

# ISLE OF POSEIDON

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## 1 Introduction

Firstly thanks for taking the time to download this expansion, I hope you enjoy playing it as much as I enjoyed creating it. On that note I feel I should point out that although much of the board was created by myself, there are images I have found by surfing the net and cleaning up, so if any of these are copyrighted or any of the authors have any issues please contact me and I will remove them as soon as possible. Please be aware that this is being made to you completely free of charge and nobody should be charging you for the board, cards or any other information within. I do hope to design 3 other expansions and am already in the early stages of design on the second one. If you enjoy playing this expansion and want to be sent other ones or directed to where you can find them once completed, all I ask is for you to send me an email letting me know what you think and any ideas you might like to see in future expansions.

My email is [stebai@mpx.com.au](mailto:stebai@mpx.com.au).

Have fun and please send your feedback.

## 2 Rules

Simply place the IoP board in the corner where the City lies. If you land on the City you may elect to go to sea on your next turn. If you do then place your figure on the Port space. On your next turn hire your ship and crew for 2 Gold pieces and buy any rations you wish to take along. You cannot buy rations at any other square on the board but they can be used at any time on any part of the main board too. Place the Poseidon and Trident cards on the Isle of Poseidon square. Select a ship and move this around the expansion (you may place your figure on your ship or just leave it on your character card.)

- To move throw one dice. On a throw of 1 or 2 move 1 space. On a 3 or 4 move 2 spaces, with 5 or 6 move 3 spaces.
- You move ONLY in an anti-clockwise direction unless returning to Port after a Volcano eruption. You MUST move your full dice quota even if you miss the Isle of Poseidon.

- If you collect an adventure card with a Storm or Dead Calm title then check the sky in the space you are. If you see a Sun then the Dead Calm card comes into effect, if you see a cloudbank (not the single cloud) then a Storm card comes into effect.
- At whirlpools or with tidal waves any followers or objects that are swept away are washed up on Poseidon's Isle and can be collected by the first player to land there. If Poseidon is already defeated then they are simply taken however should Poseidon still be alive then he must be defeated before any of the cards be taken.
- If your ship is destroyed you must use the raft to continue your voyage. The raft only moves 1 square each turn and cannot continue once it reaches Port. You must rehire a ship and crew if you wish to continue in this adventure.
- Upon returning to Port you may decide to again voyage out to sea or return to the Main board. You may go to sea as many times as you wish.
- There are no differences to combat at sea between players.
- To avoid confusion with the Ration cards they add one to ANY throw of the dice - NOT to number of spaces moved. The net can be used at anytime just be aware of the chance of it breaking, (it is a very useful object - or at least was in the game where it worked 3 times on the trot for me!)
- You need to make 6 Purchase ration cards, 4 adventure ration cards, 4 storm cards, 4 dead calm cards and 2 tidal wave cards. All the others are just single cards.

Again any ideas or points that need verification then just drop me a quick e-mail.