

SAND CASTLES





Nelson Design

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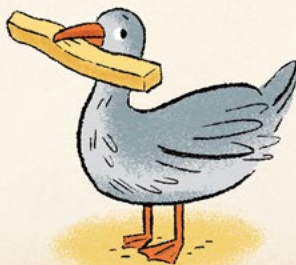
Sue & Reg

For Genevieve & Sandy

GAME OVERVIEW

*It's the annual sand castle building championship again, and this time it's **your** chance to compete! Search the pools along the beach for the finest decorations, and build the best looking castle to impress the judges.*

Players search the tide pool for hidden decoration tiles to build sand castle walls worth different points. On your turn you can push your luck and flip tiles, then you may build a castle wall using the tiles in your stash. However, you need to watch out – if you flip 2 of the same tiles or a wave tile, you have to stop collecting and you may even lose some tiles! The player with the most points after a player has built 4 castle walls wins the game.



COMPONENTS

- **46 Tiles:**

- 14 Sand
- 3 crashing Waves
- 1 Blue Shovel
- 1 Green Rake
- **The Decorations:**
 - 7 smooth Pebbles
 - 6 slippery Seaweed
 - 5 driftwood Sticks
 - 4 pink Butterfly Shells
 - 3 orange Fan Shells
 - 2 blue Spiral Shells

- **Helpful Critter tokens**

- 1 red Crab
- 1 white Seagull

- 20 Castle Walls

- 4 wooden Castle Bases



What do you call a fish with no eyes? Fish.

BEFORE YOU START

If you are playing with fewer than 4 players, there are some pieces that you'll need to take out of the game.

2 PLAYERS

Look through the Castle Walls and remove any with the  or  symbols.

The Seagull is not used in a 2 player game. Return it to the box for now.

3 PLAYERS

For a 3 player game, remove the 4 Walls with the  symbol.



Every Wall piece needs some Sand. This one also needs 2 Butterfly Shells, and a driftwood Stick. It's worth 7 points when it's built. The icon at the bottom means it's used in 3 and 4 player games, but not in a game for 2 players.

F Stack of upcoming Walls





G There are always five Walls available to build.

E Beach



SETUP

1. Give each player a Castle Base [A].
During the game players will collect Tiles and line them up in front of this [B]. They will store those they've kept in a Stash behind it [C].
2. Flip all of the Tiles face-down (water side up) on the table to form the Pool [D]. All of the players swish the Tiles around to shuffle them. Leave a space next to the Pool for the Beach [E].
This is where used Tiles will be discarded when building a Castle Wall.
3. Shuffle the Castle Walls together and place them in a face-down stack [F] to one side of the Pool. Take the top 5 of these and place them face-up in a row [G] next to the pile, and along the edge of the Beach.
These are the decorated Castle Wall designs available for the players to choose from when building.

The person who most recently built a sand castle is the start player. This player gets the **Seagull** token (except in a 2 player game). The player to their right gets the **Crab** token. Read more about these in "The Seagull & Crab – Helpful Critters" on page 9.



PLAYING THE GAME

Players take turns collecting Tiles from the Pool to match available Castle Walls they may build at the end of their turn. On your turn take the following actions in order:

1. **Collect Tiles** – flip and take at least 1 Tile from the Pool. Repeat this action until you choose to stop, or must stop collecting Tiles because you drop Tiles or reveal a Wave.
*If you have the **Seagull**, you can use it here.*
2. **Build one Castle Wall** (optional).
*If you have the **Crab**, you can use it here.*
3. When you are finished, **Pass**.



After you have taken all your actions, the player to your left (clockwise) takes their turn. Players continue taking turns this way until 1 player builds their 4th Castle Wall, which triggers the final round (see page 11).

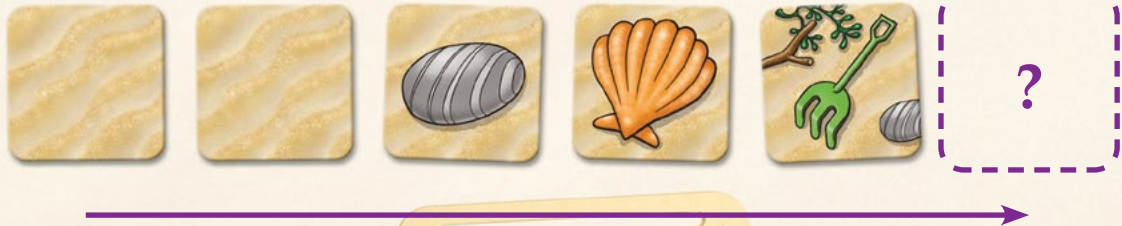
COLLECT TILES

On your turn you must try to collect one or more Tiles from the Pool. To start, choose 1 Tile and flip it face up and place it in front of your Castle Base to start your Collection Line. You must collect at least 1 Tile.

