

# CHAI TEA FOR 2 FAQ & EXTENDED RULES

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**UPDATED: April 1, 2021**



# TOP-10 FAQ FOR CHAI TEA FOR 2

**Q: What are “Tea Workers”? What does “Value” mean when referring to tea workers?**

**A:** “Tea workers” are the dice each merchant has to place during their turn. The “value” of those tea workers are the pips (dots) shown on the top of the dice after rolling.

**Q: Is there a way to change my tea worker’s values?**

**A:** A merchant may spend a tea token from anywhere on their plantation board to raise or lower the value of a tea worker at any time during their turn, including before and after actions.

**Q: Where do tea tokens go once used/discarded/spent?**

**A:** Tea tokens are always returned to the supply if ever used in some way, such as to fulfill a ship or change the value of a tea worker.

**Q: What is a “slot” next to a board?”**

**A:** A slot is a space next to any board that a card can be placed in. The merchant’s plantation boards, the market board and the harbour board all have slots. The merchant’s plantation boards have 14 slots: 1 beside each space for tea tokens on the left and right of the board for plantation cards, 5 beside the bottom space for tea tokens (1 on each side and 3 on the bottom) for plantation cards, and 3 for the dock (the top of the plantation board) for ships. The market board has 6 slots: 1 for each value of tea worker with the plantation deck in the 6-value slot. The harbour board has 4 slots: 3 for ship cards and 1 for the shop card deck.

**Q: How many cards can fit into a single slot?**

**A:** A slot for any card can only ever hold one card at a time. Plantation cards cannot be placed on top of each other. This includes facedown plantation cards that were flipped for activation abilities earlier in the game. Ship cards cannot be placed on top of each other.

**Q: What are the Merchant cards ? Why are the two sides different?**

**A:** Merchant card side A gives bonus points at the end of game, while merchant card side B gives special abilities that can be used once per round. Merchants may choose to play different merchant card sides if desired (one player plays side A and one player plays side B). This is chosen before the game starts.



**Q: What does a “longer sequence” mean when I place tea workers on ships? Or a “longer set” when I place tea workers on the production board?**

**A:** A sequence is a collection of tea workers of increasing/decreasing sequential value. For example, a collection of tea workers with the value 5-6 (or 6-5) is a sequence. A longer sequence would be a greater collection of tea workers. For example, a 4-5-6 is a longer sequence than a 5-6. A longer sequence of tea workers always beats a small sequence of tea workers with higher values for reserving ships on the harbour board. A set is a collection of tea workers of the same value. For example a collection of tea workers with values 4-4 is a set. A longer set is more tea workers with the same value. For example, 4-4-4 is a longer set than 4-4. A longer set of tea workers always beats a small set of tea workers with higher values for reserving placement on the production board.

**Q: Where do I move the harvest marker I chose with the tea assistant?**

**A:** Harvest markers are always moved to the furthest available space clockwise next the opposite board from where they originally were. This can mean they would be placed on the bottom space next to the production board (below the lowest harvest marker next to the board) and the top space next to the harvest board.( above the top harvest mark next to the board)

**Q: Can I change my tea worker value during a conflict over a ship?**

**A:** Merchants may spend tea tokens to raise/lower the value of tea workers in their supply as part of the response to displaced tea workers from a ship. The merchant may use the newly changed tea workers to add their sequence of tea workers to regain control of the conflicted ship.

**Q: Can I add to a sequence to regain control of a ship after being displaced on a later turn?**

**A:** When tea workers are displaced on the harbour board, the displacement merchant must immediately choose to add tea workers to their sequence, otherwise the tea workers will have to be moved. This cannot be done later to retroactively regain control of the conflicted ship. A new sequence of tea workers would be needed to start another conflict for the ship in question on a later turn.

**Q: Do I have to add tea workers to my set if I’m moved on the production board immediately like I do during a conflict over a ship?**

**A:** Unlike the harbour board, merchants do not get a reaction to add to sets of tea workers on the production board. Adding tea workers to sets can occur on a separate turn.



## COMPONENT LIST

- 14 tea workers (7 dice of each colour)
- 60 tea tokens (10 tokens of each tea: yellow, green, fermented, white, oolong, black) [with 6 tea tins in deluxe edition]
- 5 building boards (In order from left-to-right: harvest, market, palace, harbour, production)
- 6 harvest markers
- 1 tea assistant
- 2 tea plantation merchant boards
- 18 ship cards (15 tea clippers, 3 junks) [Euro-sized cards]
- 30 tea plantation cards [Euro-sized cards]
- 6 tea merchant cards [Euro-sized cards]
- 8 solo cards (included in deluxe) [Poker-sized cards]
- 1 1st player coin

## INSERT UNBOXING

If you have the deluxe edition, the 60 tea tokens can be placed in the 6 tea tins based by colour. Euro-sized cards are stored together, with solo cards separate if you have the deluxe. All other small components are stored together, and the 2 building boards are placed underneath the building boards.



