Colonialism

A game by Scott Leibbrandt for 2 - 4 players
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By Scott Leibbrandt, for 2-4 Players

Game Contents

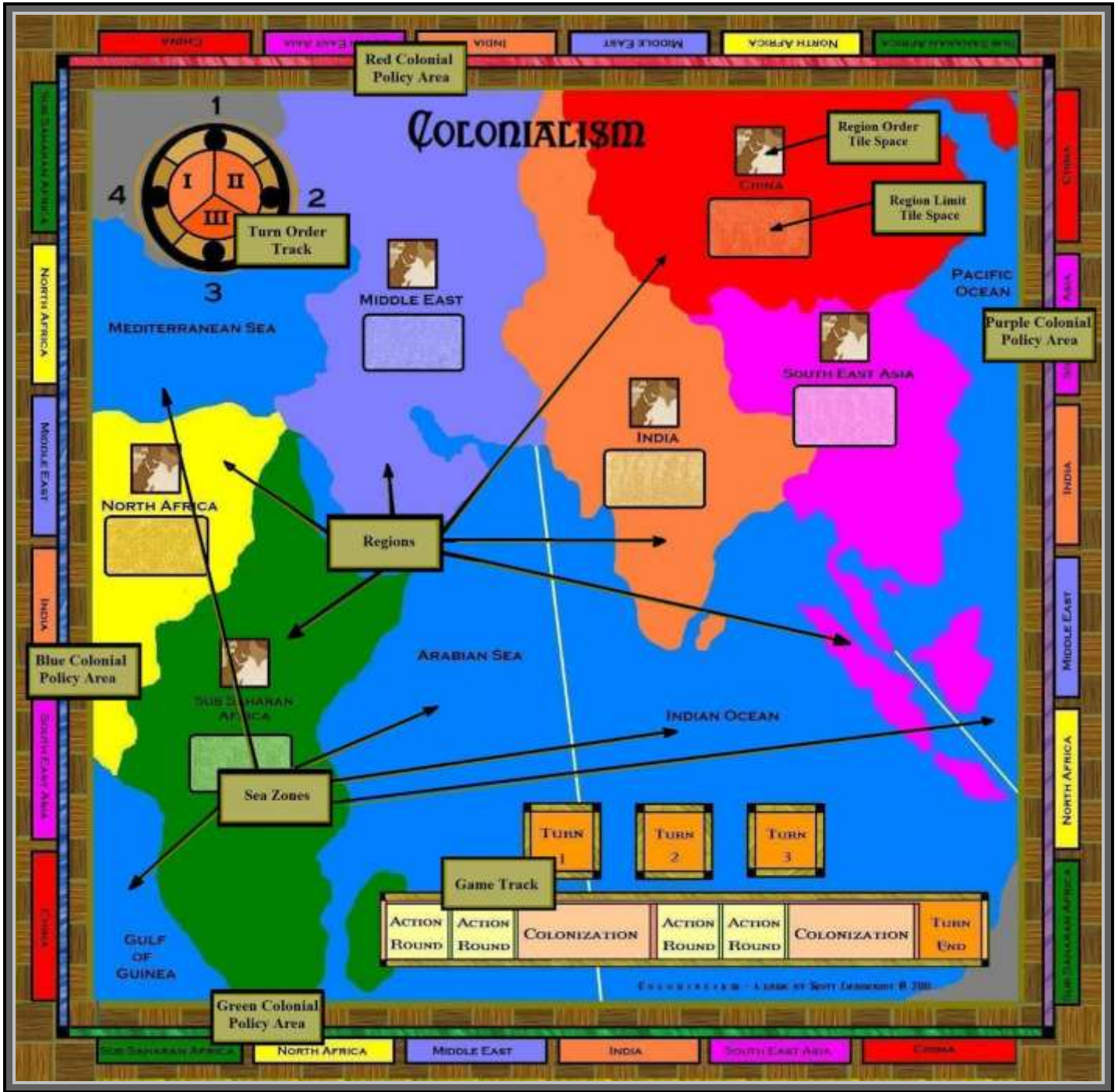-Game board
-45 Resource Cubes (15 yellow cubes; 15 brown cubes; 15 black cubes)
-152 Influence Tokens (23 blue discs; 23 red discs; 23 purple discs; 23 green discs; 50 grey discs)
-12 Ships (3 blue ships; 3 red ships; 3 purple ships; 3 green ships)
-96 Influence Cards (24 blue cards; 24 red cards; 24 purple cards; 24 green cards)
-12 Economic Interest Cards
-6 Region Order Tiles
-6 Region Limit Tiles for two player game
-6 Region Limit Tiles for three player game
-6 Region Limit Tiles for four player game
-1 Pouch
-4 Custom Dice
-Rulebook

