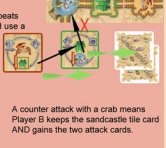
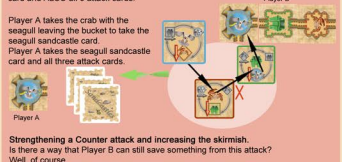
Countering an Attack.
Is there a way that Player B can stop the above attack? Of course.
He plays from his hand the attack card that beats Player A's attack. In this case Player B could use a crab attack to stop the bucket.



Player B uses a crab attack from his hand against Player A's bucket. Since crabs always beat buckets the attack is stopped. Player B keeps the seagull sandcastle tile in his area He ALSO keeps the two attack cards taking them into his 'sandbank'. Player A gets nothing.
Counter attacks can ONLY be played by the player under attack.

A counter attack with a crab means Player B keeps the sandcastle tile card AND gains the two attack cards.

Re-strengthening an Attack.
Is there a way that Player A can get something out of his failing attack? Well, of course. By playing a seagull attack from his hand he can beat the crab which stopped his original bucket attack. Victory is once again his and he takes the seagull sandcastle card and ALSO all 3 attack cards.



Player A takes the crab with the seagull leaving the bucket to take the seagull sandcastle card.
Player A takes the seagull sandcastle card and all three attack cards.

Strengthening a Counter attack and increasing the skirmish.
Is there a way that Player B can still save something from this attack? Well, of course.
By playing a bucket from his hand against the most recently played seagull he can beat it. In this case Player A's attack crumbles and B keeps the original seagull sandcastle card and ALSO all four attack cards.
Naturally Player A can increase his attack again should he choose. This can involve a maximum of 6 attack cards and cause much angst to the losing player.

Tip: Keeping track of which attack cards you need in your hand may seem confusing at first. The 'second attack' card you need is shown in the bottom of the attack card. This will fend off a counter. Having all 3 attack types means you should succeed.

If you play this crab attack you will need a bucket to follow up with a secondary attack.

If you play this seagull attack you will need a crab to follow up with a secondary attack.

Restocking your hand after an attack.
The **player who lost the skirmish picks up from the beach first** choosing face up/face down cards. The beach is not restocked during this. Only when the losing player has 3 cards in hand is the beach restocked and the victorious player in this skirmish refills his hand. Play continues to the left.

3) Exchange a card.
As an action a player can exchange a card with any of the three face up beach cards, or by secretly replacing the face down top deck card. Place one card in the 'beach' area and take a card. This completes his turn.

The Bonus Cards.
As soon as a sandcastle is complete, check if it earns any bonuses. Place those bonuses **face up** next to your sandbank for all to see. If the new sandcastle **matches or betters ANY bonus** held by another player - then **take it from them** - you earned it! You will keep these bonuses just as long as no one else matches or beats you.

The '**Biggest Sandcastle**' Take this when you complete a sandcastle with an area of 7 or more pieces. The score a player gets is shown by the face furthest away from the player. Turn this to the correct face when taking the card. eg

This shows 9 points from a 9 piece sandcastle

Note: If a player has earned the 'Biggest Sandcastle' or 'Tallest Tower' bonus these can only be taken by another player if the NEW Sandcastle is 'Bigger' or 'Taller.' eg A new 7 piece sandcastle cannot take a 9 piece bonus that is in play.

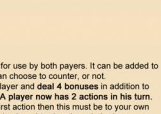
The '**Tallest Tower**'. Take this when you complete a sandcastle with 3 or more sandcastle tiles on top of each other (ie 1 crab and 2 seagulls, 3 seagulls etc). Turn this to the correct face when taking the card. eg

This shows 7 points from a tower six cards high.

Material Bonuses. Take these when a completed sandcastle shows that number or more of that item.

Take this if the completed sandcastle shows 3 or more buckets. *Note: more than one type of icon bonus can be earned by one sandcastle on completion. But only one of each type per sandcastle. i e you cannot earn 5 buckets AND 3 buckets from the same sandcastle.*

Shape Bonuses. Take these when a completed sandcastle is **exactly the same shape** as shown on the bonus. There are often many ways to achieve these shapes.



When ANY bonus is earned by a complete sandcastle - take it. Even if this is from another player.

The Bonus pool is not restocked during a game.

Game End.
Game end is triggered as soon as the Big Wave appears. Place it in front of the player whose turn it was. Each other player has one more turn. The game ends when play gets back to the player with the Big Wave. In this last turn players do not restock their hand.

