

Castles by the Sea



Rulebook

Overview

The seashore is a place of beauty and relaxation for humans, but for the little Shorelings who live there, it's an ever-shifting landscape of sand and danger.

In *Castles by the Sea*, you must lead your kingdom of Shorelings to victory by building castles of sand and stone. You'll then have to deploy your structures and figures as quickly as possible to populate your castles before the Hazards of beach life tear them down. The cleverest builder will claim the most sand dollars and grow their kingdom the fastest, but remember, danger looms around every corner... your kingdom may not last forever!



EACH TURN, YOU'LL...

- 1 **Gather** Sand blocks.
- 2 **Build** your Sand blocks and Castle cards.
- 3 **Place** structures and figures on blocks you've built.
- 4 **Score** sand dollars for every piece you have out on the board.
- 5 Move and activate **Hazards**, which can wreak havoc on the board!

You'll need to get as many pieces as you can onto the board each turn in order to win, but you'll have to build around other players and evade the ever-present Hazards. Only the cleverest and bravest Shoreling will lead their people to victory.

Components



4 Board Edge Pieces

20 Five Sand Dollar Tokens

First Player Marker

Turn Board & Marker

Tidepool & 12 Sandy Tiles

30 One Sand Dollar Tokens

10 Ten Sand Dollar Tokens

36 Hazard Cards - 6 types -

6 Hazard Pucks - 1 per type -

8 Seaweed Tokens

4 Player Mats - 1 per kingdom -

50 Wooden Sand Blocks - Natural Color -

8 Wooden Stone Blocks - Gray Color -

48 Double-sided Player cards - 12 cards per kingdom -

24 Castle Cards

Kingdom Colors

40 Wooden Player Pieces - 10 per kingdom -

Set Up

The Beach Board

Begin assembling the Beach board by constructing the interlocking frame. The frame pieces can fit together in any order.

3 Player sandy tile with 3 pips and
a 2 Player sandy tile with 2 pips.

The 2 Player and 4 Player setup use
the same tidepool tile side.

FOR 4 PLAYERS

- Find the eight tiles that do not show a player count icon and the central tidepool tile.
- Place the eight 4-player tiles randomly in the board frame with the tidepool tile in the center.



FOR 3 PLAYERS

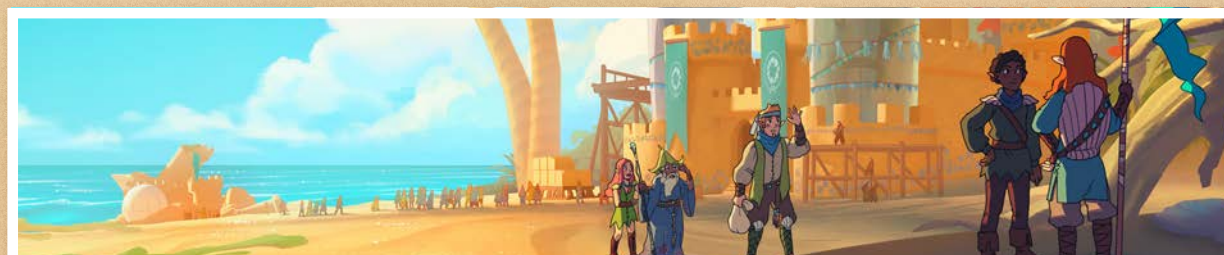
- Find the eight tiles with three pips in the corner and the central tidepool tile.
- Place the eight 3-player tiles randomly in the frame with the tidepool tile in the center. (Note that the 3-player tiles must be placed in the board frame such that their “tidepool” edges and corners are facing inward toward the center tile.)

FOR 2 PLAYERS

- Find the eight tiles with two pips in the corner and the central tidepool tile.
- Place the eight 2-player tiles randomly in the frame with the tidepool tile in the center. (Note that the 2-player tiles must be placed in the board frame such that their “sandy” edges are facing outward from the center tile.)



Once assembled, place the Stone blocks on any location on the board that has a stone depicted. Likewise, place the Seaweed tokens on any location on the board with seaweed depicted.





Turn Board and Hazards

Place the Turn board between two players and place the turn marker on the turn spot corresponding to the numbers of players in the game (as indicated by the player count icons). Randomly select three Hazards from the six available. Take the puck and six-card deck for each of the chosen Hazards and put the rest back in the box.

Then separate the three Hazard decks by Hazard type and shuffle each deck. Place the decks face down in a row under the Turn board.

Randomly assign each Hazard puck to a different edge of the board, placing each on a different icon.



Supply

Place the supply of Sand blocks within easy reach of all players. Do the same for the Sand dollar (5) tokens.

Note: Sand dollars are not a limited resource; if you run out of tokens, find a suitable substitute for use.



Players

Each player should pick a Kingdom and take the player mat and the player pieces that match the Kingdom's color. The mat should be placed on the table in front of them.

PLAYER CARD TYPES



Players should then take the matching Player cards for their Kingdom. There are 3 types of structure and 3 types of figure Player cards in the base game. The players can decide together which variations to use, or choose randomly, as long as every Kingdom is using the same set of Player cards. Suggested combinations are listed on pg. 18. (Try the Basic set for your first game.) Once the variations are decided, each player should array their version of the chosen cards faceup in a row directly above their player mat.

Additionally, each player should be dealt 3 Castle cards from the Castle card deck, which are kept hidden from the other players.

