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KA2 Partnership

The Coco Garden Game



This game was developed during the Game Jam in Berlin in December 2022 by Volker, Luca, Amelie, Jani and Arif.

It is an easy and fun game that teaches the principles about seasonal product.

Description of the Game:

Board game for 4 players meant to be played on schools and homes.
It can be used as a tool for teaching producing natural products on their season.
Growing vegetables and fruits on the right season will give advantages and minimize the consumption of the resources. Fun and easy to learn.

Rules

Setup

- Lay season boards on the table
- Shuffle all the card piles
- Each player selects product cards equally
- Place Event cards on one pile
- Deal 3 resource cards for each player and put the rest on pile
- With selected method (highest roll, rock-paper-scissors, etc.) define who gets what season board
- Player, who got the Spring board will be first

Game

On your turn, you can do ONE of the following actions:

Option 1.

- Draw cards:
- Throw 2 dices.
 - If pairs, draw an Event card. Do whatever card tells you to do and put the card on the bottom of the Event pile.
 - If not pairs, draw 2 resource cards.

Option 2.

- Grow your product
- When you gathered the necessary resources, you can grow your product.
- Necessary resources are defined by the product and the season you have. Check the resource table for needed resources. (it will be on the product card later)
- Discard the resources. Put the cards on the bottom of resource pile
- Put product, that you want to grow on the empty slot on your season board.
- You can only grow one product on each round.

Winning the game

- Whoever grows all their products first, will win.

Alternative growing method

- If you want to make the game more difficult, you can alter the growing method.
- Instead of using all the needed resources at once, you need to use your resources on specific order:
 - o First you will use seeds
 - o After that all the other resources one by one.
 - o You can only put one resource on the board each turn.

What you need

4 season boards
12 product cards
7 event cards
120 resource cards including:

- 48 water
- 48 fertilizer
- 24 seed

2 dices

On the pages in the print out section of this game manual you will find all the needed boards and cards to print out.

You will find front sides and backsides. Print out the front sides, turn the paper and print out the back sides, so that you can cut out the cards you need.

The season boards need to be printed out just once without a backside.

The 12 product cards you find on 3 front pages. There is one backside for them you can use for all of them.

Print out the 7 event cards, turn the paper and print the back sides, then you can cut out the cards. 2 cards do not have an event, you can create an own event, if you want.

To get enough resource cards print out the resource card with the fertilizers and water 12 times. To get enough cards with seeds print out the resource card with seeds 2 times. Then turn all pages and print the resource cards backsides on the 14 sheets and then cut out all the cards.

You have to find 2 dices in your home to use it with this game.

Solutions

Final product is a tabletop game for primary school student and their families.

Players learn that it is possible to grow vegetables and fruits on any season. They learn that usually fruit or vegetable grows in one season when all the resources that they need are available naturally.

The basic amount of resources needed is printed on the product card.

In case you want to play the game in a way that you can grow the products in whatever season then follow the table with the resources needed per season:

Products

Raspberries	seed	water	fertilizer
spring	1	1	1
summer	1	2	1
autumn	2	1	2
winter	1	1	2

Cherries	seed	water	fertilizer
spring	1	1	1
summer	1	2	1
autumn	2	1	2
winter	1	1	2

Radish	seed	water	fertilizer
spring	1	1	1
summer	1	2	1
autumn	2	1	2
winter	1	1	2

Tomatoes	seed	water	fertilizer
spring	1	1	2
summer	1	1	1
autumn	1	2	1
winter	2	1	2

Carrots	seed	water	fertilizer
spring	1	1	2
summer	1	1	1
autumn	1	2	1
winter	2	1	2

Cucumber	seed	water	fertilizer
spring	1	1	2
summer	1	1	1
autumn	1	2	1
winter	2	1	2

Pumpkins	seed	water	fertilizer
spring	2	1	2
summer	1	1	2
autumn	1	1	1
winter	1	2	1

Apples	seed	water	fertilizer
spring	2	1	2
summer	1	1	2
autumn	1	1	1
winter	1	2	1

Watermelon	seed	water	fertilizer
spring	2	1	2
summer	1	1	2
autumn	1	1	1
winter	1	2	1

Watercress	seed	water	fertilizer
spring	1	2	1
summer	2	1	2
autumn	1	1	2
winter	1	1	1

Brussels sprouts	seed	water	fertilizer
spring	1	2	1
summer	2	1	2
autumn	1	1	2
winter	1	1	1

Couliflower	seed	water	fertilizer
spring	1	2	1
summer	2	1	2
autumn	1	1	2
winter	1	1	1

Playing the game like this the players learns that everything can grow out of their natural season but it will require some extra resources so it is not that efficient. Game can also be used as a tool when teaching local producing.

