

CEYLON



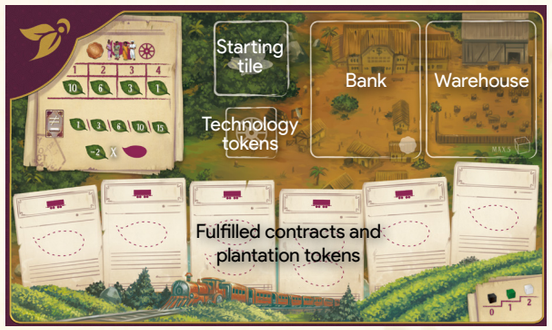
Rulebook

During the second half of the 14th century in what was then Ceylon, today known to all as the nation of Sri Lanka, a deadly fungus killed off all the coffee plantations on the island, thus causing a serious economic crisis. The Scot, James Taylor, and later many other entrepreneurs, set about substituting coffee plantations for tea plantations and hence creating what many connoisseurs today consider to be the best tea in the world.

In **Ceylon**, you will take on the role of the pioneers who developed the Ceylon tea industry. You must build plantations, harvest crops, develop technology, and export products throughout the world. The player who contributes most effectively to developing the success of Ceylon tea will become the winner.

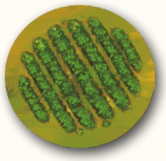
"The tea fields of Ceylon are as true a monument to courage as is the lion at Waterloo"
Sir Arthur Conan Doyle

Components



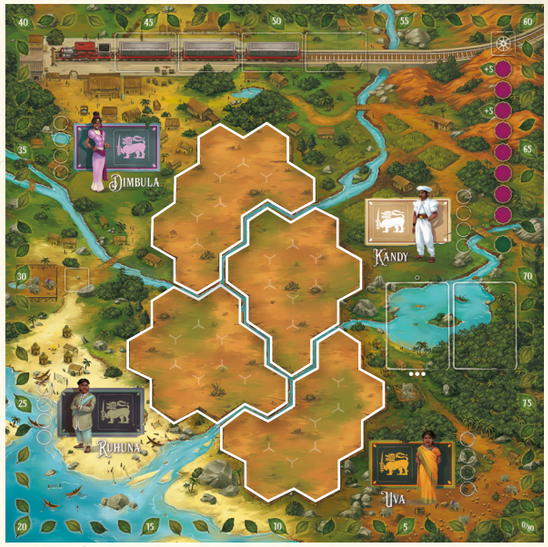
4 Personal Boards

Each player will use their board to store their plantation markers, technology tokens obtained, contracts fulfilled, tea harvested, money won, and their starting tile (see *Game Variant*, p.10). All these must be visible to the rest of the players at all times.



32 Plantation Tokens

They represent the plantations that the players will build in the different districts of the map.

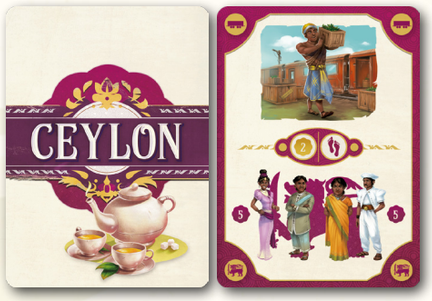


1 Game Board

It consists of a central map that represents 4 of the most important tea districts of Ceylon. Each of these districts has its own councillor who will help the players who contract their services.

To the right of the map, the technology track will record the technological development of each player. On the upper section of the board there is a train with 3 wagons. Each wagon shows different purchase orders made by the different companies that players will have to fulfill in order to gain money or victory points.

In addition, the board includes a scoring track, spaces to place the technology and district bonus tokens, and on the right side a space for the action card draw and discard piles.



46 Action Cards

These are used to perform the different actions available during the game.

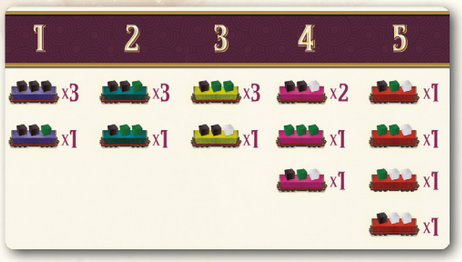


9 Level Tiles

5 large and 4 small. These are used to configure the terrain of each district. Hexagons where there is no elevation tile will be considered level 0, those of level 1 will be those that are covered by one elevation tile, and those of level 2 are those that are covered by 2 elevation tiles.

