



THE COFFEE TRADING HANDBOOK

A COMPREHENSIVE GUIDE
TO THE INDUSTRY

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SECOND
EDITION

1971



*Coffee is always
a good idea*



INTRODUCTION

Coffee Traders is set in 1970s Central and South America, Africa, and Asia. Thousands of coffee farmers all over the world support their families by using small stretches of hillside land for their coffee plantations.

Farmers work day in and day out for very little, but the future of coffee farming is bright. Fair trade organizations strive to improve living conditions for these farmers by helping them set up cooperatives. This enables them to establish better pricing agreements and take out loans for new plantations, all to help provide education and improve the quality of their lives, families, societies, and environment. In Coffee Traders, the delicious Arabica Coffee beans that farmers harvest are sold in Antwerp — and all over the world — to coffee roasters large and small.

**Coffee
TRADERS**

GENERAL



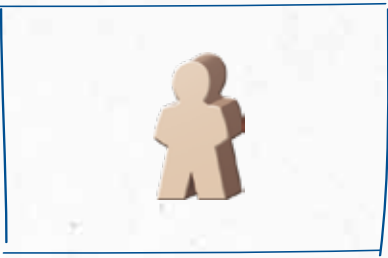
1 game board



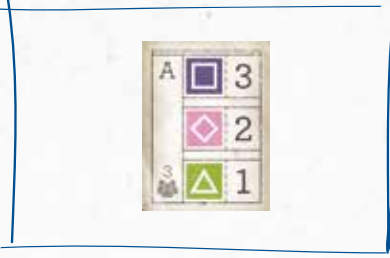
2 Phase / Period markers



55 coins



60 workers



30 contracts (labeled A - F)



30 Arabica counters



15 Animal counters



7 Wild Animal counters



15 Stock counters



5 Wild Stock counters



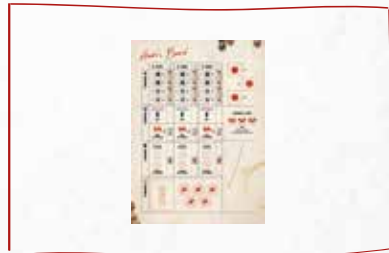
9 milestones (3x A, 3x B, 3x C)



6 -3VP tokens



1 score pad



1 André board (2-player game)

PLAYER

Contents

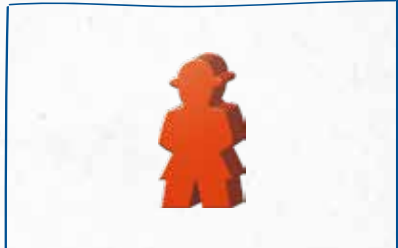


1 player board



4x black, 1x player color

5 Action markers



6 traders / contractors



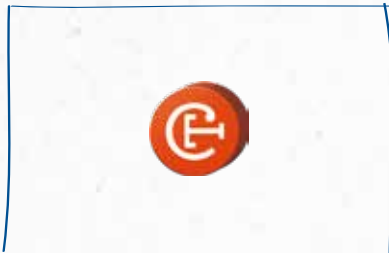
2 trucks



9 donkeys



6 civets



6 Company discs

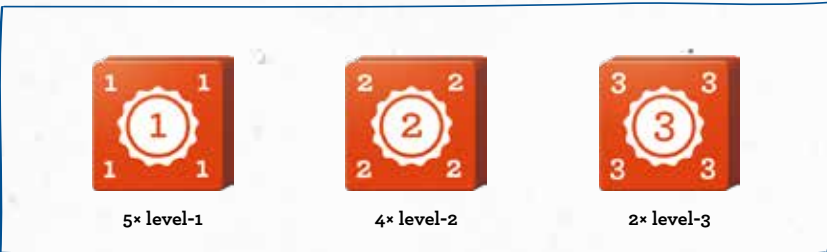


18 Scoring markers



1 in each coffee color

6 Coffee cubes



11 plantations



1 Trade counter



14 buildings

Game board setup



1. Place the game board in the middle of the table.
2. In a **2-player game**, 2 humans play a 3-player game against André, an automaton. Use all of the 3-player rules that you encounter, as well as the special **2-player rules**, which are presented in this color.
3. Each player chooses a player color and takes everything indicated on page 5 (André gets the wooden bits, but uses the André board).

COFFEE BARS

4. In a **4- or 5-player game**: Place a number of Wild Stock tokens equal to the player count on the space at the top.
5. Take 1 of each of the 5 types of Animal counters. At the bottom of each of the 5 leftmost Coffee Bars, place a random one of these face up on the **6** space.
6. At the bottom of the rightmost Coffee Bar (Seoul), place 2 Wild Animal counters: 1 on the **3** space, 1 on the **4** space.

MILESTONES

7. In the Milestones area, place a random A, B, and C milestone tile from left to right. Return the others to the box.

COOPERATIVES

The large areas occupying most of the board represent cooperatives, where you will grow and process coffee beans. Five cooperatives have spaces for plantations and buildings, and have a trading house depicted at the edge of the board. Sumatra is unique; when the rules refer to a “cooperative”, they never mean Sumatra.

Perform steps 8 – 11 for each of the five cooperatives.

THE FIVE COOPERATIVES

8. In the trading house, stack the 3 Stock markers, that are the same color as the trading house, on their space below **1st**.
9. In the trading house, place 1 coin on the space matching the player count (e.g. in a **4-player game**, on the 4th).
10. In the town center, place 6 workers. Pile the remaining coins and workers near the game board to form the general supply.
11. Place 1 Animal counter matching the cooperative's color, and 1 Wild Animal counter.

SUMATRA

12. Each player places 1 civet () of their color in Sumatra.

ARABICA TRACK

13. Each player places 1 Company disc on the shape space at the start of each row.
14. Each player places 1 trader at the top of column 2 on the Trader icon: 
15. Each player places 1 truck at the top of column 3 on the Truck icon: 

CONTRACT BONUS

16. In each of the 6 Contract Bonus spaces, stack the number of random Arabica counters indicated in the space, face up (you're always allowed to look at them). Specifically, that's 3 on A - B, and 2 on C - F. In a **4-player game**: Stack 1 more on each. In a **5-player game**: Stack 2 more on each. Return the rest to the box.

PERIOD & PHASE

- 17.** In the Period & Phase area, place the Period marker on 1970, and the Phase marker on Phase I.

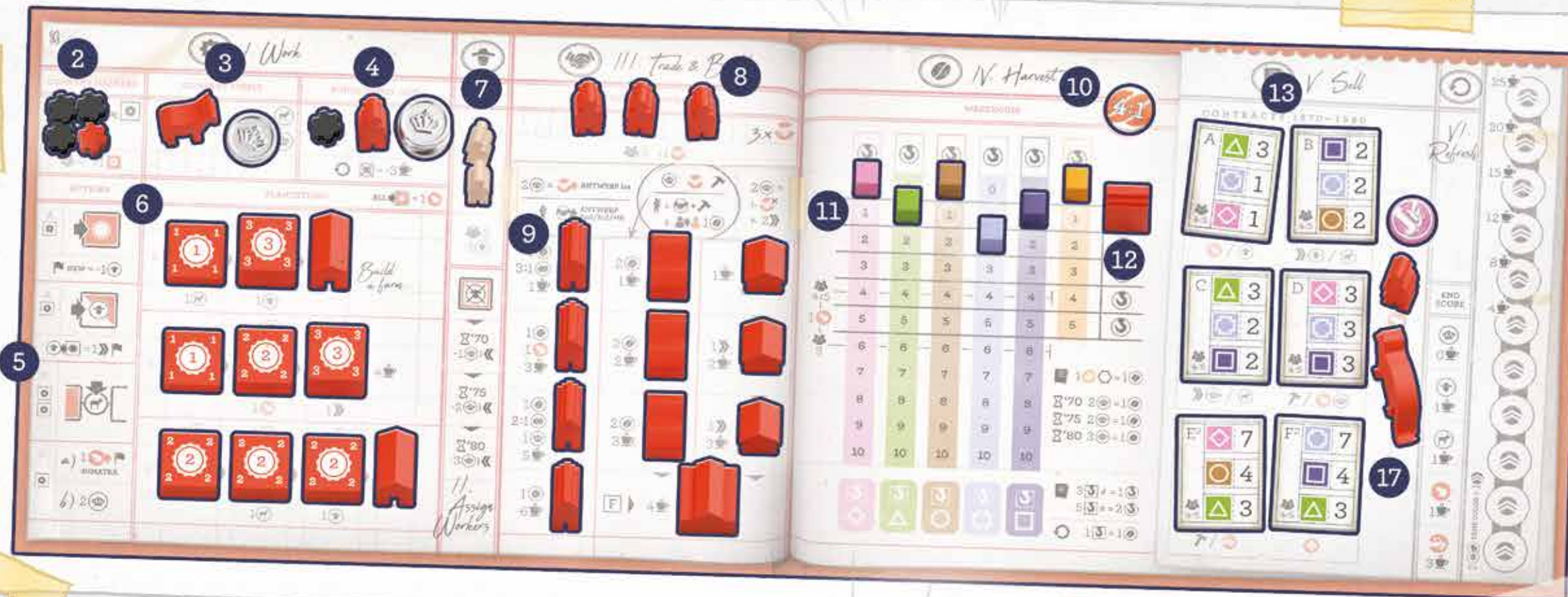
TURN ORDER

- 18.** Take 1 Company disc from each player, **including André (in a 2-player game)**. In the top row of the Turn Order area, place them in a random order from left to right; **however, André always goes last.**

Player board setup

Note:

Player board setup is also depicted on your player board



1. Take 1 Animal counter of each type (except Wild), and give each player a random one of them. Return the rest to the box.



