



The Farmers of Chocolate

2-3 players || 15-30 min || Age: 12+

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Chocolate is the most popular sweet treat in the world—symbolizing pleasure, luxury, and love. However, for cocoa farmers in West Africa, chocolate is nothing more than a cruel and unsustainable means of survival. Burning forests and enslaving their own children, farmers earn less than \$1 a day, living in shackles of poverty.

“Cocoa, the Farmers of Chocolate” is a board game where players take on the role of cocoa farmers and navigate through the challenges of farming/selling cocoa beans and earning livelihoods. Come play and learn about how your beloved sweet is made, bean-to-bar!

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<Table of Contents>

[Game Components](#)

[Object of the Game](#)

[Game Layout](#)

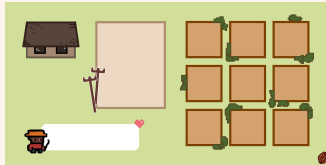
[Game Play / Steps](#)

Game Components

"Cocoa" is a physical-digital hybrid board game. It requires both the physical component and the website to play.

<Physical Component>

Game Boards



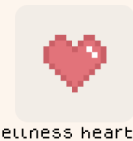
3 cocoa plantations for the players - each contains:

- 9 deforested plots of land
- Drying rack for storing cocoa beans
- Wellness heart tracker

Playing Pieces

Cocoa trees

- Sustainable trees: trees grown through eco-friendly farming methods / costly but higher yield and sustainable
- Unsustainable trees - trees grown through conventional, unsustainable farming methods / cheaper but lower yield and harmful



Cocoa beans (1-pack/5-pack)

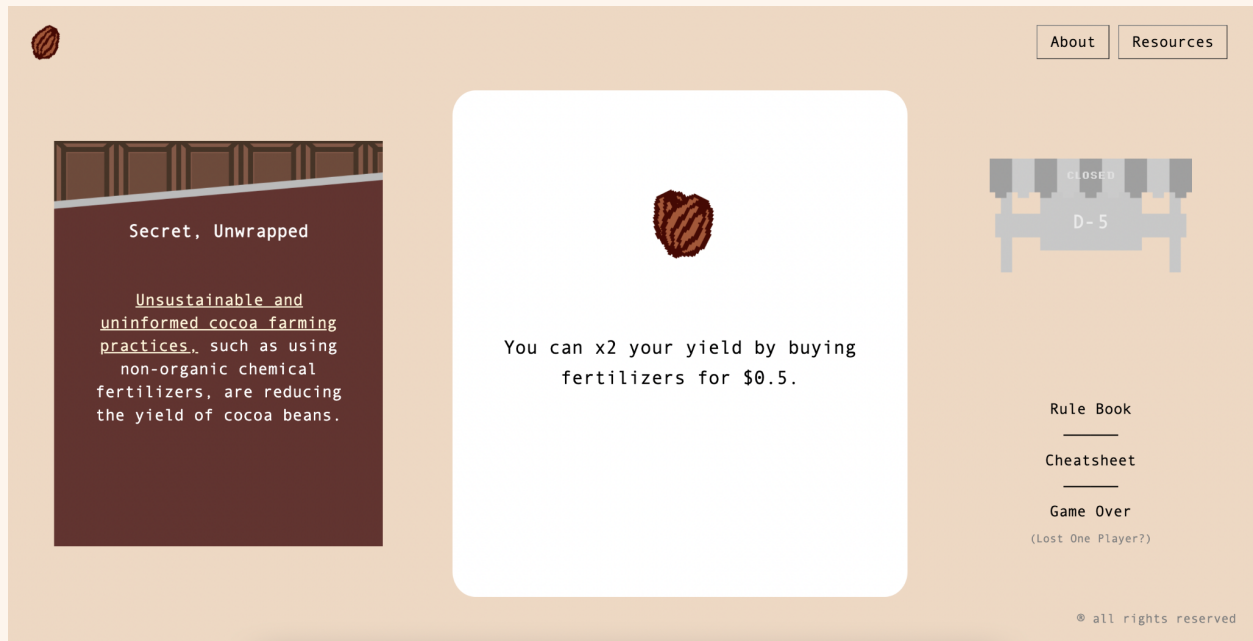
Plots of land: indicate land quality

- Forested plot: healthy / yields greater amount of cocoa beans
- Unusable plot: infertile / trees can no longer grow nor yield any cocoa
- Deforested plot: default and average

Cash (\$5 bills/\$1 bills/\$0.10 coins)

Wellness hearts: represents wellbeing of players/farmers and their families

<Website>



Cards/Events

- Card Deck: cards that players flip on every turn
 - Secret, Unwrapped: Relevant interesting fact about chocolate displayed alongside card
- Unexpected Events: events that arise randomly throughout the gameplay

Marketplace

- Cheatsheet: diagram of the marketplace price rates and yield amount of cocoa trees

Object of the Game

Players are smallholder cocoa farmers in West Africa. They start with an uncultivated/deforested cocoa plantation, 3 wellness hearts, and 10 dollars. Players have to cultivate the plantation, harvest cocoa beans, and earn money—overcoming various hardships that arise along the way.