The central map is divided into 4 districts divided by rivers. Districts are marked in the illustration with a white line.

The districts are: Dimbula, Ruhuna, Kandy and Uva.



1 Contract Distribution Card

This shows the different demands for teas and their frequency in each company. It serves as a reminder to the players.



8 Councillor Tiles

These indicate the ability granted by the councillor they are associated with.



7 Starting Tiles

These are used in the game variant and, apart from determining the order of placement of the initial plantations, they grant each player a special one-time use ability during the game.

1 Rulebook



20 Contracts

4 from each of the 5 companies. These represent the purchase orders that players must fulfill during the game to gain money or points.



17 Technology Tokens

Each time a player advances on the development track they receive a technology token which gives them an extra action on their turn.



4 District Bonus Tokens

These are awarded to players who own at least one plantation in all the districts in play on the map.



1 Teapot

This identifies the starting player.



4 Player Pawns

These indicate the position of each player on the map.



24 Player Discs

6 in each of the 4 colours. These counters are to be used on the scoring track, technological development track, and for the councillors.



32 Plantation Markers

8 leaves in each of the 4 colours. These serve to indicate the player who owns the plantation token that has been placed on the board.



40 Tea Chests

16 black, 14 green and 10 white. These represent 3 different crop types: tea cultivated at low height i.e. level 0 (black cube), tea cultivated at medium height i.e. level 1 (green cube) and tea cultivated at high altitude i.e. level 2 (white cube).



82 Coins

14 of 10, 24 of 5, 20 of 2 and 24 of 1. In this game, the currency will be the rupee. Players will need them in order to pay the cost of certain actions.

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Setup

A Place the game board in the centre of the table. Take 4 large elevation tiles at random and place each one on a different district of the map so that each tile covers exactly 4 hexagons of the same district. Next take the 4 small elevation tiles and place one on top of each large elevation tile so that it covers any of its 4 hexagons. As a final result, each district must have 4 hexagons of level 0, 3 of level 1 and 1 of level 2. Return the large elevation tile that is left over to the game box.

B Mix all of the councillor tiles face down, choose 4 of them randomly and place them face up, one on each councillor space in each district. Return the remaining councillor tiles to the game box.

C Shuffle the action cards and place the deck face down on its corresponding space on the board.

D Mix all the contracts and place the deck face down on the space marked at the end of the train. Next, draw the first 3 contracts of the deck and place them on the 3 wagon spaces to the left.

E Place the 4 district bonus tokens in a pile in descending order (from 10 to 1) on their space at the left of the map.

F Place the technology tokens on their space above the technology track.

G Place the plantation tokens, the rupees and the tea chests next to the board to form a supply. Place the contract distribution card next to them.

H Players take the pawn of their colour and:

- A player board that they place in front of them.
- The plantation markers of their colour that they place on the contract spaces located on the bottom section of their board.
- The 6 discs of their colour, placing one on space “0” of the scoring track, and the remaining 5 next to their personal board.
- 15 rupees that they place in their bank.
- A tea chest cultivated at low altitude (black cube) that they place in their warehouse.