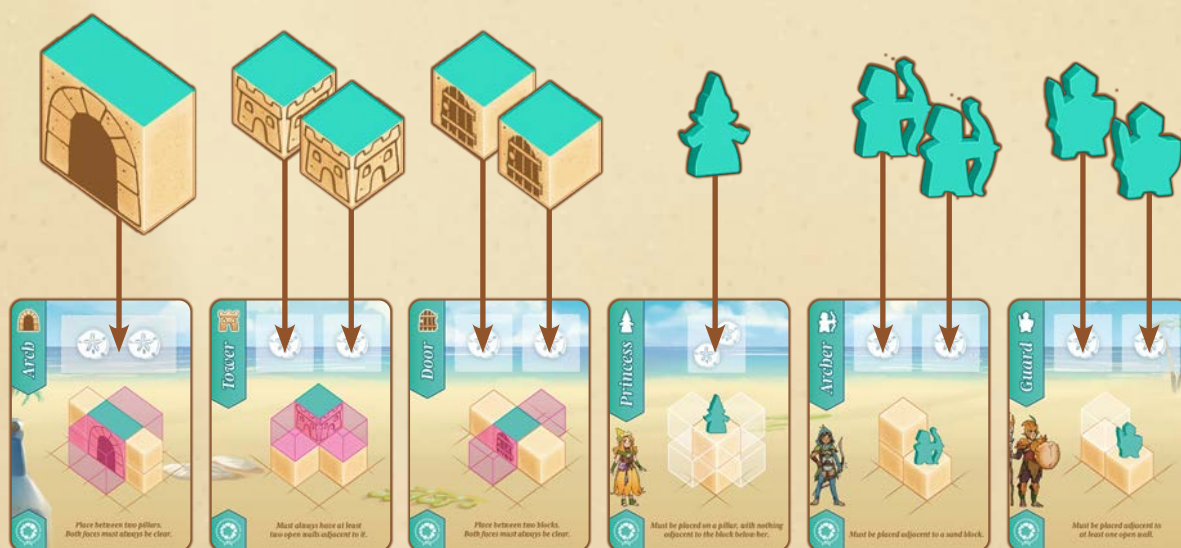
FIRST PLAYER

The first player will always be the person with the Turn board to their right. During the game, when play passes from the last player to the first player, the first player should move the turn marker one space forward on the Turn board.



First Player Marker





Note: Some Player cards do not use all the player pieces. For example, the Thief uses one. The unused pieces during setup are removed from the game and returned to the box.

Example of the Seaglass Kingdom setup using the recommended Player cards for the first game: Arch, Tower, Door, Princess, Archer & Guard.

Sand dollars



3 random Castle cards.
These are hidden from other players.

PLAYER CARD BREAKDOWN

- A** Type - Player card type and associated player piece.
- B** Card Name - Card and piece name.
- C** Kingdom - The kingdom the card belongs to.
- D** Rewards Box - Holds player pieces and specifies (⚡) rewards for placed pieces.
- E** Special Rules - See individual Player card Glossary on pg. 11 for more details.
- F** Placement Diagram - Placement requirements and spaces that must be kept clear either for the turn the piece is placed, or permanently:



Must be empty for the full turn the piece is placed but can become occupied on future turns.



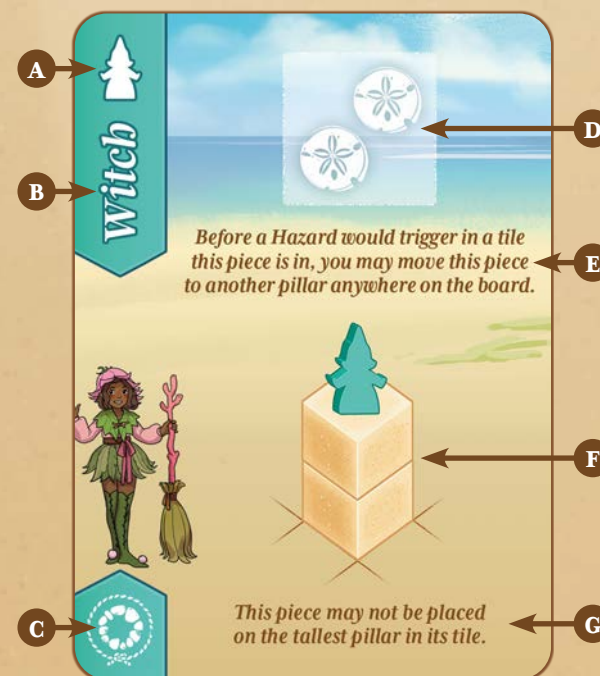
Must be empty when the piece is placed and must remain empty permanently. Players may not build or place in these spaces.

Piece restrictions may be satisfied by empty spaces off the edge of the board.

- G** Placement Rules - Placement rule reminders. See individual Player card Glossary on pg. 11 for more details.



Block refers to Sand blocks and Stones. Piece refers to structures and figures.
Adjacent is orthogonal (shared faces, not shared edges).



*Player cards have a different variation on the front and back.



The Seaglasser player begins their turn. During the Gather step, they gain the 3 standard blocks **PLUS** 1 more bonus block earned from the three destroyed pieces they have from the previous turn. If they had had one more destroyed piece, they would have received 2 bonus blocks.



The first Sand block built each turn may be put anywhere on the board. You do not need to build next to your already placed pieces or Sand blocks. Every block built after that must be touching another block you built this turn.

Game Play

In every round each player takes a turn, beginning with the first player and proceeding clockwise around the table. Once all players have taken a turn, the Turn marker depicting the sun is moved one spot to the right, and then the first player takes their next turn. The regular rounds are over after the last player takes their turn, when the marker is on the rightmost spot on the Turn board.

PLAYER TURN

On your turn, perform the following steps in order:

- 1 Gather - reclaim destroyed pieces and gain Sand blocks;
- 2 Build - put some or all of your Sand blocks on the board;
- 3 Place - place any number of your pieces on the board following the placement rules for each piece and complete any relevant piece effects;
- 4 Score - collect sand dollar (☼) rewards for pieces not on their cards;
- 5 Hazard - move one Hazard and flip the other two Hazards.

Castle cards may be declared and scored immediately upon satisfying their requirements during your turn.

When you're finished the player to your left begins their turn.



1. Gather

During the gather step, you'll take 3 Sand blocks from the supply and add them to your player mat.



You'll also take any of your pieces destroyed in the previous turn and return them to their cards. When doing so, you'll gain one Sand block for every two destroyed pieces, up to the maximum of 5, rounding down (e.g., 1 destroyed piece will give you 0 bonus Sand blocks, while 4 destroyed pieces would give you 2 Sand blocks).



2. Build

During this step, you may put any number of Sand blocks stored on your player mat on the board.

All Sand blocks built on your turn must form a connected group. Each Sand block built (beyond the first) must touch a face of at least one other Sand block you've built this turn. Touching edges do not count.





Example of a legal build **A** and an illegal build **B**.

Your Sand blocks don't need to be connected to blocks you built on a previous turn. You can even build on a new tile or on blocks that an opponent built.

Sand blocks can be built on top of Stones or other Sand blocks, but cannot be built on top of any player's pieces (noted by their colored rooftops).

If the supply lacks sufficient Sand blocks, you may take the missing Sand blocks from anywhere on the board, removing only Sand blocks which do not have anything on top of them.



Note: If you place a Sand block or a player piece on a space with a Seaweed token, collect it. Seaweed tokens are worth 2 ⚡ during end game scoring.



A **legal** build! All blocks were built touching the face of a previously built block.



An **illegal** build. The third block face is not touching another block.



