

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 your turn. When performing a special action, you must cross off the number of coins required for that action in your coin zone.

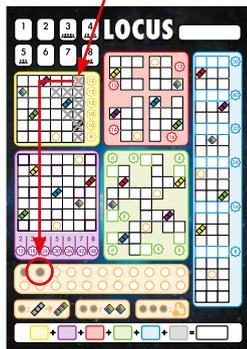
- For 1 coin, you may turn a shape into a wild (and place it in a zone of your choice). This applies to both a shape from a card or a bonus.
- For 2 coins, you may fill in two single wild blocks on your playing field, which can be in different colour zones. The rules for filling in the shape still apply.
- For 3 coins, you may fill in 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; every 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 can combine multiple coin actions. For example, you can use 4 coins to pick the last card and fill in this shape in a different colour.**

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 turn 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 turn 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, you tally up the points at the bottom of your scoring sheet. The player with the highest score wins! In case of a tie, you can play an extra round.



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

SCORING

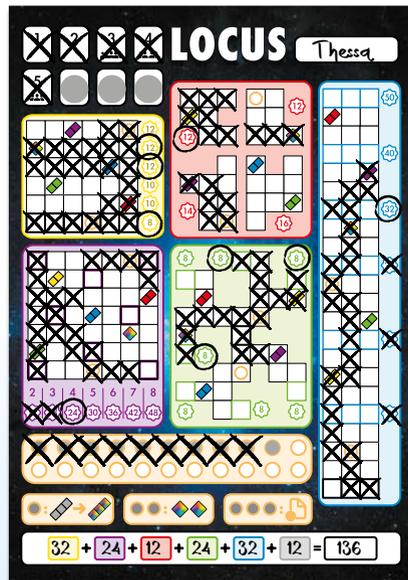
This is an example of a final score in a game with 3 players.

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

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 shape 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, and this player adds it in the grey square. 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 round, you place a card with shapes 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. This continues until you have gone through the entire stack of cards exactly once. Then you tally up your points. This is your final score.

CAN'T GET ENOUGH OF THE FUN?



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TFF-000000



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www.tuckersfunfactory.nl
Geproduceerd in China.



Warning: Due to small parts, this product is not suitable for children under 36 months. Choking hazard. Keep packaging for future reference.

Stan van Rooijen

LOCUS

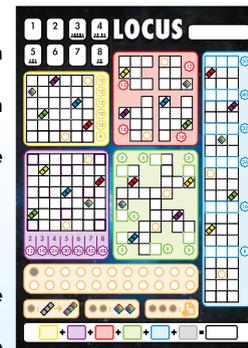
RULES

QUICK GAME OVERVIEW

Players aim to score as many points as possible on their own scoring sheet.

This is done by choosing a card with a shape each turn and filling in that shape in one of the 5 zones.

The player who cleverly crosses off squares during the game wins!



Scoring sheet

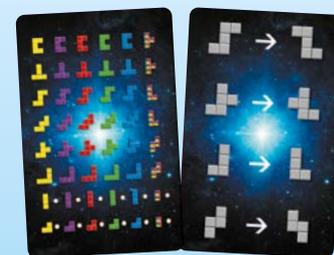
PREPARATION

- Take a pen or pencil for each player.
- Each player receives a scoring sheet and reference card.
- Shuffle the cards with the shapes on them and place them face down in a central location on the table.

GAME FLOW

The number of rounds depends on the number of players. The game lasts eight rounds with 2 players, five rounds with 3 players, four rounds with 4 players, and three rounds with 5 players. The person who is the first to celebrate their birthday is the starting player, receives the turn token (wooden star), and begins the first round.

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



Reference card



Wildcard

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

Colour zones.

Colour zones.

Coin zone

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

Fill in the total score of the colour zone.

Repeat lowest score.

Total score

Fill in player's name.

Colour zones.

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

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

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.

In all zones except the red zone, you must start in a square that has bold lining.

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

FILLING IN SHAPES

When filling in a shape, the following rules apply:

- 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 colour of the shape determines in which zone the shape must be placed, so a red shape must be filled in the red zone.
- The shape with rainbow colours is a wildcard and can be placed in any zone.
- The shape must not overlap with previously placed shapes.
- 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).

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

THE PLAYING FIELD

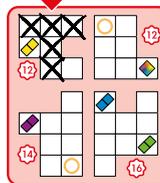
The playing field consists of five different zones, each with its own way of scoring points.

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 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 red zone doesn't have bold squares.

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 GREEN ZONE

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

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.

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 colour 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-coloured blocks are wildcards.
- If you cover one bonus with another bonus, you also receive that bonus.

The red zone.

The green zone.

The blue zone.

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