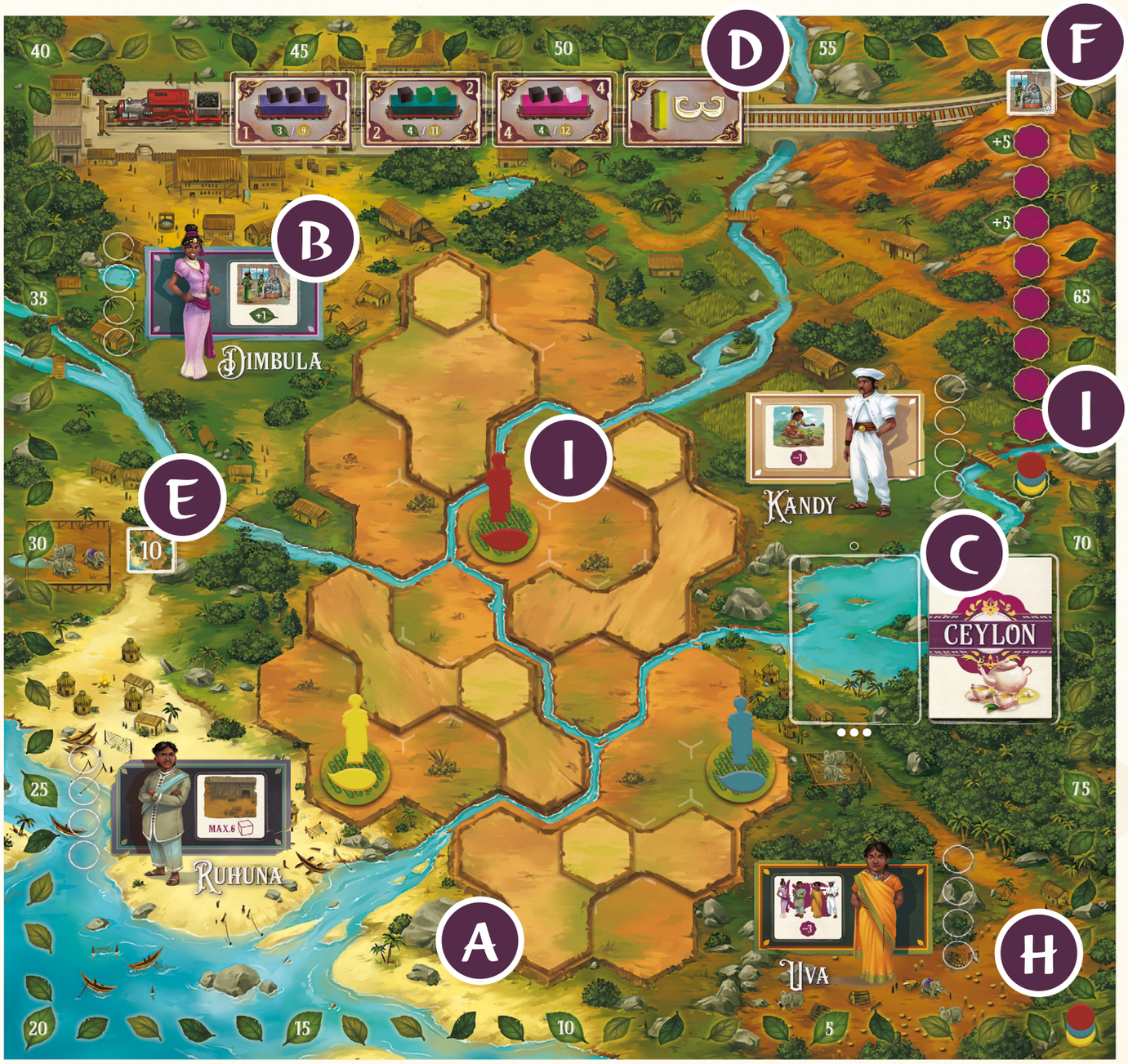
I The player who drank tea most recently will be the starting player (or you can choose randomly). To start, place the teapot next to the starting player’s personal board. Next, each of the players will take turns choosing their initial position on the map of the main board, starting with the starting player and continuing clockwise.

Each player must choose a level 0 hexagon in a district where there is no plantation and place a plantation token. On top of it they place the leftmost plantation marker from their personal board and their pawn. In this way, each player will start the game in a different district for their first plantation.

Additionally, each player will place one of their discs on the green space of the technology track forming a stack, so that the first player is on top and the last is at the bottom.

J Finally, each player draws 3 action cards to form their starter hand (which is hidden from the rest of the players).

