



CASH CROP

GROW YOUR WEED EMPIRE

The delightfully fun farming tycoon game with Cannabis!

Getting Started

Cash Crop is designed to provide a flexible, scalable farming experience. The game is setup such that there is no “correct” way to play Cash Crop, rather players can run a small batch grow, where they meticulously hand water and trim each plant, or they can scale up to hiring crew, etc.

While the game encourages people to scale their operation we want to maintain fun and balance and slower progressions for the casual player.

Farm Status

- \$5430 -620 Week
- Plants: 1/10
- Crew 1 / 3
- Staff
- No Current Contract
- Heat



1a

Seeds

☘	☘	☘	☘
☘	☘	☘	☘

1b

Contracts

Green Manhattan

Lab Samples
Training Drug Dogs
Green2Go Needs Green
Atomic Cannabis
Bud Time
Buddy Bud
Straight Edge Sally
Dig River Concentrates

Green Manhattan
"Chasing Manhattan" gives out the green at all their shows. Probably not 100% legit but the pay is right.

JerryTheAgent

Requirements

Any Strain 10.63 LBS 12 weeks 100%

Negotiations

-	SS up front	+	\$7,634	up front
-	SS upon completion	+	\$25,448	upon
			Total: \$33,082	

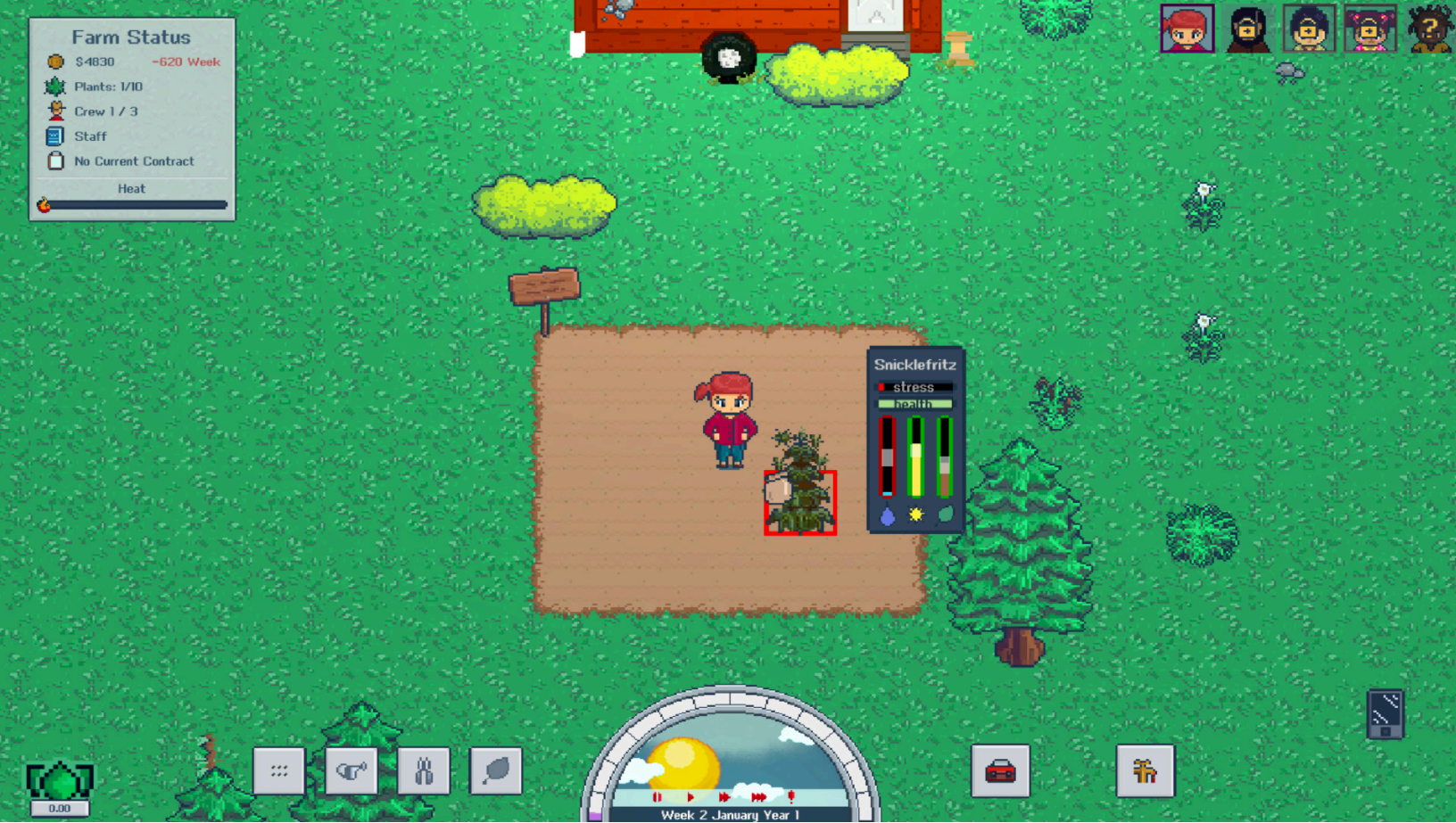
Accept Contract

1. Starting

Starting Gameplay

- a. You can begin your game by planting seeds
- b. You can also start your adventure by taking a contract



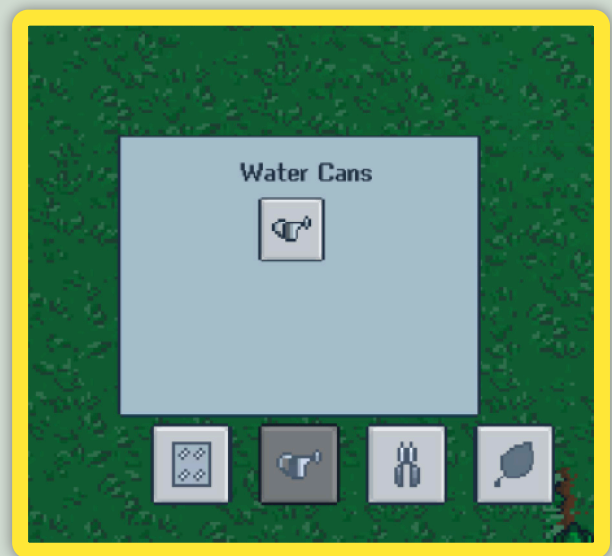


2. Plants

Tend your plants to the best of your ability

Quick Tip

Use the different tools available in your inventory, including the Watering Can, Shears, and Nutrients Bag to help grow your crops





3. Fields

Add more fields to grow more plants. Do you only grow plants for your current contract or risk heat to get started, faster?



Quick Tip

Use your hammer tool to place new fields when you have the financial ability to expand your farming abilities

