

FABRYKA CZEKOLADY
manual



FABRYKA CZEKOLADY

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instrukcje wideo
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Components

45 Chocolate Cards

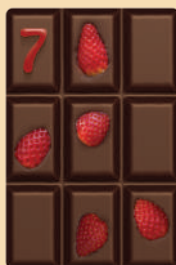
with biscuits
(5 Cards)



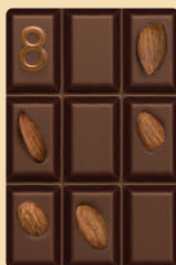
with blueberries
(6 Cards)



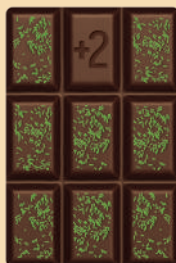
with strawberries
(7 Cards)



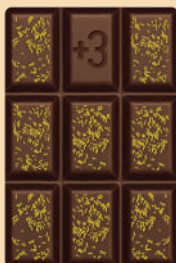
with almonds
(8 Cards)



with green sprinkles
(4 Cards)



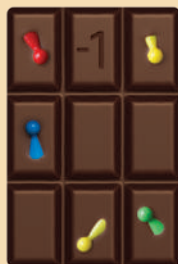
with yellow sprinkles
(2 Cards)



with pink sprinkles
(1 Card)



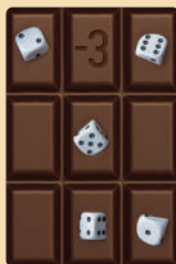
with pawns
(3 Cards)



with meeples
(4 Cards)



with dice
(2 Cards)



with white chocolate
(3 Cards)



2 Reference Cards
(1 for each player)

First Player
Token



Goal of the game



The game takes place in a chocolate factory. There are bars of chocolate with different fillings and sprinkles on the conveyor belt. For bars with biscuits, blueberries, strawberries, almonds and sprinkles players get **positive points**. Unfortunately, some bars are filled with pawns, meeples and dice (probably the factory workers were playing boardgames during their shift). You get **negative points** for any bar of this kind!

You need to decide when is the best moment to take the chocolate bar from the conveyor belt in order to get as many points as possible.

The winner is the player who gets **3 pieces of white chocolate**. However, if neither player gets 3 pieces of white chocolate, the winner is the player **with the most points** for their Cards.

Game setup

- A** Each player takes one **Reference Card** and places it in front of themselves with brown side up.
- B** Shuffle all **Chocolate Cards** and place them in a face down pile. Next, draw **3 cards** from the top of the pile and put them in the box without looking at them (these cards will not be used in this game).
- C** Each player draws **5 Cards** from the top of the pile without revealing them to their opponent.
- D** One player draws **2 Cards** from the top of the pile and places them face up in the middle of the table. This is the beginning of the **conveyor belt**. More cards will be played here throughout the game.
- E** The player who has recently eaten a chocolate (or the oldest player) takes the **First Player Token**.



Gameplay

The game lasts **4 rounds**, unless one of the players gathers **3 pieces of white chocolate**. If any of the players manages to achieve this goal, the game ends immediately and that player is the winner.

During each round players take turns (starting with the person with the **First Player Token**) During their turn the player performs exactly **one** of the following activities:

A Play 1 Chocolate Card on the conveyor belt

OR

B Collect 5 Chocolate Cards from the conveyor belt.

During a single round each player will take **6 turns**:

- during five of them the player will **play 5 cards to the conveyor belt** (1 card per turn),
- during any one of them the player will **collect 5 Chocolate Cards from the conveyor belt**.

Remember that you can **collect 5 Chocolate Cards** in any of your turns. However, you are allowed to do that only once per round!



A PLAYING 1 CHOCOLATE CARD ON THE CONVEYOR BELT

- The player chooses one of the cards from their hand and plays it face up on the conveyor belt next to the card placed there most recently.
- **Attention!** After playing the card you do not draw a new card from the pile.
- Player's turn ends. Now it's the other player's turn.

Example: A player decides to play a new Chocolate Card on the conveyor belt during their turn. They choose one of their cards and place it face up on the belt. The player's turn is over (they do not draw a new card). Now it's the other player's turn.



B COLLECTING 5 CHOCOLATE CARDS FROM THE CONVEYOR BELT

Attention! This activity can be performed during any turn. However, each player can perform it only once per round!

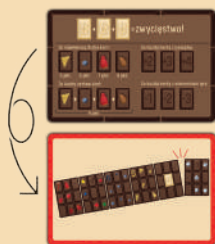
- The player takes 5 most recent Chocolate Cards from the conveyor belt (see the example on the next page).

