

CACAO CHOCOLATL



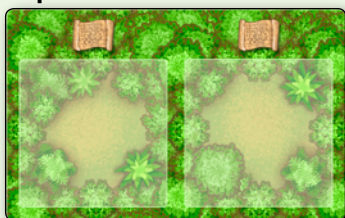
An expansion for 2–4 chocolate lovers, 8 years and up

Cacao – Chocolatl contains 4 expansion modules that may be integrated with the basic game of Cacao, individually or in any combination. The rules of the base game apply, except where noted by a module's rules.

MAP MODULE

GAME COMPONENTS

1 Map board



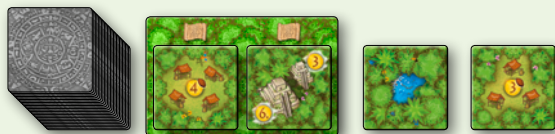
8 Map tokens



SETUP

Give each player 2 Map tokens. Put any remaining Map tokens in the box.

After shuffling the Jungle draw pile, place the Map board directly next to it. Then, instead of drawing 2 Jungle tiles from the draw pile, draw 4. Place the first 2 tiles face up on the marked spaces of the Map board, then place the next 2 tiles as a face up jungle display next to the map board.



PLAYING THE GAME

If you must fill one or more Jungle spaces, you may – as usual – choose from the 2 tiles of the Jungle display. Or, if you wish, you may spend 1 Map token in order to choose 1 Jungle tile from the Map board.

Note: You may use both of your Map tokens on the same turn.

As in the base game, Jungle tiles are replenished at the end of each turn in which they are taken. Before doing so, however, slide the tiles over to refill the Jungle display to 2 tiles. Then, draw tiles to fill the Map board.



END OF THE GAME

Attention: Unused Map tokens are not worth anything at the end of the game.

VARIANT

Players may agree to allow overbuilding as soon as the Jungle draw pile is depleted.

IRRIGATION MODULE

GAME COMPONENTS

3 Jungle tiles

3x irrigation



Remove 1 single plantation and 2 double plantations and return them to the box. Add the 3 irrigation tiles and shuffle the Jungle draw pile.

Attention: For a two-player game, remove only 2 double plantations, and replace them with 2 irrigation tiles.

Return the 2 removed double plantations and the third irrigation tile to the box.

The **start tiles** for the irrigation module: 1x single plantation



1x water



PLAYING THE GAME

Irrigation

For each of your activated workers on the adjacent edge of an irrigation tile, you may move the water carrier on your Village board back 1 space (counterclockwise). For each space your water carrier moves back in this manner, you may take 4 cacao fruits from the supply and place them on unoccupied storage spaces of your village board.

If your water carrier is standing on the first water field (-10), you may not take any fruit.

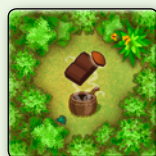
Attention: Any cacao fruit that you cannot store goes to waste, as usual. Therefore, it is of little use to send more than 1 worker to a irrigation tile at a time.

CHOCOLATE MODULE

GAME COMPONENTS

6 Jungle tiles

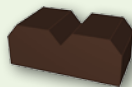
3x chocolate kitchen



3x chocolate market



20 chocolate bars made of wood



SETUP

Remove 3 gold mines and 3 markets with a selling price of 3 and return them to the box. Add the 3 chocolate kitchen and the 3 chocolate markets, then shuffle the Jungle draw pile.

Attention: For a two-player game, remove only 1 value "2" gold mine, 1 value "1" gold mine, and 2 markets with a selling price of 3. Add 2 chocolate kitchens and 2 chocolate markets, and shuffle the Jungle draw pile. Return the removed tiles and unused chocolate module tiles to the box.

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

PLAYING THE GAME

Chocolate kitchen

For each of your activated workers on the adjacent edge of the tile, you may convert 1 of your stored cacao fruit into 1 chocolate bar. Replace the cacao fruit in your storage with a chocolate bar from the supply.

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

Chocolate market

For each of your activated workers on the adjacent edge of the tile, you may sell 1 of your cacao fruit for 3 gold, or 1 of your chocolate bars for 7 gold. Return the sold good to the supply and gain the corresponding amount of gold from the bank.

If you have activated more than 1 worker at the chocolate market, you may choose, for each worker, whether you wish to sell a cacao fruit or a chocolate bar.

END OF THE GAME

Note: Leftover chocolate bars are not worth any gold at the end of the game.

HUT MODULE

COMPONENTS

12x Hut tiles, printed on both sides, with differing functions on the front and on the back.



SETUP

Take the 12 Hut tiles into both hands and drop them from a low height onto the playing area. The sides facing up are the huts available for the current game. The backs of the huts are unavailable.

Place the 12 Hut tiles next to the bank as a supply, sorted by building costs.

PLAYING THE GAME

At the end of your turn, you may build 1 hut from the supply, by paying gold equal to the cost of the hut.

You may only pay for a hut with gold coins you currently possess. Gold that you would gain at the end of the game (e.g., from the temples or water carrier) may not be used to pay for a hut.

Place the huts you build next to your Village board. You may not build a hut that is identical to one you already own. Each hut rewards you with either an ability during the game, or a bonus at game end.

END OF THE GAME

The gold you paid for building your huts is not lost: add the building cost of each of your huts to your gold total. Additionally, some huts grant you a bonus that increases your gold total.

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:

Cost: 4 gold

Function: During the game, you gain 3 gold when you sell cacao fruit at a market with a selling price of 2 (instead of the usual 2 gold).



Hermit:

Cost: 6 gold

Function: At the end of the game, gain 1 gold for each of your workers that is not adjacent to a jungle tile.



Road worker:

Cost: 6 gold

Function: At the end of the game, gain 1 gold for each of your Worker tiles in the row or column containing the largest number of your Worker tiles.



Trader:

Cost: 6 gold

Function: At the end of the game, gain 1 gold for each of your stored cacao fruit. These cacao fruit remain stored, in case of a tie.



Farmer:

Cost: 8 gold

Function: During the game, whenever you gain exactly 4 cacao fruit in one turn, gain an additional cacao fruit, provided you are able to store it.



Shaman:

Cost: 8 gold

Function: During the game, you may overbuild without paying a Sun token.



Monk:

Cost: 10 gold

Function: At the end of the game, gain 1 gold for each temple where you have at least 1 worker.



Master builder:

Cost: 10 gold

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



Foreman:

Cost: 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:

Cost: 12 gold

Function: At the end of the game, gain 4 gold if your water carrier is on the "16" value water field.



Chief's daughter:

Cost: 14 gold

Function: At the end of the game, gain 4 gold.



Chief's son:

Cost: 16 gold

Function: At the end of the game, gain 4 gold.



Chief's wife:

Cost: 20 gold

Function: At the end of the game, gain 5 gold.



Chief:

Cost: 24 gold

Function: At the end of the game, gain 6 gold.

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