# GAME BOARDS

## HARVEST BOARD, TEA ASSISTANT AND HARVEST MARKERS

1. Merchants may choose in what order they receive tea tokens and/or tea token movement when choosing after receiving the tea tokens shown on the harvest marker. They may choose any combination of tea tokens and tea token movement up to the number shown on the harvest marker. Tea tokens chosen must be different from each other. Tea token movement can be used for *any* tea token, including tea tokens just received via the harvest marker, and the same token multiple times.
2. As the harvest marker will be flipped when it is moved, all harvest markers should be in the same orientation while next to the same board. This provides an easy way to see if the harvest marker has been flipped after it has been moved.
3. The harvest markers can be moved to fill/open holes as markers are moved back and forth between the harvest and production board. Slide markers down next to the harvest board or up next to the production board as new markers are moved to prevent the markers from entering other play areas.
4. The tea assistant always moves clockwise. This means it would move up next to the harvest board, pass from the top of the harvest board to the top of the production board, down next to the production board, and from the bottom of the production board to the harvest board.

## MARKET BOARD AND PLANTATION CARDS

1. When a merchant places tea workers on the 6-value spot of the market board, that player immediately takes the top three cards of the deck and places one in an open spot of their tea plantation board. This does preview the 4th card in the deck, but that card is unavailable to be chosen this round. The other two cards from the deck are placed back on top of the deck in any order.
2. Merchants may continue to take plantation cards from the market even after all the slots around their plantation board is full, but as a slot can only ever have one card in it, a card from the merchant's plantation board must be immediately discarded to the bottom of the deck. This is the only way to discard previously chosen plantation cards. If the discard plantation card is a crate that is already loaded with tea tokens, return those tea tokens to the supply.



3. Tea tokens are immediately placed in crates when they are available to do so. This means if a crate is placed next to space with tea tokens that could be placed in the crate, those tea tokens are immediately placed in the crate, even if a plantation card would move that tea token. In the same way, if a tea token enters a space with a crate via tea token movement, it is immediately placed into that crate. This happens even if the player wanted to move the tea token further with tea token movement; placing the tea token into the crate interrupts any additional moves the player had planned to make. Once tea tokens are placed in crates, they can never be placed back on the plantation board.
4. If a tea token enters a space with multiple crates it could be placed in, the merchant chooses which crate the tea token is placed in.
5. The Oxidation and Fermentation plantation cards first change tea tokens into the other type shown (for example blue tea tokens are turned into black tea tokens when they enter a space next to oxidation), then those new tea tokens move up one space along the plantation board (so those new black tea tokens from the previous example move up one space). If those new tea tokens enter a space next to a plantation card that would move them up again, they do so.
6. Tea token movement can be split to before and after a tea token is moved via a plantation card to move the tea token in question further along the plantation board.
7. If multiple plantation cards that could be activated by a tea token, then all the effects of all plantation cards are performed. This may happen if a tea token is placed on the bottom space of the plantation board and multiple plantation cards would move it up one space. In this case, move up the tea token up one space per card that would activate. For example, if a tea token would be placed on the bottom space with two different plantation cards that would move that tea token up one space, the tea token is moved up two spaces in total, even if it moves through another space that doesn't have another plantation card that would move it up. If that tea token entered another space during this movement with another card that moved up another space, it would continue to move up the plantation board until it entered a space without a plantation card that would activate when that tea token entered it, ending its movement. If a tea token enters a space with a crate during this movement, the movement is interrupted and the tea token is placed in the crate like normal.

## PALACE BOARD

1. When taking the “Move any tea plantation card to any available slot around the merchant's tea plantation board” action on the palace board, the



plantation card can only be moved to an open slot. This can be any open slot, no matter how far away from the plantation card's original slot.

2. When taking the "Swap any two existing tea plantation cards on the merchant's tea plantation board" action on the palace board, any two plantation cards may be swapped. This includes facedown cards, and loaded or unloaded crates. The swapped cards do not change position once swapped.
3. When taking the "Flip all flipped over cards faceup in the merchant's tea plantation board" action on the palace board, if by flipping faceup a plantation card can be activated to move tea tokens, it immediately does so, flipping back face down again in the process. The plantation card does not flip up again as part of the same "Flip all flipped over cards faceup in the merchant's tea plantation board" action.

