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Blokus trigon rules pdf

© 1996-2014, Amazon.com, Inc. or its BlokusDesigner(s)Bernard TavitianPublication affiliates date2000; 20 years ago (2000)Players2-4Setup time< 1 minutePlay time20 - 30 minutesRandom chanceNoneSkill(s) requires Strategic Thought Blokus (/BLOK-ḪS)[1] is an abstract strategy for playing on a board for two to four players, where players try to score points by occupying most of the board with their colors. It was invented by Bernard Tavian and first released in 2000 by Sekkoïa, a French company. She has won several awards, including the Mensa Select and the 2004 Teacher Choice Award. In 2009, the game was sold to Mattel. Gameplay Tile shapes 21 Blokus. The game is played on a board divided into 20 rows and 20 columns, for a total of 400 squares. There are a total of 84 tiles per game organized in 21 forms in each of the four colors: blue, yellow, red and green. 21 shapes are based on free polio from one to five squares (one monomino, one domino, two triominoses/trominoes, five tetrominins and 12 penninos). The standard game rules for all variations of the game are as follows: [3] The order of the game is based on the color of the pieces: blue, yellow, red, green. The first piece of each color is placed in one of the four corners of the board. Each new reproduction must be placed in such a way that it touches at least one piece of the same colour and only an angle-to-corner contact is allowed – the edges cannot be touched. However, end-to-end contact is enabled when two pieces of different color are included. When a player can't put a piece, he or she passes, and plays as usual. The game ends when no one can put a piece. When the game is over, each player counts every square that is not placed on the board, each counting as a negative (-1) point (e.g. theromino is worth -4 points). The player with the highest score wins. A player who has played all his figures receives a +20 points bonus if the last work played was a monominho or a bonus of +15 points for each other piece. [3] Two and three variations of blokus rules allow two and three games too. [4] In two-player games, each player has two colors. In games with three players, one player has two colors or the parts of the fourth color are placed on the board in a non-strategic way. [4] Blokus Duo Sekkoïa and its distributors produced four additional versions of the game. Blokus Duo / Travel Blokus Blokus Duo is for only two players and uses a smaller (14×14) board; the colors of a piece are purple and orange. The two starting squares are placed, not in the corner (as in the original game of Blokus), but closer to the center. This makes an important difference in the taste of the game, because player figures can (and usually) touch after the first move. Even more so than with the original game, Blokus Duo is a crime-focused game; this is also very strategic game from from since it is not in danger of scrolling through three other players (as sometimes happens with the four-player version). Blokus Trigon Blokus Trigon uses pieces composed of triangles rather than squares (polyamonic), and is played on a hexagonal board, a version optimized for three players, but can be played with 2, 3 or 4 players. The same rules apply, which means that 2 edges can not be touched; However, since it is isometric, an angle that touches the edge is allowed. Blokus Giant Blokus is a larger version, with the game board is about 570 mm (22 in) square. Blockus Junior Blockus Jr. is targeted at younger children. Like Blokus Duo, it is played by two players on board at 14×14, but uses only a fraction of the figures that are simpler. There are 12 unique pieces. Each player receives two of each type, a total of 24. The game also comes with a set of single-player puzzle sheets that show positions in which the player has to connect two pieces, following the standard blokus rules. Rumis / Blockus 3D Blokus 3D Blokus 3D, originally marketed in a Mayan theme such as Rumis, uses pieces composed of unit cubes in each permutation of three and four cubes in three dimensions. Stefan Kögl created Rumis independently of Bernard Tavian and was thus not connected. However, Rumis was reproduced into Blokus 3D, as the Blokus brand proved stronger than Rumis. There is also a significant change in the rules; instead of being required to put pieces so that they touch the corner to the corner, one piece should be placed so that it touches the face of another piece of the same color. Also, a player who puts a piece can not do this if he will create an empty space under any part of the piece. The goal is to build one of the four different structures, each with its own restrictions on placement: tower, wall, steps and pyramid. Players try to place their blocks so that at the end of the game, when the structure is viewed from above, their color has the most shows. Video games Funkitron developed computer random game version of Blokus called Blokus World Tour. Released in December 2007, the Blokus World Tour is a board-like game version of Blokus, but also