Introduction

Game Overview
Colonialism is a game of 19th Century imperialism. In this game, players each assume the role of a nondescript colonial power. Each power is identical except for color. Players proceed to struggle for influence in the unindustrialized regions of the world, and the subsequent resources such influence entails.

Note: Throughout the rulebook, "Notes" will occur. Notes are comprised of rule clarifications, explanations, interpretations, examples, and reminders. For reasons of syntax, these rules are set aside in the form of notes.

The Board
Colonialism is played on a game board depicting parts of Europe, Asia, and Africa, along with their surrounding seas and oceans.

Regions
The land areas are divided into six named **regions** that represent groups of unindustrialized nations. It is these unindustrialized regions that the colonial powers seek to influence, control, and exploit. Un-named land masses are shown only for esthetic reasons and may be disregarded for game play purposes.

Region Order Tile Spaces
Each Region has a space for a Region Order Tile. There are six tiles numbered 1 to 6. The tiles determine the order in which the Regions are processed, which will vary throughout the game.

Region Limit Tile Spaces
Each Region has a space for a Region Limit Tile. The tiles are color coded by region. Based on the number of players, the appropriate Region Limit Tile is placed in each Region. These tiles shows the number of Resource Cubes the Region will receive (the **region value**) and also the Region Limit Number for the Region.

Sea Zones
The water areas are divided into five **sea zones**. The sea zones represent the primary avenues traveled by the ships belonging to the navies and commerce fleets of the colonial powers. These ships were used to bring colonial influence into the regions and take resources out of the regions.

Game Track
The **game track** is located in the lower right area of the board. This is used to record the turns, turn segments, and colonization phases of the game.

Turn Order Track
The **turn order track** is located at the top left of the board. This is used for the purpose of determining the order in which players perform actions each action round.

Colonial Policy Areas
Each player is assigned a board edge to use. There are six areas that are color coordinated to match a specific region located on each board edge. These are called **Colonial Policy Areas**. It is here that the colonial powers set their various polices by playing cards that will be used to gain influence and control in each region.

The Playing Pieces
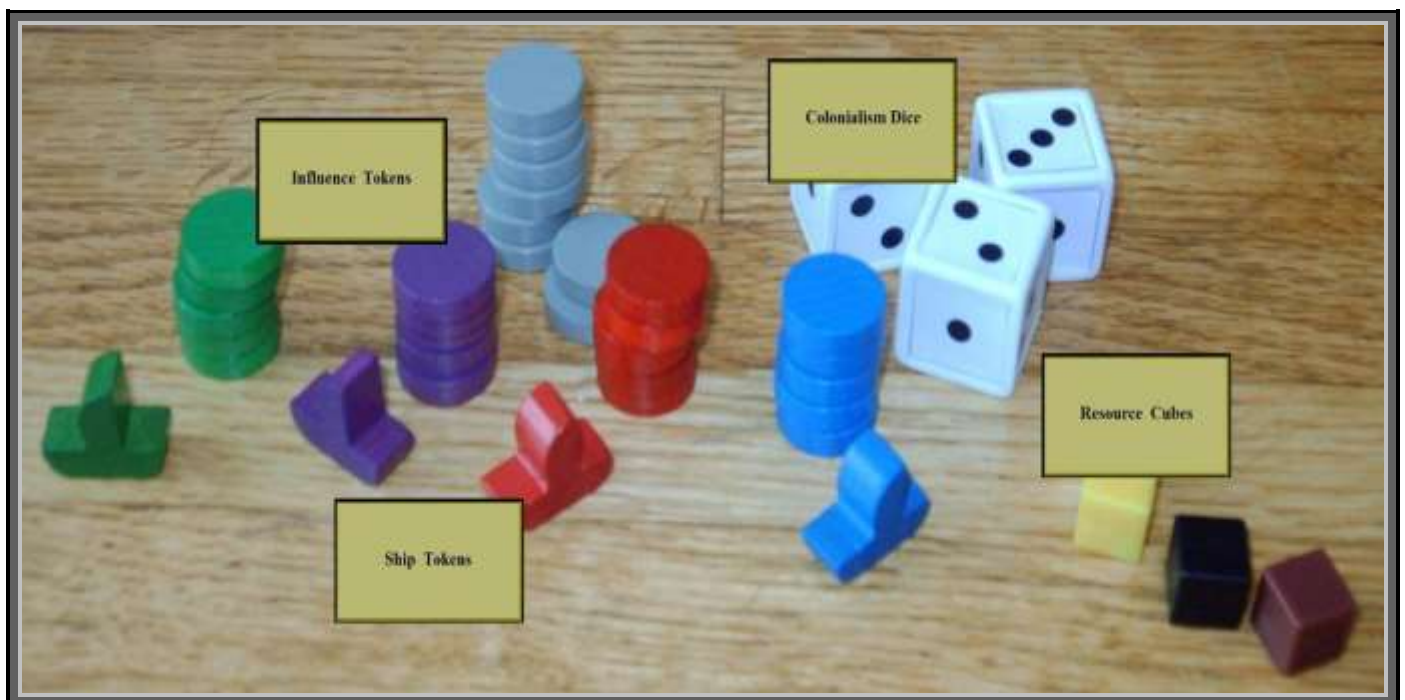
Influence Tokens
Each player has 23 **Influence Tokens**. These represent how much merchant, military, and cultural influence a *colonial power* has in a region. In addition to the 23 blue, red, green, and purple colonial power influence tokens, there are 60 gray influence tokens that represent factions that belong not to the colonial powers, but to the various interests and peoples that are the *native power* in each region.