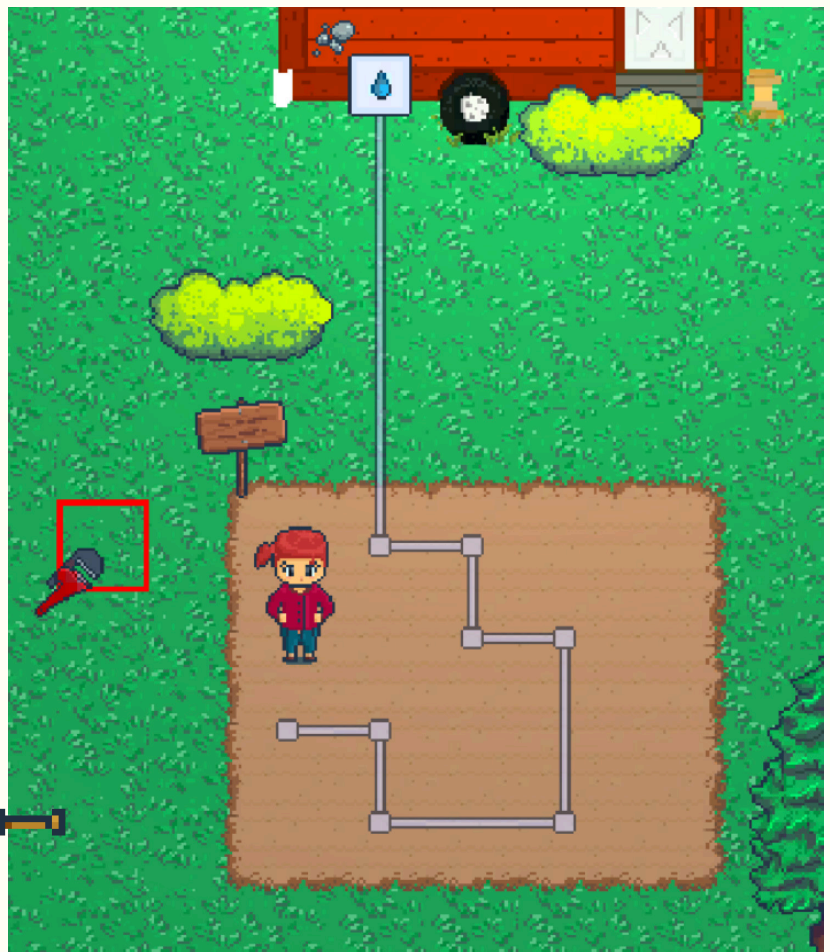


4. Staff Tree

4. Explore menus, staff tree.
Hire staff that align with your style/direction of play.

5. Working Smart

Set up sprinkler systems or hire crew



Farm Status
 \$14011 -620 Week
 Plants: 0/10
 Crew 1 /
 Staff
 No Curren

Contracts

Grannys Dank Cookies
 Bud Time
 Need To Smoke [FAILED]
 Station Siezure Vault [FAILED]
 Erin [FAILED]
 Big River Concentra [FAILED]
 Breathalyzer Testing
 [Com] Green2Go
 Green2Go Needs Green
 Jesus Verde [COMPLETED]

Jesus Verde
 Whats up homes? We were hoping you could hook us up with some good mota.

Requirements
 Any Strain 8 Lbs. 9 weeks 100%

Negotiations
 \$1,055 up front
 + \$8,178 upon
Total: \$9,233

Accept Contract

6. Contracts

Complete contract. Repeat steps 2-6 exploring different strains, etc.

Quick Tip

Negotiate to get more money for completing your contracts. Be careful! Negotiate too steep and you might lose your client.

NEGOTIATIONS

- UP FRONT +
 - UPON COMPLETION +

ACCEPT



We have been notified of some illegal activity taking place on your farm. After taking a closer look we have decided to issue a \$51,000 fine as punishment.

Done



It looks like the investigation found no evidence of illegal activity and has been dropped.

Done

7. Contracts

Build up some heat? Get fined? Unlock dealer. Use homie hookups and lawyer abilities to sell bud outside of contracts and mitigate accumulating Heat.



8. Maps

Use funds and freedom (from crew and sprinklers) to explore Seattle, look for Easter eggs or buy a new farm.



Quick Tip

If you bought another farm, repeat steps 1-6.
Now you're a Weed Tycoon!



9. Grow Your Cash Crop

Continue playing in current state until you lose, purchased all the farms, or are bored. Wait for next exciting content update!

Check us out!

Visit our website at www.cashcropgame.com, check us out on Facebook at facebook.com/cashcropapp or hit us up on Twitter @cashcropping

Major Concepts Overview

Tools

These are the basic instruments used to maintain your plants. There are 4 categories of tools: Seedbags (for planting seeds you have access to), Watering Tools (to water your plants), Tending tools (for care and maintenance), and Fertilizers (to feed and heal your plants). Tools are upgraded by hiring a Groundskeeper and unlocking the next tool from the tech tree. Upgraded tools have unique perks like extended range, area of effect, rapid use, and buffs.



