COCOA

The Farmers of Chocolate

2-3 players || 15-30 min || Age: 10+

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Object of the Game

As smallholder cocoa farmers in West Africa, players 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 hardships that
arise along the way.
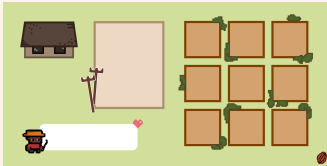
Players' main goal is to survive. They die when they:

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

The last player to survive wins.

Components

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

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
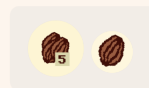

Cocoa beans (1-pack/5-pack)
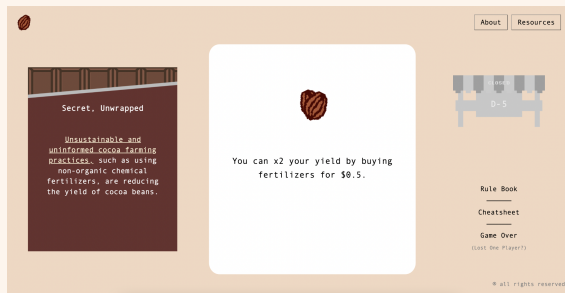
Plots of land: indicate land quality
- Forested plot: healthy / yields more amount of cocoa
- Unusable plot: infertile / trees can no longer grow nor yield any cocoa
- Deforested plot: default and average

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

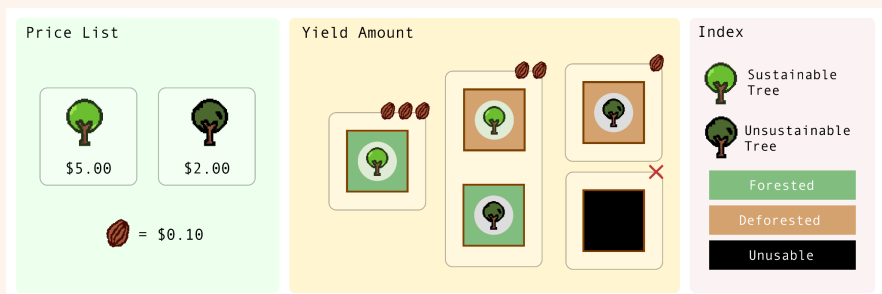Wellness hearts: represents wellbeing of players/farmers and their families

Website

Cards/Events
- ● Card Deck: cards that players flip on every turn
  - ○ Secret, Unwrapped: Relevant interesting fact about chocolate

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

Game Layout

Starting the Game

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

Game Play

1. Open website, select number of players, and read instructions
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. 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.
        a. For a 3-player game, when one player dies, click
           the "Lost One Player?" option
        b. When players die on the same round, the player
           with the most amount of money wins.
17. Click "Game Over" Button