Note: If a rule or card reads "FACTION" it refers to all influence tokens. If a rule or card reads "COLONIAL INFLUENCE", it refers to the blue, red, green, and purple influence tokens. If a rule or card reads "NATIVE INFLUENCE", it refers to the gray influence tokens.

Ship Tokens
Each player has three **Ship Tokens**. These represent the many ships that comprise the navies and commerce fleets belonging to the colonial powers. Without a ship token in a sea zone adjacent to a region, players will be hard pressed to see their governments' policies enacted in the region.

Resource Cubes
The black, brown, and yellow cubes represent the resources that are found in each region. They are referred to as **Resource Cubes.** Each color corresponds in an abstract manner to a certain type of resource. Black cubes represent mineral resources. Brown cubes represent natural resources. Yellow cubes represent agricultural resources. There are 15 resource cubes of each type. The colonial power that can collect the most resources in a balanced manner will win the game.

Region Order Tokens
There are six **Region Order Tokens**. One of these tokens is randomly assigned to every region each turn segment. These tokens determine the region order for the regions, during the current turn segment.

Region Limit Tiles
There are three sets of six **Region Limit Tiles**. One set is used for a 2 player game, one set is used for a three player game, and one set is used for a four player game.

Colonialism Dice
There are four six-sided **Colonialism Dice** used in the game. These dice have special faces. In place of the usual 4, 5, 6, that appears on three faces of a regular six-sided die, these three faces are replaced by a second set of 1, 2, and 3. Because of this, when a Colonialism Die is rolled, it will always have an equal chance of yielding either a 1, 2, or 3.

Diplomacy

The lightning bolt marks this card as an Action Card.

Policy Cards do not have a lightning bolt.

A flag symbol on a card means the player must already have Influence Markers in the region in order to play the card.

All cards require a fresh ship in an adjacent Sea Zone in order to be played - unless noted here.

Fresh Ship not required.

Select target influence; add amount equal to die roll +1.

Policy Cards

Each player has 17 **Policy Cards**. These represent the various strategies planned by the colonial power to be used in a region when colonization takes place. This is one of the primary methods a colonial power uses to place and remove influence in a region.

Action Cards

Each player has 7 **Action Cards** denoted by a lightning bolt symbol in the upper left corner of the card. These represent either actions made by a colonial power or natural events. Action Cards are always resolved *immediately* when played.