## HARBOUR BOARD AND SHIP CARDS

1. A displaced merchant is never forced to add to a sequence at the harbour if they would prefer to move their tea workers without conflict.
2. Merchants may place multiple tea workers at once to create longer sequences to regain control of a contested ship. A merchant may do this even if it is unnecessary to place as many tea workers as they have to regain control of the ship in a bid to ensure the other merchant cannot displace them again.
3. A conflict over a contested ship continues until one merchant is displaced and does not add more tea workers to their sequence. As every time a merchant adds tea workers to their sequence they displace the tea merchants of the other merchant, this may involve both merchants adding multiple tea workers to their sequences to regain control of the contested ship.
4. When a merchant takes from the ship card deck during the Resolve Harbour Board part of the End of Year phase, they take the top three ship cards and choose one to place into a slot of their dock. This does preview the 4th card in the deck, but that card is unavailable to be chosen this round. The other two cards from the deck are placed back on top of the deck in any order.
5. As Junk ships use any tea token to set sail, it is possible to take tea tokens off multiple waiting ships for the Junk ship to set sail immediately after being added to a merchant's dock. In this case, the merchant may choose what tea tokens are used to fulfill the Junk.
6. If a plantation card moves multiple tea tokens to the dock and those tea tokens can be loaded into multiple ships, the merchant picks which ship those tokens are loaded into and in what order. If this fulfills one or multiple ships, all fulfilled ships set sail in the order they are fulfilled.



## PRODUCTION BOARD

1. Placing a fourth set of tea workers on the production board will displace the tea worker set in the lowest position off the board. As adding more tea workers to a set requires a turn, this cannot be prevented by the merchant whose tea workers are being removed. There can never be more than three tea workers sets on the production board.
2. Merchants may place multiple tea workers at once to create longer sets to regain control of a position on the production board. A merchant may do this even if it is unnecessary to place as many tea workers as they have to regain position in a bid to ensure the other merchant cannot move them again.
3. A merchant may place multiple sets on the production board to get additional tea token movement. Each set of tea workers will receive tea token movement during the End of Year phase, so if a merchant has multiple sets of tea workers on the production board, they receive the total sum of tea token movement from all of their tea workers.
4. If a set of tea workers are moved to a lower position on the production board by a set of tea workers that has both higher value workers and more workers in the set, the moved set of tea workers would not regain their position simply matching the number of tea workers in the higher value set. At least one more tea worker would be required to create a longer set than the higher value tea worker to regain the higher position, as a longer set beats a set with higher value tea workers.
5. If a set of tea workers is placed on the production board that is identical to another set already on the production board, the new set is placed below the original set.

## END OF YEAR AND END OF GAME SCORING

1. When a merchant takes a ship card after reserving from the ship card deck, that player takes the top three cards of the deck and places one in an open spot of their dock. This does preview the 4th card in the deck, but that card is unavailable to be chosen this round. The other two cards from the deck are placed back on top of the deck in any order.
2. Merchants may continue to take ship cards from the harbour even after all the slots at their dock is full, but as a slot can only ever have one card in it, a card from the merchant's dock must be immediately discarded to the bottom of the deck. This is the only way to discard previously chosen ship cards. Tea tokens on the discard ship card are returned to the supply.
3. A merchant may move tea tokens up to the tea token movement received via the production board. If they cannot or choose not to use the entirety of the tea token movement they received this round, the extra movement is wasted.





4. If a tea token is moved onto the dock but there are no available ships for it to be loaded onto, it remains on the dock until an appropriate ship is placed into a slot at the dock. Tea tokens are not removed from the dock between years. This can mean a tea token remains on the dock for multiple years if no appropriate ships are placed at the dock.
5. When refilling the market board during the End of Year, plantation cards slide to fill holes in the lowest value slot, including the hole from removing the plantation card in the 1-value slot. This means a plantation card in the 4-value slot would move up to fill the 3-value slot, then slide to the 2-value slot if needed.
6. When counting points for merchant card side A, crates that ask for that merchant's colour tea tokens are worth 1 point, even if unfilled.
7. When counting points for merchant card side A, Junks do not count towards points.
8. When counting points for plantation cards, all cards are counted, even if they were flipped down during the game.

## SOLO TEA RACE RULES

### SETUP

1. Place the AI cards facedown in numerical order. The AI does not get a plantation board. Setup is otherwise the same as a normal game, and choose the total ship goal. The AI always uses side A of the Merchant Card.
2. For a more challenging game, shuffle the AI cards before the game starts.