A **legal** build! Even though the third block was built on top of a stone, it's still touching the second block.



An **illegal** build. The block built on top of the stone does not share a face with another block.

3. Place

Once you've built, you now have the opportunity to place your Player pieces on the board. Each piece has specific requirements that must be met in order to place it. There is no limit to the number of pieces you can place on your turn; however, each must have their requirements met.

Every piece has one common requirement (the Golden Rule): When placed, each piece must be connected to a block you've built this turn.

The requirements for each piece, as well as the rewards they provide, can be found in the Player card Glossary on pg. 11. Examples of piece placements can be found in the Player card Glossary as well.

GOLDEN RULE

When Placing pieces, always remember that every piece in the game must be connected to a Sand block that you built this turn.

Even though each piece has its own rules and restriction on how and where it can be placed, they must always be placed on or next to a Sand block you just built, depending on the piece.

Because of this limitation, you will need to be clever and plan your placements ahead of building!



Castle Cards

While you are Building and Placing, keep an eye on your Castle cards. These three cards provide opportunities to score points separately from your pieces! But plan wisely: You can only score 2 of your 3 cards during the game.



Castle cards may be Sand block patterns or placement objectives.

SCORING CASTLE CARDS

During your Build and Place steps, you may play a Castle card immediately after:

- 1 You place the final block to complete a Sand block pattern or
- 2 You meet the requirements of a text-based card.

Sand patterns can only include Sand blocks and Stones, not structure pieces. Place the Castle card face up next to your player mat and add its value to your score. You may only score 2 out of your 3 Castle cards during the game. For more on Castle cards, see pg. 17.

4. Score

Each piece you've placed on the board, either this turn or on previous turns, will earn you a sand dollar reward. Rewards are easy to determine by looking for the empty reward boxes on the summary cards in front of you and in text boxes with the "Score" keyword.



John has both his Towers, a Door, a Princess, an Archer and a Guard on the Board. During scoring he receives 7 from the uncovered reward boxes on his Player cards.

5. Hazards

At the end of your turn, you are required to do the following, in order:

- 1 Choose any one Hazard and move it one board edge in a clockwise direction. The Hazard may be placed in any unoccupied location on the new board edge.
- 2 Flip the other two Hazards. For each deck, turn the top card of the deck face up and place it next to its deck. (If playing a 4-player game, flip just one Hazard instead of two.)

At the end of your turn, if the total number of Alert icons (!) on all the revealed cards for a Hazard is 3 or more, that Hazard triggers.

Each Hazard behaves in a unique way that removes pieces from or otherwise damages the players' sand castles. Refer to the Hazard Glossary on pg. 19 to learn what happens when each Hazard triggers; examples are provided at the end of the rules.

After a Hazard triggers in this way, it moves in a clockwise direction to the next unoccupied location with the same icon (wave, shovel, or shark). Shuffle all of its Hazard cards face-down and place them back in the proper spot beneath the turn board, available to be flipped again.



Keep these points in mind when triggering a Hazard:

- ☼ “Piece” refers to each player’s structures and figures.
- ☼ Hazards do not remove Stones or seaweed.
- ☼ Removed Sand blocks return to the general supply.
Removed pieces are placed in their owner’s destroyed area.



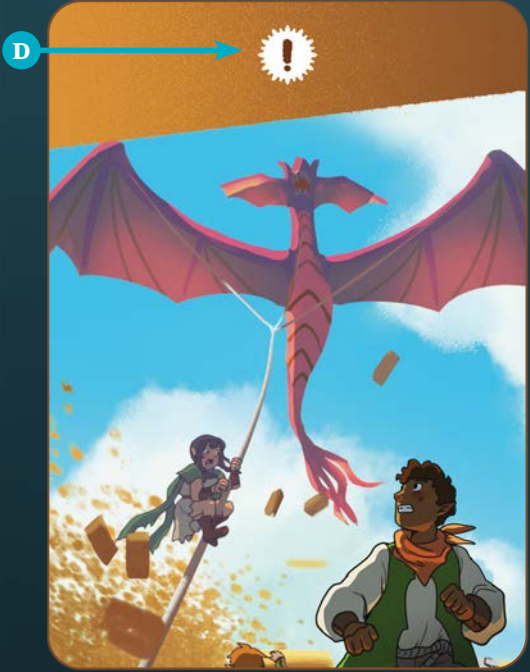
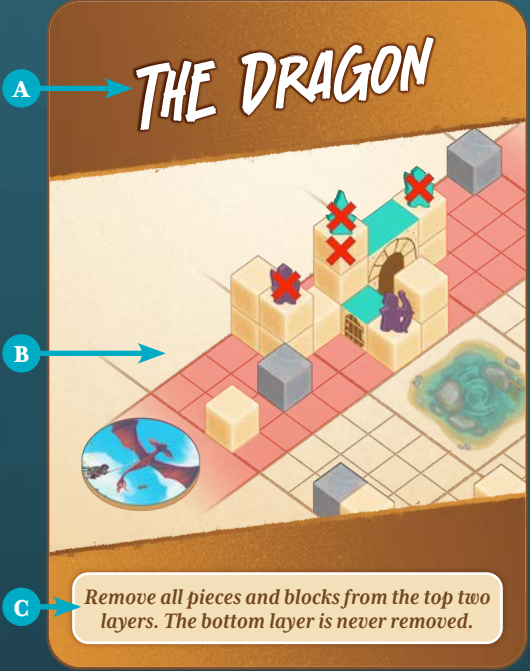
The Shellfolk player decides to move the Giant during their Hazard step. They may move the Giant to any open space on the next board side (moving clockwise). In this case, the Terror occupies the middle space, leaving only the shark and the wave spaces as possible options. After moving the Giant, they will then flip cards for the other two Hazards.

Remove all pieces and Sand blocks from the closest tile in the lane.

There are six cards in each Hazard deck. Each Hazard card back features the name of the Hazard and a diagram of the Hazard’s effect when triggered. Each Hazard face shows the card art and between zero and 3 Alert icons at the top. As Hazard cards are flipped, arrange them so the Alert icons are showing. When 3 or more icons (☼) are visible, the Hazard triggers!



Hazard Cards



- A Hazard - Name.
- B Diagram - Visual example of what the Hazard does when triggered.
- C Ability - The ability of the Hazard when triggered. Hazards trigger when 3 or more alert icons are visible in the face-up pile.
- D Alert Icons- Can have 0-3 icons.



