

TEA. RAZA

The year is 185X. Only a small part of the world has known the light of civilization: the great nation of Britsland. All was well and good until one day an abandoned vessel landed on her shores. Void of people and ravaged by storms, the only thing left on the vessel was a before undiscovered plant... a few leaves of what is now called Camellia lying in a pot full of water.

One accident led to another and the Tea sensation spread across Britsland like wildfire! Now you, our intrepid explorer, must set out into a new frontier to find new grasses and tastes for the people of Britsland and watch your profits skyrocket! Race against time and the seas as you explore new lands and combat violent savages. But it's not just you – three other entrepreneuring explorers had the same idea and are also sailing to get the most tea. Be wary – they have no love for you, a direct competitor, and may try to foil your plans should they get the chance. With so many places to explore and people to fear, this is bound to be one exciting ride! Will the wind blow in your favor and take you farther than you hoped, or will you wind up as just another shipwreck on the bottom of the ocean floor? But be quick – once winter sets in the oceans become too violent for safe voyage...

...not to say the trip will be a cakewalk otherwise.

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SETTING UP

Tea.Raid is a fast game to set up. Take a look at the World's Map: right in the center of the board there's a big empty green circle. Take the big empty green circle with a spinner attached (included in the box) and place it on the other circle. Now below the spinner (explained below) is a line of text reading "BRITSLAND". Welcome Home! This beautiful nation is where you were born and raised, and where you must depart from to start your journey? You ready? Let's go! Start by taking your player piece (the airplane [oddly]) and selecting one of the sixteen spaces around your homeland. Put your piece there: be careful in choosing though, where you start can greatly help or hinder your ability to get to where you want to go. Next wait patiently for the other players to choose their spots. Two players cannot occupy the same space.

Once all four players have set down their ships, get yourself and the other players something to write on and a writing utensil. There is an attached sheet at the back of this rulebook players may use, but any old sheet of paper will do. We'll call these your Logbooks. It's important to keep track of what teas you've collected on your journey so you know what kind of gross profit you can expect at the end of your trip. Write down the word

"Camellia" and put a one or a tally mark by it. That shows you have one Camellia tea. You'll get more on the way, don't worry (I hope). You don't have to show what's on your list to your competitors if you don't want to. (Unless the attached sheet is cut apart, this might be a problem to players who want to keep their scores hidden)

Now, you're ready to go – save one caveat. You still need to know which direction the wind is going. If you were the player who placed your ship first, go ahead and give that center spinner a good whirl. Wherever direction it lands is the head wind, where sailors going with it are sure to fly and those against will struggle to leave port. Now that a head wind's been set, you're ready to start playing! Get ready, unfurl those sails, and go make some tea!

HOW TO PLAY

MOVEMENT

Chances are the first thing you'll want to do on your turn is move. If you're on land, you don't have to; but those of us on the seas must take our turns. Take a look at the direction of the head wind. The arrow should point over two colored dots on Britsland. The spaces emanating out from these points have the wind in their favor. Players moving down these spaces can move up to six spaces on their turn. Players moving down every other row move only four, save for the row of dots the



So for example if the spinner were pointing over the red dots, players on spaces from those points out (shown by the arrows) move six spaces.

tail of the spinner is hovering over: those unfortunate chaps get to move only two spaces. The wind is directly against them, after all. Players cannot move spaces diagonally. You cannot get the speed bonus or remove the penalty by moving in or out of the head wind that turn, but your speed changes accordingly on your next. In some rare cases the spinner will land right on a black line divides two different color dots: in this exceptional case, both color types get the benefit of the head wind: and both of their opposite colors get the penalty.

Players can also land when they move. You can only land on a space if the space is at least

Yeah! Go for it!

Not so much...

half soil.



It can be a little ambiguous at times. If there are disputes have the oldest, most responsible player be the judge. Like at sea, players cannot land on the same space. Additionally, regardless of the wind players can only move one space at a time across land (and in case any wise guy tries, players can't move across the space occupied by the spinner). So to be clear, landing ends a player's movement for that turn immediately. But setting sail (moving from land to sea) will put them immediately back into the ocean style of movement, at the mercy of the winds.