I. Work

2. **COMPANY MARKERS:** Place 3 black Action markers here. In a 4-player game: Add 1 player-color Action marker; at other player counts, you do not use the Action marker of your color.
3. **COMPANY SUPPLY:** Place 1 donkey + 3 coins here.
4. **BONUS SUPPLY:** Place the following here:
 - A. 1 black Action marker.
 - B. 1 trader.
 - C. 3 coins.
5. **ACTIONS:** Nothing goes here until the game starts.
6. **PLANTATIONS:** Fill each space with its plantation/farm (make sure to fill each plantation space with a plantation that has the same number as the space).

II. Assign Workers

7. **WORKER POOL:** Place 2 workers here. In a 5-player game: You get **only** 1 worker.

III. Trade & Build

8. **TRADERS & CONTRACTORS:** Place 3 traders here. In a 3-player game: Add 1 trader.
9. Fill each building space with its warehouse / production station / fair trade post / hospital.

IV. Harvest Warehouse

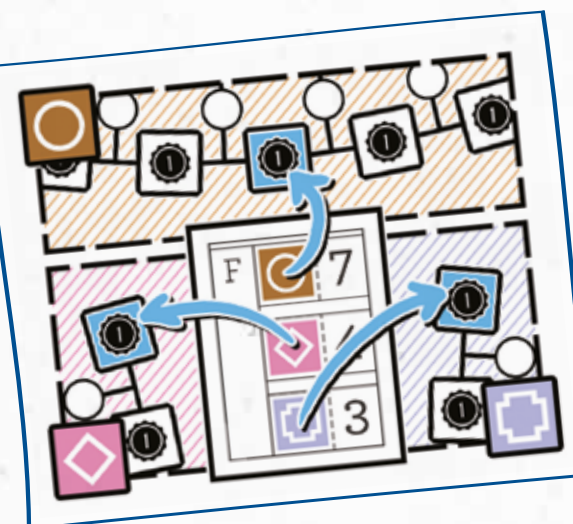
10. Cover the 2:1 with your Trade counter, 4:1 side up.
11. Place each of your Coffee cubes on 0 on its matching track.
12. Stand the last warehouse on the shaded Warehouse space.

V. Sell

13. **CONTRACTS 1970–1980:** For spaces A – E, place a random matching contract on the space, flipped to the side for your player count* (see its lower-left corner). On F, place the F contract whose superscript number matches the superscript number on your E contract.

*** Experienced players playing with new players:**

In a 4- or 5-player game: You can choose to use the 3-player side of 2 or 4 random contracts to make these contracts harder for you to fulfill.
14. **André gets a random F contract.**
15. Look at the top coffee, middle coffee, and bottom coffee depicted on your F contract:
 - A. In **IV. Harvest: WAREHOUSE**, advance the coffee depicted at the top 2 spaces; the middle and bottom, 1 space.
 - B. Place the 3 remaining level-1 plantations on the game board (do this for André, too!):
 - I. **Top coffee:** The middle 1 space of the matching cooperative.
 - II. **Middle coffee:** The rightmost 1 space of its cooperative.
 - III. **Bottom coffee:** Leftmost 1 space of its cooperative.



Experienced players: Instead, in turn order, place this last one (the bottom one of the F contract) on any empty 1 in any cooperative.

- IV. For each of the three (top/middle/bottom coffee), André places 1 production station in the 4-/5-player Production Station space of the cooperative. Discard André's F contract.

16. In a 5-player game: On the game board's Arabica track, advance 1 space on the coffee row depicted at the top of your E contract.

17. To the right of your CONTRACTS 1970–1980, place your random Animal counter (from Step 1 of Player Board Setup) and 1 civet. In a 4- or 5-player game: Place 1 trader there, as well.
18. Keep the rest of your pieces nearby as your personal supply for later.

THE FOUR SUPPLIES

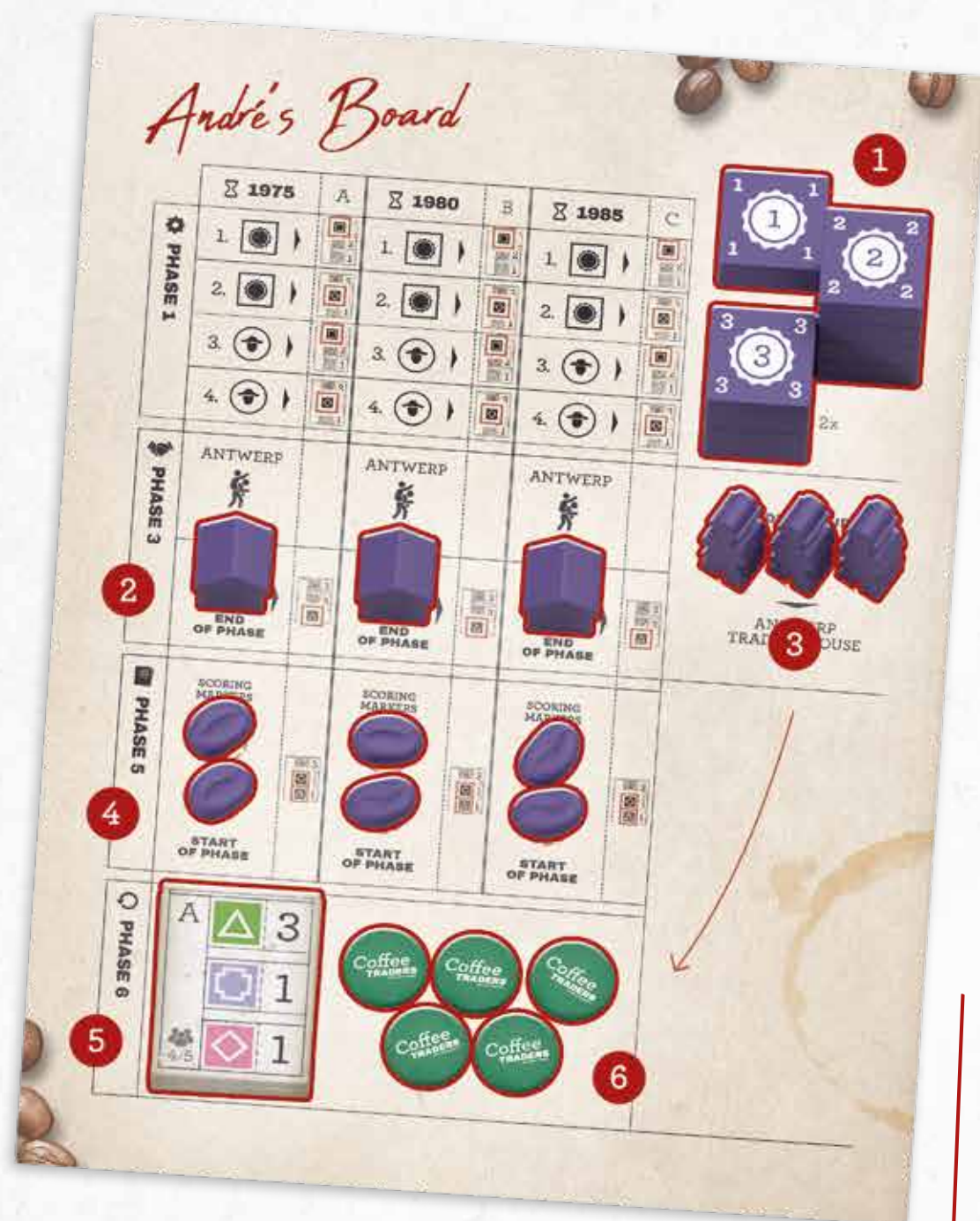
- **Company Supply:** These are the items (coins, donkeys, trucks) in COMPANY SUPPLY in *I. Work* on your player board. You can use these whenever you need them.
- **Bonus Supply:** These are the items (Action marker, trader, 3 coins) in BONUS SUPPLY in *I. Work* on your player board. You can use these to get you out of a tight spot (see Bonus Supply on page 13).
- **Personal Supply:** These are the items of your color piled on the table beside your board. You cannot use these from here directly; generally, they must go through your COMPANY SUPPLY.
- **General Supply:** These are the coins and workers piled near the game board. Generally, nobody gets these directly.

ANDRÉ'S BOARD

2-player game

SET UP ANDRÉ'S BOARD USING THE COMPONENTS OF A THIRD PLAYER COLOR AS FOLLOWS:

1. Stack **8 plantations** (2 level-1, 4 level-2, 2 level-3 plantations) on their respective spaces to the right of **Phase 1**.
2. Place all **3 fair trade posts** on the bottom spaces of **Phase 3**.
3. Place **3 traders** on their spaces to the right of **Phase 3**.
4. Place **6 scoring markers** on their spaces in **Phase 5**.
5. Give André a random **A contract**, **B contract**, and **C contract**. Stack his contracts 3-player side up, on their space in **Phase 6**, with the C contract on bottom, and the A contract on top.
6. Place a set of **5 different Arabica counters** face down randomly on their spaces in **Phase 6**.