The last player has completed their turn when the turn marker is on the last spot on the turn board. The game is over, but first each player must go through the special round in order, moving one Hazard and flipping the others.



In a tied game, the player with the most saved Sand blocks is the winner.

End of the Game

Special Round

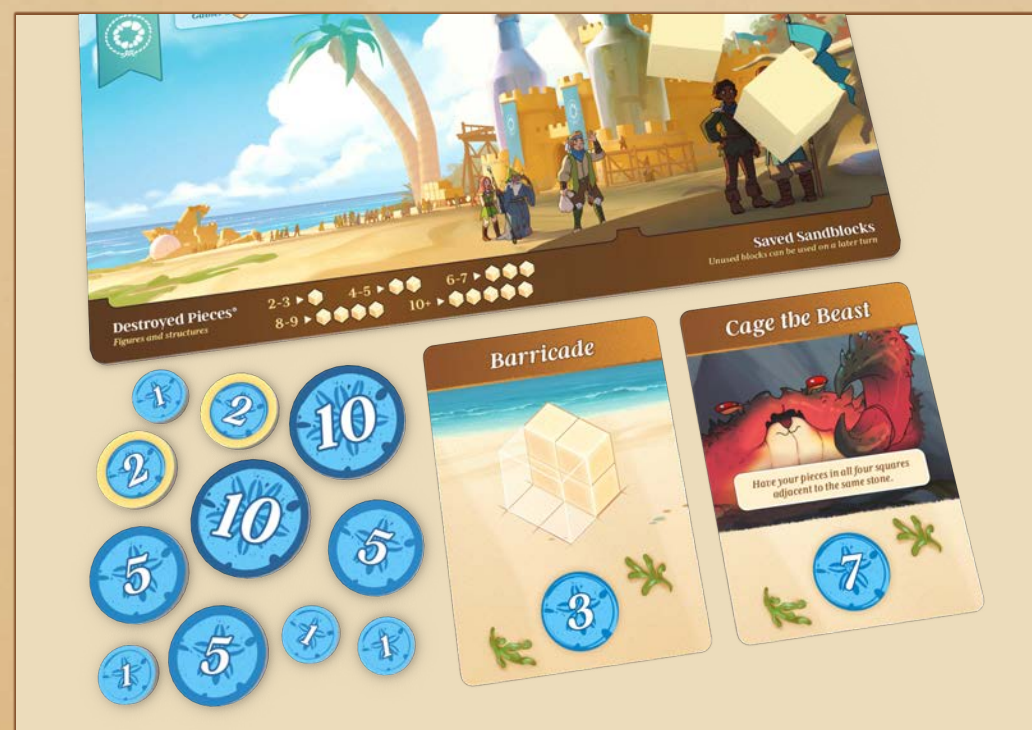
After the final round, there is a special round before the game ends. The special round proceeds as follows:

In turn order, each player moves one Hazard and flips the other two Hazards (or choose one of the two non-moved Hazards to flip in a four-player game). Resolve Hazards that are triggered as normal.

After ALL players have completed their turn in the special round, return all destroyed pieces to their cards, collecting Sand blocks for them as normal, then score one final time.







Determine a Winner!

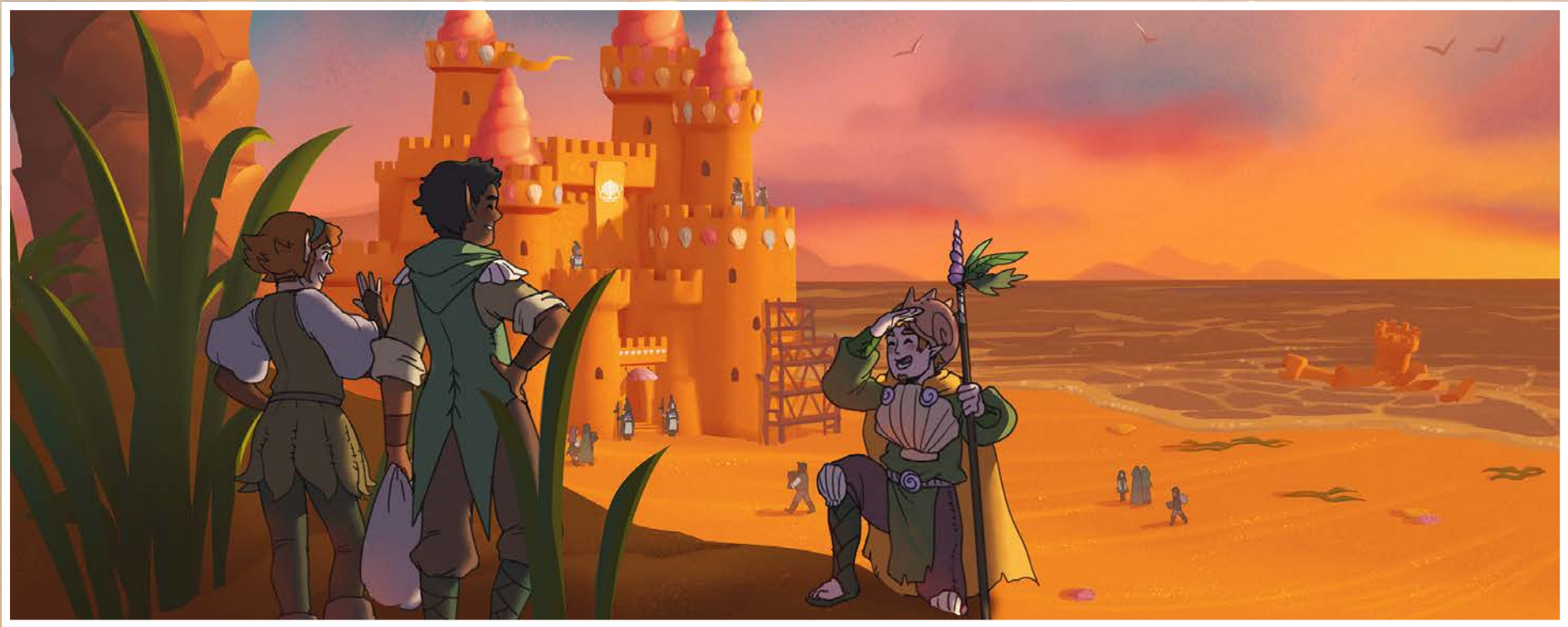
Whoever has collected the most sand dollars wins the game! Don't forget to add in points from gathered seaweed tokens and completed Castle cards. If more than one player is tied with the most sand dollars (\$), the tied player with the most saved Sand blocks wins. If still tied, then the highest-scoring players share the victory!



