

Blokus Start



Blokus

PLAY

EXIT



Blokus

Grid size:

20 x 20



Players:

2



Cpu(s):

1



Continue

Blokus: set game variables

×

Blokus

Time Limit:

Minutes

Difficulty:

×

Blokus

Select Color

Player 1:

Red

Player 2:

Blue

Start Game

Blokus: Game start

Blokus

Options

×

⏸ Time Left: 10:00

Turn ?

Shapes

Surrender

Score: 0

A screenshot of the Blokus game interface. The title "Blokus" is at the top left. To its right is an "Options" button with a close icon. Below the title is a "Turn" indicator. A large "Shapes" area contains a stack of 10 pieces: 1x1 squares, 1x2 rectangles, 2x1 rectangles, 2x2 squares, 1x3 rectangles, 3x1 rectangles, 2x3 rectangles, 3x2 rectangles, 4x1 rectangles, and 1x4 rectangles. Below the shapes is a "Surrender" button. At the bottom left is a "Score: 0" display. The main game board is a 20x20 grid of squares. A 4x4 square piece is placed in the top-left corner. A 1x1 square piece is placed in the 7th row, 7th column. A timer at the top right shows a pause icon and "Time Left: 10:00".

Blokus: Game Over



Blokus: player surrenders button action

