

## COINS

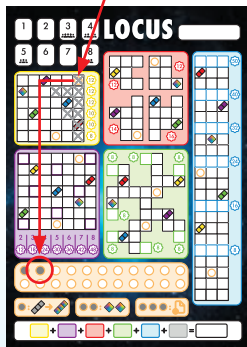
Each player starts with 1 coin filled in the coin zone on the scoring sheet. When you gain more coins during the game, fill them in as well.

- Gain 1 coin when you pick a card with a coin on it.
- Gain 2 coins when you discard a card instead of using it.
- Gain 1 coin when you cover a coin in one of your color zones.

## USING COINS

You can use coins to perform special actions. Coins can be used at any time during each turn. When performing a special action, you must cross off the number of coins required for that action in your coin zone.

- For 1 coin, you may turn a shape into a wild (and place it in a zone of your choice). This applies to both a shape from a card or a bonus.
- For 2 coins, you may fill in two single wild blocks in your color zones, which can be in different color zones. The rules for filling in shapes still apply.
- For 3 coins, you may fill in the shape of the card that remains at the end of a turn. You can only do this after every player has chosen a card. You do not take this card away; each player can perform this action if they also pay 3 coins. If there is a coin on that card, you may also fill it in your coin zone. You can only perform this action once per turn. **You may use a 4th coin to treat this shape as wild and fill it into any color zone.**



When you use a coin, cross it off; in this example, there are still 2 coins left.

## END OF A TURN

Once all players have filled in their shapes, taken bonuses, and had the opportunity to use coins, all used cards are placed in the discard pile. The first-player token is passed clockwise to the next player, and a new turn begins by revealing the same number of cards again. The new player with the first-player token gets to choose first. Once every player has been the first to choose a card, the round is over. You can check off the round on your scoring sheet.

## END OF THE GAME

After the final round, the game ends. Each player still has the opportunity to use coins. Then, tally up the points at the bottom of your scoring sheet. The player with the highest score wins! In case of a tie, play an extra round.

## SCORING

**This is an example of a final score in a game with 3 players.**

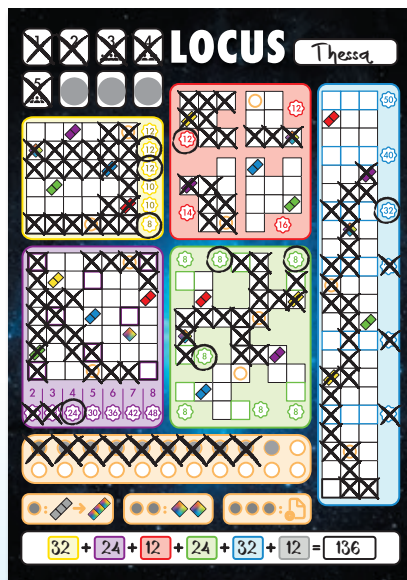
This player has filled three rows in the yellow zone and receives  $(12+12+8) = 32$  points.

In the purple zone, the most connected bold squares are four, and the player receives 24 points.

In the red zone, the player has completely filled a block and receives 12 points.

In the green zone, three endpoints have been reached, earning 24 points. And in the blue zone, the player has passed the fourth point line, receiving 32 points for that.

The lowest score was 12, so the player repeats it. The total score is then:  $32 + 24 + 12 + 24 + 32 + 12 = 136$  points.



## SOLO VARIANT

You can play Locus as a solo game. The goal is to score as many points as possible. The rules are the same as in the base game, with some exceptions:

At the beginning of each turn, without looking at it, place the top card of the deck face down on the discard pile. This card cannot be chosen, not even with a special action. Then, you reveal two cards, choose one of the two, and fill in that shape on your scoring sheet. You may also fill in the unchosen card, but it costs 3 coins. After you have done this or not, you discard the cards and start the next turn. Keep taking turns until you have gone through the entire stack of cards exactly once. Then you tally up your points. This is your final score.



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**WARNING!** Choking Hazard: Small parts.  
Not for children under 3 years.  
Keep packaging for future reference.

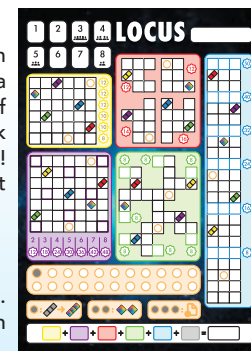
Stan van Rooijen

# LOCUS™

## RULES

## QUICK GAME OVERVIEW

Players aim to score as many points as possible on their own scoring sheet. This is done by choosing a shape card each turn and filling that shape into one of your 5 color zones. Filling in bonus squares can unlock additional effects that allow clever plays and big turns! At the end of the game, the player with the highest score wins!



Scoring sheet

## PREPARATION

- Each player needs a pen or pencil (not included).
- Give each player a scoring sheet and reference card.
- Shuffle the shape cards and place them face down in a central location on the table.