> *Note: The Policy and Action cards belonging to each colonial power are collectively called "INFLUENCE CARDS". For a description of each Influence Card, what actions the card performs, and the necessary requirements for playing the card, refer to the CARD GLOSSARY at the end of the rulebook.*

Economic Interest Cards

There are 12 **Economic Interest Cards,** two for each region on the board. These cards are randomly dealt to the players at the start of the game. At the end of the game, players receive bonus resources if they have the most influence in regions matching their **Economic Interest Cards.**
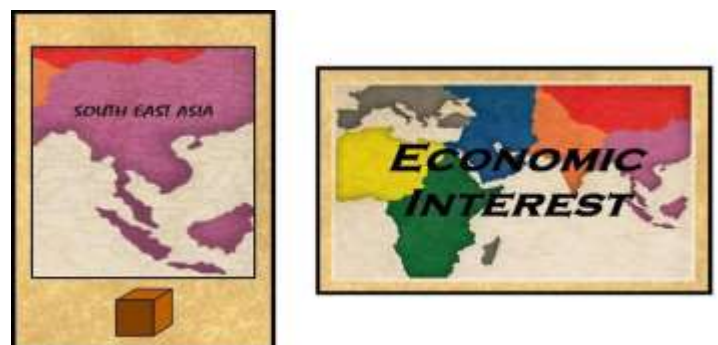
Game Setup

Determine Game Length
Players choose whether to play the **Short Game** (2 turns) or the **Regular Game** (3 turns).
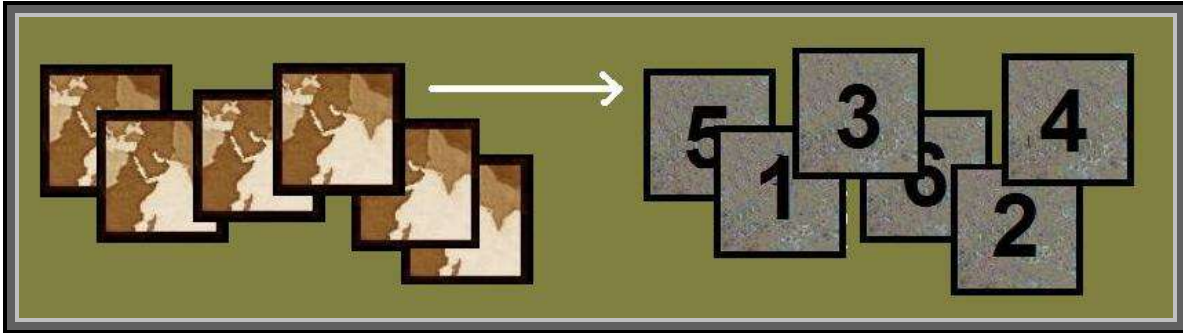
Determine Region Order
Place the 6 Region Order Tiles face down on the table and mix them up. Randomly place 1 tile face-up on each of the six Region Order Spaces on the board.

These numeric tiles, in order from lowest to highest, determine the **Region Order** for the turn segment.

Place Region Limit Tiles
Based on the number of people playing, place the 6 Region Limit Tiles on their appropriate spaces on the board.

3 player tile set is shown

Place Resource Cubes
The board is laid flat and the 45 resource cubes are placed in the resource pouch so that they can not be seen. In Region Order, randomly draw 1 cube from the pouch and place it in a region. The number of draws each region receives is equal to the Region Value.

Note: If playing the Short Game only 30 resource cubes are placed in the resource pouch, 10 of each color. The additional 5 cubes of each color are removed from play.

Place Native Influence
In Region Order, Native Influence Tokens are placed in each region by rolling a number of Colonialism Dice equal to the Region Value. Place the gray Native Influence Tokens equal to the dice results in the region.

Note: The Region Value is the number of cubes pictured on the region's Region Limit Tile.

Choose Colors

Each player chooses a board edge and one of the four colonial power colors. The player then takes the corresponding colored pieces (3 ships, 24 influence cards, and 23 influence tokens) and sets them by the chosen board edge. Influence tokens that are off-board are referred to as the player's **Reserve Influence.**
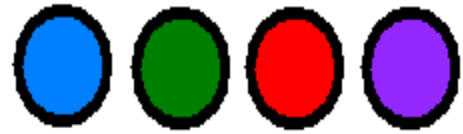
Determine Turn Order

