Sandcastles

Build sandcastles - gain points.	Attack sandcastles - gain points.	Win bonuses - gain points.
Crab, bucket and seagull towers come in many shapes.	Attack and counterattack with these crab, bucket and seagull cards.	Earn bonuses based on what is in your sandcastle and what shape it is.
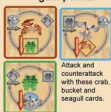
Aim.

You are trying to complete as many sandcastles on your own section of beach as possible before the next big wave ends your fun. Completed sandcastles earn points at the end of the game and may bring in extra bonuses.
But beware, other players may attack to steal valuable sandcastle pieces.
Once the Big Wave appears players have one final turn.
Incomplete sandcastles do not score.
The player with the most points in his 'sandbank' wins.

The Big Wave

A completed sandcastle.
All the walls are connected.

Immediately a sandcastle is completed check if it earns bonuses. Then collect the parts making up the sandcastle, turn them face down into the player's 'sandbank' of points. Place any earned bonuses next to the player's 'sandbank'.

This sandcastle would gain the +6 shape bonus AND the 3 x bucket bonus.

Cards have different backs to distinguish the main play deck from the bonus deck. Keep the decks separate.

Main deck cards

Bonus cards. These can have different symbols on the back.

Dealing the main deck.

First find the Big Wave card and put it to one side. Shuffle the main deck and deal 3 face down cards to each player. They may look at their cards. Place 3 face up cards in the centre of the table. This is the 'beach' area where players will take cards to restock their hand. Shuffle the Big Wave into the bottom ten cards of the draw deck and stack these face down next to the beach area.

Dealing the Bonus Cards.

Place the 'Biggest Sandcastle' and 'Tallest Tower' bonus centrally where all can see.
Split the remaining bonuses and deal depending on number of players (see table).
These are the bonuses that will be used in this game.
Place the remaining bonuses in the box to be used in future games.

For five players deal 2 each of 1 pebble, 2 pebble, and 'Biggest Sandcastle' and 'Tallest Tower.

players / greatest					
2	3	1	1	1	2
3	4	1	1	1	2
4	5	2	2	2	4
5	6	2	2	2	4
6	7	2	2	3	4

1 seaweed plus 1 pebble

Playing Sandcastles.

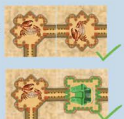The player who was most recently barefoot on the beach goes first.
Play ONE card to take ONE ACTION.
Once the player's turn is complete RESTOCK from the beach face up cards or from the main draw deck. make sure the beach area has 3 cards showing before the next player's turn starts.

In a PLAYER's TURN there are 3 actions a player can take. Choose one.
1) Building a sandcastle.
2) Attacking another player.
3) Exchanging a card.

1) Building a sandcastle.

PLAY 1 card from your hand in front of you to start a sandcastle or add to an existing one of yours.
Once placed a card cannot be moved or rotated.
You can have more than one sandcastle being built in your area during the game, however these cannot later be joined together.
When adding to a sandcastle the new part must join by connecting walls together.
Crabs, buckets and seagulls can be mixed in a single sandcastle.

1) Building a sandcastle continued.

Crab and bucket cards can only be placed in a single layer directly onto the play area.
Seagull towers can be played IN THE SAME WAY OR PLACED ON TOP OF ANY OTHER of that player's cards. The seagull tower can be a different shape but must join walls correctly.
Any number of seagull towers can be placed vertically - in fact that's the only way you can win the 'tallest tower'.

Placing a seagull tower on top of another card can change the shape.

There is no limit to the number of seagull towers placed.

Sandcastle walls must join up.

Sandcastle tiles must join existing tiles (unless starting a new sandcastle).

Buckets and crabs cannot be stacked as towers.

Completing a sandcastle.

As soon as the final piece of a sandcastle is placed, check to see if it earns any bonuses (see earning bonuses). Collect any bonuses - this can be from other players.
Note: Immediately a sandcastle is completed it cannot be changed or added to. It earns bonuses and is collected for points.

Take ALL the cards from that castle (even those covered by seagulls) turn them face down and keep them in your 'sandbank'. These will give points (1 per card) at game end.

2) Attacking another player.

There are 3 types of attack cards. Crabs, seagulls and buckets.
Attack cards can be used to attempt to steal a placed sandcastle card from another player OR played against an attack card (either to counter an attack or to increase an attack).
It is worth spending time making sure all players are clear with the way these cards are used.
A crab will always beat a bucket (by tearing a hole in it)
A bucket will always beat a seagull (when it is thrown at the gull)
A seagull will always beat a crab (by grabbing it and flying off).

An attack card explained.

This 'crab' attack is used against any card showing a bucket icon.

This shows the card to counter a crab attack. In this case a seagull.

The 'wheel of power' is a reminder that seagull beats crab, crab beats bucket, bucket beats seagull and so on.

This shows the target card type.

seagull attack card

crab attack card

A seagull takes a crab sandcastle card or stops a crab attack.

A bucket takes a seagull sandcastle card or stops a seagull attack.

A crab takes a bucket sandcastle card or stops a bucket attack.

bucket attack card

A Simple Attack

Choose any opponent's sandcastle card in play and attack with the correct card. A seagull attack will take a crab sandcastle card, a crab attack takes a bucket card and a bucket attack takes a seagull card.

If the targeted player cannot (or chooses not to) counter then the attack is successful. The attacker takes the targeted sandcastle card and puts it immediately into play in his area. He also takes his attack card and puts it face down to his 'sandbank'.

Player A   Player B

Player A is attacking the seagull sandcastle card with a bucket attack. If successful then Player A takes the seagull card into his area and keeps the bucket attack face down in his 'sandbank'.

Player A   Player B

Note: A sandcastle card cannot be taken if it splits a sandcastle under construction.

Taking this crab would split the seagull and bucket. It cannot be taken this turn.

Attacks can be countered and added to. This is explained on the page.