

# UNSINKABLE

An Expansion for 

## OVERVIEW

The **Unsinkable** expansion introduces three all-new gameplay modules and has everything you need to add a fifth player to your games of *Embarcadero*. The individual modules can be mixed and matched in any combination.

## COMPONENTS

- 1 Player Board
- 1 100-Point Token
- 20 Building Tiles
- 9 Ship Cards
- 40 Structures
- 18 Building Cards
- 2 Score Markers
- 8 Event Cards

## FIVE-PLAYER GAMES


To play the game with five players, you will need the set of player pieces included in this expansion. Otherwise, no rules changes or additions are required. You can play five-player games with or without any of the expansion modules.

## UNSINKABLE SHIPS

This module adds unsinkable ships to the game. These new ships provide special benefits when docked. But those benefits come at a cost, because the ships cannot be sunk!



During setup, shuffle the nine unsinkable ships into the ship deck. During the game, these ships function like any other ships, with these exceptions:

- Unsinkable ships do not have their own scrap actions. If you scrap one of these cards from hand, you must choose one of the two basic scrap actions.
- Unsinkable ships have docking bonuses. When you dock one of these ships, you gain the docking bonus. Some docking bonuses are immediate effects and some are end-game scoring conditions.
- Unsinkable ships cannot be sunk to pay for sunk costs. 



# ENTREPRENEUR BUILDINGS

This module adds entrepreneur buildings to the game. These new buildings each count as two different card types! They also provide all-new building bonuses.



During setup, shuffle the 18 entrepreneur buildings into the building deck. During the game, these buildings function like any other buildings, with these exceptions:

- Entrepreneur buildings each have two type icons. They are considered to be both of those types, for any game effects that refer to cards of a certain type.
- Entrepreneur buildings do not provide any resources.



# EVENTS



This module adds events to the game. These events, which occur twice per game, change the game in various ways, with unique bonuses or decisions for the players to make.

During setup, shuffle the deck of event cards and place it near the game board, face down. During the game, resolve events according to these rules:

- At the end of the first and second rounds, after carrying out all of the normal round preparation steps for the following round, the new first player reveals the top card of the event deck and reads it aloud.
- Most events describe effects that apply to all players. Resolve the effects of an event in turn order, one player at a time.



# CARD GLOSSARY

Some of the ship cards and building cards in this expansion introduce brand-new gameplay effects. This section offers detailed explanations for some of these new effects.

## UNSINKABLE SHIPS

- **Monsoon** and **Pembroke** – If you dock this ship adjacent to a wharf, you do not pay the usual docking fee of \$1 per adjacent wharf space.
- **Pleiades** and **Lady Adams** – When you dock this ship, you may place structures on every space of the ship. You must place at least one structure but may place more.
- **Crown Princess** and **Valhalla** – You may extend any wharf before docking this ship. You do not have to dock the ship at the same wharf that you extended.
- **Star of China** – At the end of the game, score two points for each different resource type visible in your display (max 14 points).
- **Pantheon** – At the end of the game, score three points for each different ship size in your display (max 12 points). Both shapes of size-4 ships count as the same size.

## ENTREPRENEUR BUILDINGS




- **Quick Lift Elevators** – At the end of the game, score one point for each of your structures on the fourth level. The presence of a building tile on top does not matter.
- **Petty Cash Savings & Loan** – At the end of the game, score one point for every \$2 left over in your treasury. Ignore any remainder.
- **Electric Light Company** – When you construct this building, you may spend \$2 to advance one space on the council track. You may do this up to five times.
- **Dr. Felker's Apothecary** – At the end of the game, double the points that you would normally score for your stored cards.
- **Tax Office** – Once this building is constructed, each time an opponent receives income on their turn, you gain \$1. This does not apply to round-end income.
- **Bosun's Bounty** – At the end of the game, score two points for each ship you have docked in the harbor.



- **Wyse & Otherwise Attorneys** – At the end of the game, advance to the next scoring space on the council track. This occurs after council scoring in the third round.
- **Prospector Zeke's Supply** – At the end of the game, score four points for each resource token you have not spent. Any resource tokens spent for the end-game scoring conditions of other cards do not count for this building.
- **J's Precious Metals & More** – You may use your character's one-time ability a second time. When you do, place a sunk token face down on this card as a reminder.
- **Atlas Construction** – At the end of the game, count the number of structures left in your inventory. Score points equal to 20 minus that number.
- **Mission Soil & Stone** – At the end of the game, score one point for each scoring space you have reached or passed on the council track.

## NEW EFFECTS

In addition to the unique building effects listed above, there are two new effects that occur on many of the new buildings:

-   $\neq$   : Choose two different council track bonuses you have already reached or passed and gain them again.
-  : Remove a sunk token from any ship in your display.