Equipment

Equipment are the “toys” of the farm. Unlike tools they are purchased individually, cost money to operate, must be equipped to use. You cannot use your tools while holding equipment. Equipment, such as the hose or hedge trimmer are like hyper specialized tools. For example the hose lets you water plants from a distance, while moving. Unlike using a watering can which requires you to be adjacent to the plant and stationary. Hedge trimmers make harvesting a breeze. Using equipment requires some setup and logistics (hoses will need to be attached to water sources and have a fixed length) and rewards the industrious farmer.

Hardware

These represent the fixtures, structures, and “stuff” you need on the farm. Constructing new fields, buildings, furnishings, fences, security, lightning, power, and water sources, trimming machines, drying racks, irrigation, sprinklers, insect traps, shade covers, nets, etc.

Gear (Under development)

Gear is worn by individual crew members and gives them perks. Gear includes masks, headlamps, shoes and gloves, and swag that shows off the characters personality and aesthetic.



Staff

Staff act as your tech tree, hiring new staff members and unlocking their abilities opens up the various dimensions of play and aspects of cannabis farming life. Adding new crew, more plant licenses, better tools, access to new contracts, improvements for you plants, and access to street dealers all come from the staff tree.

Crew

The people who run your farm and do the hard work for you are your crew. Each crew member will have a name and backstory with optional plot, contracts, and story interaction. Hire crew to water, trim, and harvest for you. This liberates you to spend more time adventuring, exploring, and looking for new markets.

Contracts

Contracts are the straight forward way of acquiring work. You can either start growing your plants and then look for contracts to fulfill, or you can accept a contract right away and structure your play around serving your clients. Contracts will pay you funds in advance and funds on completion. You can negotiate each of these but pushing too hard will cause you to lose the contract. Eventually, you'll maintain relationships with vendors and you'll be able to improve or hurt that relationship through negotiations. Contracts refresh every week and provide context and character to play.



Heat

Heat represents that amount risk your currently engaged in. Taking less legal contracts, selling bud through a dealer, or growing more plants than you're allowed generates heat. Low levels of heat typically aren't a problem but carrying high levels of heat can lead to increasingly frequent and severe fines, protestors, DEA raids/shutdowns, helicopter fly overs, etc. Heat is kind of analogous to your Wanted Rated in GTA (1-5 stars). Accumulating too much heat and getting shut down is one way to lose the game.

Disease, Pests

Plants will develop diseases or pests based on how they are (or aren't) cared for. Fungus gnats are the only disease currently game and may appear on plants that are chronically over-watered or are dead and haven't been removed from the field. More and more gnats will appear until the plant dries out or dies. Gnats can spread from infected plants to other health plants. Fungus gnats will cause small but significant impacts on health and stress. We will expand to include thrips, white flies spider mites, and pests and diseases.

Major Systems Overview

Plant Ecology (Plant, Nurture, Harvest)

Plants have 2 distinct stages; vegetation and flowering. Plants have 3 needs – water, sunlight, and nutrients. Each strain has requirements and tolerances for each of its needs, making some strains easier to grow and others more picky, fragile. Plants grow the fastest and produce the most buds when their needs are kept in the ideal range. When a plant's needs fall outside of tolerance it will start to become stressed. Accumulated stress will reduce the plants health. Unhealthy plants grow slower and produce less bud.

Economics

Each farm you own carries a weekly lease payment. Each field requires a weekly upkeep cost. Crew take weekly salary. Take contracts or sell bud through your dealer to earn cash. Spend cash on labor or capital improvements. Scale to handle more contracts, more bud, etc. Or focus on high-quality small batches

Time

The basic unit of time in Cash Crop is 1 week. Every passing day/night cycle progresses the game forward by one week. You can accelerate time by using the buttons on the HUD. Increasing the time scale accelerates the pace of play. This is great for rapidly moving through time when life on the farm is going well or playing at a slower clip when you're in a more casual or detail oriented mood.