You may flip and take more Tiles in this way as many times as you like, placing each Tile to the right of the Tile(s) already in your Collection Line, until you do one of the following:

- **Choose to stop** collecting Tiles. Place the Tiles from your Collection Line face-up into your Stash, and move on to the Build Castle Wall step (see page 11) or Pass to the next player.
- **Drop Tiles** because you flipped and took a Tile that matches another Tile already in your Collection Line (see "Dropping Tiles" on page 7).
- **Flip** a Wave Tile (see "Waves Crash" on page 8).

Tiles in your Stash are kept face-up so everyone can see them, but they don't count as matches while you collect Tiles.



Example: Hilary has collected the following Tiles so far this turn, lining them up from left to right: Sand, Sand, Pebble, Fan Shell, and the Green Rake. They're going to try for one... more... Tile...

DROPPING TILES

Sometimes you might try to collect too much and end up dropping some things!

If you flip and take a **Decoration** Tile – *not a Sand Tile, they aren't Decorations* – **which matches one already in your Collection Line**, move everything from the first Tile up to and including the left-most matching Tile into your Stash behind your Castle Base. All of the Tiles left in your Collection Line are considered “dropped”.

The player to your left then chooses one of the dropped Tiles to take into their Stash... then the player to *their* left does so too, and so on around the table until there are none remaining.

If there are enough dropped Tiles, you may also take one in turn like the other players. Your collection step has now ended and you may not collect any more Tiles from the **Pool** this turn.

If you have the correct Tiles to build a Castle Wall from the ones face-up next to the Beach, you can do so now (See "Building Castle Walls" on page 11).

▲ *Note: Sand Tiles and the Useful Tool Tiles (the Blue Shovel and the Green Rake) will **not** trigger a match!* In the example on page 6 both the second Sand and the Green Rake are safe.



Stash these Tiles...

...but leave these out for everyone to pick.



Oh, no!
Another
pebble!

Example continued: Unfortunately, the next Tile they draw is another Pebble! They manage to hang on to both Sand Tiles and the first Pebble, but they drop the rest and their competitors scoop them up.

What did the sand say to the tide when it came in? – Long time no sea!

WAVES CRASH

There are 3 Wave Tiles hidden face-down in the Pool at the beginning of the game.

If you flip up a Wave Tile from the Pool, several things happen that can involve everyone:

1. Set the Wave Tile aside near the Beach.
2. If it *wasn't* the third Wave, leave all revealed Waves by the Beach. If it **was** the third Wave, return **all 3** of them face down to the Pool.
3. Move all Tiles from the Beach to the Pool face-down.
4. Move all of the Tiles you have collected this turn to your Stash.
5. Each player, including you, chooses up to 4 Tiles to keep in their Stash, and **discards** the rest face-down in the Pool.
6. The player who flipped up the Wave swishes all the face down Tiles in the Pool to mix them up.

If the Wave Tile was *not* the first Tile drawn, then this ends your collection step.

After a Wave crashes **you may still build a Castle Wall** if you have the required Tiles remaining in your Stash.

Example: *In the following images the Tiles remaining in Hillary's Stash after discarding will allow them to build the 8 point Wall near the Beach.*



NIMBLE TOES!

▲ There is one special case when a Wave Tile is flipped. **Any** time that the *first* Tile you draw is a Wave, you are quick enough to jump out of the way. Go through the steps of Waves Crash above. However, you then **start your turn again** from the collection step. Do this even if it happens multiple times in a row!

THE SEAGULL & CRAB - HELPFUL CRITTERS

The Seagull and the Crab are Helpful Critters. If you have them during your turn, you may use them as described below.

Keep them near your Castle Base separate from the Pool of Tiles, and your Collection Line, and your Stash.

The Helpful Critters **do not count** as regular Tiles which might be swept away by Waves.

CRAB

Use the **Crab** to *pinch* any 1 Tile from another player's Stash and put it in your own. Then give the Crab to the player you took from. Keep in mind: that player may then use the Crab on *their* turn! The Crab can only be used to pinch a Tile, so it can't be used to take the Seagull or a Wall.



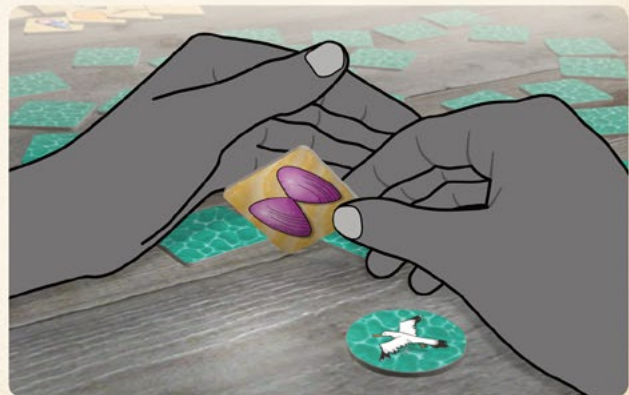
SEAGULL

At any time while collecting Decorations, use the **Seagull** to *secretly* look at 3 Tiles in the Pool. You **must** take at least 1 of these Tiles for your Collection Line, and may choose to take the others as well. Place any Tiles you take into your Collection Line in the order of your choice. Leave any Tiles not taken face down in the Pool where you found them.