The game will also teaches some basic gardening principles and some of the most common products. Events in the game will also teach about the natural variables or surprise elements that comes with gardening.

Our solution is not that original, but it will combine some basic game mechanics to keep the game simple enough for the target group. The innovativeness comes regarding the growing the products out of their natural season.

The aspect that can be used in other contexts is to produce something on different settings with different resources so it can be used with something else than gardening by changing the theme of the game. So the setting-resource mechanic can be added on different areas.

Now follows the print out section:

SPRING

Radish



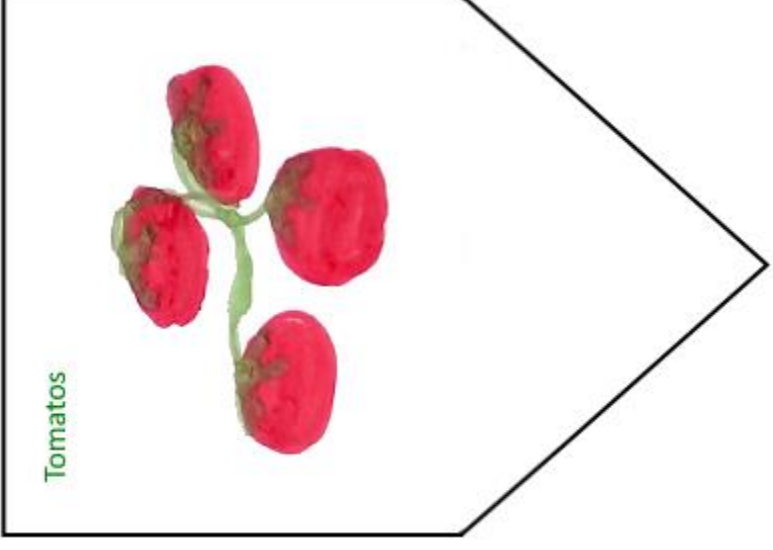
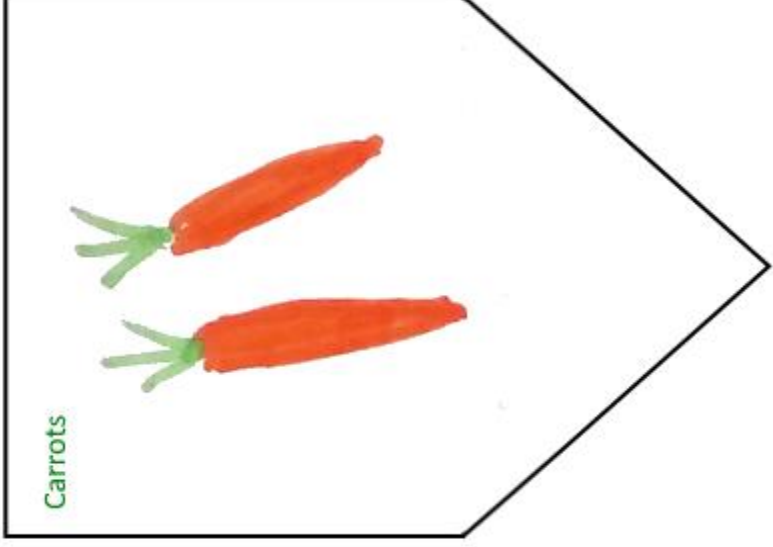
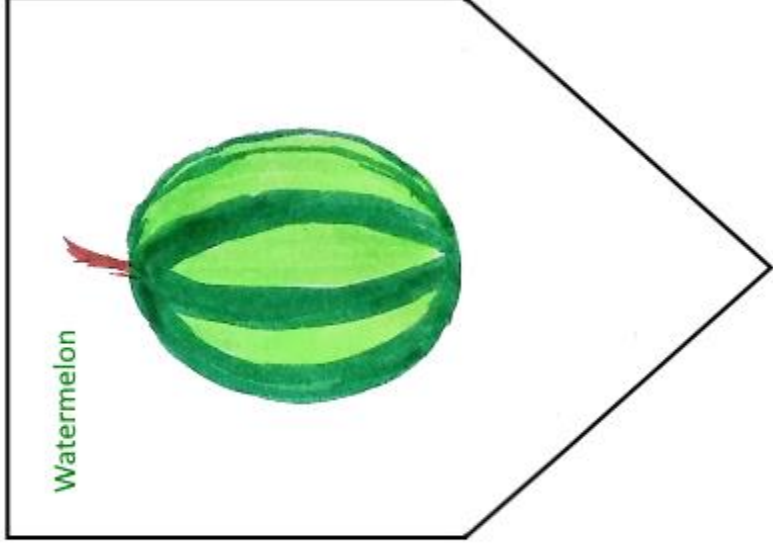
Raspberry