Each player rolls a die. The player who rolled the highest number chooses his position on the Turn Order Track by placing one of his influence tokens on the track. The player with the next highest roll then places his influence token on one of the remaining empty slots. This continues until all players have placed one token on the track The order in which many game play mechanics are resolved is determined by a player's position on the track.
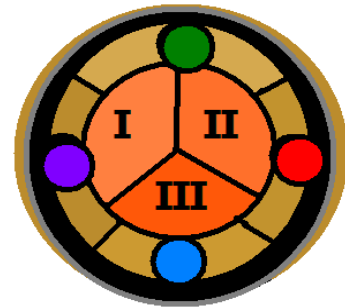
Green is 1ˢᵗ, Red is 2ⁿᵈ, Blue is 3ʳᵈ, Purple is 4ᵗʰ

Deal Economic Interest Cards

Each player is secretly dealt 3 Economic Interest Cards, which only that player may see.

Draw Influence Cards

Each player performs the following actions:
- Shuffle Influence Cards.
- Draw 12 cards from the deck.
- Examine the 12 cards and choose 6 cards to keep
- Place the 6 cards not chosen back with the other Influence Cards.

The six cards that are kept become the player's starting hand, which only the player may see. The six discarded cards, along with the cards not drawn, are once again shuffled and then placed facedown. These 18 cards becomes the player's deck, from which the player will draw additional cards during the course of play.

Place Ships

Going in order according to the Turn Order Track, each player places ONE ship in any sea zone of the player's choice. This may be a sea zone that already has ships belonging to other players. This continues until all ships have been placed on the board. Any number of ships may be placed in a sea zone.

Place Game Markers

- Place one gray native influence token on the left-most Action Round block of the Game Track.
- Place one gray native influence token on the Turn 1 Block of the Game Track.
- Place one gray native influence token on the 'I' space of the Turn Order Track.

The players are now ready to begin playing the game.

Game Play

Game Track
The game of *Colonialism* is made up 3 turns. A shorter game can be played lasting 2 turns if the players agree. The Game Track on the lower area of the board is used to track the turns of the game and the various phases that make up a turn. A gray native influence token is used to track the current turn using the appropriate Turn Box. Another gray native influence token tracks the various turn phases advancing left to right starting at the first Action Round Box and ending at the Turn End box.

Turn Order Track
The order in which actions occur during the various parts of a game turn start with the player in the first position on the Turn Order Track and continue on through to the player in the last position on the track. Once each player has performed one action, the gray native influence token is advanced first from the 'I' space to the 'II' space and then from the 'II' space to the 'III' space.

> *Note: The player performing the actions is referred to as the "ACTIVE PLAYER".*

A turn in Colonialism consists of the following:

Turn Segment 1
- o   Action Round 1
- o   Action Round 2
- o   Colonization Phase
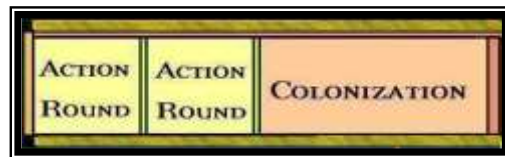
Turn Segment 2
- o   Action Round 3
- o   Action Round 4
- o   Colonization Phase

End Turn Phase
The End Turn Phase only occurs at the end of each turn that does not result in the end of the game. The game ends either after the second colonization phase of turn two (Short Game) or the second colonization phase of turn three (Regular Game).

Action Round

Each player becomes the Active Player three times during the Action Round, always starting with the player in first position on the Turn Order Track. The Active Player may take one of the following actions:

- **Draw One Influence Card**
  The player draws one random influence card from the top of his deck and adds it to the player's hand.

- **Move Ship**
  The player moves one of his ships to ANY sea zone on the board.

- **Play Influence Card**
  The player plays one influence card from his hand.

- **Explore Region**
  Place 1 Influence Token in a region.

Action Requirements

Some actions performed during the Action Round require certain game conditions to exist. Ships may be required to perform certain actions. Some actions may require a player to have influence tokens in an area (this is referred to as the player *'having a presence'* in the region).

Note: There are NO requirements needed to perform the 'Draw One Influence Card' action or the 'Move Ship' action. There is no limit to the number of cards you may have in your hand during Action Rounds.

Every ship starts the Action Round **"FRESH".** This signifies that the ship is available to be used during the Action Round. To mark the ship as being fresh, place the Ship Token upright. A fresh ship that is used to satisfy an action requirement becomes **"USED."** To mark the ship as being used, place the Ship Token on its side.

