

New boats

A mini-expansion for
Cooper Island



Set the game up as usual.
Beside the island board, place the **landing stage**. Then place the 4 **special income boats** face up in its 4 slots.

The game is played as usual. When you perform the “build 1 income boat” action, instead of building 1 of your income boats, you may build 1 special income boat. To do this, choose 1 of the boats available at the landing stage and place it in 1 of the free landing spaces on your player board as usual. Pay the usual cost **plus** either 1 coin or 2 wood (as shown next to the landing stages slot). Then gain the usual helm points and perform the boat’s income action once (see next page).

Attention: No player may build more than 1 special income boat during the game!

All special income boats show this symbol. 

This means that their income actions **cannot** be copied by other boats or performed through other actions (e.g. the additional action of the square worker space of action section E or the large building card number 12). The income action of a special income boat can only be performed once when built and once during each following income phase (and only by its owner).

Overview of the income actions on the special income boats:



Take 1 single landscape tile of your choice from the general supply and place it immediately onto *either*:

- a free **uncharted space** that is adjacent to at least one existing landscape space (of any type or height)

or

- a free landscape space of **any cultivation level** that matches the landscape type of the tile you are placing on top of it (unless it is a settlement, which can be placed onto any type)



For each **face-down** milestone token that you have, gain 1 resource cube of your choice from the general supply (if you can store it). *Note that if you build this boat as your second one, the “2 income boat” milestone token is flipped after performing this action.*



Draw the top card from the stack of large building cards and look at it in secret. You may then flip it face up, pay 2 coins to the general supply and immediately perform that card's anytime action.

Then place the card face down at the bottom of its stack. If you cannot or do not want to perform its anytime action, place it directly at the bottom of its stack (without flipping it face up or paying 2 coins). You do not draw a substitute card.



Perform the islet action of the islet that you placed during **this round's** income phase once more.

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