

# Ceylon

**Introduction:** Players take the role of tea plantation entrepreneurs in Ceylon (Sri Lanka) during the Victorian era. Players must plant and harvest tea, develop technology, export tea and influence Councillors to win!

**Game end and Goal:** The game end is triggered if a player places their final plantation marker on the board, or, if they draw the last action card in the deck. Players complete an equal number of turns, and then proceed to final scoring. The player with the most points wins.

## Setup:

1. Place the **Game Board** in the middle of the table.
2. Randomly select 4 of the **5 large (4-space) Level Tiles** and take each one and place it randomly oriented in one of the 4 districts of Ceylon (so that the tile is wholly contained within a District. Next take the **4 small Level tiles (1-space)**, and put one on top of each large Level tile (covering one space).
  - a. *If this process has been completed correctly, each District should now have 4 hexagons at Level 0, 3 hexagons at Level 1, and 1 hexagon at Level 2. Return the remaining large hexagon tile to the box.*
  - b. *In a 2P Game, players agree to only use 3 districts (cover Uva or Dimbula to remind yourselves).*
3. Mix **8 Councillor Tiles** face down, place one face up on each Councillor space on the board. Return rest to box.
4. Shuffle the **46 Action Cards**, and place the deck face down on the Game Board (middle right, on the space without the spots).
5. Take the **20 Contract Tiles** (with the wagons), shuffle them, and place them in a face-down deck on the Game Board (on the space after the end of the train). Deal one face up Contract Tile to each wagon space.
6. Take the **4 District Bonus Tiles (10, 6, 3, 1)**, and place them in a stack in descending order (10 on top to 1 at the bottom), and put them on their space (middle left of the map).
7. Take the **17 Technology Tokens** (with the tea processing machine on), and place them in a stack on their space (top right corner of board).
8. Make a supply of the following next to the board:
  - a. **32 Plantation Tokens** (round, with green fields).
  - b. **82 Rupee Tokens**
  - c. **40 Tea Chests** (red, white, green cubes)
  - d. **1 Contract Distribution Tile**
9. Players take the following items (in their player colour if coloured – R/Y/B/P):
  - a. **A Player Board**
  - b. **8 Plantation Markers** (coloured leaves) – place one on each leaf shaped spot on your board).
  - c. **6 Player Discs** (place one on the first spot of the scoring track, and the rest next to your player board).
  - d. **15 Rupees** (which they put in personal supply)
  - e. **1 Black Tea Chest** (which they put in their warehouse (top R of player board). *Note 5 Chest Limit.*
10. Appoint the player who most recently drank tea **Start Player**, and give them the **Teapot Token**. Starting with the Start Player and proceeding clockwise, each player chooses a Level 0 Hex in a District containing no plantations, places a Plantation Token, and puts their Plantation Marker on top of it, and their **Pawn** on top of that.
  - a. *In this way, each player begins the game in a different District.*
11. **Variant Rules:** Instead of performing Step 9, Shuffle the Starting Tiles (purple), and deal one to each player, which they place in the appropriate space on their player board. The player with the lowest number starting tile is the First Player (and takes the teapot), and places their first plantation first as per step 9), with further starting plantation being placed in ascending order of starting tile. See Appendix A for starting tile effects.
12. Stack one **Disc** from each player on the bottom (green) space of the technology track from first player on the top to last player on the bottom.
13. Deal each player 3 Action Cards, which they take into their hand.

*The supply of rupees, tea chests and technology tokens is not limited, and players can use substitutes if these supplies run out.*

## Course of Play

Beginning with the starting player and proceeding clockwise, players take turns. The game ends when the action card deck is exhausted, or a player places their last plantation marker.

## A Player's Turn

On a player's turn, they must:

1. Play an Action Card for its effect (main or alt action) (and then the other players take the other main action, or an alt action from that card). A player may also optionally play a technology token before or after the main action.
2. Draw an Action Card

## Play an Action Card

Each Action Card contains two Main Actions (one on the top, and one on the bottom of the card), and always the same two Alternative Actions (take 2 Rupees, or Move). When an Action Card is played, it is oriented so the Action Selected by the active player points at the “•”, and thus the main action offered to the other players points at “○○○”. The active player can choose to perform the “•” action, or an Alternative action, and then each other player in clockwise order chooses the “○○○” action, or an Alternative Action.

### Use a Technology Token (optional)

The active player, can spend a technology token to perform ANY\* main or alt action, before or after their main action:

- This choice is not limited to the actions available on the card you played. You can choose any of the five actions except \*You may not use the action 'advance on the technology track'. You must still pay normal costs.
- You may use the same action as you already took/plan to take.
- You may only use one Technology Token per turn.
- Technology tokens are gained by advancing on the Technology Track. You may use a Technology Token on the same turn that you gained it.
- A player can have any number of Technology Tokens.

**The Five Main Actions:** Some actions have a Rupee cost. A player cannot take an action they cannot afford to perform.

### Action 1: Plant

Pay 5 Rupees. Place a Plantation Tile on the space your Pawn occupies. Put a plantation marker on the plantation tile.

- You cannot Plant on a space that already has a plantation.
- You may plant on a space that is also occupied by other players' pawns.

If you have a plantation in every District in the game (note game scaling for fewer players), you receive the topmost District Bonus Tile. Score the depicted number of points.

### Action 2: Harvest

Harvest Tea from the space that your Pawn occupies, and/or that is directly adjacent to the space your pawn occupies. Take the tea chest harvested from supply into your storehouse.