Note: When the 'Move a Ship' action is performed, the ship retains its current status of 'fresh' or 'used.' .

Playing an Influence Card

- All Influence cards, unless otherwise specified on the card, require that the player have at least one fresh ship in a sea zone that is adjacent to the region receiving the card. Playing the card causes the ship to become 'Used'.

- Cards with a flag symbol in the upper right corner of the card require that the player have a presence in the region receiving the card.

- Action Cards (cards with a lightning bolt symbol in the upper left corner) are resolved immediately when played.

- Policy Cards (cards that do not have a lightning bolt symbol) are placed in the player's Colonial Policy Area and are not resolved until the Colonization Phase.

Note: The cards Diplomacy, Military Campaign, and Missionaries do NOT require a ship to be played. This is noted on each under the illustration.

Exploring a Region

- o This action requires that the player have at least one fresh ship in a sea zone adjacent to the region being explored. Exploring the region causes the ship to become 'Used.'

Assigning an Action Card to a Region

Action Cards are resolved immediately. The player assigning the card simply states the region that is affected and then places the Action Card face-up on the Player's Discard pile after resolving the action described on the card.

Assigning a Policy Card to a Region

Policy Cards are resolved when the next Colonization Phase occurs.

The first Policy Card a player assigns to a region is placed *face-down* along the board edge that is that player's **Colonial Policy Area**. Only the owning player may look at face-down Policy Cards. Each Policy Card must be assigned to a specific region. This is done by placing the card at the board edge area that corresponds to that region's color (*the Colonial Policy Area is described above in 'The Board' rules section*).

If a player plays a Policy Card and assigns it to a region where the player already has a Policy Card, it is placed *face-up* under the last Policy Card played with enough of the card showing that all other players can see what the card it is.

> *Note: Any player may examine any other player's Discard Pile at any time. A player's Draw Deck can NEVER be examined by ANYONE.*

End of Round Actions

After all players have been the Active Player three times, and performed a total of three actions, the Action Round ends. All 'used' ships are placed upright on the board indicating that they are now 'fresh'. The pawn on the game-track is moved one square to the right. The gray influence token on the Turn Order Track is returned to the 'I' position.

Colonization Phase

During the Colonization Phase, a region may need to perform **Colonization Actions**. These actions could cause influence tokens to be added or removed from the region and may allow resource cubes to be collected from the region.

Region Colonization Check

Colonization Actions must be performed for a region if:

- o There are any policy cards in play in the region.
- o The region fails a Limit Check.

Region Colonization Checks are performed in Region Order.

If the region requires Colonization Actions to be performed, they are resolved **BEFORE** the next region's Colonization Check is done.

The Region Limit is the number shown on the right of each Region Limit Tile.

A Limit Check fails when a region contains two or more factions AND the total influence in the region exceeds the region's Influence Limit.

Colonization Actions

The Colonization Actions for a region are performed in the following order:
- o Resolve Influence Cards
- o Resolve Conflict
- o Collect Resources

Resolve Influence Cards

All policy cards in play in the region take effect and influence is added or removed as necessary. Follow the instructions on the Policy Card when resolving it.

Note: Policy cards are considered to be resolved simultaneously, with the EXCEPTION of Consolidate Holdings and Unrest at Home. These two cards have special rules regarding the order of their resolution, which are noted on the cards.

Players MUST attempt to place a number of influence tokens into the region equal to the value of the player's policy card(s) that are being resolved in that particular region. If a player does not have enough influence tokens in reserve to satisfy the effects of their policy card(s), the player simply places all their remaining reserve influence tokens in the region, ignoring the excess influence demanded.

Note: Consolidate Holdings is the EXCEPTION to this rule. If a player resolving Consolidate Holdings has less than 7 Reserve Influence Tokens, no influence is placed.

Influence is placed on the board from a player's reserve. Players' may **NEVER** move influence between different regions.

Whenever a player's influence tokens are removed from the board, they are immediately returned to the player's reserve and are available for use.

Resolve Conflict

Conflict occurs if there are two or more colors of influence in a region AND the influence limit of the region has been exceeded.

Conflict is resolved by removing one influence token for each player, beginning with the player with the lowest influence in the region and moving up to the player with the highest influence in the region. This is repeated until **EITHER** of the following two conditions exist:
- o The total amount of influence tokens in the region EQUALS the Region Limit of the region .
- o There is only one faction with influence in the region.

