

# CACAO

A game for 2-4 tribal chiefs, 8 years and up

GAME INSTRUCTIONS



## GAME MATERIALS

44 worker tiles – backs in player colors

11 each in red, purple, white and yellow



4x 1-1-1-1



5x 2-1-0-1



1x 3-0-0-1



1x 3-1-0-0

4 water carriers in wood

1 each in red, purple, white and yellow



4 village boards – backs in player colors

1 each in red, purple, white and yellow

28 jungle tiles – gray backs

8x plantation



6x single plantation

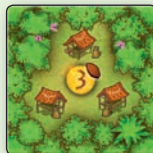


2x double plantation

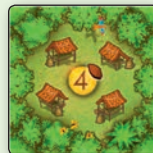
7x market



2x selling price 2

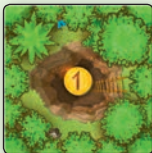


4x selling price 3

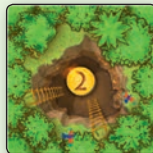


1x selling price 4

3x gold mine



2x value 1



1x value 2



3x water

2x sun-worshipping site



5x temple



20 cacao fruits in wood



12 sun tokens



48 gold coins



24x value 1



12x value 5

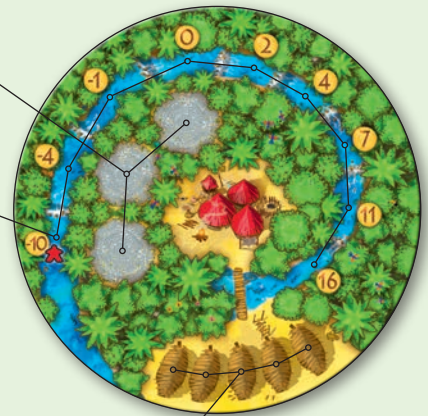


12x value 10

Sun-worshipping places

Water fields

Storage spaces for cocoa fruit



1 set of instructions

1 overview sheet for jungle tiles (The sheet is part of the instructions – please be sure to read it!)

## OBJECT OF THE GAME

Cacao takes the players into the exotic world of the “Fruit of the Gods.” Each is a tribal chief trying to lead his tribe to fame and wealth by growing and trading in cacao. At the end of the game, the player with the most gold wins.



## COURSE OF THE GAME

The game proceeds over several rounds, played in clockwise order. The oldest player becomes the starting player and begins.

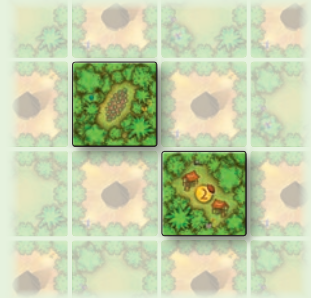
### THE PLAYING AREA

During the course of the game, the players add worker tiles and jungle tiles to the playing area.

In general, the following tile-laying rules apply:

1. A worker tile may never be laterally adjacent to other worker tiles.
2. A jungle tile may never be laterally adjacent to other jungle tiles.

This way, a chessboard pattern of worker and jungle tiles is formed. The starting tiles have already determined whether you have to put a worker tile or a jungle tile on an unoccupied square of this pattern. In the following, the squares that are occupied with jungle tiles are called jungle spaces.



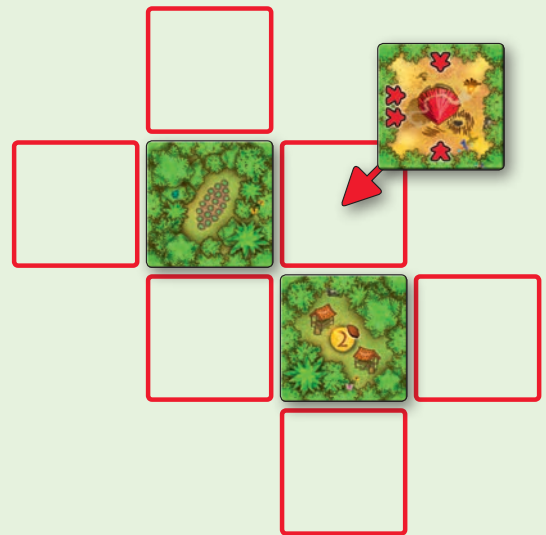
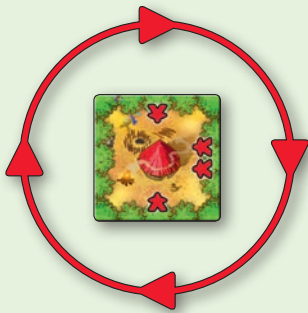
### A GAME TURN

On your turn, you have to carry out the following steps in the order indicated:

#### A) Place 1 worker tile

Choose 1 worker tile from your hand and place it laterally adjacent to at least 1 jungle tile already in play.

