neither player can place any more pieces.