### SIMPLIFIED SOLO GAMEPLAY FROM RULEBOOK

1. The human player starts as the first player. Move the tea assistant and collect the bonus (the AI does not).
2. Roll the AI's tea workers after your own, and flip over the next solo year card.
3. On the AI's turn, complete the action as shown on the solo card in priority order if possible.
4. After all tea workers have been placed, proceed to the end of year as normal.
5. After a merchant completes the ship goal chosen, the game ends. Both players score as normal. Most points win. If there is a tie, tie breakers are the same as in a standard game.



## EXTENDED GENERAL RULES

1. The AI card shows the actions the AI merchant will take and in which order. The AI will use the highest value tea workers to complete the action it wants to do on its turn.
2. Following priority 1 for their first turn of the year, the AI will place the number of tea workers needed of the highest value possible on the board as indicated by the priority on the AI card.
3. The AI always creates the longest sequences and sets at the highest value possible. If a previous action in priority would remove a tea worker from a possible sequence or set, the AI will forgo making that sequence or set and use the highest value tea worker possible for a market action.
4. The AI can only play at the market, harbour or production board, or to collect the first player token..
5. Both the human merchant and the AI may end the game by completing the ship goal.
6. If the AI does not have enough tea workers to complete the harbour and/or production board priorities, any left over dice are placed on the market board.

## HARVEST BOARD RULES

1. If the AI is the first player at the start of the round, move the tea assistant to the next clockwise harvest marker. The human merchant receives all the normal benefits of the harvest marker.

## MARKET BOARD RULES

1. When an AI tea worker is placed at the market, it always is placed at its value's lot, or the next available highest value slot.
2. If the AI has to play at the market board, but there are no legal market spaces with their remaining dice, place the tea worker on top of the plantation card deck and the AI takes the top card of the plantation card deck. This can be done for multiple AI tea workers if necessary.
3. If the AI places a 6-value tea worker at the market board, it takes the top card of the plantation card deck.
4. Plantation cards the AI takes are placed in an AI scoring area. Plantation cards are worth points as normal. Crates are always considered full for end game scoring.
5. If the plantation card deck runs out, possibly because the AI has taken enough plantation cards for this to happen, refill as much of the market board during



End of Year as normal, leaving slots empty if necessary. The market board will not be refilled for the rest of the game. If all plantation cards are taken after this occurs, no more plantation cards can be taken.

6. If the human merchant has a full plantation board and takes an extra plantation card while the plantation card deck is empty, return one plantation card from the plantation board to the six value market board slot, creating a new plantation card deck.

## PALACE BOARD RULES

1. If the AI places a tea worker to receive the first player token, the AI always chooses the lowest value tea worker to do.

## HARBOUR BOARD RULES

1. The AI always places the tea workers on the highest value ship freely available when it places tea workers on the harbour board. This includes the top card of the ship card deck.
2. If there are multiple ships that are the same highest value, the AI will reserve a ship requiring the same tea token as their merchant card if possible. If no such ship exists, the human player chooses which ship the AI reserves.
3. If the AI places tea workers on top of the ship card deck, it will only take the card showing. It does not search for a higher value ship card in the first three cards of the ship card deck.
4. If the human player fights for control of a ship, the AI will not fight back, and instead move its tea workers to the next highest freely available ship. If no ships are free available, the AI will take back those tea workers for future turns.
5. Place any ships reserved by the AI in the AI scoring area. The AI automatically fulfills these ships and they will be worth points at the end of the game.

## PRODUCTION BOARD RULES

1. If the AI's tea workers become the fourth set on the production board, it takes back those dice and will place them on the market board one at a time in future turns this year.
2. The AI does not use tea token movement. It simply is an obstacle at the production board.



# SAMPLE SOLO CARD PLAYTHROUGHS

## 1864 PLAYTHROUGH

**Card Year: 1864**

**Market** = 2

**Harbour** = 4, 6

**1st Player Token** = 1

**Production** = 3, 5

**AI Rolls:** 1, 2, 2, 3, 5, 5, 6      **Human Rolls:** 1, 1, 3, 4, 4, 4, 5

The Human goes first, and moves the tea assistant to a desired harvest token and receives all the benefits. The Human uses their 5 to grab the value 5 market card they want. The AI spends a 2 to get the first player token. The human player plays a 3-4 sequence to reserve a boat. The AI plays their highest value die for a market card, placing their 6 in the value 6 slot and taking the top card of the production card deck. The AI does not search for a card like the Human would.