Note: The supply of rupees, tea chests, and technology tokens is not limited to the available components, so should one of them be missing, players can use any other component instead.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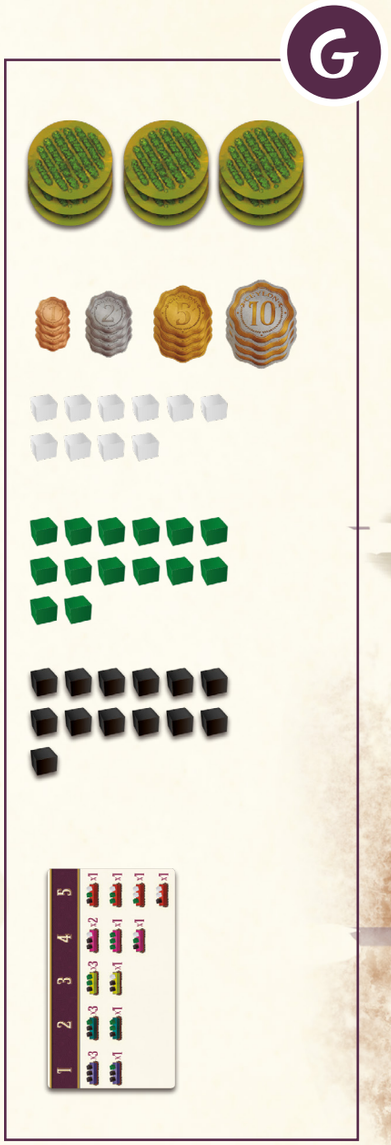
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Summary and Objective

In **Ceylon**, players will represent tea growers on the island of Ceylon. As such, they will build plantations in different districts and at different altitudes. They will produce tea and try to sell it to the most important export companies.

To aid them in this task, they will need the advice of the councillors of each district and will need to develop the necessary technology that allows them to get ahead of their competitors.

At the end of the game, points will be obtained for having plantations in each district, for fulfilled contracts, for the level of technological development reached, and for the amount of money collected. The player who has the most points at the end will be the winner.

Playing

The game is played in turns, starting with the starting player and continuing clockwise until a player manages to place all of their plantation markers on the map or the deck of action cards runs out.

Game turn

A player's turn consists of:

1. Playing an action card. Both the player whose turn it is and all the other players perform an action related to the card that has been played (mandatory). Before or after performing the action of their card, the player whose turn it is may use a technology token to take an extra action (optional).

2. Draw an action card from the deck to fill their hand (mandatory).

1. Play one action card (mandatory) and, optionally, use the technology token

Note: The way in which the cards are played and actions performed in this game is somewhat unique, so it will be explained here first, before describing the actions.



All the action cards are composed of 2 different main actions and 2 alternative actions. When a card is played, it must be placed on the discard space of the game board, so that one main action is oriented towards the side marked with ◯ and the other towards the side marked with ◯◯◯. First, the player whose turn it is will perform the main action that he placed on the ◯ side or one of the 2 alternative actions. Then, continuing clockwise, each of the other players perform the main action on the ◯◯◯ side or one of the alternatives. Once all players have performed their action, the next player, moving clockwise, will have their turn.

Dietmar plays the card that allows him to plant or harvest as his main action. He decides to plant and places his card on the discard space on the board, oriented so that the main action he wants to perform coincides with the ◯ side. This leaves the other players the "harvest" action ◯◯◯. Each of them, in clockwise order, must decide whether to harvest or perform an alternative action.



A **technology token** allows you to perform an additional action, but you can only use it when you are the player whose turn it is. After returning the technology token to the supply you can perform any main or alternative action, except for the action "advance in technological development", and just before or after carrying out the action of the card you just played. You can accumulate any number of technology tokens, but you can only use one per turn. If you get it on your turn, you can use it immediately. The technology tokens are obtained by advancing on the technology track (see page 8).