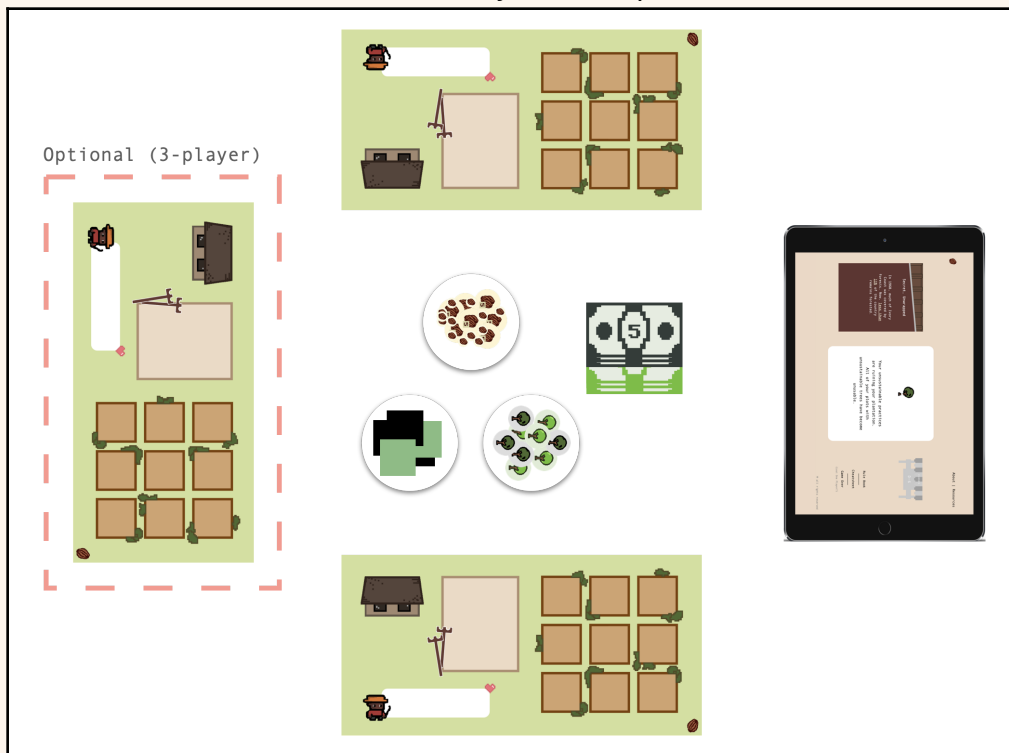
Players' main goal is to survive. They die when they:

- Lose all their wellness hearts
- Their entire plantation becomes unusable
- Go into debt (<0 dollars)

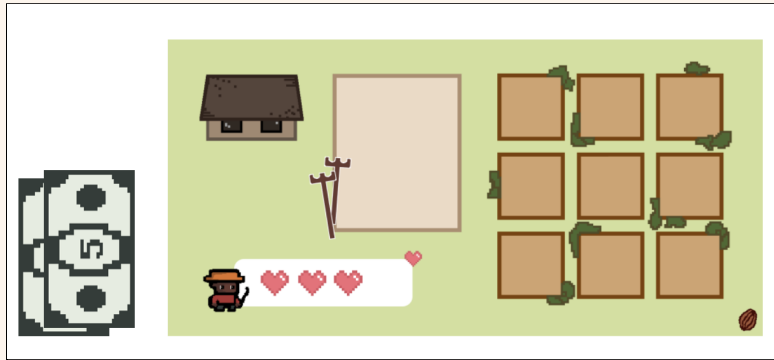
The last player to survive wins.

Game Layout

2-3 Player Setup



Starting the Game



- 3 wellness hearts, 10 dollars, 9 deforested plots -

Game Play

<Pre-Game: Prepare to Play>

1. Open website, select number of players, and read instructions or watch tutorial
2. Place the game boards, tokens/containers, and a mobile device as shown in the Game Layout. (Remember: 1 plantation for each player)
3. Choose a starting player. This won't affect the game play.
4. Begin game on the website

<Phase 1: Cultivate Your Plantation>

5. The marketplace will automatically open on the website.
6. Buy cocoa trees. Choose between sustainable vs. unsustainable trees based on their prices and yields listed on the cheatsheet.
7. Plant the cocoa trees you bought on your plantation. (One tree per plot)
8. Exit marketplace

<Phase 2: Farm, Live, and Spend>

9. Collect cocoa bean yields from your plantation. Amount of yield depends on the type of tree (sustainable vs. unsustainable) and the quality of plot (deforested vs. forested vs. unusable). Refer to the cheatsheet for more info.
10. Flip a card on the website and respond to the situation given. Cards can harm or benefit you. They could eventually make you die. They:
 - Add/take away your wellness hearts
 - Make you lose or gain cocoa yields/money
 - etc.

Don't forget to take a look at the "unwrapped secret" of the chocolate industry

11. Repeat (9) and (10) until each player has gone 3 times.

<Phase 3: Sell and Buy at the Marketplace>

12. After 3 rounds, the marketplace will automatically open on the website.
13. Sell cocoa beans. Each bean is sold for \$0.10.
14. Buy cocoa trees. Choose between sustainable vs. unsustainable trees.
15. Exit marketplace.

<Phase 4: Repeat>

16. Repeat (9) to (15) until only one player survives. Click "Game Over" Button.

a. For a 3-player game, when one player dies, click the "(Lost One Player?) option

* Unexpected events may pop up on the website during the course of the game. If so, respond to the situation given.