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POWERBOATS EXPANSION 1

POWERBOATS EXPANSION 1 can be added in its entirety to the Powerboats game. The tiles add new 'twists' to the race. They can get your speedboat into trouble, but try to take advantage of the new situations!

CONTENTS

7 tiles, each 3 water hexes long. 2 sides, dark and light blue (like the game board):

- 2x Redoubt
- 2x Current
- 2x Maelstrom
- 1x Low-water



PREPARATION

Place these 7 tiles at the start of each race, after placing the buoys.

Do not place the expansion tiles on the same lake section as the start/finish line .

On the other 5 lake sections you place the 7 expansion tiles. Randomly place them adjacent to the letters “A”, “B” or “C” where no buoy is placed.

First place them where the letter is written on an island. Place them in the same way as you would the start/finish line, i.e. adjacent to the hex-side where you see the letter.

Once the island letters have been used, do the same for the letters which are written in the water spaces. Sometimes the new tiles will cross each other. If this happens, place the tile from the letter towards the opposite direction, starting on the water hex with the letter. In other words: shift the expansion tile 3 spaces towards/over the letter.

RULES

When your boat enters an expansion tile space, no matter if that happens during or at the end of your move, your boat directly experiences its effect.

You can enter each tile from any direction (even the redoubt tile).



Redoubt:

When your boat enters a redoubt space, you double your remaining die pips, and fly this number of spaces further.

If you enter the redoubt space without having any remaining movement steps, on your next turn you double your full complement of die pips. You cannot turn direction on the redoubt space.

Flying means that you can go over islands. The island spaces count as steps too.

If your last step is on a water space you land fine.

If you land either on an island space, or on a redoubt space, you immediately receive 4 damage, and your race ends there.



Current:

When your boat enters a current space, your boat is automatically moved one space in the direction of the current, without turning your boat.

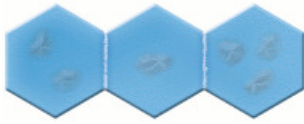
So you can't pass the current in the opposite direction, as each time you move one space onto the current tile it will move you back one space.



Maelstrom:

When your boat enters a maelstrom space, your boat turns 60 degrees (1 side) in the direction of the maelstroms arrows. You continue your remaining steps in the direction your boat now stands. Of course, when the next space is again a maelstrom, it turns your boat 60 degrees again.

Low Water:



When your boat enters a low-water space, you receive damage equal to the number of submerged rocks in that space. Either 1, 2 or 3. These rocks will also slow down your boat. So you must also remove either 1, 2 or 3 from your remaining steps. If you don't have any remaining steps, you remain on the low-water tile.

You must also adjust your dice accordingly to show your new slower speed. Therefore remove 1 or more dice. If you can't match the number of rocks precisely, then you slow down by the closest higher number you can match by removing dice.

Example:

Your speed is 6, with 2 dice: 3+3.

In the second movement step of your turn, you reach the low-water tile, at the space with 1 rock under the water.

You get 1 damage tile and you slow down by 1 step, so you move 3 steps further instead of 4.

You then lose one die with 3 pips (because you can't match the 1 exactly with your dice).

Your new speed is 3.