

Ceylon Solo Variant

Introduction

The Ceylon Railways Company (henceforth CR Co.) has set up rails across the countryside, turning tea export into a booming mechanized industry! Will you be able to prove that your generations-old family business and tradition is stronger than the pitiless mercantilistic enterprise?

Additional Components

While not required, you may print The Ceylon Railways Company (provided at the end of this document) to more easily organize the automata's resources.

Setup

Setup the game for two players (blocking off either Dimbula or Uva). The Ceylon Railways Company does not have starting cards, nor a player board. Instead, use the unused Councillor area (e.g. Dimbula if it is the blocked district) as its *Storage Area*, where you'd put its Tea Chests, Rupees, and various tokens. It starts with the same resources as a human player.

Perform these additional steps:

1. Shuffle the deck, occasionally rotating some of the cards by 180 degrees.
2. Place one of CR Co.'s player discs next to its Storage Area, below the Councillor track. These tracks will be referred to as the *Passengers Track*.
3. Pick the starting district for CR Co. Place a Tea Plantation on any level 0 hex. The Player Pawn however must be placed on a **different** hex, and at the outer rim of the map (therefore it would not stand on its starting plantation).
4. Build Ceylon Railways tracks as follows -
 - They must start where CR Co.'s pawn is standing.
 - They must cross all three districts, and contain **exactly** three hexes in each one (for a total of 9 hexes).
 - They must go at least once over each elevation level (level-0, level-1, level-2).
 - They must end at the outer rim of any district, **different** than the one where they start.
 - To mark the tracks on the map, you should use Plantation Markers, placing 1 Rupee coins on each (see example below). Alternatively, you could use matches or any other substitute.
5. Place the 4 District Bonus Tokens (sorted descendingly) next to the tracks' final station.



Setup Example:

A - CR Co.'s Storage Area (note the Player Disc under the Councillor track, aka The Passengers Track).

B - The Railroad Tracks marked using plantations and 1 rupee coins.

Also note the bonus tokens near the end station.

(Alternatively, you can use the printable CR Co. Board instead of the A area - see at the end of this document)

Gameplay

Your Turns

You play your turns as normal, with the following exceptions -

- Planting on hexes occupied by railway tracks costs one extra rupee (paid to CR Co.). The Ceylon Railroad Company is quite fierce regarding its property.
- Whenever you advance in technological development, also discard one of CR Co.'s technology tokens (provided it has any).
- Whenever you contract a Councillor, lower the value of the Passengers Track by one.
- In order to perform the related action during your opponent's turn, unless you move or take rupees, you must pay CR Co. 1 rupee.

Ceylon Railways Company's Turns

The Ceylon Railways Company behaves a little different than a normal player.

- It only moves across the tracks (see details later).
- Its Tea Chest storage is increased, and limited to 3 chests per tea type.
- It does not receive any of the Councillor bonuses.
- When **Planting**, it adds a plantation to the closest and most elevated non-railway hex within the district it is in. If the district is already full, it cannot plant.
- When **Harvesting**, it receives tea chests from all the plantations in the region. If its storage for a specific type of tea is full, it skips it (skipping your plantations first). If it harvests from your plantations, you earn points per the normal rules.
- When **Trading**, it always goes for most points (and leftmost contract when tied). It is not limited to any amount of contracts.
- When **Contracting a Councillor**, it also increases the Passengers Track by one. Once all Councillors have been contracted, it stops performing this action.
- It **Advances Tech** per the normal rules, keeping the token in its Storage Area, but never using it for an extra action.

When you are the active player, CR Co. always tries to perform the related action, if it is able. Whenever it can't (e.g. it lacks the resources to do so, or already has 3 Councillors), it receives 2 rupees instead.

When The Ceylon Railways Company is the active player, it performs the following steps:

1. It moves two spaces on the railroad tracks, plus an extra space for each technology token in its storage.
2. Each time it crosses a river between two districts, it receives 2 rupees (this can be achieved multiple times if it moves more than 3 spaces).
3. Whenever it reaches the end station (the 9th railroad tracks hex), it resets to the starting station (the 1st railroad tracks), and keeps moving.

Example: From the 8th railroad hex, moving 3 spaces would be done as follows - 8th → 9th → 1st → 2nd.

4. Whenever it resets, as mentioned above, to the starting station, it gains 1 Tea Chest of each type, and takes the topmost available District Bonus Token. Additionally, if the *Passengers Track* value is greater than 0, discard as many cards from the Action Deck.
5. Draw the topmost card from the Action Deck (don't rotate it). The Ceylon Railways Company will attempt to perform one of the two main actions, using the following priorities - Plant (unless it already has more plantations than you in the current district) > Advance on the technology track > Trade > Contract the district's Councillor > Harvest (assuming it would gain at least one Tea Chest).

Rotate the drawn card to depict the chosen action. If none of the options is available, it takes 2 rupees instead, and the card is left in its original orientation. You may then proceed to perform the related action.

Endgame and Scoring

Once the endgame is triggered, The Ceylon Railways Company will play its last turn, then the game ends. If the last card is discarded during the *Passengers Track* step, CR Co. will play it as its last action.

Scoring for majorities (rupees, districts and technology) is performed as usual, with the only difference that CR Co. does not require a Councillor to score in a region. The Ceylon Railways Company does not score the set of its acquired contracts, but it does score the sum of the Bonus District Tokens it has accumulated.

