

Kuhnle & Nagel

süß & fies

Scho K.O.

Rules



Scho K.O.

A connection game for two players ages 8 and above

By Andreas Kuhnekath and Steffen Mühlhäuser

Game materials

32 miniature cards with white and dark chocolate pieces.

Object

During the game, each player attempts to connect his or her pieces of chocolate to build the largest possible "bar of chocolate".

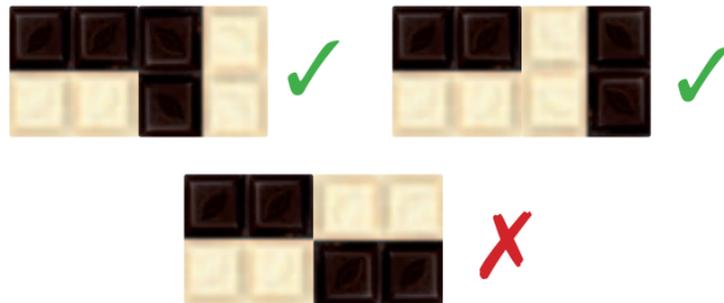
Preparation

Blind shuffle the 32 cards and deposit the card stack near the playing field. Each player takes four cards from the stack and holds them fanned-out in his or her hand without revealing them. When was the last time you ate a chocolate bar? The player who lasted the longest starts!

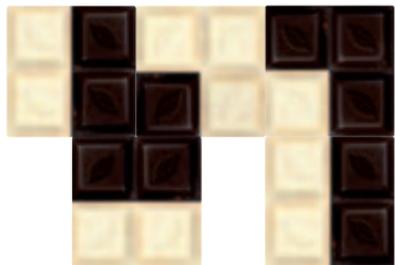
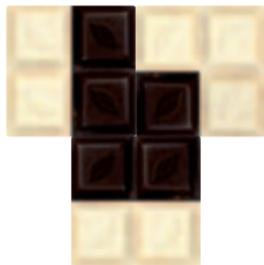
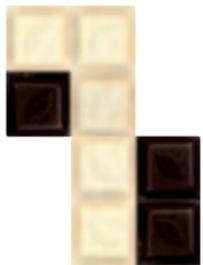
How to play

Look at the cards. The first player states the choice of white or dark chocolate. The first card is placed in the middle of the playing field. A new card is then drawn from the stack. Each player always holds four cards. The second player continues by placing the same chocolate shown on one of his cards next to the starting card. Another card is then taken from the stack.

Cards must always be placed so that each player continues with at least one of the two chocolate varieties.



Each newly connected card must touch at least two sides of the chocolate already put down – either one or two different cards can be connected.

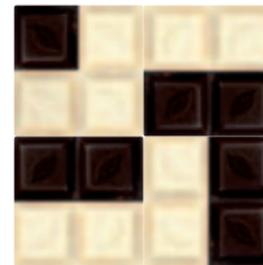


Gaps are allowed.

Only side-to-side contact counts as a connection.

Two pieces, which touch at the corners, are not connected. (The white and dark groups are not linked).

At the end of the game, only one – the biggest – group of one chocolate variety will be counted.



Stack

Ten cards show a smartie on the chocolate piece.

These cards are the stack cards and may be used in the first and second level, that is, by already placing them on top of existing cards. Chocolate pieces in the first level, which are covered by stack cards, lose their value.

Three basic rules apply to placing stack cards in the second level:

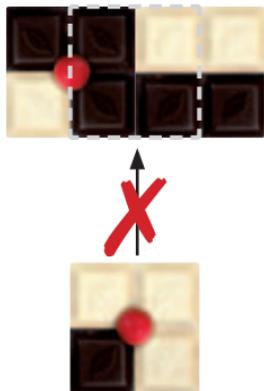
1. A stack card can only be placed in the second level, if there is space alongside at least two of the first-level cards.



2. Stack cards must always be placed without gaps.



3. Irrespective of whether they are placed in the first or second level, stack cards may never cover other stack cards.



Game end

As soon as the last card has been put down, the game ends. The scores are counted. The winner is the player who has built the largest chocolate bar of his chosen colour. Each piece of chocolate counts for one point. If the scores are equal, the scores of the players' second-largest chocolate bars are counted.

Translation: Suzanne Kirkbright



Game design:
Steffen Mühlhäuser

Graphic artwork:
Steffen Mühlhäuser,
Bernhard Kümmelmann

Production: Ludofact

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Zum Spielplatz 2
56288 Krastel