NOTES

In the trading house, place 1 coin on the space matching the player count (e.g. in a 4-player game, on the 4th)

Gameplay

In Coffee Traders, each player represents a trading company from Antwerp, Belgium. Your trading company's goal is to help Coffee Farmers from different parts of the world partner with local cooperatives, to hire contractors to construct buildings that will help improve their community, and to have traders in Antwerp import as much coffee as possible to meet the demand.

COFFEE TRADERS IS DIVIDED INTO 3 PERIODS (1970, 1975, 1980). EACH PERIOD CONSISTS OF 6 PHASES.

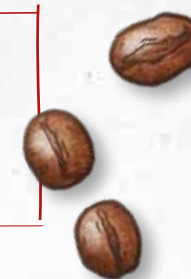
- ⚙ Phase 1: **Work** - Players perform actions.
- 👤 Phase 2: **Assign Workers** - Players send their workers to plantations.
- 🔄 Phase 3: **Trade & Build** - Players trade with Antwerp and/or construct buildings.
- ☕ Phase 4: **Harvest** - Players harvest coffee from the cooperatives.
- 📦 Phase 5: **Sell** - Players fulfill contracts and deliver coffee to Coffee Bars.
- 🔄 Phase 6: **Refresh** - Prepare for the next period.

At the end of each phase, move the Phase marker to the next space on the Phase track and continue playing. Do this until you complete the Refresh Phase, signaling the end of the period; after this, start the next period with Phase 1. After the third period, the game ends.



2-PLAYER GAME: ANDRÉ

André follows the steps depicted on his board. The iconography is explained in André's Play Guide, which starts on page 28.



BONUS SUPPLY

This supply in *I Work* provides three ways to get yourself out of trouble; however, at all times, at least one of the three must still be in the BONUS SUPPLY. You can use any of them at any time, but note that if you take the coins (Bonus C), you must move all 3 coins to your COMPANY SUPPLY, then you can spend the coins from there.

You may refill Bonus C with all 3 coins at any time, which would allow you to take the third bonus that you had left there previously... or simply take the same one again later. Also, if you receive a new trader, you may refill Bonus B with it for the same reasons. (Note: You can't refill Bonus A, because you use the Action marker in Phase 1: Work.)

During Phase 6: Refresh, you will refill your BONUS SUPPLY: The Action marker comes from those you spent during the period; the trader comes from those you placed in the trading houses in the cooperatives; the 3 coins come from your COMPANY SUPPLY, and if you don't have enough to refill the BONUS SUPPLY, you will be penalized (but the BONUS SUPPLY will still get its coins; the remainder come from the general supply).



Example:

Red wants to add a level-1 plantation, which costs 1 coin, but they have none in their COMPANY SUPPLY. Red chooses to use money from their BONUS SUPPLY, so they move all 3 coins from their BONUS SUPPLY to their COMPANY SUPPLY.



MILESTONES

If you fulfill a milestone at any time, place a marker on the most valuable (i.e. topmost) empty space of that milestone. These points will be added at the end of the game.

Vicious 2-player variant: If you'd like to make the game a little more cutthroat, use **only** the topmost space on each milestone. That is to say that **only** one player can fulfill each milestone!

Are you ready?

⚙️ PHASE 1: WORK PHASE

In turn order, perform 1 of the 4 Cooperative actions on your turn. Alternatively, you may drop out, forgoing all of your actions for the remainder of this phase. This continues until all players have dropped out. To perform an action, you must place Action markers on one of the ACTIONS on your player board (some actions require more than 1 Action marker). A player may choose the same action multiple times during the same phase. The 4 available actions are detailed over the next few pages.

ACTION A: ADD A PLANTATION TO A COOPERATIVE

Assign 1 Action marker here from *I. Work* COMPANY MARKERS to add a plantation to a cooperative, as follows:

1. Take the leftmost plantation from row A, B, or C of *I. Work* PLANTATIONS.
2. Pay the cost in coins (if any) depicted above its space in *I. Work* PLANTATIONS.
3. Place it on an empty plantation space of any cooperative, respecting the following rules:
 - The plantation space must depict the level number of the plantation you are placing; specifically:
 - A level-1 plantation must go on either a 1 or 1/2 (which means 1 or 2) space.
 - A level-2 plantation must go on either the 1/2 or 2/3 (which means 2 or 3) space.
 - A level-3 plantation must go on a 2/3 space.
 - To place it on a 1/2 space, the space must connect via pathway to one of your plantations on a 1 space that is not already “supporting” another plantation on a 1/2 space, and the pathway cannot be occupied by an opponent’s donkey. If the pathway does not already have **a donkey** of yours on it, you must move a donkey from your *I. Work* COMPANY SUPPLY to the pathway. If you have no donkeys in your COMPANY SUPPLY, you cannot place the plantation here!
 - To place it on a 2/3 space, you have two options:
 - Connect by using donkeys: Connect the space via pathway to one of your plantations on a 1/2 space that is not already “supporting” another plantation on a 2/3 space; the pathway cannot be occupied by an opponent’s donkey. If the pathway does not already have **2 donkeys** of yours on it, you must move donkeys from your *I. Work* COMPANY SUPPLY to the pathway until it does. If you have no donkeys in your COMPANY SUPPLY, the **only** way you can get the plantation here is by truck!
 - **Reach it by truck:** The pathway to the space from a 1/2 space cannot be occupied by an opponent’s donkey(s). You must move **1 truck** from your *I. Work* COMPANY SUPPLY to the truck space beside the plantation space.



Note:

- You must have at least one 1-row plantation for each 2/3-row plantation in this cooperative.
- Each 1-row plantation can support one 1/2-row plantation and one 2/3-row plantation.
- When you use a truck, the new plantation needs neither a “supporting” plantation in the 1/2 row, nor a pair of donkeys on the pathway from the 1/2 row. In other words, using a truck allows you to skip the 1/2 row altogether; however, you must still respect the 2 rules above about the 1-row.

4. If this is your 1st plantation in the cooperative, move 1 worker from your *II. Assign Workers* WORKER POOL to its town center. If you have no workers in your WORKER POOL, you cannot place a plantation here! **André does not move a worker to the town center.**
5. Take the bonus (if any) depicted below the plantation’s space of *I. Work* PLANTATIONS.
6. If you placed in the 1/2 row, ➡ advance 1 column on the Arabica track matching this cooperative.
7. If you placed in the 2/3 row, ➡ advance 1 column on the Arabica track matching this cooperative and take a remaining Animal counter of your choice from the 2/3 row of the cooperative. **André does not take an Animal counter.**

Example:

Blue places a level-1 plantation in Indonesia on an empty space in the 1 row. Because it is Blue’s first plantation in this cooperative, they take a worker from their WORKER POOL and place it in the town center here. Because Blue used the first plantation from row A on their player board, Blue also adds 1 donkey to their COMPANY SUPPLY.



COUNTER TRACK

Each Arabica counter and each Animal counter you get goes onto or beside the Counter track at the right side of your player board. You fill the track from bottom to top, and each space must have either a unique single counter (different from all other single counters on the track), or a combination of any two same-color counters in it (a Wild Animal counter can be used as any color, and thus also can be used in any duo).

When you receive a duplicate counter, however, you cannot put it directly on the track. Instead, set it beside the track. Once you have two counters of the **same color** set aside this way, stack both of them on the next empty space of the track.

To apply these rules, perform the following steps:

1. If you have received no other identical counters, place it on the bottommost empty space on your Counter track, and skip the rest of these steps.
2. If the counter is a duplicate (you have received an identical counter), set it to the right of your player board.
3. If you now have accumulated two counters of the **same color** (type doesn’t matter) to the right of your board, stack the two of them, and place the stack on the bottommost empty space on your Counter track.

Note:

You can use a Wild Animal counter as any color, and even as its own [6th] type of single Animal counter. When you get your 2nd Wild Animal counter, you will set it beside your board, where it can combine with any counter to form a stack of two (see Step 3 above).

Example:

Yellow receives their 2nd Brazil Animal counter. They already have a duplicate Brazil Arabica counter set aside, so they combine their duplicate Brazil Arabica counter with the duplicate Brazil Animal counter and place the stack on the next empty space on their Counter track.

To reiterate:

- You **cannot** fill a space with a single counter if there is a previous space filled with an identical single counter.
- You **can** fill a space with two same-color counters, even if there is a previous space filled with an identical duo. The duo could even be a pair of two identical counters.

Note:

Each space of the Counter track contains a chevron to help remind you that when you receive a counter, ➡ advance 1 space on the Arabica track matching the counter’s color (if it’s a Wild Animal counter, you choose which track). Do not advance again when you place counters on the Counter track.



Advance left
to right →

ARABICA TRACK

For every Arabica counter, Animal counter, or » symbol you get, advance 1 space on the corresponding Arabica track. If you get a Wild Animal counter, you can choose which track.