Example: In a four player game, conflict occurs in the Middle East. A maximum of 16 influence tokens is permitted in the region. In the region there are 14 blue tokens, 12 red tokens, 7 native tokens, and 5 green tokens, for a total of 38 tokens. Five tokens are removed from each player, removing all green influence from the region. There are now 9 blue tokens, 7 red tokens, and 2 native tokens. This still exceeds the region's influence limit by two, so an additional token is removed from both the natives and the red player. Conflict ceases now that the number of tokens in the region does not exceed the region's influence limit. The end result is that blue has 9 tokens; red has 6 tokens, and 1 native token remains.

Collect Resources

If no native influence tokens remain in the region and there are still resources within the region, the resources in the region are collected by players with influence in the region.

Resources are collected by color. Starting with the player with the most influence tokens in the region, and continuing on through to the player with the least influence in the region, each player selects one color of resources and takes all cubes matching that color. The cycle is repeated if necessary, until no resource cubes remain in the region. It is possible that not all players with influence in the region will collect resources.

> *Example: All native influence has been eliminated from the Middle East. Blue player has 8 influence in the region; red player has 4 influence in the region. The region contain 2 yellow resources, 1 brown resource, and 1 black resource. Blue player elects to take the 2 yellow resources. Red player chooses to take the brown resource. Blue player then has no option but to take the remaining black resource.*

> *Note: It is possible that through the use of a Military Campaign card all native influence will be removed from a region during an action round. If this happens, the 'Collect Resources' action occurs IMMEDIATELY in the region.*

> *Note: Whenever there is a tie in influence tokens in a given region, the player higher on the Turn Order Track is considered to win the tie. For the purpose of resolving ties, natives are always considered to be the lowest on the track. This method is used to break ties for ALL purposes (collecting resources, conflict resolution, Unrest at Home, determining new turn order, etc).*

End of Colonization Phase

The following actions are performed:

- o **Draw Influence Cards**
  Players with more than 1 Influence Card must discard all but 1 card from their hand. Players then draw 6 cards from the Draw Pile.

> *Note: If at ANY point during the game a player has no more cards in his deck, the player IMMEDIATELY forms a new deck by shuffling the cards in his discard pile and placing them facedown. He continues drawing cards from his new deck as necessary.*

- o **Influence Check**
  Any region containing colonial power influence tokens in excess of the region's Influence Limit must remove influence tokens until the influence in the region equals the region's Influence Limit.

  Any Mercenary Tokens currently on the board are removed from play.

> *Note: Such influence removals will only occur in regions that contain just one color of influence. Native influence (not representing mercenaries) is NOT subject to these removals.*

- **Determine New Positions on Turn Order Track**
  Each player determines his current score EXCLUDING his Economic Interest Cards (see the Scoring section below for details). Starting with the player with the lowest score, and going through to the player with the highest score, each player chooses a position on the Turn Order Track and marks his new position with one of his Influence tokens.

- **Determine New Region Order**
  Return all 6 Region Order Tokens to the table placing them face-down and mixing them. Randomly draw a new token for each region.

- **Advance Game Track pawn**
  The gray influence token on the game-track is moved one space to the right.

End of Turn Phase
The following actions are performed:

- **Refresh Region Resources**
  New resources are added to every region. This is done in the exact same manner as at the start of the game. If a region still contains uncollected resources, the additional resources are added to those resources already in the region.

- **Refresh Native Influence**
  Additional native influence is added to every region *that no longer contains any native influence.* This is done in the exact same manner as at the start of the game.

- **Advance Game Track Pawns**
  The gray influence token on the Game Turn box is moved one space to the right.
  The other gray influence token is returned to the left most Action round box.

End of Game
The game ends either after turn 2 (Short Game) or turn 3 (Regular Game).

Scoring
Each player determines what if any bonus resources he receives from each of his three Economic Interest cards. A player receives the resource depicted on an Economic Interest card only if he has more influence in the region shown than any other faction. All bonus resources are added to a player's total resources.

Each player's score is equal to the color of resource cubes of which he has the **least**. If a player has collected 0 of any one color of resource, his score is 0. This rewards the Colonial Power that did the best job collecting the most resources while maintaining an overall balance of each type of resource.