- The type of tea harvested depends on the altitude of the space (Lvl 0 = Black, Lvl 1 = Green, Lvl 2 = white).
- If you harvest from a plantation that does not belong to you, the owner scores 1 point. Harvesting an opponent's plantation is optional.
- Your storehouse can hold a maximum of 5 Tea Chests. *If you exceed that number, immediately after Harvesting, discard back to 5.*

### Action 3: Trade (Fulfil a Contract)

Return 3 tea chests from your storehouse to supply to fulfil one of the 3 contracts on the wagon spaces. Take the contract Tile you fulfilled, and place it on a contract space on your Player Board (number side up). Take one of the two depicted rewards on the Contract Token (Rupees or Points, never a mixture, never both).

- Contracts with the same company are always stacked on your board
- You may only complete a contract if you have an available contract space on your player board (i.e. one without a plantation marker, or a space that already has contract(s) from the same company).
- At the end of the Player's Turn (after they re-drew an action card) refill the Contract Token window from the deck,

### Action 4: Contract a Councillor

Pay 5 Rupees. Place one Player Disc of your colour in a free space of the Councillor Track of the district where your pawn is located. You may then use that councillor's ability for the rest of the game.

- Each player can only contract each councillor once.
- At game end, a player will only score points for majorities in Districts where they contracted a Councillor.

### Action 5: Advance in Technological Development

Pay 5 Rupees. Advance your Disc one space up the Technology Track, and take one Technology Token. Each other player takes 1 Rupee from supply. If you advanced to a space marked with +5, receive 5 points.

- During final scoring, position on the Technology Track breaks ties.
- If a Disc comes to rest on a space with other discs, it is placed on top of the stack, and the order from top to bottom is the relative order of advancement.

### Alternative Actions

Both the active player, and the other players may choose to not perform a main action, and instead choose an alternative action. These actions are:

1. Move – The first space of movement is free, the second space costs 1 Rupee, the third space, an additional 2 Rupees, and so forth. A player can move as far as they want provided they can afford it. No element on the board can block movement.
2. Take 2 Rupees from supply.

Finally, at the end of their turn, the player draws an Action Card to bring their hand back to 3 cards. If the draw deck is exhausted, skip this step. Remember to refresh the Contract Tiles at this point too.

### End of Game








The game end is triggered if a player places their final plantation marker on the board, or if they draw the last action card in the deck. Play continues until all players have taken the same number of turns, then proceed to Final Scoring.

## Final Scoring

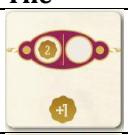




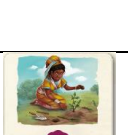


1. **District Majorities** – For each district, players score 10/6/3/1 points depending their ranking in the majority of plantations in that district, e.g.
  - a. Rank 1 (most plantation) – Score 10
  - b. Rank 2 (next most plantations) – Score 6, and so forth
    - i. Position on technology track breaks ties
    - ii. A player must have at least 1 plantation in that District to be eligible to score.
    - iii. A player must have contracted a Councillor in that District to be eligible to score.
2. **Money Majorities** – Players score 10/6/3/1 points by ranking themselves according to how much money (Rupees) they have remaining
  - a. Rank 1 (most remaining money) – Score 10
  - b. Rank 2 (next most remaining money) – Score 6. And so forth.
    - i. Position on Technology Track breaks ties.
    - ii. A player must have at least 1 Rupee left to score.
3. **Position on the Technology Track** – Players score 10/6/3/1 points depending on their position on the technology track
  - a. Highest position scores 10 points
  - b. Next highest position scores 6 points, and so forth.
    - i. The disc in the higher position in the stack breaks ties
    - ii. A player must have advanced at least once in technology to be eligible to score.
4. **Scoring Fulfilled Contracts** – Players score points according to how many different companies they have supplied tea to. Each player scores 1/3/6/10/15 points for supplying tea to 1/2/3/4/5 different companies.

The player with the most points wins! In case of a tie, the tied player highest on the technology track wins.

## Appendix A: Starting Tile Effects

Tile	Effect	Tile	Effect
	Once during the game, when you carry out the “take 2 rupees” action, take 5 additional rupees.		Once during the game, when you carry out the “advance in technological development” action, your counter advances two steps instead of one on the technology track. <i>You do not get another technology token for that extra step.</i>
	Once during the game, when you perform the “move” action, move to any hexagon on the board without paying the cost.		Once during the game, when you carry out the “contract a councillor” action, you may contract the councillor of a district different from the one where your pawn is located.
	Once during the game, you may carry out the “plant” action in the hexagon where you already have one of your plantations. Place a second marker, but not another plantation token. This plantation will be worth double at the time of scoring the majority in the district, but will continue to provide a single tea chest at the time of harvest.		Once during the game, when you carry out the “harvest” action, you may do it even if the plantations you choose, your own or those of others, are not within reach of your pawn (any number of plantations on the board!).
			Once during the game, when you carry out the “trade” action, you may fulfill a contract by delivering one tea chest less than required.

## Appendix B: Councillor Tiles

Tile	Effect	Tile	Effect
	Each time you “take 2 rupees” action, Take 1 more from the supply (3 total)		Each time you perform the “move” action, all the steps from the second onward will cost you only 1 rupee each.
	Each time you perform the “trade” action, take 2 rupees from the supply (even if you choose points instead of rupees as a reward, you still take 2 rupees).		Each time you perform the “plant” action, you may alternatively place your plantation marker and pawn in any hexagon adjacent to it your pawn’s space,, as long as that hexagon belongs to the same district where your pawn is located.
	Each time you perform the “advance in technological development” action, score 1 point immediately.		Each time you perform the “plant” action, its cost is reduced by 1 rupee (you pay 4 in total).
	Each time you perform the “contract a councillor” action, its cost is reduced by 3 rupees (you pay 2 in total).		The storage capacity of your warehouse increases by 1, so that you may store a total of 6 tea chests.