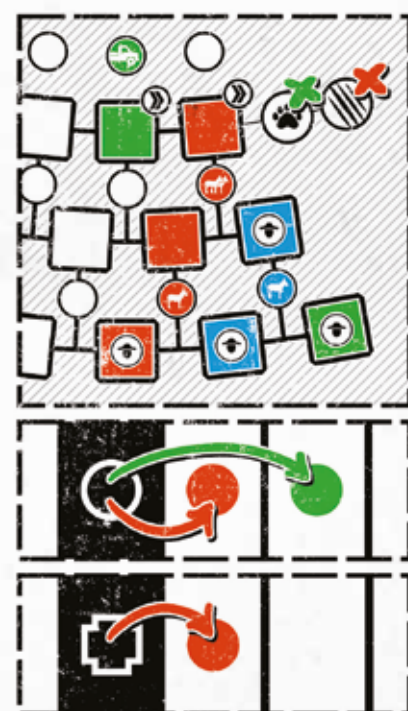
- The first time you reach at least the 2nd column on all 5 tracks, move your trader from this column to your *III. Trade & Build* TRADERS & CONTRACTORS.
- The first time you reach at least the 3rd column on all 5 tracks, move your truck from this column to your *I. Work* COMPANY SUPPLY.
- When you reach a space with a bonus printed in it, gain that bonus into your *I. Work* COMPANY SUPPLY. Each player earns the coin in column 4, but **only** the 1st player to reach column 5 gets a donkey. You cannot move backward from the coin or donkey space!
- On each track, **only** 1 player can be in the 7th column. If you are unable to advance (whether past the 7th column, or from the 6th to an occupied space in the 7th), the » goes to waste.

1. If the **only** item remaining in the chosen row of *I. Work* PLANTATIONS is a farm, immediately either pay the cost above it to place it in any Cooperative, or remove it from the game.
2. If your *I. Work* PLANTATIONS now has no more plantations, move a civet from your personal supply to Sumatra.

Example:

Red decides to place a level-2 plantation in Indonesia on the 2/3 row. They take 2 donkeys from their COMPANY SUPPLY and place them on the pathway between their plantation on the 1/2 row and an empty space on the 2/3 row. Red » advances 1 column on the Indonesia Arabica track, and chooses to take the Wild Animal counter from the 2/3 row. Taking a Wild Animal counter allows Red to » advance 1 column on any Arabica track; Red chooses to advance 1 column on the Colombia track.

Next, Green decides to place a level-3 plantation, also on the 2/3 row of Indonesia; however, they are going to get there by truck. Green takes a truck from their COMPANY SUPPLY and places it on an empty truck space above an empty plantation space of the 2/3 row. Then, Green » advances 1 column on the Indonesia Arabica track, and takes the remaining Animal counter, which » advances Green 1 column on the Arabica track matching the Animal counter.

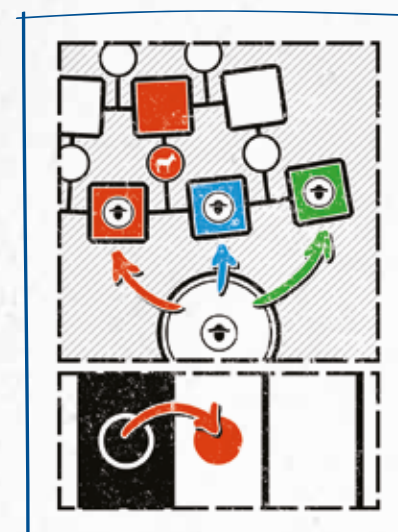


ACTION B: SEND WORKERS TO PLANTATIONS

Assign 1 Action marker here from *I. Work* COMPANY MARKERS to **send workers to plantations** (to harvest in Phase 4: Harvest), as follows:

1. Choose a cooperative.
2. For each player with an empty plantation there, move 1 worker from the cooperative's town center to their unoccupied plantation in the lowest row (if there aren't enough workers, you choose whose plantations remain unoccupied).
3. If the town center now has 0 workers, move 1 worker from the general supply to the town center.
4. If you placed workers on at least 1 opponent's plantation, » advance 1 column on that cooperative's row of the Arabica track.

Receive a bonus!



Example:

Red chooses to staff the plantations in Indonesia. This places 1 worker each on a level-1 plantation for Red, Blue, and Green; however, Red's level-1 plantation in the 1/2 row does not get a worker. Since Red placed a worker on at least 1 opponent's plantation, Red advances » 1 column on the Indonesia Arabica track.

ACTION C: BREED A DONKEY

Assign 2 Action markers here from *I. Work* COMPANY MARKERS to **breed a donkey**, as follows:
Send a donkey from your personal supply to an empty pathway space between one of your plantations and the row above it.

ACTION D: SEND CIVET OR TAKE COINS

Assign 1 Action marker here from *I. Work* COMPANY MARKERS to do 1 of the following:

- **Send a civet** from your personal supply to Sumatra.
- **Take 2 coins** from the general supply; add them to your *I. Work* COMPANY SUPPLY.

Note:

Resources in your COMPANY SUPPLY, such as donkeys and trucks, are freely available to you without spending an action. For example, you may freely use these resources when adding a plantation; however, you can **only** use the resource in question if your chosen action enables you to do so.



👤 PHASE 2: ASSIGN WORKERS

Everyone will send their workers to plantations. First, simultaneously staffing your own. Then, your excess work force can cover other players' labor shortages (of course you get rewarded for doing so). If you still come up short-handed, you will have some penalties to pay!

1. Simultaneously send workers from your *II. Assign Workers*: WORKER POOLS to your own unoccupied plantations. You must place a worker in the 1 row before you can place workers in higher rows. You are not required to use all of your workers on your own plantations; you may keep some or all for the next step.
2. In turn order, until everyone drops out: Either move a worker from your WORKER POOL to an opponent's unoccupied plantation, or drop out.

Bonus! — If you placed a worker on an opponent's plantation, » advance 1 column on that cooperative's row of the Arabica track as a reward.

3. After everyone has dropped out, you are penalized a certain amount for each of your unoccupied plantations. The **penalty amount** for each unoccupied plantation is determined by the current period:

1970: 1 1975: 2 1980: 3

There are two ways to pay your penalty. You can use one or both of the following methods, in any combination:

- **Discard coins.**

Example:

In 1975, you have 2 unoccupied plantations; each bears a penalty of 2. You could pay 4 coins to pay your penalty.

- **Move back on an Arabica track**

(you can't move back from a coin/donkey bonus space).

Example:

Same case as above: You could « move back 4 spaces on Arabica tracks to pay your penalty; however, you are allowed to use both methods, so you choose to pay 3 coins and « move back 1 space on an Arabica track.

4. If you are unable to pay in full (using coins and/or »), then after you pay all of what you can, you must **remove your highest-placed** (by row) **unoccupied plantations**, whose penalties you could not pay in full, **from the game**. If there is a tie between your highest-placed unoccupied plantations, you choose between them.

Example:

Same case as above: If you could **only** « move back 1 space on the Arabica tracks, and **only** had 2 coins, then you would pay the 2 coins and « move back 1 space; however, this would **only** cover the penalty for one of your two unoccupied plantations. You must remove the higher-placed of your two unoccupied plantations.

🤝 PHASE 3: TRADE & BUILD

In turn order, perform one of the following actions until everyone passes **consecutively**:

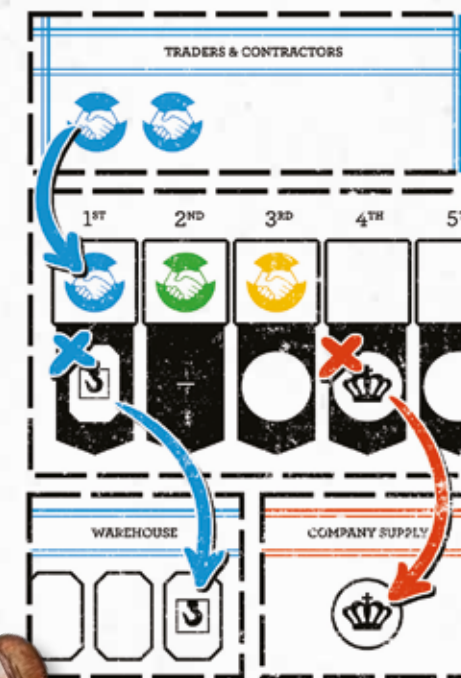
ACTION A: PLACE A TRADER

1. Pay 2 coins to send 1 of your traders in the 1st space of an unoccupied trading house.
2. Take a Stock counter, and place it on the matching bottom space of *IV. Harvest*: WAREHOUSE.
3. 🐷 **Piggyback**: In wrapping turn order (see example below), each player after you may place a trader in the next empty space for free.

Example:

In a **5-player game**, you are currently Player 3. The order for piggybacking your action would be Player 4, then Player 5, then Player 1, then Player 2.

- In a **2- or 3-player game**, there are 3 spaces available for traders in each trading house, and thus all 3 players (**including André**) can place a trader.
- In a **4-player game**, there are **only** 3 spaces available for traders in each trading house.
- In a **5-player game**, there are **only** 4 spaces available for traders in each trading house.
- 4. If precisely 1 player opted out of placing a trader, that player takes the coin from below the next empty space. Otherwise, no one gets the coin.



Example:

In a **4-player game**, Blue pays 2 coins and places a trader in the Ethiopian trading house. They take the Stock counter and place it on their player board. In wrapping turn order, other players may also place 1 trader in this trading house: Red passes, Green and then Yellow each place 1 trader. Red receives the coin.

If Red had placed a trader, and Green still placed a trader, Yellow would have been forced to pass and take the coin.

Example:

In a **3-player game**, Blue pays 2 coins, places a trader in the Ethiopian trading house, and takes the Stock counter. Red piggybacks and places a trader, as well. Because it's a 3-player game, Yellow still has the option of placing a trader on the 3rd space; however, Yellow passes, knowing that because Yellow was the precisely 1 player who did not place a trader, Yellow will get the coin.