You may orient the worker tile in any direction you want.



#### B) Fill jungle spaces

The placement of worker tiles can trigger the filling of jungle spaces. If, due to the newly placed worker tile, there are now 2 worker tiles adjacent to 1 unoccupied jungle space, you have to fill this space. It doesn't matter to whom the adjacent worker tiles belong. It may happen that several jungle spaces need to be filled.

For each jungle space to be filled, you pick 1 jungle tile from the jungle display and place it on the applicable space. If you have to fill 2 jungle spaces, you can decide which jungle tile you put on which of the two spaces.

**Attention:** The jungle display is refilled only at the end of the game turn.

**Note:** In the extremely unlikely case that you have to fill more than 2 jungle spaces, you first place the two tiles from the jungle display. In order to fill more jungle spaces, you draw the jungle tiles from the jungle draw pile.

If you don't have to fill a jungle space resulting from the newly placed worker tile, or if there are no jungle tiles left in the jungle display and on the jungle draw pile, the filling action is omitted.



### C) Carry out jungle tile actions

Each worker on the newly placed worker tile that is adjacent to a jungle tile is activated. By activating a worker, you may carry out the actions of the adjacent jungle tile.

You find a detailed description of the actions of the different jungle tiles on the **overview sheet for jungle tiles**. The overview sheet is part of the game instructions and has been separated from them merely for better clarity.

If jungle spaces have been filled during the current turn, now the adjacent workers of the respective other players are activated as well.

**Attention:** Each worker is activated exactly one time during the game – **either** by placing the worker tile **or** by filling adjacent jungle spaces with jungle tiles later on.

The players involved can carry out the actions simultaneously and independently of one another.

**Note:** Everybody involved may partly or entirely forgo the carrying out of actions.

You may freely determine the order in which you carry out the actions. However, the actions for workers on one edge of the tile have to be completed before the actions for workers on another edge of the tile are carried out.

**Note:** Players may make change for their gold coins at the bank at any time.

#### Ending a turn

After steps A) through C) have been carried out, you draw the top worker tile from your worker draw pile and take it into your hand. If your worker draw pile has been depleted, you skip this action.

If there are less than 2 jungle tiles in the jungle display, it is refilled to 2 jungle tiles by drawing tiles from the jungle draw pile, as far as possible. If the jungle draw pile has been depleted, the refilling of the jungle display is skipped.

This ends your turn; now it is your left neighbor's turn.

## END OF THE GAME

The game ends after the round in which all players have placed their last worker tile.

#### SCORING

1. The **temples** are scored individually, one after another. The players in first and second place obtain gold (see **overview sheet for jungle tiles**). To keep things clear, scored temple tiles should be flipped over to their back side.
2. For each **sun token** that you still own at the end of the game, you get **1 gold** from the bank.
3. Finally, you add up your gold and add to it the **value of the water field** on which your **water carrier** is standing at the end of the game. If the water carrier is still standing on a field with a negative value, you have to deduct the applicable number.

**Note:** Left-over cacao fruits don't give you any gold.

The player with the most gold wins.

In case of a tie, the player who wins is the one who has the most cacao fruits left. If there is still a tie, the players involved share the win.

We thank the Hans im Glück Verlag for kindly allowing us to use the figures from the Carcassonne game.

Author: Phil Walker-Harding

Illustrator: Claus Stephan

English translation: Sybille & Bruce Whitehill, "Word for Wort"

© 2015 **ABACUSSPIELE** Verlags GmbH & Co. KG, Frankfurter Str. 121, D-63303 Dreieich

Made in Germany. All rights reserved.

www.abacusspiele.de



*Example:*

*After Yellow has placed 1 worker tile and filled 1 jungle space, all players involved carry out the jungle tile actions:*

*Yellow receives 1 cacao fruit from the plantation and sells it at the market for 3 gold.*

*Red has 1 cacao fruit left in his storage and sells it at this market for 3 gold, too.*