COLLECTING TEA

Naturally, collecting tea is why you're out on this dangerous journey so it's vital to know how to do it. Fortunately for you your explorer self is much better trained at what to look for than you are (probably). All they need is time to find it. If a player spends a full turn on a land mass without moving, they can add one of each kind of tea that land has to their Logbook (See the Tea Chart for both what landmasses provide what and what the winning combinations are). Simple enough, right? Now get to it!

PLAYER INTERACTIONS

Just because you and the other explorers have so much in common doesn't mean you're best friends – but it doesn't mean you're worst enemies, either. Players can have a variety of friendly and not-so-pleasant interactions, as detailed here. Players can only interact if they occupy adjacent spaces, however.

- Trading is a common occurrence in Britsland, and every good explorer knows how to trade with other explorers in a cordial manner. If two players are adjacent, before or after movement one can offer to trade. If accepted, players discuss what teas they'll trade. Be sure to mark what's been traded in your Logbook!
- Combat seems to be an easier way to get different teas to some “traders” (aka pirates) and sometimes fighting between explorers can't be helped. AFTER movement one player can try to attack another: if so, follow the combat rules below.
- Support can be critical if an explorer is fighting for their life. If an adjacent player decides to support a player under attack (which they can do at any point in the game, even when it's not their turn), the supported player can roll an extra two dice during any combat check. If you still lose, though, both players pay the penalty (discussed in combat below). So be sure to be extra nice to anyone who helps you out!

SAVAGES

Turns out there are people living far beyond the stretches of Britsland. Fortunately for your exploring team, they're generally pretty shy. But if you spend too much time romping around in their land and picking their flowers, they'll get mad and try to kick you out.

Savages are the red pawn-like pieces that spawn on the third turn a player lands on a landmass as close to those players as they can get. If they have the choice they'll always spawn on land; otherwise they'll do so in the water. They, like the players, cannot occupy the same space as anyone else, even other Savages. Players who land after the first player don't reset the time it'll take for Savages to spawn, but rather start a second counter.

Although always adjacent, Savages are placed and controlled by the player to the right of whoever camped long enough to spawn them. They move on that player's turn, and can attack the players but are incapable of Supporting or Trading. Unless spawned on the ocean, Savages can't leave land. Additionally, unless the players are willing to provide more pieces there can't be more Savages than Savages pieces.

COMBAT

Combat is an unfortunate occurrence in the lawless lands outside Britsland, but not one our explorers aren't prepared for. Combat can happen on land or the sea, and progresses as follows. Say for example a Savage tries to attack a player. This isn't immediately successful: explorers can avoid combat. To determine if an encounter is successful, the players roll two d10's while the Savages (or attacking player) roll one. If the Savages and players roll the same number (on either die) the players are found out and attacked. Players can run or fight at that point – the consequences change based on who is attacking who.

Runnig – First off, Savages can't run if attacked by players. Additionally a player can't run if attacked on the ocean, or if they aren't adjacent to the ocean on land (or shore, as some would call it.) If they are right by the ocean they can run though, and they lose one tea of their choosing and are put back on the open ocean next to the landmass. If they ran from a player, that player gains that tea.

Fight – Fighting is usually the only way out. Each combatant gets three dice, and both players roll at the same time. Each player's highest number is matched against their opponent's highest number, and whoever wins two out of three wins. If the same number is matched (like in the case of two sixes) those dice are re-rolled. If the player wins against Savages, they successfully fend off an attack and the Savages disappear off the board. If the

player loses to savages or other players however, they drop three teas of the player' s or the Savages choosing. If the fight was on land, the losing party is immediately pushed back to the closest ocean space. If they lost at sea however, players go adrift and are immediately moved to the nearest land space in whatever direction the head wind is blowing.

