2

10′

7+

LE CHOCOLAT

Split the chocolate and claim the flavors that taste best!

COMPONENTS

A 36 Chocolate Tiles

B 10 Scoring Cards



SETUP

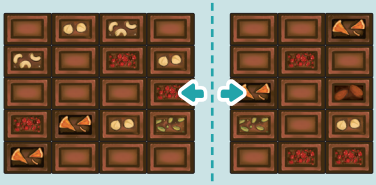
1. Dump out the 36 chocolate tiles and mix them up. Flip some of them over so each tile starts with a random side up.
2. Return 1 random tile to the box without looking at the hidden side.
3. Randomly arrange the tiles in a 7x5 grid between the players.
4. The player who most recently ate chocolate goes first.
5. Place 1 random scoring card faceup between the players. Leave the rest in the box.



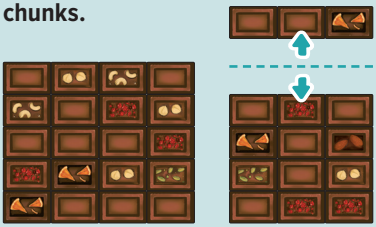


HOW TO PLAY

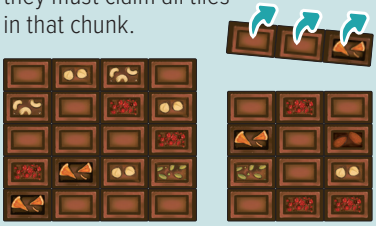
A The first player starts by splitting the chocolate tiles into **2 chunks.** They may split along any straight line between tiles.



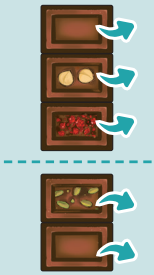
B The second player chooses a chunk and splits it along any straight line to make **2 smaller chunks.**



C If there is a chunk of **3 or fewer** tiles left at the end of a player's turn, they must claim all tiles in that chunk.



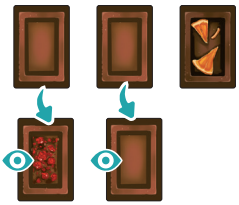
D Players continue taking turns to split and claim tiles until **all chocolate** has been claimed.



CLAIMING CHOCOLATE

You can only claim **1 chunk** of 3 or fewer tiles at the end of your turn. If there are multiple chunks you could claim, choose 1 and leave the others. You must always claim a chunk if possible, even if you don't want to.

Keep all tiles you claim in front of you. You may secretly look at the hidden side of your tiles, but do not reveal what's on them to your opponent.



Claire peeks at the backs of her tiles. One of her blanks is secretly raspberry. The other has no flavor, so it won't score points. Her third tile's flavor is already revealed.

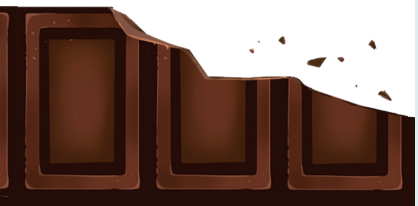
GAME END

When all chocolate tiles have been claimed, each player flips over their blank tiles and discards any that are blank on both sides.

Both players then use the faceup **scoring card** to score their tiles. The player with the most victory points (VP) wins the game. In a tie, the player who claimed **more tiles** wins.

CREDITS

Design: Mashiu
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FINAL SCORING

The faceup scoring card shows how many VP each **flavor** is worth.

- If a flavor doesn't have any special icons, score VP for **each tile** of that flavor.
- If 2 or more flavors are linked by icons, score VP for each complete **set** of those flavors you collect *(1 of each)*.
- If a flavor has a icon, the player with the **most** tiles of that flavor scores VP. Their opponent scores nothing. In a tie, neither player scores.

Example



Each Tile
1 VP per almond
2 VP per cashew

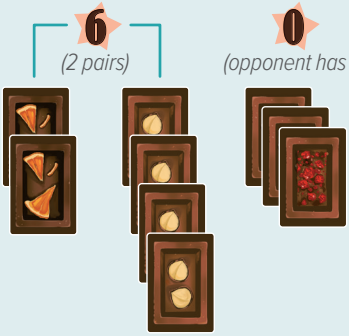
Negative VP
-2 VP per pistachio

Each Set
3 VP per pair of 1 orange and 1 macademia

Majority
5 VP if you have the most raspberries

Claire uses the scoring card above to score her final tiles.





Total: 9