ACTION B: HIRE A CONTRACTOR

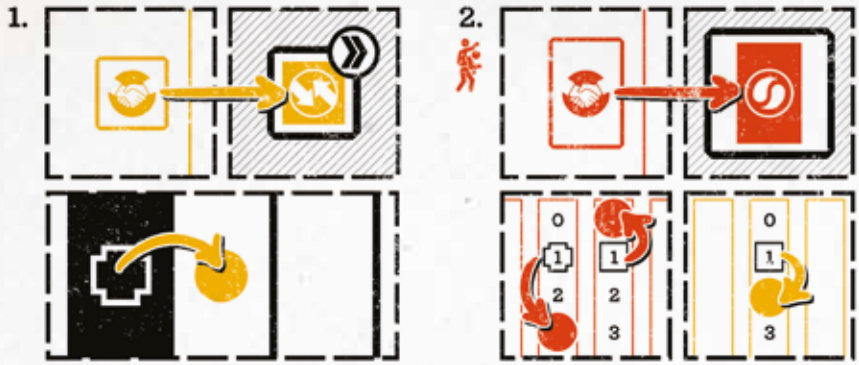
1. Pay 2 coins to replace a topmost building from one of the columns in *III. Trade & Build* with a contractor.

Note: The hospital is “unlocked” by clearing **either** of the columns above it. Alternatively, you can build it for free with the F Contract bonus, even if the hospital is not “unlocked”.

2. If you selected a warehouse, place it in *IV. Harvest* WAREHOUSE, in either of the following locations:
- An empty space at the **top** of a track to increase your storage capacity for **that type** of coffee to **10**.
 - The topmost empty space to the **right** of all tracks to increase storage capacity of **all types** by **1**.
3. Otherwise, place the building on a matching empty space on the main board. If the space depicts a » bonus, advance 1 column on the Arabica track matching this cooperative.
4. Earn the bonuses indicated for that building in *III. Trade & Build*. The bonuses are as follows:

2nd warehouse (1st was built during setup) ☕ Gain 1 coffee of any type (except kopi luwak). 🔄 Flip your Trade counter in your <i>IV. Harvest</i> area to its 3:1 side. ☕ At the end of the game, gain 1 VP .	1st production station: washing ☕ Gain 2 coffee matching the cooperative where you built it. ☕ At the end of the game, gain 1 VP .	1st fair trade post ☕ At the end of the game, gain 1 VP .
3rd warehouse ☕ Gain 1 coffee of any type (except kopi luwak). 🏠 Place a civet of your color in Sumatra. ☕ At the end of the game, gain 3 VP .	2nd production station: drying ☕ Gain 2 coffee matching the cooperative where you built it. ☕ At the end of the game, gain 2 VP .	2nd fair trade post » Advance 1 column on an Arabica track of your choice. ☕ At the end of the game, gain 2 VP .
4th warehouse ☕ Gain 1 coffee of any type (except kopi luwak). 🔄 Exchange your Trade counter for 2:1 . 🏠 Receive 1 coin . ☕ At the end of the game, gain 5 VP .	3rd production station: sorting ☕ Gain 2 coffee matching the cooperative where you built it. ☕ At the end of the game, gain 3 VP .	3rd fair trade post » Advance 1 column on an Arabica track of your choice. ☕ At the end of the game, gain 3 VP .
5th warehouse ☕ Gain 1 coffee of any type (except kopi luwak). ☕ At the end of the game, gain 6 VP .	hospital ☕ At the end of the game, gain 4 VP .	

5. 🐷 **Piggyback:** In wrapping turn order (see example on page 19), each player after you may pay you 1 coffee of their choice from their *IV. Harvest* WAREHOUSE to your *IV. Harvest* WAREHOUSE to then build a building in the same place you did (player board / cooperative) for free, replacing the topmost building of the column with their contractor, and earning their bonus, just like you did.



Example:

Yellow pays 2 coins and decides to construct a fair trade post in Colombia. They place a contractor on the Building space on their player board, and then move the fair trade post to Colombia, placing it on a space with a Fair Trade post symbol, which also grants » a matching Arabica step. Yellow » advances 1 column on the Colombia Arabica track.

In wrapping turn order, other players may piggyback and also construct 1 building in Colombia. Only Red opts to do this. They place a contractor on the Building space and place a production station in Colombia. They pay Yellow 1 Ethiopian coffee, and receive 2 Colombian coffee. (Red could have paid Yellow with any type of coffee).

BUILDINGS

In real life, each of these buildings has an ongoing effect to improve the production process and quality of life for the workers; however, in this game, except for the fair trade post, this effect is abstracted as a one-time benefit (and endgame VP). Each building on the board provides Quality Value (QV) to help you vie for the victory points in that cooperative. Warehouses, on the other hand, do have an ongoing effect in the game: They increase your coffee storage capacity. In addition to the building bonuses explained on page 20, following is an explanation of each building’s role in the game:

Farm	You must build this in a cooperative. QV = 1. It provides no other benefits. <i>Note:</i> This building is in Rows A and C of your <i>I. Work</i> PLANTATIONS, and the only way you can build it is as a bonus for placing all of the plantations from Row A/C.
Warehouse	You must build this on your player board (thus it has no QV) to increase storage capacity for coffee. It also gives you the bonuses explained in the table above.
Production station	You must build this in a cooperative. QV = 1. It also gives you the bonuses explained in the table above.
Hospital	You must build this in a cooperative. QV = 2. It also gives you the bonuses explained in the table above.
Fair trade post	You must build this in a cooperative. QV = 1. It secures some of the coffee production in the cooperative for you each period. It also gives you the bonuses explained in the table above.

ACTION C: REMOVE A TRADER

Pay 2 coins to remove one of your traders from the game, and then do the following **twice**: » advance 1 column on any Arabica track.

PASS

Do none of the above actions, but you can still take turns later in the phase (i.e. you can still “jump back in”), and you can still piggyback others’ actions; however, if everyone just passed consecutively, move on to the Harvest phase.



PHASE 4: HARVEST

IN THIS PHASE, THE WORKERS ON ALL PLANTATIONS HARVEST COFFEE AND DELIVER IT TO FAIR TRADE POSTS AND TRADERS.

PERFORM THE FOLLOWING STEPS:

- Do this for **each cooperative**:
 - Each staffed plantation produces coffee.
 - In a **2-** or **3-player game**: Each staffed plantation produces 3 coffee.
 - In a **4-** or **5-player game**: Each staffed plantation produces 2 coffee.
 - Note the total coffee that this cooperative produces, then distribute it as follows (each player will update their *IV. Harvest* WAREHOUSE accordingly):
 - Each **fair trade post** takes 1 for its owner.
 - The **1st trader** in this cooperative's trading house takes 1 for its owner.
 - Cycle through the following **5 times** (or until there is no more coffee to distribute):

Each trader in the trading house, in trader order (starting with and including the 1st trader), takes 1 for its owner.
 - The remainder of the coffee that this cooperative produced goes to waste.
- If the leftmost 5 coffee types in your *IV. Harvest* WAREHOUSE are greater than or equal to the threshold (In a **2-** or **3-player game**: 6 of each; in a **4-** or **5-player game**: 4 of each), place a **civet** of yours from your personal supply in Sumatra.
- Gain **1 kopi luwak** for each civet you have in Sumatra.
- Return all civets to your personal supply.

PHASE 5: SELL

In **reverse** turn order, perform one of the following actions, or drop out for the phase:

ACTION A: FULFILL A CONTRACT

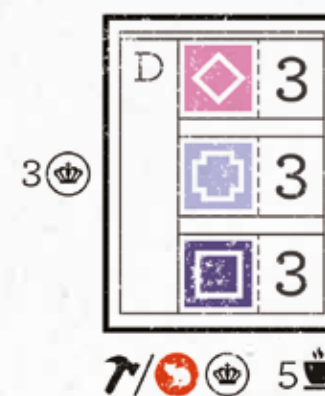
- Spend all of the coffee indicated on one of your contracts.
- Remove that contract from the game.
- Get the coins depicted beside its space.
- Get the bonus depicted below its space; if there is a slash (/), take either the bonuses left of the slash, or the bonuses right of the slash.
 - Coins, donkeys, and trucks go to *I. Work*: COMPANY SUPPLY.
 - Workers go to *II. Assign Workers*: WORKER POOL.
 - The bonuses are as follows:

- Place a **civet** of your color in Sumatra.
- Move a **worker** from the general supply to your *II. Assign Workers*: WORKER POOL.
- Advance 1 column on an **Arabica track** of your choice.
- Move a **donkey** from your personal supply to your *I. Work*: COMPANY SUPPLY.
- Move a **coin** from the general supply to your *I. Work*: COMPANY SUPPLY.
- Build a topmost **building** from one of the columns in *III. Trade & Build* (which may be your hospital, if one of the columns above it on your player board is empty). You do not need to pay any coins, and you do not need to place a contractor. As usual, place the building on a matching empty space on the main board. If the space depicts a bonus (which is always »), take that bonus.
- Move a **truck** from your personal supply to your *I. Work*: COMPANY SUPPLY.
- Build your **hospital** for free (and without placing a contractor), even if you have not cleared a column above it in your *III. Trade & Build*.

- If you just finished a contract row (A & B, C & D, or E & F), get one of the bonuses depicted to the right of the Contract spaces:
 - 1 Animal counter onto the Counter track.
 - 1 civet into Sumatra (**Period 3**: into your *I. Work*: COMPANY SUPPLY).
 - In a **4-** or **5-player game**: 1 trader into *III. Trade & Build* TRADERS & CONTRACTORS.
- Find the Contract Bonus space on the game board whose letter matches your contract. Move the topmost Arabica counter from it to your Counter track per the Counter Track rules on page 15 (which also means you » advance 1 column on the matching Arabica track).

