



ATLANTIS SHIPS EXPANSION™ (Idea: Leo Colovini / Ferdinand de Cassan)

At the start of the game you and each of the other players receive the ship in your color. You can use a red ship, a blue ship, a white ship, and the black pirate ship from a copy of *Catan: Seafarers*™.

At any moment during your turn, you may place either a bridge or a ship in a water gap in the road. Just like the bridge, the ship remains there until the end of the game.

You may cross free of charge a gap in which your own ship lies. If you want to cross a gap that contains the ship of another player, you may either: pay the normal price to cross the gap to the bank, **OR** pay half of that cost (rounded down to a minimum of at least 1 point) to the owner of the ship. You may pay with either tiles or cards. If the gap contains a bridge and a ship, you may still cross the gap for free by using the bridge.

Example: *Blue plays a blue Ring-card and moves his figure A to the Ring-tile 2. To cross the 1st gap he pays 1 point to the bank. For the 2nd gap he pays 2 points (half of 4) to white, and for the 3rd gap he pays 1 point (half of 3 rounded down) to red. He crosses the bridge for free.*

It is possible that you may have a choice between ships when crossing a gap—either because multiple ships have been placed in a single gap, or because multiple gaps with ships have grown together during the game. In that case the player can choose to use any one of the ships or pay the bank. If a bridge is present, you may always cross a gap for free.



Expansion initiated by the Austrian Museum of Games (www.spielmuseum.at)

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