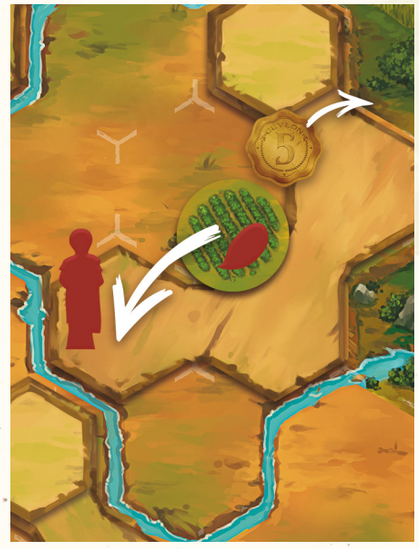
MAIN ACTIONS

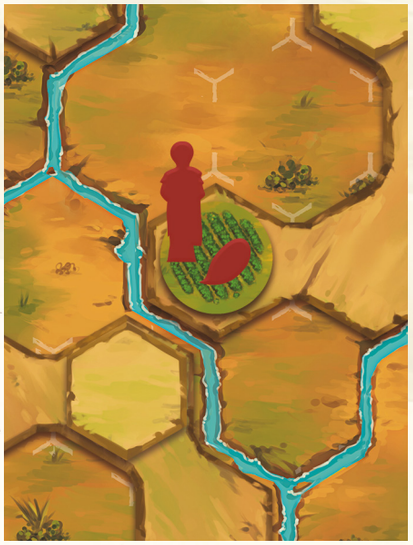
The 5 main actions are represented on the action cards. Some of them have a cost in rupees which has to be paid in order to carry them out. The money paid always goes to the supply. If a player does not have enough money to perform the action that corresponds to them, or does not meet any of the requirements of it, or simply does not want to do it, he must choose one of the 2 alternative actions instead (see *Alternative Actions*, p.9).

Plant

This action allows players to build a plantation. It has a cost of 5 rupees and consists of placing a plantation token on the hexagon where your pawn currently is, and on top of it the leftmost plantation marker from your personal board. In the hexagon where it is built there may be no other plantations (yours or others) but there may be other pawns.

Dietmar decides to take the "plant" action and does so in the level 1 hexagon where his pawn is located. He pays the corresponding 5 rupees, then takes a plantation token from the supply and places it under his pawn. Next, he takes the leftmost plantation marker from his personal board and places it on the plantation token.



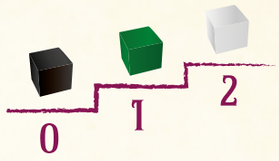


The district bonus tokens are obtained by building at least one plantation in each district being played (2 players play with one district less, see *2-Player Game*, p.10). Once you meet this requirement, take the first available bonus token (the top one) and score the points shown on it. The first player to get it will gain 10 points, the second 6, the third 3, and the fourth 1. Each player can only take one of these tokens during the game.

Harvest

With this action you will harvest tea in the plantations that are in the hexagon where your pawn currently is and/or those that are adjacent to it. You can take from the supply 1 tea chest for each plantation within your reach, keeping in mind that:

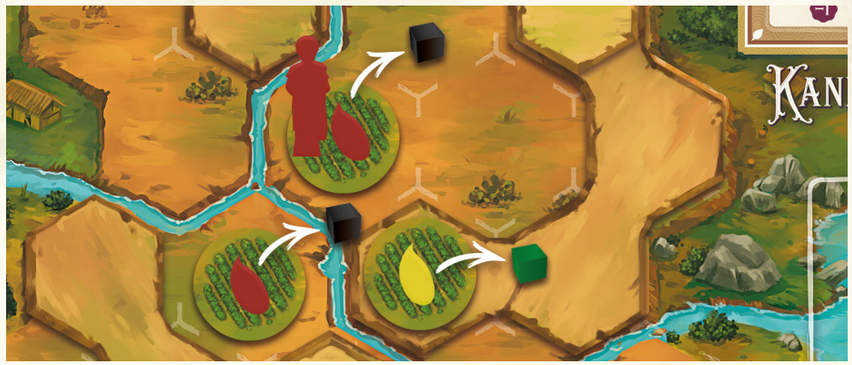
a. The type of tea provided by each plantation is determined by the height at which it is found. Level 0 plantations only produce tea grown at low altitude (black cubes), level 1 only produce tea grown at medium altitude (green cubes) and level 2 only produce tea grown at high altitude (white cubes).



b. You can harvest the plantations of other players, but their owners will automatically score 1 point for each tea chest you harvest from their plantations.

c. You may only store 5 tea chests in the warehouse of your personal board. You can exceed this number while you harvest, but immediately afterwards you must discard tea chests until only 5 remain.