GENERAL RULES

- Kopi luwak is wild: You can spend it as any other coffee type.
- You can trade any type(s) of coffee using the current trade ratio in your *IV. Harvest* area, but you can't get kopi luwak this way.
- You can buy coffee (but not kopi luwak): **Periods 1-2**: 2 coins each; **Period 3**: 3 coins each.
- You can spend 5 different Stock counters for 2 warehouses, or 3 different for 1.



Example:

Green has 3 different Stock counters and chooses to remove them from the game. They may construct their last warehouse and receive 1 coffee of their choice. They take 1 Ethiopian coffee.



Next page

Example:

Red wants to fulfill their D contract. They pay 3 Guatemalan, 3 Colombian, and 3 Ethiopian coffee, as indicated on the contract. They return the contract to the box. Then, Red receives 3 coins to their COMPANY SUPPLY, as well as the topmost Arabica counter from the D Contract Bonus stack. The counter » advances Red 1 step on the Colombia Arabica track.

Red also chooses to construct a building instead of taking an extra coin and a civet in Sumatra. They construct a production station in Colombia, receiving 2 Colombian coffee. They place the production station on a location with the Production Station symbol, which also has a bonus » symbol. Red » advances 1 step on the Colombia Arabica track.

ACTION B: DELIVER TWICE TO COFFEE BARS

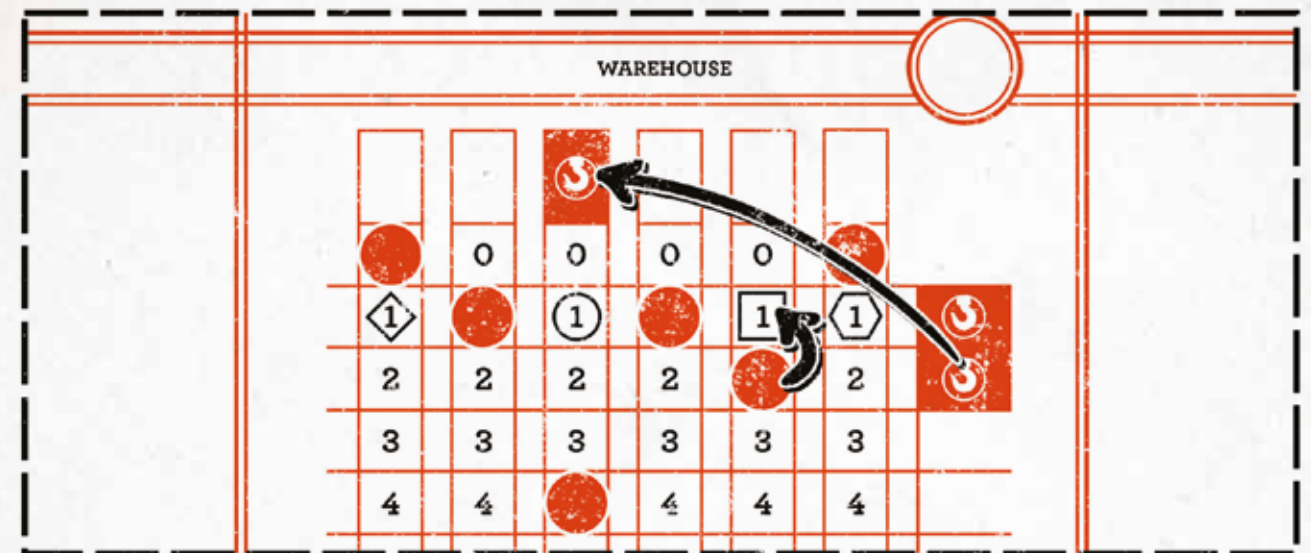
- For each of the 2 deliveries, do the following (or **make 1 delivery**, then **drop out** immediately):
- Choose **any** uncovered space in the Coffee Bars.
- Spend the coffee indicated by the space (the bottom space requires 6-of-a-kind of any type).
- Get the coin bonus depicted above the space.
- Get the Animal token bonus below the space (**only** true for the lowest spaces).
- Place a Scoring marker (coffee bean) on the space.
- In a **4- or 5-player game**: If you have newly delivered to all 6 Coffee Bars (all 6 columns/cities), take a Wild Stock counter from the top of the Coffee Bars, and place it on any Stock Counter space at the bottom of *IV. Harvest* WAREHOUSE.

Example:

Red pays 3 kopi luwak and places 1 scoring marker in the Coffee Bar in Seoul. They receive 2 coins and take the Wild Animal counter. Then, they » advance 1 step on any Arabica track; Red chooses Colombia.

DROP OUT

Move your Turn Order marker to the leftmost empty space on the bottom row. If everyone has done this, move on to Phase 6: Refresh.



PHASE 6: REFRESH

- Return all traders/contractors to *III. Trade & Build* TRADERS & CONTRACTORS.
- Return all Action markers to *I. Work* COMPANY MARKERS (in a **4-player game**: except the one in your color; if you used it, remove it from the game).
- Rearrange your warehouses, if you like. Reduce your coffee to your Warehouse Limit (a warehouse in a row allows 1 of each type; a warehouse in a column allows 10 of one type).

Example:

Red has 2 warehouses. They may store 2 coffees from all of the coffee types. Or, they may store 1 coffee of their choice from all the types and up to 10 from 1 type. They choose to rearrange their warehouses so they can store all 4 Indonesian coffee. They lose 1 Ethiopian coffee.

Example:

Red needs to refill their BONUS SUPPLY, but only has 2 coins. They place both coins in their BONUS SUPPLY and take 1 coin from the general supply. They also take 1 -3 VP token.

- Rearrange your Wild Stock counters however you like.
- For each Stock counter you have, gain 1 coffee of its type.
- Refill your *I. Work* BONUS SUPPLY with an Action marker, a trader, and 3 coins from your *I. Work* COMPANY SUPPLY. For each coin you lack, take it from the general supply and take a -3 VP token, which goes in your *I. Work* COMPANY SUPPLY.
- Move the Turn Order markers to the top row without changing their order.
- In each trading house that doesn't already have one, place 1 coin on the space matching the player count.

It's coffee o'clock

End of Game

AT THE END OF THE 3RD PERIOD,
THE GAME ENDS AND PLAYERS ADD
UP THEIR VICTORY POINTS (VP).

GAME BOARD

1. Coffee Bars

- A. Deliveries: The VP below each Scoring marker (coffee bean).
- B. Bonus: In each column, 4 VP if you have the most coffee beans; 2 VP if 2nd. Tiebreaker: furthest down the banner.

2. VP from fulfilled milestones.

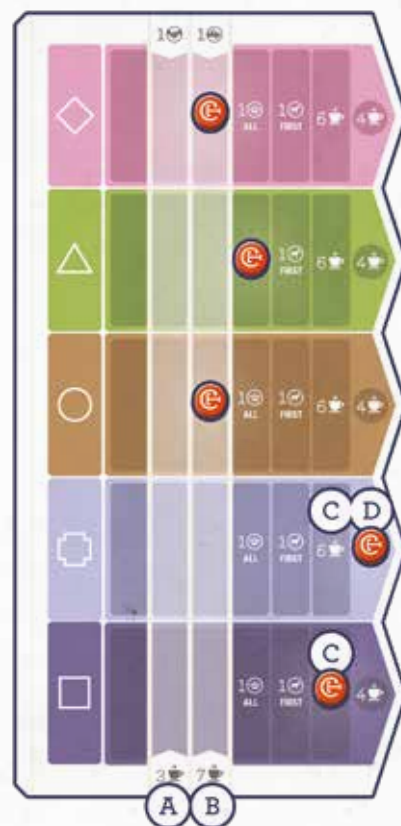
3. For each cooperative, award Cooperative Victory Points per Quality Value (QV) rank within the cooperative. Perform the following steps:

- A. Each plantation you have there is worth QV equal to the plantation's level (the number on it):
 - I. Level-1 plantation: QV = 1.
 - II. Level-2 plantation: QV = 2.
 - III. Level-3 plantation: QV = 3.
- B. If (and only if) your plantation QV total in this cooperative is greater than 0 (in other words, you have at least one plantation there):
 - I. If you have a hospital in this cooperative, its QV = 2.
 - II. Other buildings you have in this cooperative each have QV = 1.
- C. Award the Cooperative Victory Points for this cooperative (as depicted in the lower-left corner of the game board):
 - I. The player with the greatest total QV in this cooperative gets 16 VP.
 - II. Second place gets 8 VP.
 - III. In a 4- or 5-player game: Third place gets 4 VP.

In the event of a tie, add and divide the VP rewards, rounding up.

4. Arabica track (these are cumulative)

- A. 3 VP if you are $\geq$ 2nd column on all 6 rows.
- B. 7 more VP if you are $\geq$ 3rd column on all 6 rows.
- C. 6 more VP for each row on which you are $\geq$ 6th column.
- D. 4 more VP for each row on which you are = 7th column (on each row, only 1 player can be there).



Arabica track Example:

In the situation illustrated above,
you would get...

+ 3 VP

+ 7 VP

+ 6 VP $\times$ 2

+ 4 VP

...for a total of 26 VP on the
Arabica track.