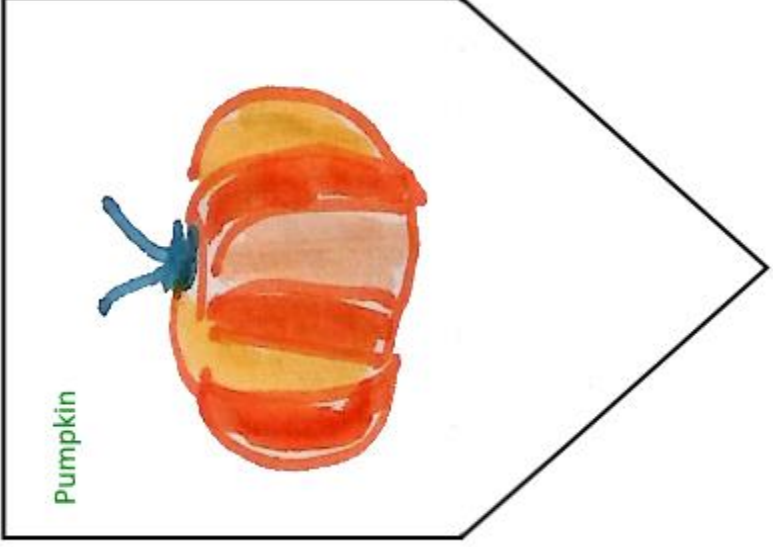
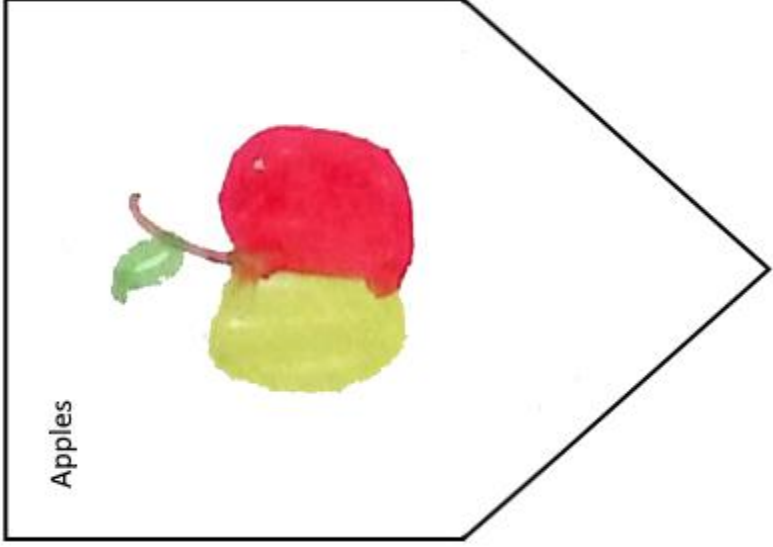
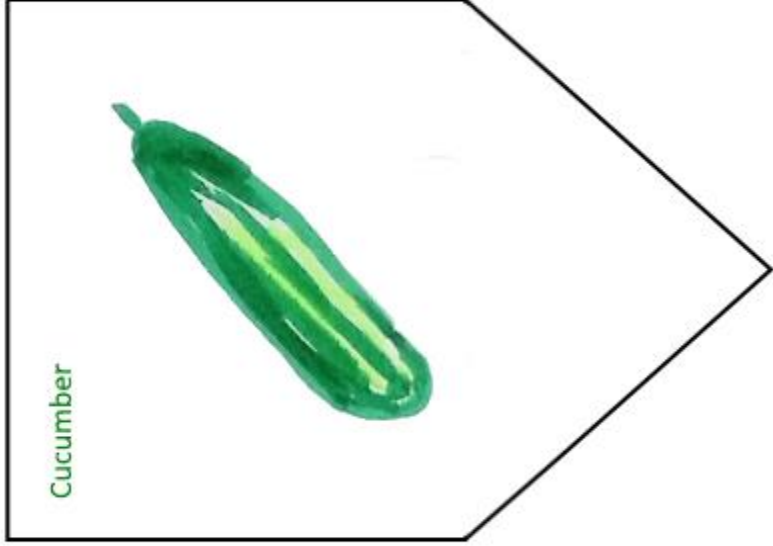
Cherry



