



RULES / RÈGLES



CONTENTS

- 36 chocolate tiles.
- 22 tokens (6 caramels, 6 cookies, 6 almonds, 4 cocoa beans).

OBJECT OF THE GAME

Create the largest connected chocolate bar of your own flavor.

SET UP

- Shuffle the tiles and stack them face down.
- Each player takes 4 tiles and keeps them in their hands.
- Each player gets 1 cocoa bean token.

In a **2-player** game, each player chooses a flavor. The third flavor is neutral.

In a **3-player** game, each player picks 3 tokens of the same flavor.

In a **4-player** game, play as teams. Players of the same team take 3 tokens of one flavor and players are seated next to a player from the other team. The third flavor is neutral.

HOW TO PLAY CHOCOLY

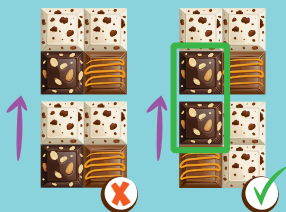
The player who likes chocolate the most starts. The game plays clockwise.

On their turn, players place one tile on the table and draw a new tile from the deck. Players must respect the following tile placement rules:

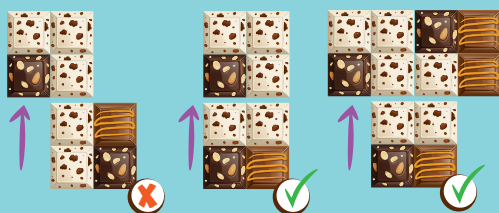


PLACING CHOCOLATE TILES

1. There must be at least one chocolate piece from the placed tile that connects to an identical chocolate piece.



2. The tile must be fully aligned with at least two chocolate pieces and can touch one or more tiles.



3. Gaps are allowed in the playing area.



NOTE: Chocolate pieces connected only by corners do not count in final scoring.

Once during the game, at the beginning of their turn, a player may decide to use their cocoa bean token to get rid of their entire hand. They place all of their tiles at the bottom of the deck and pick 4 new tiles. The player then proceeds to play their turn normally.

Players can use their flavor tokens (3) to put tiles on top of other tiles in play in order to increase their chocolate area or divide an opponents' area. When stacking a tile, players must place a flavor token on top and respect the following tile overlap rules:

OVERLAPPING TILES

1. Overlap at least two tiles.
2. Connect to at least one piece of the same chocolate flavor.
3. The tile can't stick out from the tiles on the table.
4. The tile can't stack on tiles with flavor tokens on them.



END OF THE GAME

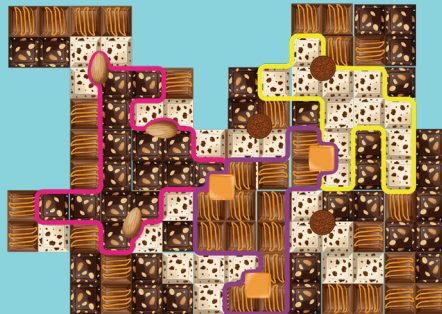
When all tiles have been played. Players count their largest area of chocolate pieces. The player with the biggest connected chocolate bar wins!

NOTE: In case of a tie, the player who has the most tokens of his own flavor, touching their largest area wins. If the tie remains, the player with the 2nd largest area wins.

SCORING EXAMPLE

ALMOND SCORE - WINNER!
15 Pieces, 3 tokens

COOKIE SCORE
12 Pieces, 1 token



CARAMEL SCORE
13 Pieces, 3 tokens



A YUMMY GAME^{*} FOR THE BRAIN!

* Available in English only



PLAY
THEM ALL
JOUÉZ-LES
TOUS



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