

# שוקות

## Choco-Boom – Game Rules

### Played with:

Players: 2-4, Age: 7 and up

### The Game Includes/ What's in the Box?:

110 cards depicting 7 different items. All items come in 4 different colors: Brown, Yellow, Red and Light Blue.

### Objective of the Game:

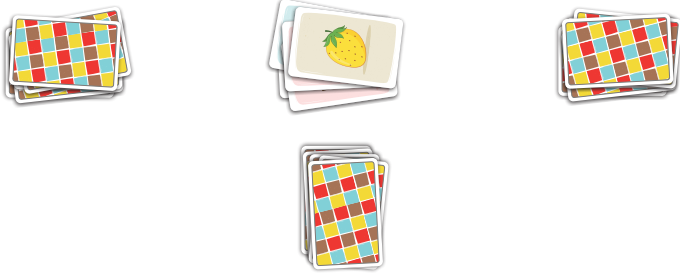
To end the game with the most cards.

### Preparing to Play:

Sit around the table so that every player can easily reach the cards in the center. It is highly recommended to remove any objects from the play area and to take off any rings from your fingers.

### How to Play / Let's Play:

Shuffle all the cards thoroughly and deal 25 cards to each player. Put the remainder back into the box. Each player places their cards face-down in a deck in front of them. The player whose birthday is closest opens the first round.



Each player, in their turn (proceeding clockwise) draws the top card from their pile and places it face-up in a center discard pile. While doing so the player must call out the name of the item associated with the color of the card. (Which is usually not the item displayed on the card they placed). Whenever placing a yellow card the player must call out: "Banana". Whenever placing a red card the player must call: "Strawberry". Whenever placing a brown card the player must call out: "Choco", and whenever placing a blue card the player must call out: "Elephant".

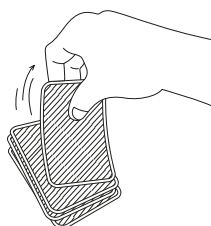


The Parrot is the only exception.

### What Happens when a Parrot Card is Placed on the Pile:

When placing a Parrot card, regardless of its color, the player must repeat the color the previous player called out. The Parrot's color is called out only when a Parrot card is placed as the first card, or a Parrot card is placed after a pause in the game.

**IMPORTANT:** a card must be drawn forward and not backward so that the drawing player will not see the card before the other players. It is also important to place it quickly so that the others will not see it before the drawing player.



The players continue to play according to their turn and without stopping until there is a "Double".

### Double:

A "Double" is created when a player places on the discard pile the same item placed by the previous player (even if they are not the same color). At this moment every player must hurry to try to be the first to slap the discard pile, and the fastest player wins all the cards in the pile and adds them to bottom of his or her deck. The player whose turn is next begins a new discard pile.

**NOTE:** In case of a double the item does not have to be called out, however such an announcement (whether correct or incorrect) is not a violation.



### Violations and Fines:

A player who commits a violation pays a fine of two cards they add to the bottom discard pile. After paying the fine, and when all the other players are ready, this player is also the one who resumes the game.

The violations are:

- Calling out any other item than that required by the card. For example: a player placed a blue strawberry and called out "Strawberry!" instead of "Elephant!"
- Making sounds of hesitation such as "ahhh", "ummm", etc.
- Hesitating for more than 2 seconds before calling out the item. There is no need to use a stopwatch to measure the time, however when playing a fair game the player who hesitates too long is expected to admit they committed a violation and to pay the fine.
- Slapping the discard pile at the incorrect time.
- Falsely accusing another player.

### Ending the Game:

- When playing with 3 or 4 players, players who do not have any cards left may continue to try and win the pile without placing a card on their turn, but they must place both their hands in front of them on the table. If they win the pile they return to play, but if another player wins the pile, then the game ends. At the end of the game the winner is the player with the most cards.
- When playing with 2 players, the game ends immediately when one player places their last card on the pile.

### Advanced Version:

If you feel experienced enough and want to play a more challenging (entertaining) version, add 2 additional instances in which you can slap the pile:

- Slap the discard pile whenever you see a yellow elephant on top.
- Slap the discard pile when the same item is called for the fourth time in a row.

Enjoy the game!

Haim Shafir