SUMMER



AUTUMN



WINTER

Watercress



Brussel sprout



Cauliflower

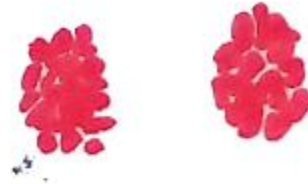


Radish



Spring:
1 seed
1 fertilizer
1 water

Raspberry



Spring:
1 seed
2 fertilizer
2 water

Cherry



Spring:
1 seed
2 fertilizer
2 water

Watermelon



Summer:
1 seed
1 fertilizer
3 water

Carrots



Summer:
1 seed
1 fertilizer
1 water

Tomatos



Summer:
1 seed
1 fertilizer
3 water

Cucumber



Autumn
2 seed
1 fertilizer
2 water

Apples



Autumn
1 seed
2 fertilizer
2 water

Pumpkin



Autumn
1 seed
1 fertilizer
1 water

Watercress



Winter
1 seed
3 fertilizer
1 water

Brussel sprout

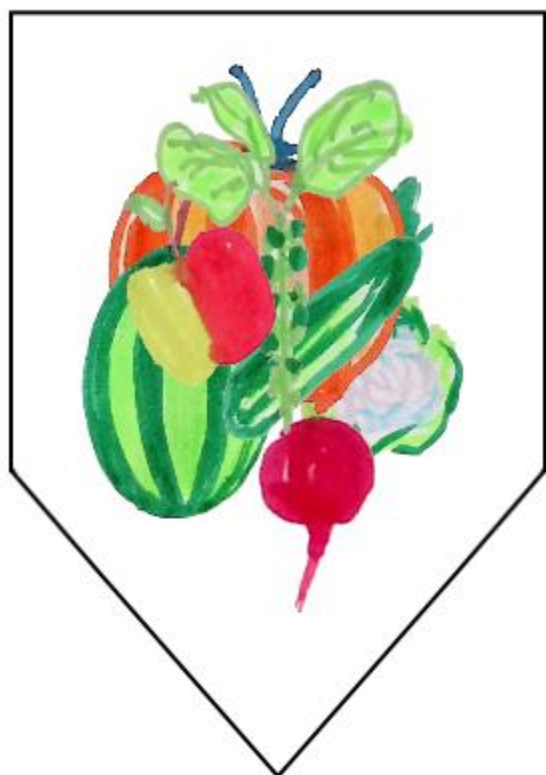


Winter
1 seed
2 fertilizer
2 water

Cauliflower



Winter
1 seed
1 fertilizer
1 water



BEES

Play 2 times extra

BEES

