

Welcome to the Mango Papaya Game

Overview:

Dive into the world of sustainable commerce with the Mango Papaya Game and become the biggest eco-aware entrepreneur of Mango and Papaya trade!

Understand the systems of trading Mango and Papaya, and witness the ecological consequences of these trades. As entrepreneurs, it's your duty to ensure a balance between profit and sustainability.

Specifications:

Number of Players: **2-4 people**

Duration: **60-90 minutes**

Age of players: **13+**

Objective: Your goal is to earn the biggest amount of Mango Credits by the end of the 5th year without exceeding your sustainability points' (SP) limit. Your final score is limited by your sustainability points scale on the Scoreboard.

Example:

Player 1: 680 Mango Credits, SP = 10, Score = 680

Player 2: 1120 Mango Credits, SP = 5, Score = 500 (Limited by SP)

Player 3: 760 Mango Credits, SP = 8, Score = 760

Setup:

Player's Setup:

Each player receives their own Player Board. On the Player's Board place markers on Mango's storage, Papaya's storage, and Trash counter.

The remaining Marker please put them on the Sustainable Point scale according to the information on the Player's Board.

Bank storage:

Each player collects starting money as indicated on their Players' Board and sets their Sustainability Level on the game board. Each Year, the player starts with 10 action points.

Game board Setup:

Put the price circle outside the board so it is visible for everyone

Position the four Main Action Cards on the board edge:

DELIVERY at 'Slot 1'

GREEN ACTION at 'Slot 2'

PROJECT at 'Slot 3'

CUSTOMER at 'Slot 4'

Shuffle and distribute the cards

Place 4 open DELIVERY cards and keep the rest face down.

Place 4 open CUSTOMER cards and keep the rest face down.

Place 6 open PROJECT cards and keep the rest face down.

All ECOLOGICAL EFFECT cards should be kept face down.

Bank:

Divide the banknotes into 10 Mango Credits, 20 Mango Credits, 50 Mango Credits, 100 Mango Credits piles.

Gameplay:

The game consists of 5 years.

The player who has been eating the mango or papaya recently starts, in case of a tie, rolls a dice and the player with the lower number starts.

Special ability on your board: you can use it once per year

Each player must perform one MAIN ACTION during their turn by using the required number of action points as indicated on the action card.

Players can also perform a Bonus Actions either before or after their primary action.

MAIN ACTIONS



DELIVERY ACTION: Order and purchase fruits using an open DELIVERY card, adjust the storage and replace the used card. Reduce each time SP points and Co2 as indicated on the card.



CUSTOMER ACTION: Customers are ready to buy maximum up to the amount shown on the card. Sell the products using CUSTOMER cards based on their maximum demand. You can sell the products only to one customer per action. You can choose between the top sell or the bottom sell option. You can sell the maximum number of products that the customer requires, or less. Calculate your income and adjust the trash level as per the price circle. The amount of trash always rounds up.

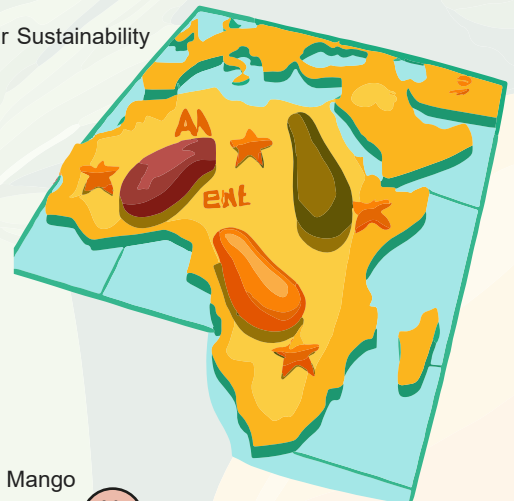


PROJECT ACTION: Initiate a project by paying its cost. Use the card's effect. You can sell it back anytime to another player as an open auction or to the bank for its price -100 Mango Credits.

more main actions on the page 2...