The Seagull loves to fly around the table. If you have the Seagull at the end of your turn, you **must pass it** on to another player whether you used it or not. Give it to a player who has the fewest Walls built. If there is a tie for players with the fewest Walls, you choose which tied player to give it to.

▲ *The Seagull is not used in a 2 player game.*



USEFUL TOOLS

Among the Tiles there are 2 Useful Tools that can help players build their sand castles. These special Tiles count as any one of the Decorations visible on the Tile for the purposes of building Castle Walls. But they *don't* count as any of those Decorations when checking to see if the player drops their Tiles after flipping and taking 2 matching Tiles.

After you use a Useful Tool, place it on the Beach like any other used Tile. When Waves Crash (see page 8) they will wash into the Pool with all of the other Tiles.

Any of the Useful Tool Tiles that a player has stashed in front of them at the end of the game are worth a point each, just like any other Tile (see "Points" on page 11).

▲ Remember: the Blue Shovel and the Green Rake will **not** trigger a match while collecting Tiles! See the example on page 6.



THE BLUE SHOVEL

The **Blue Shovel** can take the place of a *Spiral, Fan* or *Butterfly* shell Decoration Tile.



THE GREEN RAKE

The **Green Rake** can take the place of a *Driftwood, Seaweed* or *Pebble* Decoration Tile.

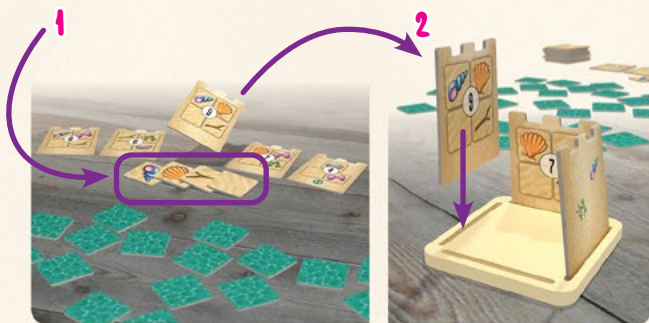


BUILDING CASTLE WALLS

Players each try to build the best 4 Castle Walls to complete their sand castle as quickly as possible.

Each Castle Wall needs some Sand, and some Decorations. If you choose to build a Castle Wall from the 5 displayed Castle Walls on your turn, do the following:

1. Take the Tiles pictured on the Castle Wall from your Stash and place them face up on the Beach (see page 5).
2. Take the Castle Wall and place it in one of your Castle Base slots with the points facing inwards.
3. Replace the Wall you just built with the next one from the top of the stack, face-up.



Building a Castle Wall ends your turn, *unless* it is the final round. Normally you can only build 1 Wall on your turn, then your turn is over and the next player begins their turn. However, **if the final round has been triggered, you can build multiple Walls** – if you have the Tiles to do so – up to the maximum 4 Walls.

FINAL ROUND & GAME END

After one player has built 4 of their Castle Walls, it is the **final round** and everyone else gets one more turn to collect as many Decoration Tiles as they can, and to finish their sand castle. In the final round, the remaining players are allowed to build as many Walls as they can (up to 4 total) on their turn.

POINTS

To determine the winner, players add up all of the following that they have:

- The points on the Castle Walls they built.
- 1 point for each Tile remaining in their Stash, including the Useful Tools.

The player with the most points wins. Ties are broken first by the player with the most Walls, then by the player with the most Tiles. If there is *still* a tie, then the win is shared!



Example: At the end of the game Hilary has added up the points on their Walls ($9+7+6+5=27$), as well as 1 point for each Tile in their Stash (3). They score a total of 30 points!

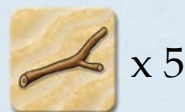


QUICK NOTES FOR THE GAME TEACHER

After you've read through these rules, you can use the list below to help you teach the game to others.

ON YOUR TURN

- You must **collect** at least 1 Tile from the Pool.
- You can use the **Seagull** if you have it. You must pass it on to someone else whether you use it or not! (See page 9)
- If the Tile you took *wasn't* a Wave, you can choose to keep collecting Tiles.
- Line up the Tiles you take from left to right in front of your Castle Base as you collect.
- You *can* stop collecting any time you like.
- You **must** stop collecting if you draw a Decoration Tile that matches one you already have in your Collection Line (see page 7).
- You **must** stop collecting if you flip a **Wave** (follow the steps on page 8).
- If you have the **Crab**, you can *pinch* a Tile from someone else and give them the Crab (see page 9).
- After you have stashed the Tiles that you collected, you can **Build** one of the face-up Castle Walls by moving the matching Tiles from your Stash to the Beach (see "Building Castle Walls" on page 11).
- If you have the right Tiles, you can still Build even if you flipped a Wave!
- If you build your 4th Wall, it triggers the final round of the game (see page 11).



When you're setting up the game, show everyone how many of each Tile type there is. Here's a handy reference.



Visit
sandcastlesgame.com
to learn how to play.