The player with the highest score wins the game. In the case of a tie, the player with the most total resources of all three colors is considered to have the higher score.

Example: At the end of a three player game:

The red player has 4 black cubes, 3, brown cubes, and 4 yellow cubes.
The red player's score is 3.

The blue player has 7 black cubes, 8 brown cubes, and 0 yellow cubes.
The blue player's score is 0.

The green player has 2 black cubes. 3 brown cubes. and 8 yellow cubes.
The green player's score is 2.

The red player wins!

Card Glossary

Influence Region (2-5)
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds a number of influence tokens equal to card's value (2-5).

Empire
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds a number of influence tokens equal to the amount of regions in which the player currently has influence (including the region in which the card is played).

Army
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds 2 influence tokens for every adjacent region in which the player currently has influence.

Fleet
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds 2 influence tokens for every one of the player's ships located in a sea zone adjacent to the region.

Monopoly
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds a number of influence tokens equal to the color of resource of which the player has the most. If the player has yet to collect any resources, the card has a value of zero.

Commerce
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds a number of influence tokens equal to total number of ships (both his and his opponents') located in a sea zone adjacent to the region.

Resources (Agricultural, Natural, Mineral)
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds a number of influence tokens equal to the number of resources, both in the region and adjacent to the region, that correspond in color to the card.

Hegemony
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds 1 influence token for every one of the player's ships located in a sea zone adjacent to the region and for every adjacent region in which the player currently has influence.

Dominion
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: During region's colonization, owning player adds 2 influence tokens for every region on the board in which the player currently has the most influence (including the region in which the card is played).

Consolidate Holdings
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region. May only be played in regions in which the owning player already has influence. If the owning player has less than 7 influence tokens in reserve, NO influence is added.
Effects: During region's colonization, <u>after all other influence has been placed</u>, owning player adds 7 influence tokens

Unrest at Home
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region. May only be played in regions in which the owning player already has influence. No more than one Unrest card may be in play in any one region at the time of its colonization. Any additional Unrest cards in a region are ignored.
Effects: During region's colonization, <u>after all other policy cards have been resolved</u>, the player (excluding natives) with the least influence in the region must remove 10 influence tokens from the region.

Treaty
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region. May only be played in regions in which the owning player already has influence.
Effects: During region's colonization, the owning player's influence in the region may not drop below 1 token due to conflict.

Plague
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region. May only be played in regions in which the owning player already has influence.
Effects: Every faction (including natives) with influence in the region must remove half (rounded down) of their influence tokens in the region.

Missionaries
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region. May only be played in regions in which the owning player already has influence.
Effects: 1 influence token is removed from all other factions in the region (including natives) that have 2 or more influence tokens in the region. The owning player adds an amount of his own influence tokens equal to the total amount of tokens removed.

Military Campaign:
Requirements & Restrictions: May only be played in regions in which the owning player already has influence.
Effects: The owning player targets a color of influence. He rolls a die and adds +1 to the result. He then removes that number of influence tokens (2-4) from the target color. If the play of a Military Campaign card results in all native influence being removed from a region, resource collection occurs immediately.

Mercenaries
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region. May only be played in regions in which the owning player already has influence.
Effects: The owning player rolls a die and adds +1 to the result. He then adds that number (2-4) of Mercenaries (native influence tokens) to the region. For the duration of the turn segment, the Mercenaries are treated EXACTLY the same as the player's own influence. At the end of the turn segment, all Mercenaries are returned to the off-board native influence reserve. If conflict occurs in a region containing Mercenaries, it is the owning player's choice whether to remove Mercenaries or regular influence to satisfy influence removals.

Diplomacy
Requirements & Restrictions: May only be played in regions in which the owning player already has influence.
Effects: The owning player selects a color of influence. He rolls a die and adds +1 to the result. He then adds that number of influence tokens (2-4) to the target color.

Land Grab
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
May only be played in regions in which the owning player already has influence.
Effects: The owning player adds a number of his influence tokens to the region equal to the amount of policy cards currently in play in the region.

Trade
Requirements & Restrictions: Requires adjacent, fresh ship in order to be played in a region.
Effects: Owning player may swap any 2 resources between any 2 regions so long as both regions are adjacent to the sea zone in which the ship that played the card is located