The Ceylon Railways Company - Overview

Setup

1. Shuffle the deck while randomly rotating cards by 180°.
2. Build the railways tracks -
 - 9 hexes. □ Across 3 districts (with departure and final station in different districts). □ Over all elevation levels. □ 4 District Bonus Tokens (sorted descendingly) next to final station hex.
3. Setup Automata starting resources and position -
 - Same resources as a human player. □ Starting plantation in district where tracks depart.
 - Pawn on tracks' departure hex. □ Disc on leftmost space (value 0) of *Passengers Track*.

Play Structure

Player Turn

- **Plant** on a railway hex - Pay 1 extra rupee to the automata.
- **Advance in Technological Development** - Discard one of the automata's Technology Tokens.
- **Contract a Counselor** - Reduce the automata's *Passengers Track* by 1.
- **Related Action** during automata's turn - Pay the automata 1 rupee if taking main action.

Automata Turn Sequence

1. Move 2 + [# of Technology Tokens] hexes along the tracks
 - *Each river crossed between districts* - gain 2 rupees.
 - When moving from the *final station hex* -
 - Return to *departure hex*. □ Discard [value of *Passengers Track*] cards from the deck. □ Gain 1 tea of each type. □ Take topmost available District Bonus Token. □ Keep moving if applicable.
2. Draw card from deck (without rotating)
 - If any of the actions is available (see priorities below), perform it and rotate the card accordingly.
 - Otherwise, take 2 rupee and leave the card in its original orientation.

Automata Priorities and Actions

1. **Plant** (unless already has district majority).
Add plantation to closest, most-elevated, non-railway hex.
2. **Advance on the technology track.**
Advance on technology track and take the technology token.
3. **Trade.**
Pay the tea types to fulfill the (leftmost) highest-scoring contract (the automata has no contract limit).
4. **Contract the district's Councillor.**
Increase the *Passengers Track* by 1 (each councillor can only be contracted once).
5. **Harvest** (if gains at least one tea chest).
Receive tea from all plantations in district (storage limit: 3 per tea type). Player earns points if automata uses his plantations.

Endgame & Scoring

Endgame trigger per the normal rules, with the automata always playing the last action. Then -

- Score majorities (rupees, technology, districts).
 - The automata does not require a councillor to gain district majority points.
- Player scores his contracts and his District Bonus Token if he got one.
- Automata scores the sum of the District Bonus Tokens it has collected.
- Player loses points for unplanted plantations, but the automata does not.

-- == Ceylon Railways Company == --																			
<p>Rupees</p> <p><i>Gain 2₹ whenever The Company crosses a river</i></p>	<p><u>Company's Turn</u></p> <p>1/ Move 2 spaces + # of Technology Tiles (reset* from 9th spot back to the 1st if needed)</p> <p>2/ Draw card, picking best action - Plant to gain majority > Advance Technology > Trade for most points > Contract Counsellor > Harvest at least 1 tea > Gain 2 rupees</p> <p>3/ The player performs related action (paying 1 rupee if performing a main action)</p>	<p>Technology Tokens</p> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-top: 10px;"> <i>discard one whenever the player advances tech</i> </div>																	
<p>Tea Chests</p> <table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="width: 33%; height: 30px; background-color: gray; border: 1px solid black;"></td> <td style="width: 33%; height: 30px; background-color: gray; border: 1px solid black;"></td> <td style="width: 33%; height: 30px; background-color: gray; border: 1px solid black;"></td> </tr> <tr> <td style="width: 33%; height: 30px; background-color: green; border: 1px solid black;"></td> <td style="width: 33%; height: 30px; background-color: green; border: 1px solid black;"></td> <td style="width: 33%; height: 30px; background-color: green; border: 1px solid black;"></td> </tr> <tr> <td style="width: 33%; height: 30px; background-color: white; border: 1px solid black;"></td> <td style="width: 33%; height: 30px; background-color: white; border: 1px solid black;"></td> <td style="width: 33%; height: 30px; background-color: white; border: 1px solid black;"></td> </tr> </table> <p><i>* on each reset: gain 1 of each tea type</i></p>										<p>Passengers Track</p> <table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="width: 25%; height: 40px; border: 1px solid black;"></td> <td style="width: 25%; height: 40px; border: 1px solid black;"></td> <td style="width: 25%; height: 40px; border: 1px solid black;"></td> <td style="width: 25%; height: 40px; border: 1px solid black;"></td> </tr> <tr> <td style="width: 25%; border: none;">0</td> <td style="width: 25%; border: none;">1</td> <td style="width: 25%; border: none;">2</td> <td style="width: 25%; border: none;">3</td> </tr> </table> <p><i>Increase when The Company gains a Councillor, decrease when the player does</i></p> <p><i>* on each reset: discard as many cards from the Action Deck as the value of the Passengers Track</i></p>					0	1	2	3	<p>District Bonuses</p> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-top: 10px;"> <i>* on each reset: gain next bonus</i> </div>
0	1	2	3																

(Board Overview: Rupees and Tea Chests are placed on the left side respectively. Use a disc on the Passenger Track below to mark its current level. Technology Tokens and District Bonuses can be stored on the right side respectively)