Dietmar performs the "harvest" action and decides to harvest his own two plantations of level 0 that he has within his reach, and the plantation of David which is at level 1 and is also adjacent to his pawn. He gets 2 black cubes from his own plantations and 1 green cube from David's plantation, and David scores 1 point immediately as a result. Dietmar places the tea chests obtained in the warehouse of his personal board.



Trade

This action allows you to fulfill one of the contracts of the export companies, represented by the train on the main board, thereby gaining money or points. The action consists of delivering to the supply the 3 tea chests shown on one of the contracts in play, obtaining this contract as a result.

When you get one of these contracts you must place it in one of the available contract spaces of your personal board, with the number of the company face up. Contracts from the same company are stacked on top of each other, so that each company will always occupy only one space.

You may only fulfill a contract of a company if you have a space available for the contract on your personal board, that is, a space without any plantation markers or one which already has contracts from the same company and therefore you can place the new one on top. Only by planting will you be able to withdraw your plantation markers and free up spaces for new company contracts. Thus the more plantations you have on the board, the greater number of companies you can supply to.

Finally, you must decide immediately which of the two rewards indicated on the contract you wish to receive: rupees, which you take from the supply, or points that you will score immediately. You can never receive both, nor a mixture of the two. At the end of the game you will score additional points for the number of different companies that you have been able to supply to (see *End of The Game and Scoring*, p.9). The empty wagons of the train are only refilled with new contracts from the deck (if there are any left) after the player whose turn it is has filled their hand (see p.9)

Dietmar has chosen to perform the "trade" action. Although he has in his warehouse the tea chests needed to fulfill one of two contracts (companies 2 and 4), he can only complete the one from company 2, as he does not have any free space on his personal board for the one from company 4. Consequently, he returns 2 green cubes and one black cube to the supply, then he takes the contract from company 2 and places it on his board, number side up, on top of the contract he already had from that company. As a reward he decides to take 11 rupees from the supply, forfeiting the 4 points.





Contract a councillor

Each district has a councillor that players can contract in order to take advantage of the ability they provide. This action has a cost of 5 rupees and consists of placing one of the discs of your colour in a free space on the councillor track of the district where your pawn is located. You have a disc for each councillor and you may only contract the councillor from the district where your pawn is located. Once this action has been taken, you can use the contracted councillor's ability for the rest of the game (the councillor's tiles are explained in detail at the end of the rulebook). At the end of the game, you will only gain majority points for having plantations in the districts where you have contracted the corresponding councillor (see *End of The Game and Scoring*, p.9).

Dietmar decides to contract the councillor from the district where his pawn is located. He pays the corresponding 5 rupees and places a disc of his colour on that councillor track.



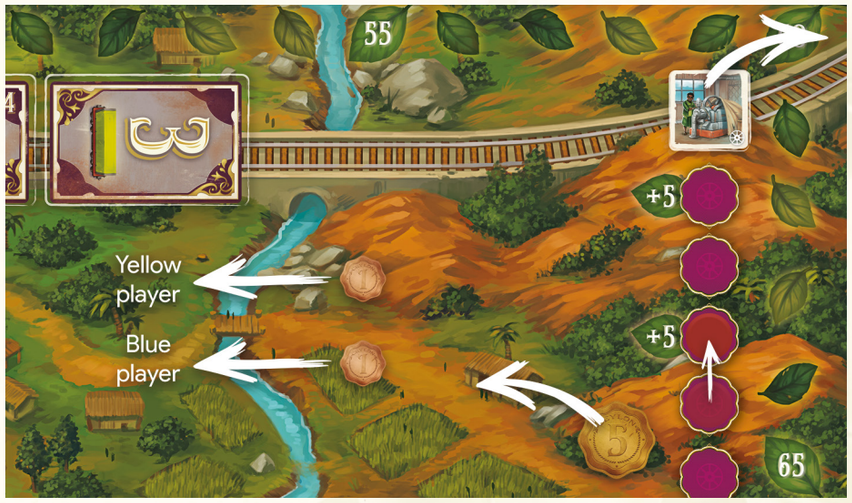
Advance in technological development

This action represents the technological advance of the tea industry in Ceylon. The action has a cost of 5 rupees and consists of advancing your technology counter one step and obtaining a technology token that you must place on the dedicated space of your personal board. Immediately afterwards, each of the other players takes 1 rupee from the supply (the technological advance benefits the whole community). When you reach a space marked "+5" on the left, you instantly score 5 points

In addition to providing technology tokens and awarding points, the technology track will be used to resolve any type of tie at the time of scoring, favouring players who have advanced further.

