

CACAO CHOCOLATL



An expansion for 2–4 chocolate lovers, 8 years and up

Cacao – Chocolatl contains 4 expansion modules that can be integrated into the basic game of Cacao, individually or in any combination. The rules of the basic game apply, with the following changes.

MAP MODULE

GAME MATERIALS

1 map board



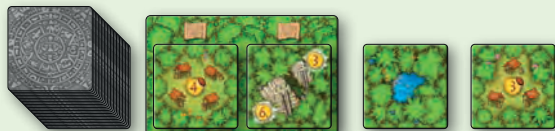
8 map tiles



SET-UP

Each player gets 2 map tiles. The surplus map tiles are put back into the box.

After setting out the jungle draw pile, place the map board directly next to it. Then, instead of drawing only the top 2 jungle tiles from the draw pile, draw the top 4 tiles. Lay the first two tiles face up on the marked spaces of the map board. Place the other two tiles, as usual, as a face-up jungle display next to the map board.



COURSE OF THE GAME

If you have to refill jungle spaces, you can – as usual – choose from the two tiles of the jungle display. In order to pick 1 jungle tile from the map board instead of from the display, you have to give up 1 map tile and put it back into the box.

Note: You are allowed to use your two map tiles on the same turn.

The map board is refilled only at the end of the game turn. Before drawing new jungle tiles, you first need to move tiles from the map board to the jungle display, so that there are 2 tiles lying there again.



END OF THE GAME

Attention: Unused map tiles don't give you any gold at the end of the game.

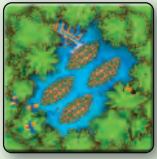
VARIANT

Players can agree to already allow overbuilding when the jungle draw pile is depleted.

WATERING MODULE

GAME MATERIALS

3 jungle tiles
watering



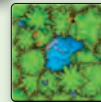
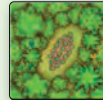
SET-UP

At the beginning of the game set-up, remove 1 single plantation and 2 double plantations and replace them with the 3 watering tiles. Put the removed tiles back into the box.

Attention: For the two-player game, replace only the two double plantations with 2 watering tiles. Put the third watering tile back into the box.

Instead of the market with a selling price of 2, select 1 water tile as the second starting tile.

The new starting set-up for the game with the watering module:



COURSE OF THE GAME

Watering

For each of your activated workers on the adjacent edge of the tile, you may move back the water carrier on your village board 1 water field in an anti-clockwise direction. For each water field that you move your water carrier back, you take 4 cacao fruits from the supply and put them on unoccupied storage spaces on your village board.

If your water carrier is standing on the water field with the value “-10”, you can’t get any fruit.

Attention: Any additional cacao fruit that you would get goes to waste, as usual. Therefore, it doesn’t make sense to connect tile edges that have more than 1 worker to a watering tile.

CHOCOLATE MODULE

GAME MATERIALS

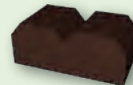
6 jungle tiles
3x *chocolate kitchen*



3x *chocolate market*



20 **chocolate bars** made of wood



SET-UP

At the beginning of the game set-up, remove the 3 gold mines and 3 markets with a selling price of 3 and replace them with the 3 chocolate kitchens and the 3 chocolate markets. Put the removed tiles back into the box.

Attention: For the two-player game, replace only 1 gold mine with the value “2” and 1 gold mine with the value “1” with 2 chocolate kitchens. Additionally, replace only 2 markets with a selling price of 3 with 2 chocolate markets. Put the third chocolate kitchen and the third chocolate market back into the box.

Place the chocolate bars as a supply next to the cacao fruit.

COURSE OF THE GAME

Chocolate kitchen

For each of your activated workers on the adjacent edge of the tile, you may turn 1 cacao fruit from your storage into 1 chocolate bar. Put the cacao fruit back into the supply. After that, you take the chocolate bar from the supply and put it on an unoccupied storage space on your village board.

Each storage space may be used either for 1 cacao fruit or for 1 chocolate bar.

Chocolate market

For each of your activated workers on the adjacent edge of the tile, you may sell 1 cacao fruit from your storage for 3 gold, or 1 chocolate bar from your storage for 7 gold. Put the cacao fruit or the chocolate bar back into the supply and then take the

applicable amount of gold from the bank.

If you have activated more than 1 worker, you may choose for each of the activated workers individually whether you want to sell 1 cacao fruit or 1 chocolate bar.

END OF THE GAME

Attention: Leftover chocolate bars don't give you any gold at the end of the game.

HUT MODULE

GAME MATERIALS

12 hut tiles, printed on both sides, with differing functions on the front and on the back



SET-UP

Take the 12 hut tiles into both hands and drop them from a low height onto the playing area. The sides that are now facing up show the function of the huts. The backs don't play a role for the current game.

After that, place the 12 hut tiles next to the bank as a supply, sorted by building costs.

COURSE OF THE GAME

At the end of your turn, you may build 1 hut of your choice from the supply. You pay the building costs indicated at the top of the hut by giving the applicable amount of gold to the bank.

For payment, you may use only gold coins that you already possess; gold that you would get at the end of the game (e.g., due to your water carrier or for temples) cannot be used for this.

Place the huts you build next to your own village board. You may not build any hut with the same function twice – but you may own any number of huts with different functions. Building a hut gives you either an advantage during the game or a bonus in the end.

END OF THE GAME

The gold you paid for building the huts is not lost: At the scoring, you add the building costs for your huts to your gold. Besides this, some huts grant you a bonus that you add to your total score as well.

VARIANT

Instead of a random assortment of huts, as described above, players can also agree on a selection of specific huts.

OVERVIEW OF THE HUT FUNCTIONS



Market crier:

Building costs: 4 gold

Function: Throughout the game, you sell your cacao fruits at adjacent markets with a selling price of 2 for 3 gold instead of for 2.



Hermit:

Building costs: 6 gold

Function: 1 gold for each of your worker that doesn't have an adjacent jungle tile at the end of the game.



Road worker:

Building costs: 6 gold

Function: At the end of the game, you obtain 1 gold for each of your worker tiles in the row or column where you have most of your worker tiles.



Trader:

Building costs: 6 gold

Function: Leftover cacao fruits in your own storage give you 1 gold each at the end of the game.



Farmer:

Building costs: 8 gold

Function: Whenever you get exactly 4 cacao fruits on one turn during the game, you receive 1 more cacao fruit, provided you have enough space left in your storage.



Shaman:

Building costs: 8 gold

Function: If you overbuild one of your worker tiles during the game, you don't have to put any sun token back into the supply for this.



Monk:

Building costs: 10 gold

Function: 1 gold at the end of the game for each temple you have at least 1 worker adjacent to.



Master builder:

Building costs: 10 gold

Function: At the end of the game, you obtain 1 gold for each of your other huts.



Foreman:

Building costs: 12 gold

Function: When you play a worker tile with 3 workers on one edge during the game, it is counted as having an additional 4th worker on that edge.



Fountain master:

Building costs: 12 gold

Function: 4 gold at the end of the game if your own water carrier is standing on the water field with the value "16".



Chief's daughter:

Building costs: 14 gold

Function: 4 gold at the end of the game.



Chief's son:

Building costs: 16 gold

Function: 4 gold at the end of the game.



Chief's wife:

Building costs: 20 gold

Function: 5 gold at the end of the game.



Chief:

Building costs: 24 gold

Function: 6 gold at the end of the game.



Author: Phil Walker-Harding

Illustrations: Claus Stephan

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

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