

Expansion
**WHIRLPOOL OF THE
CHARYBDIS**

DEUKALION

Story:

Charybdis was a sea monster of the ancient world. She swallowed huge amounts of sea water thrice a day before thrusting it out again creating dangerous whirlpools feared by all seamen. Charybdis was originally a sea-nymph and the daughter of Poseidon and Gaia. But after stealing Heracles' cattle she was turned into a sea monster by Zeus as punishment.

Preparation:

Cut out the three whirlpool tiles and place them at the gameboard edge adjacent to the following squares: between Styx and Corinth, next to Halikarnassos and next to Cyprus.

How can I use the whirlpool?

- By crossing a whirlpool tile a player can move to distant water squares.
- Whirlpool tiles do not count as squares.
- Moving a ship through a whirlpool to a water square adjacent to another whirlpool tile costs 1 movement point likewise a normal movement – crossing the whirlpool costs no extra movement points.
- Traveling through a whirlpool is dangerous. If a player wants to cross a whirlpool he has to roll 2 hoplites (if available on his shipboard). Each hoplite lying flat with the cross symbol visible is put to the Underworld.
- After a challenge the loser's ship as well as the Hydra may be relocated also through a whirlpool. In this case this is the will of Zeus, therefore no hoplites need to be rolled.

Optional for experienced players:

When preparing the game, the whirlpool tiles may be placed also adjacent to any other water squares than those suggested above.

Authors: Arno Steinwender & Wilfried Lepuschitz.

Graphics: Andreas Resch

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