When a player reaches a space where there is one or more tokens from other players, they must place their on top of the ones which are already there, forming a stack. For all intents and purposes, if one token is on top of another, it is considered that the one above is more advanced. If you reach the last space of the technology track, you will no longer be able to perform this action.

Dietmar decides to raise his technological level. He pays the corresponding 5 rupees and each of the other players takes 1 rupee from the supply. Then, he advances his technology counter one step and obtains a technology token that he places on the dedicated space of his personal board. Finally, as he has reached the sixth space on the technology track, he immediately scores 5 points.



ALTERNATIVE ACTIONS

Both the player whose turn it is, as well as all others, can choose to forfeit their main action, either because they can not or because they do not want to carry it out. Instead, they must do one of the 2 alternative actions: move their pawn or take 2 rupees from the supply.

Move

The hexagon on the map where your pawn is located will be key in deciding which action to carry out in the majority of cases. The only way to move is through this action. It consists of moving your pawn as many hexagons as you want and that you can afford. The first movement to an adjacent hexagon has no cost, the second movement to another adjacent hexagon will cost you 1 rupee, the third an additional 2, the fourth an additional 3, and so on.

No element on the board such as plantations, other players' pawns, spaces at different levels or rivers, can block or interfere with movement between hexagons.

Dietmar forfeits the main action on his card and, in exchange, decides to move from his current hexagon to the level 2 hexagon of a nearby district. The first step is free, the second costs 1 rupee, and the third and last costs 2 rupees. Therefore, Dietmar pays 3 rupees (1 + 2) in order to carry out this move.



Take 2 Rupees from the Supply 2

This consists of taking 2 rupees from the supply and adding them to your personal board.

2. Draw an Action Card to Fill your Hand (mandatory)

Once all the other players have completed their action, the player whose turn it is must fill their hand, so that they have 3 cards, by taking an action card from the draw deck. When the draw deck is used up, players will skip this step.

End of the game and scoring

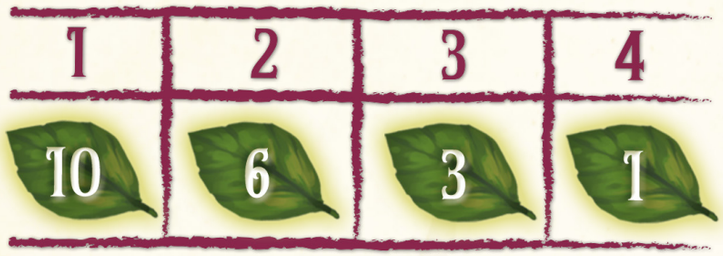
If a player places their last plantation marker on the map or draws the last action card from the draw deck, this triggers the end of the game. Play will continue until each player has played the same number of turns and afterwards they proceed to final scoring.

On his turn, Dietmar places his last plantation marker after performing the "plant" action and triggers the end of the game. The other players perform, in a clockwise direction, the main action left to them by Dietmar or one of the alternatives. After this, as Dietmar is the starting player, each of the other players still has a turn to play to complete the round before ending the game.

The final scoring is carried out in the order indicated below. The winner will be the person who has the most points.

Note: All draws (including a final point draw) are resolved in favour of the player who is the most advanced (or with their disc on top of the others in case of a tie) on the technology track.

Scoring the majorities



The table above applies to all majority scores that are described below:

- For surplus money. It is necessary to have at least one rupee to be able to score.
- For position on the technology track. It is necessary to have advanced at least one step to be able to score.
- For number of plantations in each district. To score in a district it is necessary to have at least one plantation in it and to have contracted the councillor of that district. If a player has plantations in a certain district but has not contracted the councillor from that district, these plantations do not count towards determining the majority.

Scoring the fulfilled contracts

Each player adds the points indicated in the following table depending on the number of different companies they have on their personal board.



