

Schokoly

süß & fies

Game Rules



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Schokoly

A connection game for 2 – 4 players ages 9 and above

By Steffen Mühlhäuser

Game materials

48 miniature cards with three different coloured chocolate pieces

12 wooden smarties

Object

Each player connects his or her chocolate pieces to build different tiers of a ‘chocolate universe’. Each player attempts to gain control of the largest possible areas using his or her coloured chocolate pieces.

Special rules/Number of players

The rules are the same for two and four players.

With four players, two players form teams sitting opposite each other. Players take turns in a clockwise direction.

There are different rules for the version with three players.

First, the basic rules are explained for two and four players. Game rules for three players are then defined.

Preparation

Blind shuffle the 48 cards and deposit the card stack near the playing field.

Each player takes four cards from the stack and holds them in his or her hand.

12 smarties are equally distributed among the players. The player who goes first was the last to eat a chocolate bar!

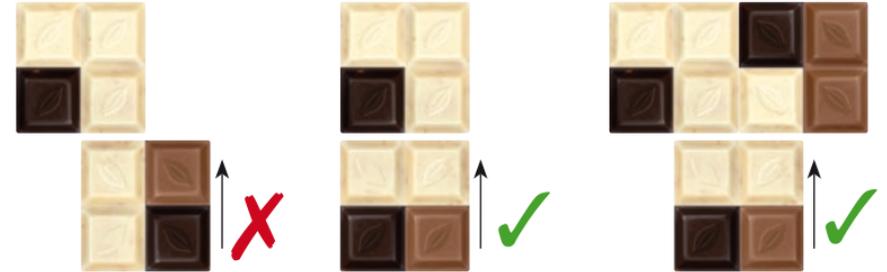
How to play

Review the cards in your hand. The first player chooses a chocolate colour and tells the other players his or her choice. This player then places a first card in the middle of the playing field. Then, he or she draws a new card from the stack, retaining the usual four cards again.

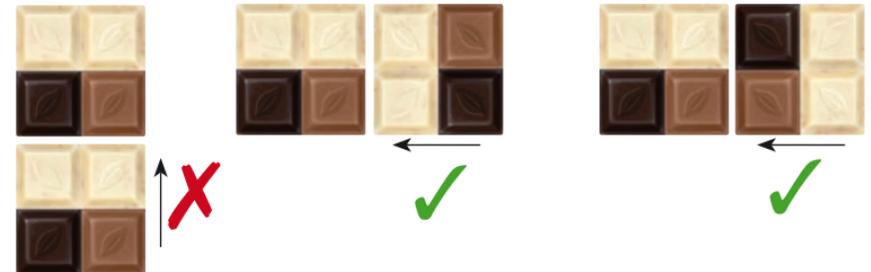
The second player now chooses one of the two other chocolate varieties, telling the others his or her colour choice and placing one of the cards next to the starting card. The second player also draws another card from the stack. The last remaining chocolate variety is treated as a neutral colour.

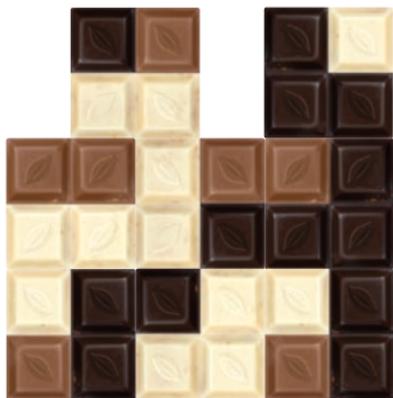
Placing the cards

- New cards must always be placed so that they touch at least two chocolate pieces within the playing area. Either one single or two different cards can connect with the chocolate pieces.



- Cards must be placed so that at least one of the three coloured chocolate varieties is connected with the chocolate pieces already inside the playing field.





Gaps are allowed in the playing area.

At the end of the game, the biggest connecting group of a player's own coloured chocolate will be counted.

Only side-to-side contact between the chocolate pieces counts as a connection. Two pieces, which only touch at the corners, are not connected.

Both the white and the dark groups are counted as not connected.

Smarties

The wooden smarties can be used to help transform any cards into special cards.

1. Stack cards

Any player putting a smartie down on his or her card is allowed to place this card in the second tier of the playing field and on top of another card.

The card must be placed inside the chocolate grid and continue with at least one chocolate colour.

Chocolate pieces in the first tier, which are covered by stack cards in the second tier, lose their value. The following rules apply for placing stack cards:



- A stack card must be placed so it is overlapping, i.e. on top of at least two cards in the first tier.



- A stack card must fully cover other cards.

Other cards may not be placed on top of cards with a smartie.

2. Security cards

Since the cards with a smartie on top cannot be covered, it is sensible to use these in the first tier of the playing field.

Sequence: after placing a card in the first tier, the player puts down one of his smarties. A smartie can be placed on the card just put down and on top of any other card.

Neutral coloured chocolate

By skilfully placing his cards, each player attempts to connect the largest possible area of his or her own coloured chocolate. In addition, it is possible to win control over neutral colour areas.

A player can count the points for a neutral area if his or her chocolate colour has more connections with this neutral area than with the opponent's coloured chocolate. To determine which areas belong together, at the end of the game respective side-to-side contact of a neutral area is added up with the points for the other two colours. The player whose coloured chocolate shows more side-to-side contact with the neutral area is entitled to add the relevant number of chocolate pieces to his or her total points score.

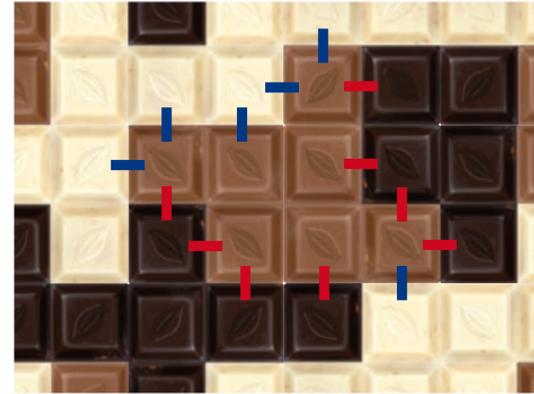
If both chocolate colours reveal the same amount of side-to-side contact with a neutral area, no scores are calculated.

Neutral areas of less than six connecting fields are not counted either.

Example:

A neutral group of milk chocolate appears in the central area of the chocolate shown alongside.

Since the dark chocolate has more side-to-side contact with the neutral group than the white chocolate, seven brown milk chocolate pieces are added to the total points scored for dark chocolate.



— Side-to-side contact brown milk/white chocolate = 6

— Side-to-side contact brown milk/dark chocolate = 8

Game end

As soon as the last card has been put down, the game ends. The scores are added up for the resulting chocolate pattern.

First of all, each player counts the largest area of his chocolate colour. A single chocolate piece scores one point.

Then, the neutral areas are counted and added to the relevant chocolate colour. The total number of points is added together.

The winner is the player or team with the highest total points overall.

Game rules for three players

There is no neutral colour for the game version with three players. After the first two players have chosen their chocolate colour, the third player automatically takes the remaining colour.

At the end, players can only score points for the largest connecting group of their own chocolate colour.

Any other rules remain unchanged.

Supplementary rules – Chocolate swaps

For the game version with three players, cards can be swapped among players.

Sequence:

Before a player puts down his or her next card, this player can offer to swap one of the cards in his or her hand with another player.

The player making the offer must correctly call aloud the number of the opponent's chocolate pieces on the relevant card.

If the other player wants to accept the card on offer, he must usually be able to offer the player offering the swap an equally attractive offer. If both sides agree, the swap can go ahead.



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