With 39 sand dollars collected over the course of the game, 4 more sand dollars from seaweed, and 10 from completed Castle cards, this player has 53 points total.

Terminology

Piece	Any structure or figure (not Sand blocks).
Figure	Any  ,  ,  .
Structure	Any  ,  ,  .
Tile	The nine pieces that make up the game board.
Square	Individual squares that Sand blocks and pieces can be placed in.
Adjacent	Touching sides orthogonally.
Pillar	A stack of at least two blocks, used for pieces like the Arch and the Princess.
Wall	A block with nothing on top of it adjacent to a different block, used for pieces like the Guard and the Tower.
Line of Sight	In an orthogonally straight line, on the same level, with no block or piece in the way. Used for pieces like the Hunter and Window.
Lane	The three tiles in a row or column of the board.
Threatened	A tile is threatened by a Hazard if it's highlighted in red on that Hazard card's diagram. Most Hazards threaten the entire lane they are adjacent to.



Glossary | Player Cards

STRUCTURES



Arch

Placement: The Arch must be placed between two pillars (stacks of blocks at least two blocks high). One of the pillars must contain a Sand block you just built. The two faces must be kept permanently open.

Scoring: Gain 2 ⚙️ when the 🏰 is not on its card.

**Recommended to use for the first game.*



Monument

Placement: The Monument must be placed on top of two blocks, at least one of which you must have just built. The spaces directly adjacent to the Monument on every side must be empty when it is placed.

When placed: Instantly score 3 ⚙️.

Scoring: Gain 1 ⚙️ when the 🏰 is not on its card.



Tower

Placement: The Tower must be built on a Sand block with two open walls (Sand blocks with nothing on them) adjacent to it. The open walls may be opposite each other or next to each other (as shown in the diagram). The Tower must always have at least two open walls adjacent.

Scoring: Gain 1 ⚙️ per 🏰 not on its card.

**Recommended to use for the first game.*



Outpost

Placement: The Outpost must be placed on a Sand block you just built, with all four sides of the Outpost kept empty. It cannot be placed in a tile with any friendly structures, including other Outposts.

Scoring: Worth 1 ⚙️ per Hazard threatening the tile this piece is in.

**Recommended for advanced players.*

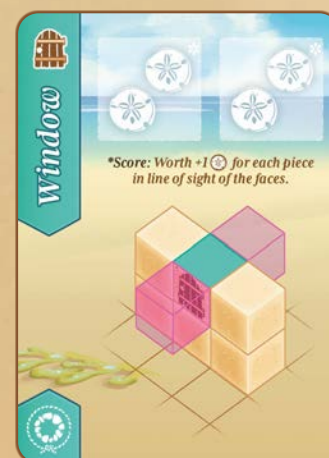


Door

Placement: The Door must be built between two blocks, one of which must have been placed this turn. Both faces must be permanently kept open.

Scoring: Gain 1 ⚙️ per 🏰 not on its card.

**Recommended to use for the first game.*



Window

Placement: The Window must be placed on top of a block, with blocks adjacent to either side of it. You must have just built either the block it is on or one of the blocks adjacent to it. The two faces must always be kept permanently open.

Scoring: Gain 2 ⚙️ per 🏰 not on its card and an additional ⚙️ for each Player piece in line of sight of the window faces.

**Recommended for advanced players.*



Must be empty for the full turn the piece is placed but can become occupied on future turns.



Must be empty when the piece is placed and must remain empty permanently. Players cannot place pieces in these spaces



Hazard puck



Generic figure can be any type and color including your own.



Aqueduct



Placement: The Aqueduct must be placed adjacent to a pillar of blocks containing at least one Sand block you just built. The other three sides of the Aqueduct must be empty when it is placed. Two Hazards must be threatening the Aqueduct when it is placed.

When Placed: Move one Hazard threatening this piece.

Scoring: Gain 2 ⚙️ when the 🏰 is not on its card.



Bridge



Placement: The Bridge must be placed adjacent to a pillar of blocks containing at least one Sand block you just built. The two faces of the Bridge must be empty when it is placed. The Bridge must be placed across two tiles, each tile containing at least one figure.

When placed: Switch the location of two figures. Each figure must be from a different tile the Bridge is in.

Scoring: Gain 2 ⚙️ when the 🏰 is not on its card.

**Recommended for advanced players.*



Watchtower



Placement: The Watchtower must be placed on a Sand block you just built with exactly three spots adjacent to that Sand block empty when it is placed.

When placed: Choose one revealed Hazard card and return it to the top of its deck. Do not shuffle the Hazard deck.

Scoring: Gain 1 ⚙️ per 🏰 not on its card.



Keep

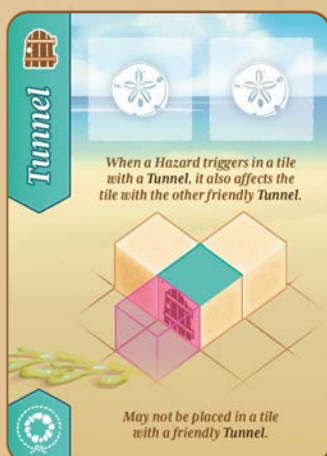


Placement: The Keep must be placed on a Sand block you just built, in a tile without a friendly Keep already there. All four sides of the Keep must be kept permanently open.

Special Ability: Enemy structures may not be placed in a tile containing a friendly Keep.

Scoring: Gain 1 ⚙️ per 🏰 not on its card.

**Recommended for advanced players.*



Tunnel

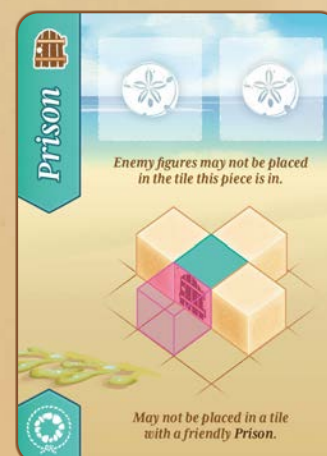


Placement: The Tunnel must be placed adjacent to two blocks, one of which you just built, with only one of the two faces covered. The other must always be permanently clear. The other block can be on either side of the Tunnel. The Tunnel can not be placed in a tile with a friendly Tunnel.

Special Ability: When a Hazard affects a tile a with a Tunnel, it also effects the tile with the other friendly tunnel in the same way.

Scoring: Gain 1 ⚙️ per 🏰 not on its card.