Play 2 times extra

MICE

Stop for 1 round

STORM

minus 2 cards for
everyone

DROUGHT

minus 2 water

SNAILS

Stop for 1 round

FLOOD

minus 2 fertilizer

EVENT

EVENT

EVENT

EVENT

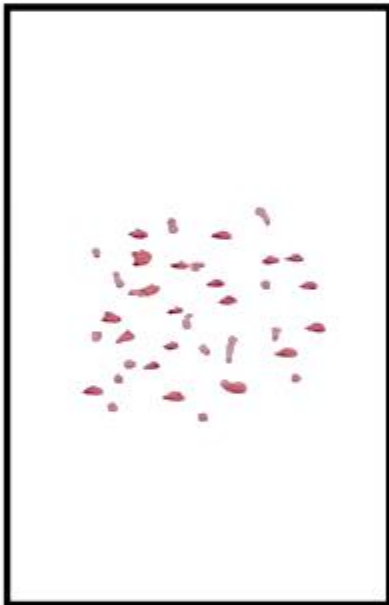
EVENT

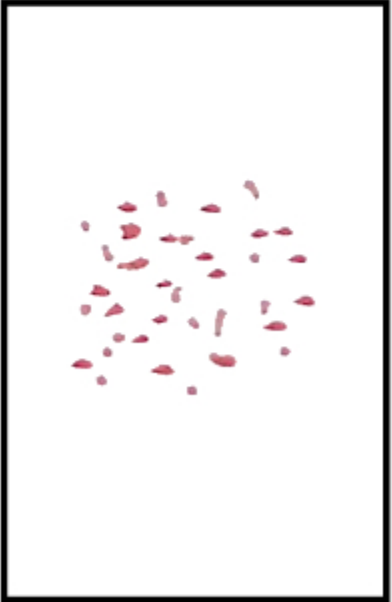
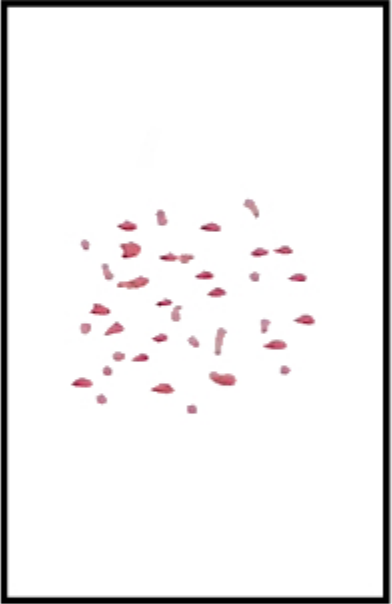
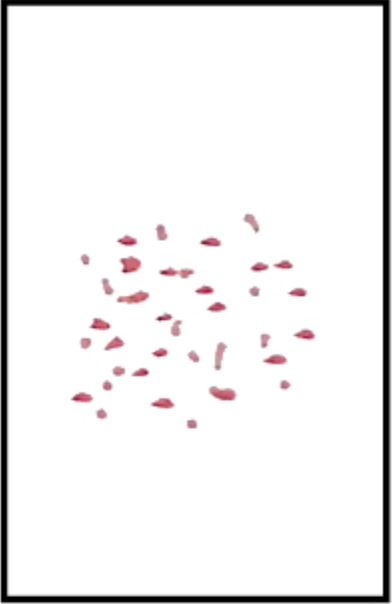
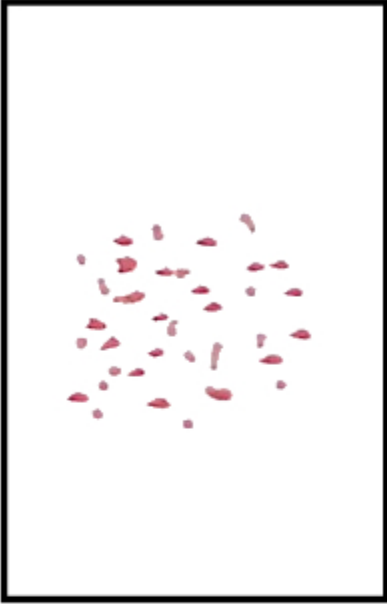
EVENT

EVENT

EVENT

EVENT





RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

RESOURCE

End of print out section..... you got your dices.... ok? Then start and have fun....

Print outs and manual created by Dr. Ludwig Intelligent Projects GmbH, on behalf of the CoCo Project, March 2023.



Remarks and questions to:

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