Scoring.
Incomplete sandcastles and cards in player's hands do not count.
Count the cards in each player's 'sandbank'. Score one point for each card. Then add any bonuses. The player with the highest score wins.

Some examples of play.
Building Sandcastles

Player A's sandcastle can be completed by laying a corner seagull tower to cover the 4 way crab.

The covered 4 way crab is part of the completed sandcastle and so will be included in A's 'sandbank'.

However, in this game the 4 x crab bonus is in play. Playing the seagull in this way will not earn the bonus as four crabs are not showing in the completed sandcastle.

Player A decides to push his luck and take 2 turns to play two end buckets. This completed sandcastle earns him all the cards in the sandcastle as well as the 4 x crab bonus AND the 'Biggest Sandcastle' bonus.

A 7 piece sandcastle gives 6 points.

Attack and Defence

Player B attack's A's crab sandcastle card with a SEAGULL attack.

If he succeeds he will place the stolen crab card into one of his sandcastles AND put the SEAGULL into his 'sandbank'.

Player A counters with a BUCKET attack from his hand.

If A succeeds he will keep this crab card in his sandcastle AND put BOTH attack cards in his 'sandbank'.

Player B is having none of this and so increases his attack by adding a CRAB from his hand to beat the BUCKET.

If B succeeds he will place the fought over crab card into one of his sandcastles AND put ALL THREE attack cards in his 'sandbank'. Will player A defend with another SEAGULL?

Thanks and Acknowledgements.
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2 Player variant.
This variant introduces a 'shared' sandcastle for use by both payers. It can be added to or attacked in your turn and your opponent can choose to counter, or not.
Set-up as normal but **deal 4 cards** to each player and **deal 4 bonuses** in addition to the 'Biggest Sandcastle' and 'Tallest Tower'. **A player now has 2 actions in his turn.**
1) if you choose '**Build Sandcastle**' as your first action then this must be to your own area. Your second '**Build Sandcastle**' action is **played to the shared single sandcastle** between both players.
2) if you choose '**Attack**' as your first action. You can **attack your opponent OR the shared sandcastle.** Your **second action** can only be to **attack the shared sandcastle.** Your opponent may choose to counter these in the normal manner. If successful she keeps the attack cards and the targetted card remains with the shared sandcastle. **Neither of you restock until both actions are completed.**
Completing the shared sandcastle.
The player who completes the shared sandcastle scores as if it were their own. Take all the cards and any bonuses owing. If one of those bonuses matches your own, you keep it.
Game End and scoring are as normal.

Action 1	Action 2
Build to YOUR OR SHARED sandcastle.	Build to SHARED sandcastle ONLY.
Attack OPPONENT's SHARED sandcastle.	Attack SHARED sandcastle ONLY.
Exchange.	Exchange.

Sandcastles solo Variant.
This version is all about getting the bonuses out before the game screws you.
Set-up. Remove the 'Tallest Tower' and 'Biggest Sandcastle' from the game. Shuffle the bonus cards and **deal four.** If you earn all of these before the game ends - you win. You can earn more than one bonus for a single sandcastle (though not for the same icon eg 2 crab bonuses).
Deal yourself 3 cards, place three on the beach and use the 'Big Wave' as normal.
Your turn. Play one action in the normal way. At the end of your turn restock your hand then discard the remaining beach cards. Now deal 'The Game's Turn'.
'The Game's Turn'. Place 3 cards out – the 'Game's Hand'. If one or more of these is an attack card play this immediately against you. You choose which one. You can counter in the normal manner. If there are no relevant sandcastle cards there will be no attack. Once one **attack** has been carried out, or countered, **discard the remaining 'game hand' cards and deal three new** for your play. Restock your hand now.
Any completed sandcastles earn bonuses as usual. If you have taken all the bonuses before the Game Ends then you win. The game ends immediately the 'Big Wave' appears. If there are any bonuses remaining unearned at Game End then you lose.
You can increase the difficulty by dealing yourself five or more bonus cards.
But be sensible – at some point beating the game will become impossible.

There isn't enough room to thank everyone individually here. Please look at www.yaygames.uk for more.
But as ever this game would not and could not have existed without my essential wife Jenny. Thank you!

Game design, artwork and concept Andrew Harman 2014. All rights reserved. Another Yay Games release.