**Recommended for advanced players.*



Prison



Placement: The Prison must be placed adjacent to three blocks, one of which you just built, with one of the faces kept permanently clear. The Prison cannot be placed in a tile with a friendly prison.

Special Ability: Enemy figures may not be placed in a tile containing a friendly Prison.

Scoring: Gain 1 ⚙️ per 🏰 not on its card.

**Recommended for advanced players.*

Glossary

Player Cards

FIGURES



Princess



Placement: The Princess must be placed on a pillar that is at least two blocks high. There cannot be any pieces adjacent to the Sand block the Princess is placed on.

Scoring: Gain 2 (snowflake icon) when the (tree icon) is not on its card.

**Recommended to use for the first game.*



Wizard



Placement: The Wizard must be placed on a pillar that is at least height three, on a Sand block you just built, with no other Wizards in the tile.

Scoring: Worth 3 (snowflake icon) minus 1 (snowflake icon) for every Hazard threatening the tile this piece is in during the scoring step.

**Recommended for advanced players.*



Archer



Placement: The Archer must be placed on a Sand block you just built. They must be placed adjacent to a block.

Scoring: Gain 1 (snowflake icon) per (archer icon) not on its card.

**Recommended to use for the first game.*



Thief



Placement: The Thief must be placed on a Sand block you just built. They must be placed adjacent to a block. The Thief may be placed in the pink blocking areas of enemy structures.

Scoring: Gain +1 (snowflake icon) per enemy structure in the same tile as your (thief icon).

**Recommended for advanced players.*



Guard



Placement: The Guard must be placed on a Sand block you just built. They must be placed adjacent to an empty wall.

Scoring: Gain 1 (snowflake icon) per (guard icon) not on its card.

**Recommended to use for the first game.*



Duelist



Placement: The Duelist must be placed on a Sand block you just built. They must be placed adjacent to an empty wall or an enemy figure.

When placed: Destroy one adjacent enemy figure of your choice.

Scoring: Gain 1 (snowflake icon) per (duelist icon) not on its card.



Generic enemy figure that can be any type and color that is not your own.

The glossary uses the *Seaglass Kingdom (Teal)* cards as examples for Kingdom specific cards like Player cards. However, all cards regardless of Kingdom have the same abilities and requirements.



Witch



Placement: The Witch must be placed on a pillar that is at least two blocks high, on a Sand block you just built, that is not the highest pillar in the tile.

Special Ability: Before a Hazard would trigger in a tile the Witch is in, you may move the Witch to another pillar anywhere on the board.

Scoring: Gain 2 ⚡ when the Witch is not on its card.



Sorceress



Placement: The Sorceress must be placed on a pillar that is at least two blocks high, on a Sand block you just built. There cannot be any pieces adjacent to the Sorceress when she is placed.

When placed: Destroy all figures, including your own, that are adjacent to the pillar the Sorceress is on.

Scoring: Gain 2 ⚡ when the Sorceress is not on its card.



Ranger



Placement: The Ranger must be placed on a Sand block you just built. They must be placed adjacent to a block. The Ranger may not be placed in a tile with friendly figures in it.

When Destroyed: Reveal a card from the top of any Hazard deck. If this reveals a third ⚡ trigger the Hazard.

Scoring: Gain 1 ⚡ per Ranger not on its card.



Hunter



Placement: The Hunter must be placed on a Sand block you just built. They must be placed adjacent to a block.

When placed: Destroy all enemy figures in line of sight of the Hunter.

Scoring: Gain 1 ⚡ per Hunter not on its card.



Captain



Placement: The Captain must be placed on a Sand block you just built. They must be placed adjacent to an empty wall or a friendly figure. They may not be placed in a tile with a friendly Captain.

Scoring: Gain 1 ⚡ per Captain not on its card plus 1 ⚡ if the Captain is in a tile with at least one other friendly figure.

**Recommended for advanced players.*



Prince



Placement: The Prince must be placed on a Sand block you just built. They must be placed adjacent to an empty wall that must be permanently kept open.

When placed: This turn, Hazards do not destroy friendly figures or the Sand blocks under them.

Scoring: Gain 1 ⚡ per Prince not on its card.

**Recommended for advanced players.*

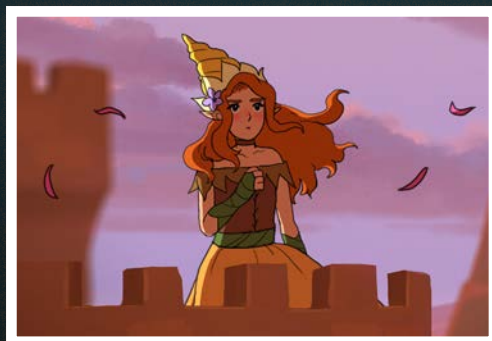
Video Rules

For video rules and updated FAQs, visit BrotherwiseGames.com/castles-rules!



Family Mode

The core multiplayer mode for Castles by the Sea is competitive play, as described in this rulebook. If you're playing with less experienced gamers and would like to try a cooperative mode, you can use Family Mode. Download the rules at BrotherwiseGames.com/castles-family!

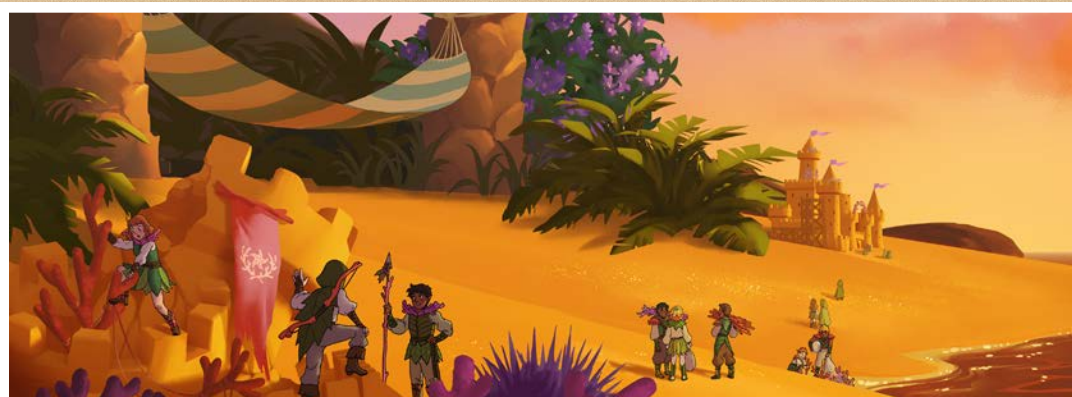


FAQ

- ☀ When I move a piece, do I have to follow all the placement rules for it?
No, moved pieces do not have to follow build rules, unless stated otherwise.
The Witch must still be placed on a pillar, as stated on her card.
- ☀ When one of my pieces with a “place” ability is moved, such as with the 🏰 Bridge, does the ability trigger?
No. Place abilities only work when the piece is placed from its card.
- ☀ Can I use structures to fulfill build requirements?
For piece placements, yes! Any Sand block (except for the Sand block under the piece) may be substituted with a structure. For example, a Tower could provide the cover block for an Archer, as long as the Tower still had its two open walls.