QV Example:

- In a 4-player game, scoring Colombia:
- Red has 5 QV: 1 (level-1 plantation) + 2 (level-2 plantation) + 2 (hospital).
- Blue has 6 QV: 1 (level-1 plantation) + 2 (level-2 plantation) + 2 (hospital) + 1 (farm).
- Green has 0 QV: no plantations, so Green's production station there doesn't count for QV.
- Yellow has 0 QV: no plantations (and no buildings, but it doesn't matter, because Yellow has 0 QV from plantations).

Tie Example:

In a 5-player game, there is an impressive 4-way tie for 1st in Ethiopia. Each of the 4 tied players gets 7 VP: $(16 + 8 + 4) \div 4$; 5th gets nothing. Three players tie for 1st in Indonesia; $(16 + 8 + 4) \div 3$ rounds up to 10 VP each; 4th and 5th get nothing. In Guatemala, 1st gets the usual 16 VP, but there's a 2-way tie for 2nd; $(8 + 4) \div 2$ gives them each 6 VP; 4th and 5th get nothing.

PLAYER BOARD

5. I. Work

A. COMPANY SUPPLY

- I. 1 VP for each donkey/civet (but not for coins).
- II. 3 VP for each truck.
- III. -3 VP for each -3 VP token.

B. 4 VP if you built your level-3 plantation in Row B.

6. II. Assign Workers: WORKER POOL: 1 VP for each worker here.

7. III. Trade & Build: VP for each constructed building, as depicted to the left of its empty space.

8. V. Sell: VP for each fulfilled contract, as depicted at the bottom of its empty space.

9. VP for how high you filled your Counter track.

THE PLAYER WITH THE MOST VP WINS.

In the event of a tie, the tied player with the most money wins. If still tied, the tied players brew or buy each other a good cup of coffee; best cup of coffee wins.

We have
a winner!

André's Play Guide

PHASE 1: WORK

During this phase, over the course of 4 turns, André will perform 4 different actions.

TURN 1:

Add a plantation in the cooperative matching the **topmost** cooperative depicted on his visible contract (in the 1st period, his visible contract will be his A contract; 2nd period, B contract; 3rd period, C contract).

- Even if this is André's 1st plantation in this cooperative, he does not add a worker from the general supply.
- André ignores the transport (donkey/truck) requirements.
- If possible, he places the new plantation so as not to cut off another player's plantation path.
- André always tries to improve his plantation in this cooperative. If he cannot, he starts with a new level-1 plantation there, if he can. Specifically:
 - If he already has a level-3 plantation there, but not a 2nd level-1 plantation, he will add a 2nd level-1 plantation to start a new sequence. If he cannot, he adds no plantation, and passes his turn.
 - If he has a level-2 plantation there, but no level-3 plantation, he will add a level-3 plantation. If he cannot, he adds another level-1 plantation. If he cannot, he adds no plantation, and passes his turn.
 - If he has a level-1 plantation there, but no level-2 plantation, he will add a level-2 plantation. If he cannot, he adds another level-1 plantation. If he cannot, he adds no plantation, and passes his turn.
 - If he has no plantations there yet, he adds a level-1 plantation. If he cannot, he places no plantation, and passes this turn.

Example:

TURN 2:

Add a plantation in the cooperative matching the **middle** cooperative depicted on his visible contract, following the same rules as for Turn 1 above.

TURN 3:

Place workers in the cooperative matching the **topmost** cooperative depicted on his visible contract, in turn order, except that André gets his last: For each player with an empty plantation there, move 1 worker from the cooperative's town center to their lowest unoccupied plantation (if there aren't enough workers, Player 1 chooses whose plantations remain unoccupied).

- He does not earn » for placing a worker on someone else's plantation.
- If the town center now has 0 workers, move 1 worker from the general supply to the town center.
- If there are no unoccupied plantations there, he places no worker, and passes his turn.

TURN 4:

Place workers in the cooperative matching the **middle** cooperative depicted on his visible contract, following the same rules as for Turn 3 above.

Period 1, Phase 1, Turn 1: The topmost cooperative indicated on André's A contract is Ethiopia. He builds a level-1 plantation on an empty space in the 1 row there.

Period 1, Phase 1, Turn 2: The middle cooperative indicated on André's A contract (see Turn 2 below) is Guatemala. He builds a level-1 plantation on an empty space in the 1 row there.

Period 2, Phase 1, Turn 1: The topmost cooperative indicated on André's B contract is Brazil. He wants to build a level-1 plantation on an empty space in the 1 row there, but he has already placed both of his level-1 plantations, so he passes his turn, instead.

Period 2, Phase 1, Turn 2: The middle cooperative indicated on André's B contract (see Turn 2 below) is Ethiopia. He builds a level-2 plantation on an empty space in the 1/2 row there, above his 1-row level-1 plantation.

Period 3, Phase 1, Turn 1: The topmost cooperative indicated on André's C contract is Ethiopia. He builds a level-3 plantation on an empty space in the 2/3 row there, above his 1/2-row level-2 plantation.

Period 3, Phase 1, Turn 2: The middle cooperative indicated on André's C contract (see Turn 2 below) is Guatemala. He builds a level-2 plantation on an empty space in the 1/2 row there, above his 1-row level-1 plantation.

PHASE 2: ASSIGN WORKERS

After following the usual rules for this phase, fill each of André's unoccupied plantations with a worker from the cooperative's town center. If there aren't enough workers there, André takes workers from the general supply.

PHASE 3: TRADE & BUILD

- On André's turn, flip 1 Arabica counter on his board face up. He places a trader in the trading house matching that counter. If the trading house is already filled, flip another Arabica counter, and so on, until he can place a trader.
 - Other players may piggyback.
 - He **only** has the 3 traders on his board available to him.
 - He does not take the Stock counter.
- André will always piggyback when a player places a trader in a trading house, but **only** for the 2nd position in the trading house. André never takes the coin.
- He never builds using a contractor, and never piggybacks building.
- After both human players pass and André places all his traders, André will build 1 fair trade post in the cooperative matching the bottommost cooperative depicted on his visible contract (in the 1st period, his visible contract will be his A contract; 2nd period, B contract; 3rd period, C contract).
 - He prefers to build it on the 4-/5-player space if possible.
 - Failing that, he prefers the cooperative-color space with the » in it, but he doesn't get the ».
 - Otherwise, he takes the space that offers no bonus.

PHASE 4: HARVEST

Follow the usual rules: Each plantation with a worker will harvest 3 coffee. André takes his share of coffee, thus depriving the other players, but then he just throws it away.

PHASE 5: SELL

Follow the usual rules; however, on André's turn 1st turn, which will be 1st in this phase (because this phase is played in reverse turn order), he places a total of 2 Scoring markers in the Coffee Bars, as follows:

1. He places the 1st on the lowest-numbered space (highest on the banner) matching the **middle** coffee type depicted on his visible contract (in the 1st period, his visible contract will be his A contract; 2nd period, B contract; 3rd period, C contract).
2. He places the 2nd on the lowest-numbered space (highest on the banner) matching the **bottommost** coffee type depicted on his visible contract.

PHASE 6: REFRESH

Follow the usual rules (yes, André gets his traders back), then do the following:

1. Remove André's visible contract. If this is the 1st period, discard his A contract to expose his B contract; 2nd period, discard B contract to expose C; 3rd period, discard C contract, and the game is about to end).
2. Flip all 5 of André's Arabica counters in Phase 6 on his board face down, and shuffle them.

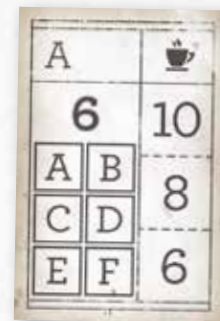
Milestones



Construct all 5
warehouses



Construct all 3 production
stations and fair trade posts



Deliver all 6 contracts



Place a trader in all
5 trading houses



Have 10 coffees in 2 of your
warehouses (20 in total)

Note: Can be achieved through
harvesting, trading, and/or buying.



Make 1 delivery of value 2
or more to all 6 Coffee Bars



Add all 11 plantations



In 4 cooperatives, have at least
one plantation on the "1/2" or "2/3"
row and a building



In 2 cooperatives, have 8 or more
(16 in total) Quality Value points (QV)

Note: See End of Game, page 26.

Symbols

GAME PIECES



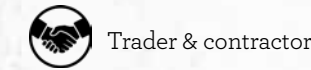
Worker



Donkey



Truck



Trader & contractor



Civet



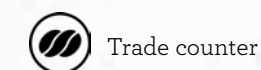
Arabica counter



Animal counter



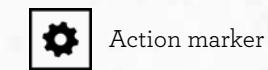
Wild Animal counter



Trade counter



Stock counter



Action marker



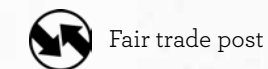
Coin



Warehouse



Production station



Fair trade post



Hospital



Farm



Milestone



Contract

GAMEPLAY



Period



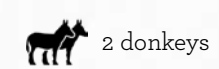
Cooperative



Coffee



Coffee level



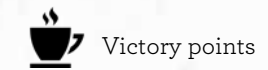
2 donkeys



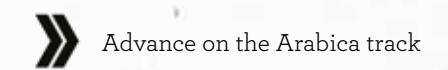
Piggyback



Pass



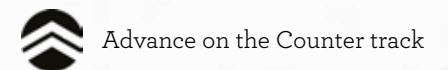
Victory points



Advance on the Arabica track



Move back on the Arabica track



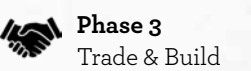
Advance on the Counter track



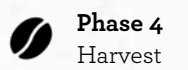
Phase 1
Work



Phase 2
Assign Workers



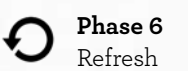
Phase 3
Trade & Build



Phase 4
Harvest



Phase 5
Sell



Phase 6
Refresh



Construction
Construct any available building
(excluding the farm).