Game Components:

- 1 Game board
- 1 Dice
- 4 Player Boards
- 4 Action Cards
- 1 Price Circle Board
- 64 Delivery Cards (32 Planes, 32 Ships)
- 32 Project Cards (16 Construction)
- 32 Customer Cards
- 16 Ecological Effect Cards
- 1 Marker to track the Year
- 4 Markers for each player (in total 20 Markers in four colors)
- 11 Action Markers for each player (in total 44 Action Markers in four colors)
- Money (Banknotes 10 Mango Credits, 20 Mango Credits, 50 Mango Credits, 100 Mango Credits)



Price of Main Actions:

The cost of MAIN ACTION varies. When a player chooses an Main Action, shifts the card below (to a higher slot), making it more expensive for the next player. If you buy the Main Action from the 4th slot the Main Action does not change the slot.



Taking a loan:

Players can take out a loan during each of the 5 years. To do so, they must place an action point on the bank in each field (+100 Mango Credits, +100 Mango Credits...) responding to the amount of money they are borrowing. Players can get back their action points at the end of the year by paying back loan 120 Mango Credits (in this case the player who paid back the loan takes an action point back from the bank). Action Points used to take a loan stay in the bank until the loan is paid and can't be used for any action.



GREEN ACTION: Players have two choices:
Reduce trash by 3 points, or/and contribute 100 Mango Credits for an additional 1 sustainability point.



LAST ACTION: Spend remaining action points to reduce trash by 1 point.



Note:

Project Card/Special abilities 1AP for 5 ice-cream, you cannot store the products, only fruits.

End of the year (round):

- Once a player uses all their action points, they earn +10 Mango Credits for each their subsequent turn until the end of the year.
- A **year(round) finishes** when the last player has used all their action points.
- Discard the fruits that are above the marked storage limit in the fridge.

- Retrieve action markers from all spaces (excluding the bank).
- Optionally: pay loan and get back action markers from the bank for 120 Mango Credits/each
- Begin the next round by revealing an ECOLOGICAL EFFECT card and applying a global effect.

Production of the goods:



When playing over the trash limit, it immediately triggers the "Ecological effect." the player should take the Ecological effect card, read the "Individual" consequences, and apply the effect.



Products like juices, dried fruits, and ice creams are prepared on demand from the available fruits in the storage and your production capacity.



Storage limits how many fruit players can have at a time. You can't store more fruits than storage space. Storages for mango and Papaya are separated.



The fridge limits the amount of fruits players can save when they finish the round(year). When the next round starts all fruits amount reduced to the fridge capacity



Ecological effect:

Begin the next year by revealing an ECOLOGICAL EFFECT card and applying a global effect (for all players).

If a player reaches 10 trash points, the player needs to take a new Ecological Effect card and apply the individual effect.



End of the game:

Player's final score is bound by their sustainability level on the Scoreboard. Take into account that 2 trash from the Players Board equals -1 Sustainable Point.

Project assets: counts as their value Mango Credits.

Before counting the final score, you need to pay the debt to the bank.

Example

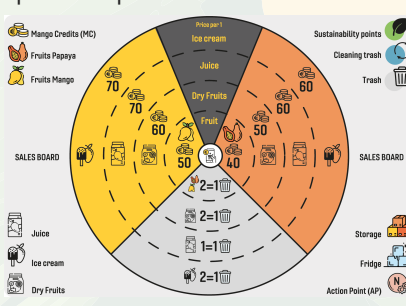
Player 1: 680 Mango Credits, Projects assets: 0 Trash=0, SP = 10, ->Score = 680

Player 2: 1120 Mango Credits, Trash=2, Projects assets : ice-cream café 200, 1120+200 =SP = 5-1 =4 -> Score = 400 (Limited by SP)

Player 3: 760 Mango Credits, Trash=3 (rounding up is 4), SP = 5-2 =3 ->Score 300 (Limited by SP)

SALES BOARD:

provide information on the products and fruit prices and the amount of trash produced per sale.



Note:

You are not allowed to sell or produce more products until you have space to produce trash.

Any unused action point at the end of the year can reduce your trash (1 AP = minus 1 trash). If your trash is 0, you can sell it to the bank for 50 Mango Credits each.

The symbols of the game:



Fruits Mango



Sustainability points



DELIVERY



Fruits Papaya



Cleaning trash



ECOLOGICAL EFFECT



Mango Credits (MC)



Trash



CUSTOMER



Juice



Storage



PROJECT



Ice cream



Fridge



FARM



Dry Fruits



Action Point (AP)



Bonus /Auto Action



The Board Game was developed during the Strategic Partnership project Mango Papaya.



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