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# Chocolatiers



## Overview

In Chocolatiers you take on the role of a young chocolatier boxing up chocolates to make a decadent chocolate display! Draw chocolates from the Share Tray and turn them in to fill boxes. Make sure to fill boxes that will fit well in your display as you'll get bonus points for getting the majority of connected chocolate-types. Use wild chocolates to make big connections. The player with the most points wins the game! Do you have what it takes to become the next world-famous chocolatier?

## Components

- 30 Box Tiles
- 39 Chocolate Cards
- 7 Scoring Cards
- 12 Wild Chocolate Tokens

If you are missing any components, email us at: [contact@dailymagicgames.com](mailto:contact@dailymagicgames.com)

# Setup

- 1 Shuffle the Chocolate cards and deal 3 Chocolate cards face-down to each player. These cards form the players' opening hands, which they keep secret.
- 2 Give each player 3 Wild Chocolate tokens. Place unused tokens back in the box; they will not be used.
- 3 Deal 6 Chocolate cards face-up to the center of the play area to form the Share Tray. Set the rest of the cards next to the Share Tray. This will be the Chocolate deck. The area to the left of the Chocolate deck will be for the discard pile.
- 4 Shuffle the Box tiles and create 5 face-up tile stacks above the Share Tray. The number of tiles in each stack depends on player count: Use 5 tiles in a 4-player game, 4 tiles in a 3-player game, and 3 tiles in a 2-player game. Place the unused Box tiles back in the box; they will not be used.
- 5 Arrange the Scoring cards face-up above the Box tile stacks in the following order, from left to right: First, Truffle, Nut Cluster, Raspberry, Mint, Blueberry, and Violet.

The player who last ate chocolate will go first.



# Gameplay

Starting with the first player and proceeding clockwise, each player takes a turn consisting of three phases performed in this order:

1. Action Phase (mandatory)
2. Bonus Phase (optional)
3. End Phase (mandatory)

After you have gone through the three phases, your turn has ended and play passes to the player to your left.

## 1 - Action Phase

On your turn you must take **1** of the following 2 actions:

- Take a Chocolate
- Swap Chocolates

After taking an action, your turn continues to the Bonus Phase.

### **Take a Chocolate**

Take 1 of the Chocolate cards from the Share Tray. You may not take a Chocolate card from the Chocolate deck.

### **Swap Chocolates**

Place 1 Chocolate card from your hand face-up to the Share Tray, then take 2 Chocolate cards of your choice from the Share Tray. You may not take a Chocolate card from the Chocolate deck.

## 2 - Bonus Phase

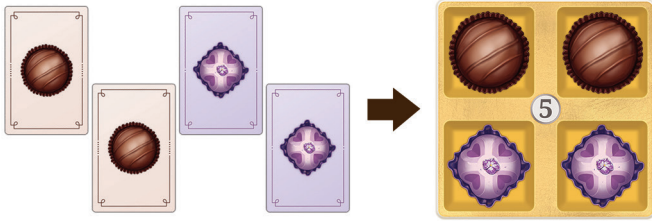
You may take **1** of the following 2 bonus actions:

- Box Chocolates
- Place a Wild Chocolate

After taking a bonus action or declining to do so, your turn continues to the End Phase.

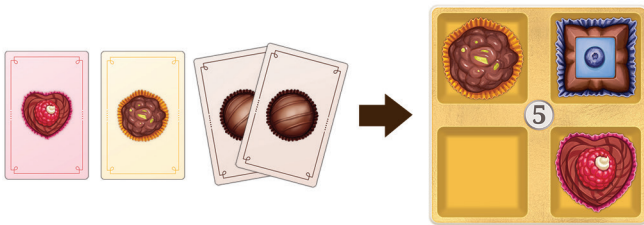
### **Box Chocolates**

Discard Chocolate cards from your hand matching each of the chocolates on a Box tile, then take possession of the Box tile.



Example: Claire wants a Box tile that shows 2 Violet and 2 Truffle chocolates. She discards 2 Violet and 2 Truffle Chocolate cards from her hand and takes possession of the Box tile.

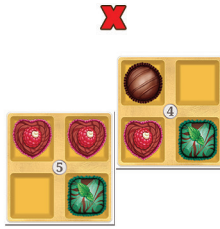
You may discard 2 **matching** Chocolate cards in your hand to substitute for any 1 chocolate shown on a Box tile. You may do this any number of times.