Coffee process

THE PROCESS OF COFFEE, FROM PLANTING TO ROASTING

1. THE COFFEE PLANT

Depending on the variety, it takes approximately 3 to 4 years for the newly planted coffee trees to bear fruit. Typically, there is one major harvest a year. In countries like Colombia, where there are two flowerings annually, there is a main and secondary harvest. In most regions, coffee plants begin to produce beautiful, sweetly-scented, white flowers during spring, lasting only 2-3 days. In a heavy flowering, the plantation looks like it is covered by a blanket of snow! The harvested fruit is called a "cherry". It grows slowly to the size of a plump cherry - first green in colour then shifting to red and finally a deep purple when it is ready to harvest.

2. HARVESTING THE CHERRIES

In most countries, the crop is picked by hand in a difficult, labor-intensive process. In some places, like Brazil, where the landscape is relatively flat and the coffee fields immense, the process has been mechanized.

3. THE DRY AND WASH PROCESS

After coffee is harvested, it undergoes a processing method in which the coffee beans are removed from the raw fruit. There are various techniques of processing coffee, each technique affecting the final flavor of the end product in a different way.

The Unwashed or Natural Process. In this process, the newly harvested coffee cherries are sorted and sun dried. In some cases, depending upon the plantation, the cherries are machine dried after being in the sun for a few days. To ensure even drying, the cherries are spread evenly and raked regularly throughout the day. It could take up to four weeks in the sun before the cherries are free of excess moisture.

The Semi Dry Process. Also known as the "wet hulled" or "semi-washed" process, this process involves wet grinding in which the skin of the coffee cherries are mechanically removed by a pulping machine. Afterwards, the mucilage may be washed off before the coffee beans are dried. This is a relatively new method of processing, commonly used in Brazil and Indonesia, and results in a brew that is heavy bodied, earthy, and mildly acidic.

The Wet Process. The wet process involves washing the pulp of the coffee cherries to reveal the coffee beans. Wet processing is often used to reduce the acidity in gourmet coffees, resulting in a balanced coffee with a vibrant, almost fruity essence.

4. EXPORTING THE BEANS

The dried beans, now referred to as green coffee, packed in jute or sisal bags, are loaded into shipping containers and transported overseas to large warehouses that store the green coffee for one or more years.

5. ROASTING THE BEANS

To roast the beans, the green coffee is loaded into the large drum of a roasting machine which slowly spins the beans at various temperatures. Inside the roaster, the beans undergo a chemical process that includes the conversion of starches to sugars. The temperature, speed, and length of time green beans spend in the roaster change depending on the type of coffee the roaster wants to create: light, medium, or dark roast.

NOTES

"Among the numerous luxuries of the table...
coffee may be considered as one of the most valuable.
It excites cheerfulness without intoxication;
and the pleasing flow of spirits which it occasions...
is never followed by sadness, languor or debility."

Benjamin
Franklin

Citations:

"National Coffee Association." NCA, www.ncausa.org/About-Coffee/10-Steps-From-Seed-To-Cup.

"Coffee AM." COFFEE AM, www.coffeea.com/methods-of-coffee-processing.

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Five coffee countries

GUATEMALA

Guatemala produces some of the best coffee in the world. The plants grow on a rich soil near the volcanoes at a level of 1300 meters or higher in the three main regions: Antigua, Huehuetanango and Cobanana. The most common arabica plants that are grown here are Bourbon, Typica, Catuai and Caturra. They produce a very popular bean with a depth and complexity of taste like chocolate. Its aroma tends like spices and fruits.

The Macaw is featured on the Animal counter for Guatemala. The length of the Scarlet Macaw, or Ara Macao, from beak to tail can be as long as 80 cm. It's brilliant red, yellow, and blue plumage contrasts with a bare white face and beautiful blue and yellow feathers adorn the lower wings. The bird's strong beak is adapted to breaking hard nuts found in the rainforest.



COLOMBIA

Colombia has a reputation of producing the world's best coffee for more than 50 years. The Colombian landscape, notably its mountains, provide a perfect environment for high quality coffee. The care and attention of the thousands of small groups of farmers throughout the country results in mild coffee with a well balanced acidity. Due to its terrain, transporting the coffee can be difficult and is often done by mule or trucks. The arabica plants are Typica, Bourbon, Catura and Mangotype. These Colombian coffee beans are hard to roast, but the final product has an aromatic sweetness and well balanced flavor.

The bird representing Colombia in Coffee Traders is a Turkey Vulture. These superior scavengers are common in Colombia as they ride thermals in the sky with their wingspan of 1.5 meters and use their extremely keen sense to track food.

BRAZIL

Brazil produces one third of all coffee in the world, and exports 32 million bags of green coffee. There are more than 200,000 coffee farmers in Brazil and most farmers work near the Atlantic ocean in the southeastern states of Minas Gerais, São Paulo, and Parana where the environment and climate provides ideal growing conditions. Because of the low altitude of 1200 meters, the farmers can produce large quantities to meet the huge demand. These beans are air dried, a natural process, and taste sweet and medium bodied with low acidity.

Toucans, the Brazilian representative, are well-known for their large, sharp, brightly colored beaks. They eat fruits, insects, small reptiles, and other birds eggs. Like their relatives, Woodpeckers, Toucans are woodland birds. They live in South American rainforests and make their nests by carving holes in trees.



ETHIOPIA

Ethiopia is where coffee was discovered. According to the legend, an Ethiopian goatherd named Kaldi saw strange behavior of his goats after eating cherries from a tree. His goats danced and jumped all day long. A passing monk from a local abbey heard the story, brewed the cherries, shared it with the other monks, and the rest is history. Ethiopia produces some of the finest coffee in Africa. The main regions are Sidamo, Harra and Kaffa, with most coffee plants growing in the wild. More than a thousand varieties of coffee plants grow in the heights of the southern mountains with perfect conditions. Ethiopian beans are lightly roasted so they can maintain their full flavor, bright fruit notes, and rich complexity.

The animal representing Ethiopia is the Zebu, a type of cattle. Mainly used as working and milking animals; farmers don't keep them for their meat. They are a horned breed and can forage efficiently for their own food in high temperatures, lowering the cost to farmers.



INDONESIA

Coffee is not native to Indonesia. In the 17th century, when Indonesia was still a Dutch colony, the Dutch East India Company brought Arabica coffee plants to the archipelago. They were interested in growing the plant because of the perfect conditions and their belief that coffee could be the new gold.

Several of the larger islands, Sumatra, Java, and Sulawesi, are known throughout the world for their quality coffee. Java is known for its gourmet Arabica coffee, a variety most suited to altitudes over 1500 meters and temperatures of 16-20 degrees Celsius. Arabica plants tend to be more prone to disease, so farmers must pay close attention to the plants while they are growing. Another major coffee producing island is Sulawesi. The most famous coffee growing region is Toraja, where the coffee grows in the mountainous area near the center of the island. Toraja Arabica has a full bodied taste and caramelized aroma. Sumatra produces two of the world's most famous and high quality coffees: Mandheling and Ankora. This coffee is characterized by a low acid and a heavy body. Grown in West Sumatra, both of these coffees are renowned for their rich, unique flavor.

Indonesia's representative is the Swamp Buffalo, a working animal for many coffee and rice growing countries. These animals are used to plow and harrow. You can recognize them with their long horns that grow outwards laterally.

*When life gives you lemons,
trade them for coffee*



Kopi Luwak

Kopi Luwak are coffee beans digested by, fermented within and then extracted by Asian Civet cats. The excrement of these cats are washed and roasted, and then sold as Kopi Luwak. Kopi is the Indonesian name for coffee and the Civet cat is known as Luak. Traders sell Kopi Luwak for more than a thousand dollars a pound! In the colonial times, early 19th century, the Dutch plantation owners harvested coffee beans on their plantations. The local farmers weren't allowed to harvest the fallen beans from the land for their own purpose. The farmers noticed that the Civet cat ate the coffee cherries, so they started to collect the coffee beans from the droppings from the cats. They washed the beans, roasted them and began to brew their own coffee. That's how the farmers found out that the coffee from the cats tasted better than the normal coffee.

ANIMAL RIGHTS

Because of the labor intensity, the price is driven so high that some Indonesians decided to construct Civet farms where they keep the cats in little cages and feed them only with coffee cherries. Researchers from Oxford University assessed the living conditions of 50 Civets held in cages at 16 plantations on Bali. The results paint a grim picture. Small cages with wired floors cause pain and stress to these animals. So be fully aware of the deeper ramifications of animal rights before you order Kopi Luwak.





COFFEE TRADERS

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Published by Capstone Games

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Marijn Vis • Caspar Wagemaker • Arno Quispel • Erno Eekelschot

Niels Schotten • Theo Besseling • Ruben van der Zee • Sebastiaan Zweep
Randy Blank • Mira de Wit • Boy de Wit • Spellvereniging UCP Leeuwarden
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Coffee **TRADERS**