



RULES OF THE GAME

Overall principles of the game

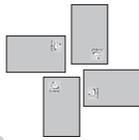
You are a farmer of a particular social class (rich, middle class, poor). The purpose of the game is to acquire wealth : the player who succeeds in obtaining the most land and making the most money over the course of ten farming seasons ultimately wins the game.

In each season, you roll the dice. Depending on what you roll, you may buy property and plant crops (cassava, tomatoes, or oil palms) in any of four zones, provided that you have sufficient money. You might also choose to upgrade the value of your land by replacing cheap crops with more expensive ones, or by playing 'upgrade cards' after acquiring adjacent plots planted with the same crop. At the end of each season, you receive an income based on your land possessions, crop types and upgrades, and you must pay a cost to carry on your operations over the next season. Also take into account that your land rights are never secure.

After five seasons, an event takes place in each of the four zones. These events will have a profound impact over the next five seasons on whoever owns land in the affected zone.

The ultimate goal of the game for all players is to acquire as much money and land as possible. It will become apparent that the poorer and middle-class players are at a comparative disadvantage. So depending on the class you belong to, you will need to adopt different strategies in order to thrive or even to survive.

Construct the playing board in this way :



Setting up the game

- Place the playing board in the middle. Place one 'event card' face down on each of the zones, so that no-one knows which event will strike in which zone.
- Distribute the roles of the players randomly and allocate the appropriate starting capital :
 - ☆: rich - starting capital : 30\$
 - : middle class - starting capital : 15\$; takes up role of banker if 4 players
 - △ and □: poor - starting capital 5\$ each.
- Roll the dice to determine the playing order : whoever rolls highest plays first, thereafter turns are taken clockwise.

Acquiring and cultivating land

- Each turn begins with a roll of the dice. The rich player can roll both dice. The middle-class and poor players can only roll one, except if they own a factory (see infra).
- The number rolled determines how many plots you may buy. Prices dependent upon the crop type planted (see table).
 - You may choose to buy fewer plots than the number permitted by the roll of the dice.
 - You may acquire land in any of the four zones on the playing board. Claim your land by placing your symbol (star, circle, triangle or square) on plots in any of the four zones of the playing board. Place a crop card on top of your symbol.
- If you succeed in buying adjacent plots cultivated with the same crop type, you may upgrade your land.
 - Place a hoe on top of 4 adjacent plots.
 - Place a truck on top of 6 adjacent plots.
 - Place a factory on top of 8 adjacent plots.
 - Plots are considered as adjacent if they touch horizontally or vertically, but not diagonally; acquiring adjacent plots with different crop types does not entitle you to upgrade the land.
 - Crop types can however be changed you may choose to either upgrade a crop (by paying the additional cost) or to downgrade it (free).



Playing the game

- Taking turns buying land :** Roll the dice. Decide how much land to buy in any of the four zones, and plant it with a crop of your choice. Players take turns acquiring land in this way.
- Receiving returns for past season :** After each round of turns, the season ends and each player receives a return on investment from the bank (see table).
- Paying costs for next season :** Next, you must pay an exploitation cost for the next season. This cost is determined by the roll of a single die.
 - 1 = pay 1\$ for each cassava plot
 - 2 = pay 2\$ for each cassava plot
 - 3 = pay 2\$ for each tomato plot
 - 4 = pay 4\$ for each tomato plot
 - 5 = pay 3\$ for each palm plot
 - 6 = pay 6\$ for each palm plot
- You may now negotiate sales, purchases or exchanges of plots with the other players. The price is determined by mutual agreement.
- Reshuffle of land rights :** When all players have received their income and paid exploitation costs, you are confronted with the possibility of shifting land rights. This process is simulated by a roll of a single die.
 - 1 = if you are poor, you may move your own or another player's property on the playing board.
 - 2 = if you are middle class, you may move your own or another player's property on the playing board.
 - 3 = if you are middle class, you may grab a plot from another player and plant it with a crop of your choice at no cost.
 - 4 = if you are rich, you may move your own or another player's property on the playing board.
 - 5 = if you are rich, you may grab a plot from another player and plant it with a crop of your choice at no cost.
 - 6 = if you are rich, you may grab two plots from other players and plant them with crops of your choice at no cost.

Event cards



After 5 full seasons, the 'events' take place by turning around the respective event cards. Costs and returns may change accordingly (see table).

- Market :** The presence of a market upgrades the value of your land. Over the next five

rounds, costs and returns are double what they were during the first five rounds.

- Mine :** The presence of mineral resources upgrades the value of your land. Remove all crop types. Recheck whether without crops, you have additional adjacent plots and adapt your upgrades according. Henceforth, you are entitled to a higher fixed return per plot. However, land also becomes more expensive to purchase.
- Private investor :** A private investor has moved in and has turned the entire zone into a large-scale oil palm plantation. Players can no longer acquire land in this zone. If you were already growing palm plots in the affected zone, you retain them and continue to generate revenue. If you were growing cassava or tomatoes in the affected zone, you receive a fixed salary per plot. Upgrades are removed.
- Cooperative :** If you are poor, you form a cooperative with the other poor player. Together, you earn upgrades for your accumulated common property, regardless of whether it is adjacent or not. Count the number of plots you have planted with a particular crop type in the entire zone (regardless of whether these plots are adjacent or not) and add upgrades accordingly. Decide on how you will share the joint revenue. Costs and returns of plots in this zone are unchanged.
- Disease :** A disease ruins the tomato and palm oil harvest. All previous upgrades are lost, and no further upgrades are possible. All crops now generate the same costs and returns.
- Flooding :** All property in the flooded zone is lost. Remove all cards and crops. The struggle over land in this zone starts from scratch, with unchanged costs and returns.

Negotiations

You can borrow or lend money to one another, negotiate to sell your turn to another player, buy or sell land from other players, and give plots of land for free to another player. Players may, at all time, strike deals over permanent or temporary forms of collaboration. Should any player be caught cheating, then the others may decide collectively on whether or not to impose a sanction.

Ending the game

The ultimate purpose of the game is to acquire as much land and money as possible. As will become apparent as the game progresses, this is significantly more difficult for the poor and middle-class players than for the rich player.



Initial phase

After events

Market

Mine

Private investor

Cooperative

Disease

Cost

Return

Cost

Return

Cost

Return

Cost **

Return

Cost

Return

Cost

Return



crop

2

1

4

2

10

6

-

1

2

1

2

1



crop

4

2

8

4

10

6

-

1

4

2

2

1



crop

6

3

12

6

10

6

-

3

6

3

2

1



upgrade

4

4

4

-

4*

-



upgrade

5

5

5

-

5*

-



upgrade

6

6

6

-

6*

-

* Collective return for all players who are member of the cooperative.

** Buying land in this zone is no longer possible.