For Castle cards, no. Only Sand blocks and Stones can be used to complete the Castle cards with build templates.
- ☀ What happens if a piece has its permanent build requirements destroyed or affected by Hazards?
If a Hazard such as the Sandstorm places a sand block into a location that is supposed to be kept permanently empty, that is legal.

If a piece like the Tower loses one of its two permanently empty walls, no additional pieces or blocks can be placed adjacent to the Tower until it has two empty walls again.
- ☀ If multiple pieces would trigger their Destroy effects at once, what order do they go in?
If multiple pieces would trigger at once, proceed in player order around the table, starting with the player whose turn it is. Each player completes all their pieces that need to act before moving to the next player. If one of the pieces' actions causes another piece to trigger, such as a Ranger triggering a Hazard and destroying another Ranger, complete their effect when that player's turn in the trigger order is reached. Continue around the table until all trigger effects are complete; this may take several cycles.



Card Specific FAQ

Aqueduct



When moving the Hazard, follow normal Hazard rules, as if you were moving it during your Hazard step.

During the Hazard step, you may move or flip the Hazard you moved with the Aqueduct as normal.

Bridge



Figures may be moved into spots that do not fulfill their placement requirements.

Tower



If a Hazard removes one of the Towers' walls, no additional adjacent walls can be filled until the Tower has two empty walls again.

Outpost



The Outpost does not produce any points if not targeted by any Hazard.

The most points possible for an Outpost to produce in a turn is 3.

Keep



If enemy structures are already in the tile before the Keep is placed, they are unaffected.

Window



The maximum number of points a single Window can score is 4.

The Window may be placed on or adjacent to a Sand block you placed this turn.

Tunnel



The tunnel-connected tile is affected simultaneously. A tile connected to a Hazard by Tunnels does not count as being in that Hazard's "lane" for the effects of pieces like the Outpost.

Friendly and enemy Tunnels can chain together.

Greatclaw, Giant, and Sandstorm: Complete the effect in the connected tile like normal.

Dragon: Include the connected tile when measuring the two tallest levels.

Meteor and Terror: If the tile with the original Tunnel is cleared, clear the tile with the second Tunnel as well.

Prison



If enemy figures are already in the tile before the Prison is placed, they are unaffected.

Enemy figures may still be moved by other pieces into tiles with friendly Prisons.

Wizard



The Wizard scores a minimum of 0 points.

Witch



The Witch may move from a Hazard that would not remove her, like the Sandstorm.

The Witch may only move once for each Hazard, but may move multiple times in a round if multiple Hazards trigger.

If there are no legal spaces for the Witch to move to, she cannot move, and may be destroyed by the Hazard.

Thief



The Thief may not be placed in the pink blocking areas of enemy structures or any figures.

Newly built enemy structures cannot ignore the Thief when being placed.

This piece can be worth 0 points.

Ranger



A Ranger cannot reveal a card from a Hazard that has already triggered this turn.

This is not an optional ability. If there are any valid Hazard cards to reveal, the Ranger must reveal it.

Hunter



The Hunter can remove a maximum of three figures.

Captain



Worth a maximum of two points per Captain.



Gate



When building cards like Gate, you'll have to plan ahead. These separate pillars can't be built on the same turn!

Cage the Beast



Have your pieces in all four squares adjacent to the same stone.

When playing Cage the Beast, your pieces can be on top of Sand blocks, as long as they're stacked on the four squares adjacent to the stone.

Deep Study



Place no pieces this round.

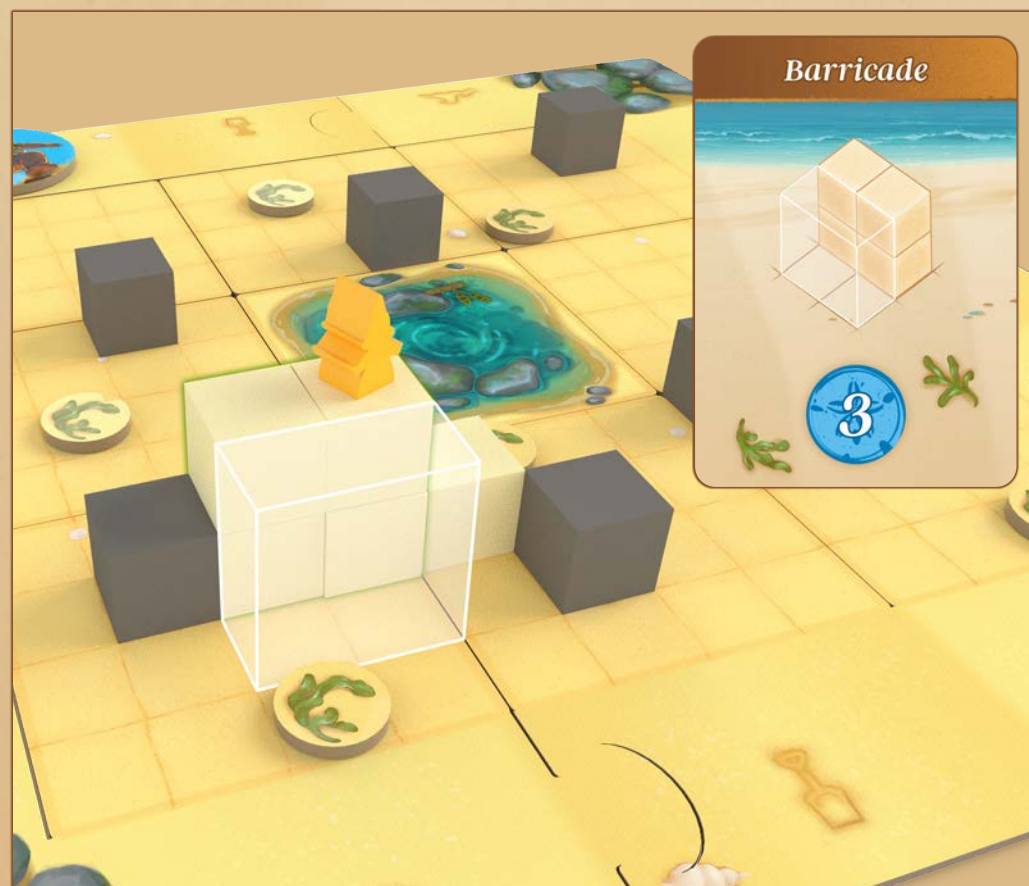
You can still build Sand blocks before placing Deep Study, as long as you place no figures or structures.