Example: David wants a Box tile that shows 1 Raspberry, 1 Blueberry, and 1 Nut Cluster. He discards 1 Raspberry and 1 Nut Cluster Chocolate card, but has no Blueberry Chocolate cards. Instead, he discards 2 Truffle Chocolate cards from his hand to substitute for the needed Blueberry Chocolate. He then takes possession of the Box tile.

Once you have taken possession of a Box tile, you must immediately add it to your Display. Your Display is the group of Box tiles in front of you. At the end of the game, each Box tile in your Display is worth the amount of points noted in the center of the Box tile.

If it is your first Box tile, it simply goes face-up in front of you to start your Display. If it is any subsequent Box tile, it must be placed adjacent to any other Box tile in your Display so that the full edge is up against the full edge of another Box tile.



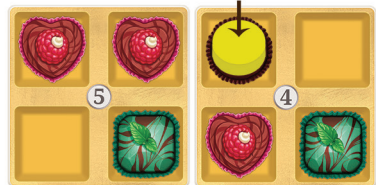
You may rotate Box tiles as needed. The chocolates on the adjacent Box tiles need not match, but may help you win the Scoring cards at the end of the game.

Once a Box tile is installed into your Display, it may not be moved or rotated in future turns.

Your Display may never be larger than 3 Box tiles by 2 Box tiles. It may be oriented horizontally or vertically, as you choose.

### Place a Wild Chocolate

Place 1 of the Wild Chocolate tokens in your possession in any 1 of the 4 spaces of any Box tile in your Display.



Example: Kira has some Raspberry chocolates in her Display that are not connected. She wants to connect them in order to win the Raspberry Scoring card for having the most connected Raspberry chocolates. She takes 1 of her Wild Chocolate tokens and places it on her Display so that the Raspberry chocolates are connected.

Wild Chocolate tokens on your Box tiles will count as all of the orthogonally adjacent chocolates in your Display at the end of the game when awarding Scoring cards. It is possible that a Wild Chocolate can count as multiple types of chocolate.

You may cover up a chocolate in a Box tile, but the Wild Chocolate does not count as the chocolate underneath it, only the chocolates orthogonally adjacent to it.



Once a Wild Chocolate token has been added to your Display, it may not be moved in future turns.

You may not perform this action if you do not have a Box tile in your Display or have no unplaced Wild Chocolate tokens.

**Important:** At the end of the game, each Wild Chocolate token you possess not in your Display is worth 1 point.

### 3 - End Phase

You may only have 6 Chocolate cards in your hand at the end of your turn. Discard any Chocolate card(s) you wish from your hand if you have more than 6.

If there are fewer than 6 Chocolate cards in the Share Tray, draw from the Chocolate deck to refill the Share Tray to 6. If the Chocolate deck runs out, shuffle the discards to form a new deck.

Check the end-game conditions below. Play passes to the left.

### Ending the Game

The end-game condition is met when a player has 6 Box tiles in their Display. The first player to place the 6th Box tile into their Display immediately takes the First Scoring card.

Play will continue until every other player has taken 1 more full turn. Once all other players have taken a turn, award the Scoring cards. Then, move on to Final Scoring.

### Awarding the Scoring Cards

Each Scoring card has an image of a chocolate. Scoring cards are awarded to the player who has the largest number of connected (orthogonally adjacent) chocolates in their Display that match the chocolate on the Scoring card. **Remember:** Count any Wild Chocolate tokens when adding up your connected chocolates!

If there is a tie for the largest number of connected chocolates, then no player is awarded the Scoring card. Flip that Scoring card face-down.

## Final Scoring

Add up the points shown in the center of each Box tile in your Display and any points on Scoring cards awarded to you. Add 1 point for every Wild Chocolate token in your possession that is not in your Display. The player with the most points wins! In the event of a tie, the tied player with the most Scoring cards wins. Still a tie? All tied players share the victory!



Example: In the final scoring example shown above, Kira has the most connected Mint chocolates (5) and the most connected Nut Cluster chocolates (5) earning her the Mint and Nut Cluster Scoring cards. Kira's final score is 3 + 4 + 1 unused Wild Chocolate token + 25 Box Points = 37 Points.

## Credits

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