includes 16 AI opponents, music and sound effects, as well as numerous game modes including tour mode, fast play, and Blokus challenges. [5] For a while there was an official online version of Blokus, where visitors can play with opponents around the world. Mattel suspended the online game on May 18, 2012, saying it did not meet playing standards. [6] It is now possible to play blokus online in Pentolla.com or blokblok.org. [8] The portable playstation has blokus Portable: Steambot championship, which includes characters from steambot chronicles that play classic, Travel and Duo versions of the game. Gameloft developed a version of Blokus was released for iPhone, iPod touch and iPad in April 2010, featuring classic and duo versions of the game. and online multiplayer multiplayer and one tournament player. [9] The clone named Quadros has been available since January 2014. [10] Since January 2014, the Gameloft version of Blokus is no longer available from the App Store. The officially licensed Blokus app is currently developed by Magmic and is available on iPhone, iPod touch and iPad. This version includes solo game and multiplayer options, integrating facebook and game center friends of the user and allowing them to compete in a leader-board tournament. There is also open source software based on the same concept of polio as blokus does, such as Blockem,[12] Freebloks[13] or Pentobi [14] for desktops and Freebloks [15] or Bish [16] for Android smartphones. See also Domino Pentomino Polio Pseudo-Polio Tetromino Tromino References ^ Blokus® Game Game Beginners. Mattel Games. 20 May 2014 Retrieved 12 January 2020. They are 100000000000000000000000 Larsen, Elisabeth Foy (October 14, 2014). Unbored games: Serious fun for everyone. Bloomsbury Publishing House. 28. 1-63286-046-0. Retrieved April 15, 2015. In early 2015, archive of the original from 2007-12-27. Retrieved 2007-11-30. In early 2015, archive of the original from 2007-12-27. Retrieved 2007-11-30. [19] Blockus World Tour Review. Gamezebo.com. Archive of the original from 2008-01-29. Retrieved 2007-12-22. They're blokus.com. Retrieved 2012-07-25. ↑ [1] Pentolla.com blokblok.org home page blokblok.org . Blokus makes the leap from board game to app. cnet.com. Archived from the original of 2010-04-25. Retrieved 2010-04-26. 1999 - No, not 2014-01-25. ^ Blokish home page ^ blockem home page ^ Freebloks 3D home page ^ Pentobi home page ^ Freebloks for Android ^ Block for Android External Links Wikimedia Commons has media associated with Blokus. Blokus, the Blokus series and an unofficial list of Blokus piece names in boardGameGeek Review of Blokus, Blokus Trigon and Blokus Duo in Blokus-Review.com Review of Blokus in TheGamesJournal.com Discussion about notation systems for Blokus [permanently dead link] Extracted from dashboard with 486 spaces 88 pieces in four different colors (22 of each color). Each of the 22 parts is a different shape. There are: 1 piece with one triangle, 1 piece with two triangles, 1 piece with three triangles, 3 pieces with four triangles, 4 pieces with five triangles and 12 pieces with six triangles (see Figure 1). Subject of the game Each player must fit as many of his/her 22 pieces on the board as possible. Play Each player selects color and places that are a set of 22 pieces in front of his side of the board. The order of play is as follows: blue, yellow, red, green. The first of the parts played by each player must cover one of the starting points indicated by the triangular symbol (see Figure 2). Each new piece must touch at least a piece of the same colour, but without contact between the two sides (see Figure 3). There are no limits on how many pieces of different colors can be in contact with each other. Three colors can be touched at the same intersection (see Figure 4). Once a piece has been placed on the board, it cannot be moved during subsequent turns. End of game The game ends for the player when he/she is blocked and can no longer leave any shapes or that the player has come down in part. However, the player MUST play if possible to play. The game ends when all players are blocked from placing more of their figures. This includes all players who may have put all their figures on the board. The results are high and the player with the highest score is the winner. Scoring: Each player counts the number of single triangles in its remaining parts (1 unit triangle = -1 point). The player earns +15 points if all his/her figures are placed on the board plus 5 additional bonus points if the last part placed on the board was the smallest part (one triangle). Figure 5 shows an example of a completed game in which the blue player has won. The blue player has put all his figures, and the smallest part is played last. Result: +20 points The yellow player can not put 2 four triangles, 1 five triangles and 3 six triangles. Score: -31 points The red player can not put 1 four triangles and 1 five triangle. Score: -9 points The green player can not put 3 four triangles. Score: -12 points Continue reading

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