**AI Remaining Dice:** 1, 2, 3, 5, 5      **Human Remaining Dice:** 1, 1, 4, 4

The Human plays their 4-4 set to ensure they get at least some of movement points. The AI plays their 5-5 above the Human's set. The Human player, not needing 7 movement points, plays a 1 to grab another market card from the value 1 slot. The AI reserves a ship, placing their 2-3 sequence on the highest value ship. The Human player checks and the card on top of the deck requires the same tea token as the AI's merchant card, so the AI reserves that card. The Human spends their last 1 to get another tea token. The AI would place on the production board but doesn't have enough dice so they must play on the market board. However, as the value 1 slot is already taken, there is no legal space for their last die, a 1, and so they place it on top of the production card deck and takes the top card, even though a die is already in the value 6 slot on the market board. The AI would have more action to reserve a ship, but is out of dice and is done.

### **Total Actions and dice used:**

**AI:** First player (2), Market (Value 6 with 6) Market (Value 4 with 5), Production (5-5), Reserve a Ship (2-3), Market (Placed on top of the deck with a 1).

**Human:** Market (Value 5 with a 5), Reserve a Ship (3-4) Production (4-4), Market (Value 1 with a 1), Harvest (1).



## 1866 PLAYTHROUGH

**Card Year: 1866**

**Market** = 3, 4

**Harbour** = 1

**1st Player Token** = 6

**Production** = 2, 5

**AI Rolls:** 1, 1, 3, 4, 5, 6, 6      **Human Rolls:** 2, 2, 3, 4, 5, 5, 6

The AI has the first player token, and moves the tea assistant one space. The Human still gets all the benefits of the harvest token. The AI will reserve a ship as their first action. The AI always plays the largest possible sequence or set, so it will play the full sequence of 3-4-5-6. In this case, there are two 7 value cards available, which are the highest value ship cards available. The Human player checks and the card on top of the deck requires the same tea token as the AI's merchant card, so the AI reserves that card (it will not search the top 3 cards of the ship card deck for a possibly higher value card). The Human also wants a ship, and uses their 4-5 sequence to reserve the other 7 value card. The AI plays at the production board, placing their 1-1 set. The Human player wants movement points, so places their 2-2 set above the AI's 1-1 set.

**AI Remaining Die:** 4      **Human Remaining Dice:** 3, 5, 6

The AI plays at the market, placing the highest value dice possible, their 4 at the value 4 slot. The Human, needing production cards, places their 6 in the value 6 slot to search the production card deck for a card. The AI is out of dice, and therefore out of the round. The Human, with limited options, places their 5 down in the value 5 slot of the market board. The Human player, frustrated the AI reserved a boat they wanted, uses their last die to take the first player marker. The AI would have one more action to take the first player maker, but is out of dice and is done the round.

### ***Total Actions and dice used:***

**AI:** Reserve a Ship (3-4-5-6), Production (1-1), Market (Value 4 with a 4).

**Human:** Reserve ship (4-5), Production (2-2), Market (Value 6 with 6), Market (Value 5 with a 5), First player (3).

## 1862 PLAYTHROUGH

**Card Year: 1862**

**Market** = 3, 5

**Harbour** = 4



**1st Player Token** = 2

**Production** = 1, 6

**AI Rolls:** 1, 2, 3, 3, 4, 4, 6      **Human Rolls:** 2, 2, 3, 4, 4, 5, 6

The AI has the first player token, and moves the tea assistant one space. The Human still gets all the benefits of the harvest token. The AI places their largest set of 4-4 on the production board. The Human player, needing movement, plays their 4-4 set as well. As the new set is the same value of a set previously played on the production board, it is placed underneath the AI's set, in the second space. The AI places a die to take the First Player token, or in this case keep it for the next round. The AI uses their lowest value die to do this, placing their 1. The Human, weighing their options, decides to reserve another ship, using their 3-2 sequence to reserve another ship.

**AI Remaining Dice:** 2, 3, 3, 6      **Human Remaining Dice:** 2, 5, 6

The AI plays a die on the market board, placing their 6 in the value 6 slot, taking the top card of the deck instead of searching the top three for a card. The Human places their own 6 on the market board, taking the value 5 card. The AI reserves a ship with their 3,2 set, reserving the highest value ship available. The Human places their 5 on the market board to take the value 4 card. The AI places their final die, a 3 on the market board, taking the value 3 card. Likewise the Human places their final die, a 2, on the market board to take the value 2 card. While the AI would play at the production board as a final action, it is out of dice and so is out of the round.

***Total Actions and dice used:***

**AI:** Production (4-4), First Player (1), Market (Value 6 with 6), Reserve a Ship (3-2), Market (Value 3 with 3).

**Human:** Production (4-4), Reserve a Ship (3-2), Market (Value 5 with 6), Market (Value 4 with 5), Market (Value 2 with 2).

