**Components**
- 1 Game Board
- 140 Tiles (28 of each color)
- 5 Tile Racks
- These Rules

**Set Up**
Place the board in the center of the table. Each player should take all of the tiles of one color and a tile rack. Place all of your tiles face down in a pile in front of you and mix them thoroughly. Draw five tiles and put them on your rack so that only you can see them. Randomly choose a player to take the first turn. Play then proceeds clockwise around the table.

**Goal of the Game**
The goal of the game is to create connected groups of your own tiles on the board, while trying not to capture too many tiles of the same color. A group is any connected set of like-colored tiles on the board. Diagonal connections don’t count. A tile that isn’t next to any tiles of the same color also counts as a group. At the end of the game, you’ll count the number of groups you have on the board, and the number of tiles you have of the color that you captured the most, and whoever has the fewest of these two things combined wins.

**Rules for 3 to 5 Players**
On your turn, you must take one of the tiles from your rack and place it on the board. A number tile must go in one of the nine spaces in the corresponding number column, a letter tile must go in one of the nine spaces in the corresponding letter row, and a symbol tile must go in one of the corresponding symbol spaces. (SEE FIGURE A)

Your BLOCKERS! (wild) tile may go into any space on the board. You may place a tile on an empty space, or you may capture an opponent’s tile by replacing it with your tile. You may always capture an opponent’s tile if it isn’t next to any tiles of the same color. You may also capture an opponent’s tile if it’s in a larger group, as long as you don’t split that group into multiple groups. (SEE FIGURE B)

- If none of your tiles can be played into empty spaces, you must capture. You are not allowed to pass.
- When you capture a tile, take the captured tile and put it face up near your tile rack for all to see.
- At the end of your turn, draw another one of your tiles and put it on your rack.

**Game End**
After all players draw their final tiles, everyone gets one more turn, and then the game ends. At the end of the game, you’ll have four unplayed tiles left on your rack. (SEE FIGURE C)
Count the number of groups you have on the board, and then count the number of tiles you have of the color that you captured the most. (If there’s a tie for the color you’ve captured the most, just count any one of the tying colors.) The winner is the player who has the fewest of these two things combined. In case of a tie, the tying player who has the fewest total captures wins. In FIGURE C, Yellow scores 5 (4 groups plus 1 for captures); Blue scores 4 (2 groups plus 2 for captures); and Green scores 2 (just 2 groups) and WINS!
Rules for 2 Players
For the Basic two-player game, each player uses one tile color and plays according to the rules outlined above.

For the Advanced two-player game, each player uses two tile colors and two racks, each containing five tiles of one color. You should keep your two sets of tiles separate. On your turn, you may play a tile of either color. You may capture one of your opponent's tiles as normal, as long as you don’t split a group into multiple groups. You are also allowed to use either one of your colors to capture your other color, but as always, you’re not allowed to split a group, and these captures may count against you at the end of the game.

After you play a tile, you must draw a tile of the same color. If you have no more tiles of that color left to draw, tip your tile rack onto its back and expose the four remaining tiles, so that your opponent knows that you’re done with that color. For the rest of the game, you may only play tiles of your other color.

When you and your opponent have both finished your second color, the game ends. Count the number of groups you have on the board of both of your colors, and then count the number of tiles you have of the color that you captured the most, including your own colors. The player who has the fewest of these two things combined wins. In case of a tie, the tying player who has the fewest total captures wins.

Strategy
Blockers! is a simple game to learn, and yet there are many strategies to try. You have two goals: to end up with as few groups as possible on the board, and to avoid capturing too many tiles of the same color. How you choose to balance these two goals determines your personal style of play.

For instance, you may choose to focus on having as few groups as possible at the end of the game. This leads to an Aggressive style of play, because you will need to relentlessly block and attack your opponents in order to accomplish your goal. Try to control one or even two of the four corners of the central region on the board. Don’t be afraid to capture, but always look for opportunities to capture the colors that you haven’t attacked yet.

Alternatively, you may choose to focus on capturing as few pieces as possible. This leads to a Peaceful style of play, since you will mostly avoid direct confrontation with your opponents. Avoid the heavily-contested areas around the central region of the board, and instead use the central squares of the four corner regions as your anchor points. You may even try the Edge Strategy, playing only along the outer edges of the board. When playing a non-confrontational strategy, you will probably end the game with three or more groups on the board, but if you’ve captured very few pieces, you’ll be a solid contender.

Between these two extremes lies the Balanced strategy. If you have more groups on the board than captures of the color you’ve captured the most, focus on connecting your existing groups and avoiding starting new ones, and be willing to capture in order to do so. If, on the other hand, you have too many captures of one color, avoid capturing that color at all costs, even if you must create more groups to do so. Your goal is to end the game with a roughly equal number of groups on the board and captures of the color you’ve captured the most. You’ll have more groups than the Aggressive players have, and more captures than the Peaceful players have, but your combined total may still be lower than anyone else’s, giving you the win.

No matter which strategy you prefer, the tactical possibilities are endless!

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