- They place the collected cards face up in front of themselves. The collected cards should be placed in a way that allows both players to see the numbers and kinds.
- The player flips their **Reference Card** on the other side. This way it is easily visible that they have already collected the Chocolate Cards from the conveyor belt and they can't perform this activity again this round.

If there are **less than 5 cards** on the conveyor belt, the player collects them all.

If there are **no cards** on the conveyor belt, the player **can't** perform this activity. They have to add 1 Chocolate Card from their hand to the conveyor belt.

Example: A player decides to collect 5 cards from the conveyor belt during their turn. They take 5 most recent cards placed there (the ones located the furthest from the pile): cards with almonds, biscuits, green sprinkles, biscuits and meeples. They place the collected cards in front of themselves and flip their Reference Card on the other side.




The round ends once both players had 6 turns (both players added Chocolate Cards to the conveyor belt 5 times and collected Chocolate Cards once).

Preparation for the next round:

- Chocolate Cards on the conveyor belt remain in place,
- The First Player Token is handed over to the other player,
- Both players flip their Reference Cards to the brown side facing up),
- Each player draws 5 Chocolate Cards from the pile.

End of the game

The game can end in 2 ways:

- A** When any player collects **3 pieces of white chocolate**  before the end of the 4th round. The game ends immediately and this player is the winner.
- B** If nobody collects 3 pieces of white chocolate, the game ends **after the 4th round**. The player who gathered **the most points** is the winner. In case of a tie, the winner is the player with more Chocolate Cards with almonds. If there is still a tie, players rejoice in their shared victory.

POINTS FOR CHOCOLATE CARDS



The player who gathered the most Chocolate Cards with biscuits gets **5 points**.



The player who gathered the most Chocolate Cards with blueberries gets **6 points**.



The player who gathered the most Chocolate Cards with strawberries gets **7 points**.



The player who gathered the most Chocolate Cards with almonds gets **8 points**.

8 In case of a **tie**, nobody gets points for the given kind of Chocolate Cards.

POINTS FOR SETS OF CHOCOLATE CARDS WITH DIFFERENT FILLINGS



For each full set of 4 Chocolate Cards with different fillings (biscuits, strawberries, blueberries and almonds) the player gets **5 points**.

Example: The player collected the following Chocolate Cards. They have 2 sets of different fillings, so the player gets 10 points.



POINTS FOR CHOCOLATE CARDS WITH SPRINKLES



For each Chocolate Card with **green** sprinkles the player gets **2 points**.



For each Chocolate Card with **yellow** sprinkles the player gets **3 points**.



For the Chocolate Card with **pink** sprinkles the player gets **4 points**.

POINTS FOR CHOCOLATE CARDS WITH GAME PIECES



For each Chocolate Card with pawns the player gets **-1 point.**



For each Chocolate Card with meeples the player gets **-2 points.**



For each Chocolate Card with dice the player gets **-3 points.**

You have to **deduct** these points from the score gained for other Chocolate Cards.



Attention! Players **do not get any points** for Chocolate Cards with white chocolate.

Example: Neither player has collected 3 pieces of white chocolate, so the game ends after the 4th round.

Players count the points for their Chocolate Cards. First of all, they check who has the most Chocolate Cards with different fillings:

- Biscuits: 5 points for player B,
- Blueberries: 6 points for player B,
- Strawberries: both players have the same number of cards, so nobody gets 7 points,
- Almonds: 8 points for player A.

Next, they check how many sets of Chocolate Cards with 4 different fillings each of them has:

- Player A has 2 sets = 10 points,
- Player B has 3 sets = 15 points.

After that, they score points for each Chocolate Card with sprinkles and game pieces.

Player A:

- 3 Chocolate Cards with green sprinkles = 6 points,
- 1 Chocolate Card with pink sprinkles = 4 points,
- 3 Chocolate Cards with meeples = -6 points.

Player B:

- 1 Chocolate Card with green sprinkles = 2 points,
- 1 Chocolate Card with yellow sprinkles = 3 points,
- 3 Chocolate Cards with pawns = -3 points,
- 1 Chocolate Card with dice = -3 points.

Chocolate Cards with pieces of white chocolate do not give any points.
Player B is the winner – they scored 25 points, while Player A scored 22 points.

Player A



Player B



Note: We prepared little game
for you. We included a few
challenges on the sides
of the box. Will you be able
to complete them all? Have fun!

Check out our other games!

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 /NaszaKsiegarnia



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