THE HEAD WIND

At the start of the game, the player who went first set the head wind with the spinner – but this isn' t the only direction the wind will flow. Every sixth turn the wind and seasons will change a little bit. In short, after every player takes a turn the wind changes. Here' s an example:

At the start of the game PLAYER ONE sets the wind. Then PLAYER TWO, PLAYER THREE, and PLAYER FOUR each take their turns. It' s PLAYER ONE' s turn again, and they go. Now it' s PLAYER TWO' s turn. Since every player has had a chance to move, before PLAYER TWO does anything he first rolls to see if winter sets in and the game is over (detailed below). If it isn' t, he flicks the spinner to set a new head wind, then takes his turn. The cycle then switches to the PLAYER THREE, and PLAYER FOUR. After everyone has messed with the head wind, it' s PLAYER ONE' s turn to mess with the seasons again.

OBSTACLES

The final element of gameplay to cover is natural hazards. Notice the some of the spaces near Desertair and Jones Brink seem to have small brown points sticking out of the water. These rocks can prove quite a challenge to sail through. If you' re brave and skilled, these rocks prove no challenge – but the more temperate of heart would be well advised to avoid them.

The rocks effectively attack any player that lands on that space (even if they' re pushed onto that space by a fight) but Savages know the waters well. As a result they aren' t affected by the rocks. Players need to roll a combat check against the rocks, which immediately roll a 3, 4, and 5. If the player wins, they continue without a hitch. If they should lose, however, the losing conditions are the same for having lost a battle at sea. Sure, they might wind up where they wanted to go anyway, but they' ll be three teas down.

WINNING AND WINTER

Tea.Raid is a race against time, and worse yet no one knows exactly how much time they have. As explained above, after each player takes a turn with the present wind conditions they roll to see if winter sets in. This is done with three dice. They are rolled, and if all three numbers match the game is over and its winter time. Each time this is done one extra dice is added (up to the maximum number of dice included in the game, or more if players feel like contributing their own).

So using the example above, since PLAYER ONE started the game she doesn't bother rolling for winter. When PLAYER TWO gets his turn, he rolls three dice. Since the odds are pretty low winter sets in so early, he changes the wind and the game continues. Everyone takes their turns again, and now it's PLAYER FOUR's turn to roll for winter with four dice. She gets three fours and a one, so the game is over abnormally early.

HOW TO WIN

Despite all the hardship and chance, explorers only make as much money as people are willing to pay. Since the game is ultimately about making tons of cash, it's vital for players to collect a little bit of everything, as they don't know what will sell.

The winner of Tea.Raid is the player that sells the most. This is determined by a point system that each kind of tea has. Additionally, certain combinations of Tea provide a bonus to this point system, and rarer teas will sell for more by default. Finally, some teas will just sell better (based on chance) with the populace of Britsland and will have their value increased at the end of the game.

When winter comes around, the game is over and each player counts up the number of teas in their Logbook. The player with the most teas has the honor of flicking that spinner one last time – although this time it has nothing to do with wind. The color the spinner lands on determines the highest selling tea. Reference them as follows:

Camellia – Blue	Jasmine - Light blue	Lemongrass – White	Assams - Black
Darjeeling – Orange	Keemun – Red	Bergamot – Yellow	C. Gunpowder - Purple

In the case of the spinner landing on a line, re-spin it till it doesn't.

The tea that the spinner lands on gets a +2 point bonus to its base sell value. The player that collected the least tea gets to choose a runner-up from the list below. The chosen Tea gets a +1 bonus to its base sell value. Your choices are:

Lychee	Pouchong
Mint	Lapsanng Souchong

Below is the Tea Chart, which contains information as to what value each kind of tea has, where to find them, and what combinations bequeath what bonuses. The player with the most points at the end of the game wins.

TEA CHART

TEA LOCATIONS

The following list has the locations of where every kind of tea can be found. Remember you need to spend a full turn on a landmass to acquire one of every kind of tea a landmass has to offer. The (HQ) stands for High Quality, so those teas will sell for more.

Britsland - Camellia

Desertair - Jasmine, Lemongrass, Assams

Cavmen Islands - Darjeeling (HQ), Lychee, Pouchong

Irshland - Camellia, Keemun

Northern Territory - Camellia, mint, Bergamot

Jones Brink - Ceylon Gunpowder (HQ), Lapsang Souchong (HQ)

BASE SELLING VALUES

The following table is what the base selling value each kind of tea has. Add that tea's base selling value times how many of them you have to your total at the end of the game.

