Main Actions

Plant — Spend 5 rupees to put a plantation where your pawn is.

Harvest — Gain one tea crate for each adjacent plantation. Other players gain 1 pt if you harvest theirs.

Trade — Fulfill a contract by returning tea crates to the supply. Gain either points or rupees.

Contract — Spend 5 rupees to place a disc next to the councillor of the district your pawn is in.

Technology — Spend 5 rupees to advance your disc one space up the tech track. Gain a tech tile. All other players gain 1 rupee.

Alternative Actions

Move — Move one space for free. Each additional space costs one rupee more than the last.

Rupees — Take 2 rupees from the supply.