Scoring the leftover plantation markers

Each player must subtract 2 points for each plantation marker that still remains on their personal board.

Once the game ends, Dietmar adds to his total so far (16 points), the points he has achieved.

- *6 points for being the second player with the most rupees.*
- *10 points for being the player who has advanced the furthest on the technology track.*
- *20 points for being the player with the most plantations in Ruhuna and Dimbula (10 + 10). He also owns a plantation in Kandy, but this does not give him any points since he did not contract the councillor of that district.*
- *6 points for having contracts from 3 different companies on his personal board.*

He does not subtract any points for leftover plantation markers, as he has placed them all on the map. Therefore, Dietmar's final score is 58 points.

2 player game

In games with 2 players, the only change affects the number of districts in play, 3 instead of 4. For all intents and purposes, the Uva district or the Dimbula district, whichever both players agree on, must be dispensed with.

Game variant

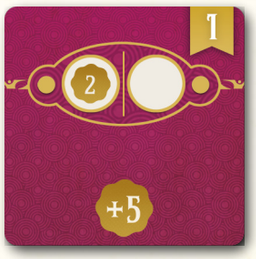
This variant is recommended for players who have already played Ceylon several times and are familiar with the game.

Step "I" of the set-up (see p.4) is modified as follows:

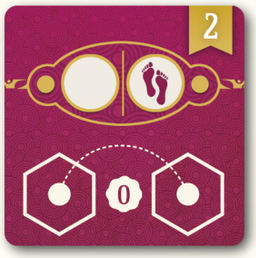
- Shuffle the starting tiles and give one face down to each player. All players reveal their starting tiles and place them in the dedicated space on their personal board.
- The player with the starting tile with the lowest number places the teapot next to their personal board, becoming the starting player. In addition, they will be the first to choose their starting position on the map, following the placement rules described in step "I" of the set-up (p.4). The player with the starting tile with the next lowest number will proceed to choose their initial position on the map in the same way, and so on.

Each player may use the ability of their starting tile only once during the game in order to enhance a specific action they perform on their turn or that of another player. Once used, the tile is permanently turned over. The ability of each of these tiles is described below.

Starting tiles



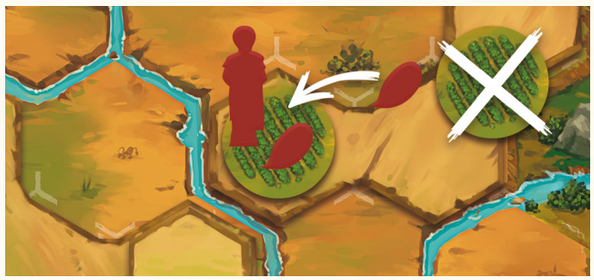
Once during the game, when you carry out the "take 2 rupees" action, take 5 additional rupees.



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, 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 "advance in technological development" action, your counter advances two steps instead of one on the technology track. You do not get another technology token for that extra step.



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.



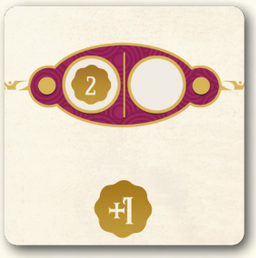
Once during the game, when you carry out the "harvest" action, you may do it even if the plantations you choose, your own or those of others, are not within reach of your pawn.



Once during the game, when you carry out the "trade" action, you may fulfill a contract by delivering one tea chest less than required.

Councillor tiles

Each councillor tile shows an ability that may only be used by the players who have contracted the councillor to whom the ability is associated (see *Contract a Councillor,* p.8).



Each time you take the "take 2 rupees" action, take 1 more from the supply (3 in total).



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 "advance in technological development" action, score 1 point immediately.



Each time you perform the "contract a councillor" action, its cost is reduced by 3 rupees (you pay 2 in 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 "plant" action, you may place the plantation token and your plantation marker where your pawn is (as always) or alternatively in any hexagon adjacent to it, as long as that hexagon belongs to the same district where your pawn is located.





Each time you perform the "plant" action, its cost is reduced by 1 rupee (you pay 4 in total).



The storage capacity of your warehouse increases by 1, so that you may store a total of 6 tea chests.