Camellia - 1 Jasmine - 1 Lemongrass - 1 Assams - 1 Darjeeling -2

Lychee - 1 Pouchong - 1 Keemun - 1 Mint - 1 Bergamot - 1

Ceylon Gunpowder - 2 Lapsang Souchong - 2

COMBINATIONS

Combinations are special teas that you can get by combining different kinds of teas you've collected along your Journey. Do this after figuring out point totals for the base selling values of your teas. When figuring out combinations, look at the ingredients. Take for example BLACK IRISH. It takes one Camellia and one Assams. So in order to make one BLACK IRISH tea, subtract one Camellia and one Assams from your total. Then add one to your total score for the BLACK IRISH's value. So in total this player would have three points so far – one for the Camellia, one for the Assams, and one for combining them into BLACK IRISH tea.

- 1 BLACK IRISH - Camellia + Assams
- 3 WHITE MINT - Camellia + lemongrass + mint
- 6 BENGAL DELIGHT - Darjeeling + Assams
- 1 BLOSSOM TEA - Jasmine + Camellia
- 3 SIX PETAL - Pouchong + Bergamot
- 8 FEIZE'S SMILE - Lychee + Jasmine + Lapsang Souchong
- 4 BRITSLAND BREAKFAST - Keemun + Assams
- 2 HOT LEMONS - lemongrass + mint
- 6 GREY EAST - Bergamot + Lapsang Souchong
- 3 DAVY'S LULLABY - Ceylon Gunpowder + Keemun
- 7 CHAI SUNSET - Ceylon Gunpowder + Keemun + Darjeeling

After figuring out every combination you can make with your teas, add up all your points together. The player with the most sold the most tea, made the biggest profit, and just won Tea.Raid! Congratulations!

~ All teas and combinations are based off real teas. Show your respect for all the cultures of the world by trying a new tea today. Thank you for playing Tea.Raid! ~

Tear off these charts to record tea collected and your total score

Camellia	Camellia	Camellia	Camellia
Jasmine	Jasmine	Jasmine	Jasmine
Lemongrass	Lemongrass	Lemongrass	Lemongrass
Assams	Assams	Assams	Assams
Darjeeling	Darjeeling	Darjeeling	Darjeeling
Lychee	Lychee	Lychee	Lychee
Pouchong	Pouchong	Pouchong	Pouchong
Keemun	Keemun	Keemun	Keemun
Mint	Mint	Mint	Mint
Bergamot	Bergamot	Bergamot	Bergamot
Ceylon Gunpowder	Ceylon Gunpowder	Ceylon Gunpowder	Ceylon Gunpowder
Lapsang Souchong	Lapsang Souchong	Lapsang Souchong	Lapsang Souchong
BLACK IRISH	BLACK IRISH	BLACK IRISH	BLACK IRISH
WHITE MINT	WHITE MINT	WHITE MINT	WHITE MINT
BENGAL DELIGHT	BENGAL DELIGHT	BENGAL DELIGHT	BENGAL DELIGHT
BLOSSOM TEA	BLOSSOM TEA	BLOSSOM TEA	BLOSSOM TEA
SIX PETAL	SIX PETAL	SIX PETAL	SIX PETAL
FEIZE'S SMILE	FEIZE'S SMILE	FEIZE'S SMILE	FEIZE'S SMILE
BRITSLAND BREAKFAST	BRITSLAND BREAKFAST	BRITSLAND BREAKFAST	BRITSLAND BREAKFAST
HOT LEMONS	HOT LEMONS	HOT LEMONS	HOT LEMONS
GREY EAST	GREY EAST	GREY EAST	GREY EAST
DAVY'S LULLABY	DAVY'S LULLABY	DAVY'S LULLABY	DAVY'S LULLABY
CHAI SUNSET	CHAI SUNSET	CHAI SUNSET	CHAI SUNSET