



Choco-Chip Chomp!

How to Play

Players: 2 - 4
Time: about 10 minutes
Equipment: game board, pencils,
one player piece per player, one
six-sided die

The GOAL of CHOCO-CHIP CHOMPI:

Be the champion choco-chip chomping mouse!

PREPARATION:

- *Print out the game board.
- *You need one player piece for each player. Alternatively, you can use different colored pencils and draw your course as you move around the board to keep track of your position.
- *Get pencils
- *Get one six-sided die.

GAME PLAY:

- *Write your symbol on one of the mice. You start the game from the entrance that mouse is at.
- *The last player to see a mouse goes first. Or, the youngest player can go first.
- *On your turn, roll a die and move the number of spaces shown.
- *No u-turns allowed.
- *If you land on a space with a choco-chip, roll the die again. If the roll is **greater** than the number of chips you have already claimed, then you get to claim the chip by writing your symbol in it. So, if you have no chips yet, any roll will get you the chip. If you have claimed 5 chips, you need a 6 to claim the current chip.
- *The biggest chips are worth 3 points, the medium-sized chips are worth 2 points and the smallest are worth 1 point.
- *If you run into another mouse you must stop at the space before it.

Chance Spaces:

If you land on a chance space (marked with a question mark), roll the die again.

*If you roll a:

1 = A cat chases you away. Leave the cookie through the nearest entrance.

2 = All is quiet in the house. Take another turn.

3 = You are in a chewing mood. On your next turn you may chew a hole in a wall.

This lets you pass through the wall as though it were a door, but only on that one turn.

4 = Sleepy time. You take a nap. Lose a turn.

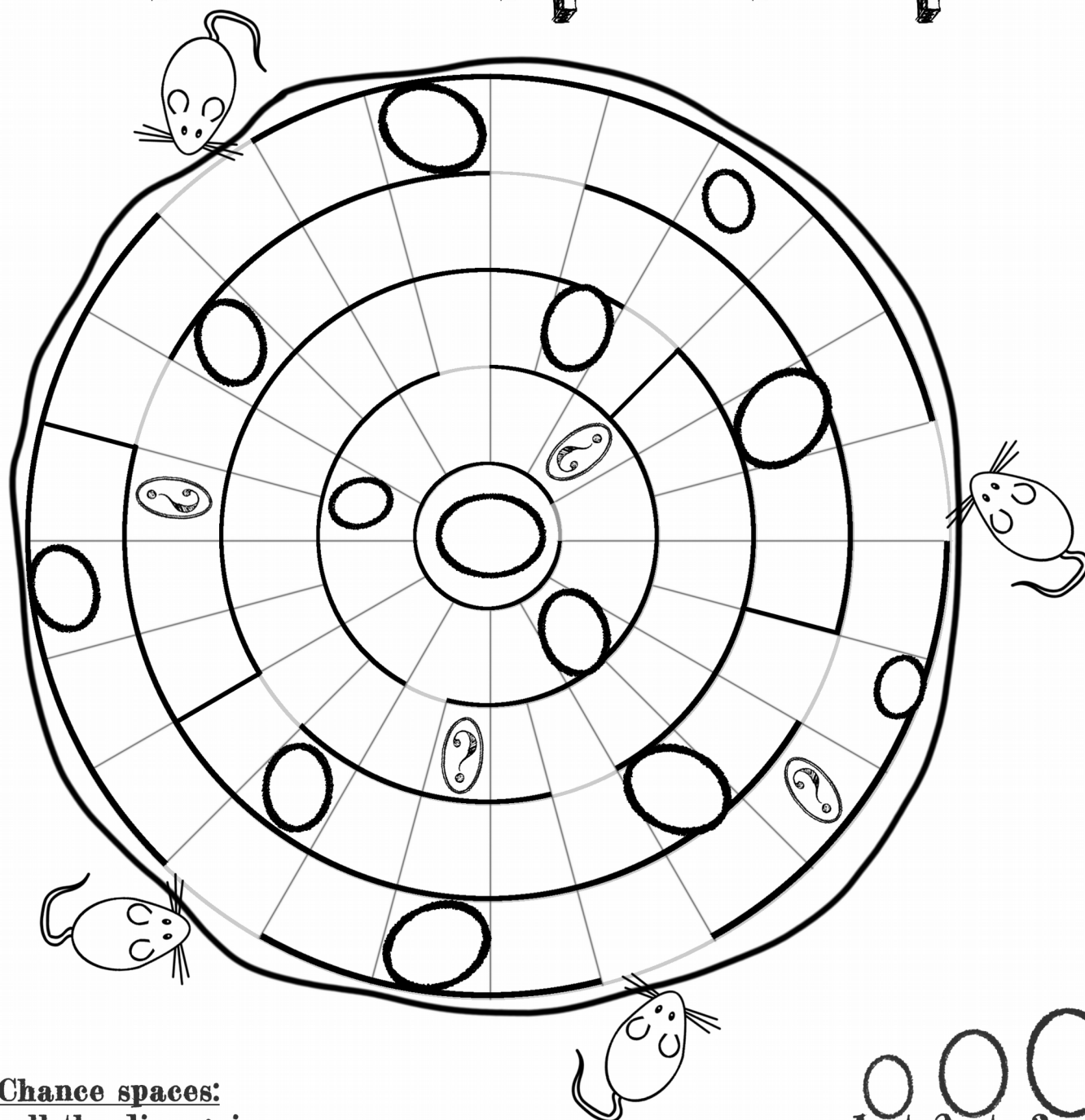
5 = Chip trade. Exchange claimed chips (if you have one) with another player. You choose the chips to trade.

6 = It's your lucky day. Go to the middle.

ENDING the GAME:

- *The game ends when the chip at the middle of the cookie and at least three other chips have been claimed.
- *The player with the most points wins!

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roll the die again.

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1 pt 2 pts 3 pts

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