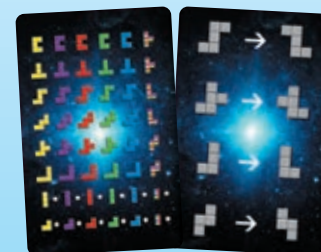
## GAME FLOW

The number of rounds depends on the number of players (see table). The person whose birthday is coming up the soonest gets the first-player token (wooden star) and begins the first round. A round consists of one turn per player. Every turn, each player picks a card (starting with the first player).

Number of players	Number of rounds
2	8
3	5
4	4
5	3

## CONTENTS

- Pad of Scoring Sheets
- 48 Shape Cards
- 5 Reference Cards
- Solo Score Card
- First-Player Token (Wooden Star)
- This Rule Sheet



Reference card



Wild card

## EXPLANATION OF THE SCORING SHEET

This indicates the number of rounds per number of players.

Bonus: You may fill in 2 connected blocks in the green zone.

Color zones.

Coin zone.

If you pay 1 coin, you may change the color of one shape.

Fill in the total score of the color zone.

Repeat lowest score.

Total score.

Fill in player's name.

Color zones.

Some squares have a Bold Lining indicating where to start filling shapes.

If you pay 2 coins, you may fill in 2 blocks of your choice, even in different color zones.

If you pay 3 coins, you may use the remaining card from the round.

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## PLAY TURN

The player with the first-player token deals a number of shape cards face up. The number of cards equals the number of players + 1. For example, with 4 players, 5 shape cards are dealt face up. Starting with the first player and proceeding clockwise, each player picks one card. Once you've chosen a card, you may fill in the depicted shape (and possibly a coin) on your own scoring sheet. If you can't or don't want to fill in a shape, you may also discard your card and receive 2 coins.

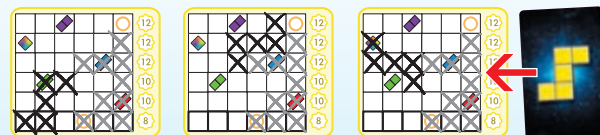
A red shape can only be filled in the red zone.

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## FILLING IN SHAPES

When filling in a shape, the following rules apply:

- In the yellow, purple, green, and blue zones, a part of the shape must be placed in the squares with bold lining or touch a previously placed shape (horizontally/vertically). In the red zone, you may place shapes in any empty squares.
- You must use the entire shape (you cannot only fill in part of the shape).
- You may rotate and mirror the shape; see the reference card for the options.
- The color of the shape determines which Zone the shape must be placed in, so a red shape must be filled into the red zone.
- A rainbow-color shape is wild and can be placed in any zone.
- The shape must not overlap previously placed shapes.



The red zone doesn't have bold squares.

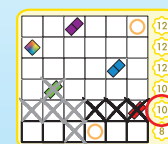
You may rotate or mirror this shape, see reference card.

## THE COLOR ZONES

The color zones consist of five different zones, each with its own way of scoring points.

## THE YELLOW ZONE

In the yellow zone, you get points for each row (horizontal line) you completely fill. (You can score higher rows without completing the rows below them.) Once you complete a row, you can circle the points next to it. In this example, you would earn 10 points.



The yellow zone.

## THE PURPLE ZONE

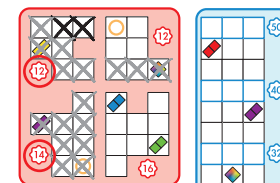
In the purple zone, you get points for connecting the bold squares with each other. You only get points for the connection between the most bold squares. For example, if you have a connection of 4 and one of 3, you only get points for the 4 connections. In this example, you would earn 24 points.



The purple zone.

## THE RED ZONE

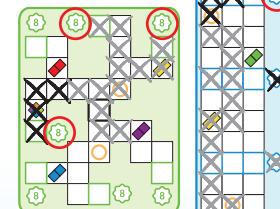
In the red zone, you get points if you have completely filled in blocks in this zone. You don't have to complete a block entirely before filling in a shape in another block. In this example, you'll get 26 points.



The red zone.

## THE GREEN ZONE

In the green zone, you get points if you have filled in the squares from the center to the ends. The ends are marked with a green border. In this example, this is 3 x 8 points = 24 points.



The green zone.

## THE BLUE ZONE

In the blue zone, you get points if you build upwards and reach or go over the rows marked with a blue border. You don't have to fill in the entire row. You only get the highest points. In this example, you would earn 24 points.

The blue zone.

## BONUS POINTS

At the end of the game, your lowest-scoring color zone will be counted twice. See SCORING.

## FILLING IN BONUSES

If you cover a bonus (or multiple bonuses) with a shape, you receive the bonus underneath it. These can be coins or extra blocks. The following rules apply:

- If you cover a coin, you may fill in a coin in the coin zone on your scoring sheet.
- If you cover a double block, you may fill it in on your scoring sheet. These cannot be separated and must be filled in together.
- The single rainbow-color blocks are wild.
- If you use one bonus to cover a new bonus, you also receive the new bonus.

