



Chokos are much more like us than you imagine. They want to be cuddled and demand oodles of attention. They love sport, walks, going out for cocktails and any other social activity.

They love technology and watch cartoons, films and all kinds of TV series on any available device.

But there's one thing they adore more than anything else....dressing up.

60 Chokos are moving around your house, all disguised as TV personalities and each one looking for its soulmate.

Will you be clever enough to pair up more couples than your opponent?



Use and shuffle only the Choko pack



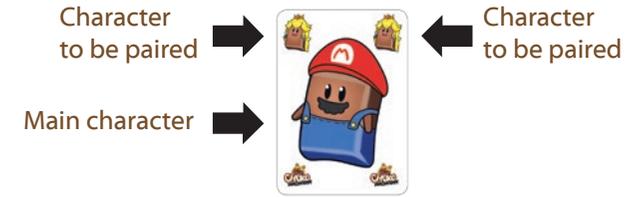
Each player takes 3 cards from the deck

PREPARATION

Take 4 cards at random from the Choko Deck and place them face upwards on the table next to one another.

TURNS

How to read the symbols on the cards



The youngest player begins.

The aim is to pair the most Choko couples possible until the cards run out.

In our turn we must play at least one card in our hand.

If the card **doesn't allow any pairing** with those on the table, we place it at three-quarters angle over whichever of these we choose, and our turn is over.



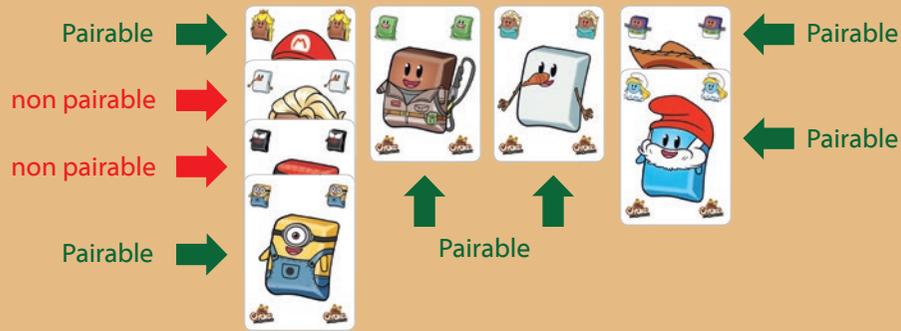
If the card **permits a pairing**, we place both the cards next to us and continue with other pairings if possible, otherwise we throw away a non-pairable card and our turn is over. If we finish the cards, our turn is over.



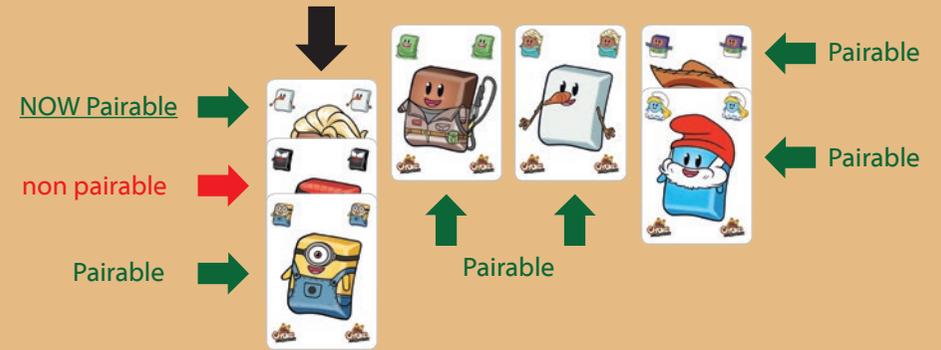
Everytime our turn ends, we must take from the deck the number of cards needed to bring the number of cards in our hand back to 3.

PAIRABLE CARDS

Not all the cards on the table can be paired, **only the first and last ones in the 4 columns.** The cards in between are "momentarily" out of the game.



The non-pairable ones can re-enter the game only if they become the first or last in their columns.



PARTICULAR CASES

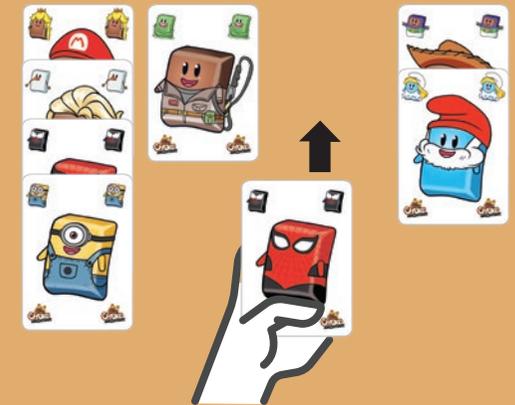
If during our turn we notice a match among the cards on the table, we can pick the pair up and add it to our hand.



If a pairing occurs among the cards in our hand, we can play it when it is our turn.



If during our turn a column is left without cards, our non pairable card must obligatorily be placed in the empty column.



VICTORY

The game ends when all the cards in the deck and in the players' hands are finished.

Then a count is made of the number of couples each player has managed to pair up, the player with the most pairs being the winner.



The player who pairs the ChokoMannaro sets off the attack on the adversary. They take two cards, shuffle them behind their back, then place them on the table covering them with their hands.

The other player has to choose which hand they want to be shown

If they find the Choko they save one of the pairs they have made during the game.

If they find the ChokoMannaro They lose one of the pairs they have made during the game.

The game continues like this up to the last pair. Once the attack is over, the player continues his/her hand. The pairs savaged by the ChokoMannaro will be eliminated from the game.