Castle Cards

Castle cards provide alternative ways to score during the game. Some, like Barricade, are fulfilled by placing the last block needed to build the shape represented on the card. Others, like Ambush, require an arrangement of pieces on the board or a special order of piece placement.

Any Castle card may be scored the moment its requirements have been satisfied (generally during the Build or Place steps). Just place the card on the board, showing how you have satisfied its requirements, and include its sand dollar value in your total at game end. You may only score two Castle cards in this way, discarding the third after completing the other two.

On a card that has a Sand block build objective, like Barricade, Sand blocks and Stones can be used to fulfill the requirements, but not structures. The white blocking areas must be clear of anything when the card is completed.



Anna has the Barricade Castle card in her hand. During her Build phase, she manages to complete the pattern, making sure to leave one side clear. She plays the Castle card face up; it is worth 3  at the end of the game.

Suggested Player Piece Combinations

There are practically limitless combinations of pieces to use in Castles by the Sea.

We've suggested 10 possible combinations of pieces and Hazards below. You may select one of these (or roll a die to randomly select one), or pick your own combination of pieces to play with. Note that every player should use the same pieces, regardless of which combination you choose.

1 Basic:

Arch, Tower, Door, Princess, Archer, Guard
Hazards - Terror, Giant, Dragon



2 Storm Watchers:

Aqueduct, Outpost, Door, Wizard, Archer, Guard
Hazards - Dragon, Cataclysm, Sandstorm



3 Starfish-Crossed Lovers:

Monument, Tower, Window, Princess, Archer, Prince
Hazards - Giant, Cataclysm, Dragon



4 Crabs and Robbers:

Arch, Tower, Prison, Sorceress, Thief, Captain
Hazards - Greatclaw, Cataclysm, Terror



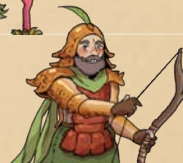
5 Hurricane Season:

Arch, Tower, Tunnel, Witch, Ranger, Guard
Hazards - Sandstorm, Dragon, Giant



6 Grimm on the Beach:

Bridge, Watchtower, Door, Sorceress, Hunter, Guard
Hazards - Dragon, Giant, Greatclaw



7 Coastal Warfare:

Bridge, Tower, Door, Princess, Hunter, Duelist
Hazards - Sandstorm, Dragon, Cataclysm



8 Seashore Zoning:

Arch, Keep, Prison, Princess, Ranger, Guard
Hazards - Terror, Greatclaw, Dragon



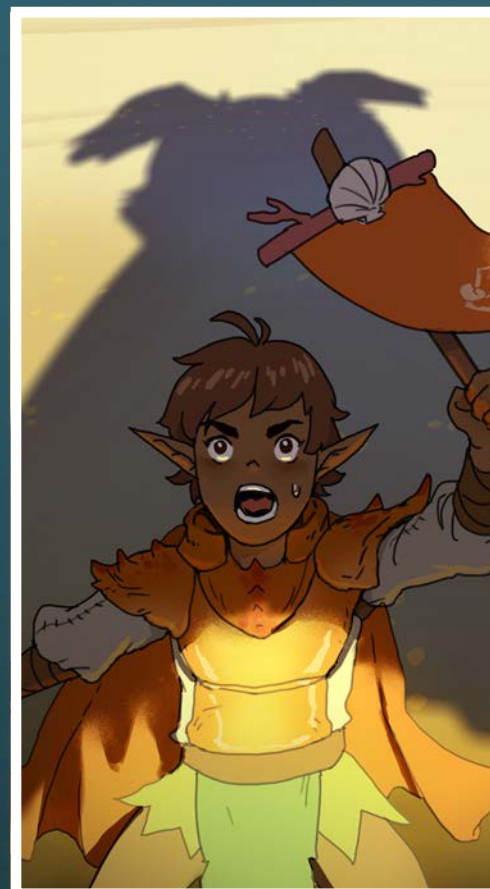
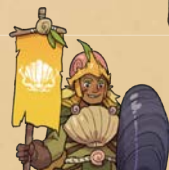
9 Distant Shores:

Monument, Outpost, Tunnel, Princess, Ranger, Guard
Hazards - Terror, Cataclysm, Sandstorm



10 Buried Treasure:

Monument, Outpost, Window, Wizard, Thief, Captain
Hazards - Cataclysm, Sandstorm, Greatclaw



Glossary | Hazard Cards

TYPES



At the end of Kara's turn, she decides to move the Terror Hazard puck and flip the Dragon. There are already two Alert icons showing in the Dragon's Hazard pile, so just one more Alert icon is needed to trigger the flying beast.



Her flip reveals two more Alert icons, taking the number of Alert icons to four. Three or more is all that is needed, so the Dragon triggers, removing all blocks and pieces from the top two levels of the sand castles in that lane.



The Dragon

The Dragon swoops down from above, tearing away the top two layers of pieces and Sand blocks from the entire lane it threatens.

The Dragon never removes pieces or Sand blocks on the lowest level of the castle, even if the castle is only one or two Sand blocks high.



The Giant

The Giant plucks hapless Shorelings from their homes in the castle, carrying them away to unknown fates.

Remove ALL figures in the lane the Giant threatens.



The Terror

A giant hairy beast that digs at the sand castle, destroying it with abandon.

The Terror threatens just the tile it is adjacent to and removes all pieces and Sand blocks from that tile before getting distracted and running off down the beach.



The Meteor


Despite the best efforts of Shoreling astronomers, the Meteor is unpredictable and terrifying. It strikes without warning, destroying everything in its path but sparing nearby structures.

When the Meteor triggers, roll the Meteor die. Counting away from the Meteor puck's location, the Hazard strikes the indicated tile, removing all pieces and Sand blocks there.



The Sandstorm

When the winds blow just right, a sandstorm strikes! Sandstorms can overwhelm even the best built castles, burying structures and collapsing architecture.

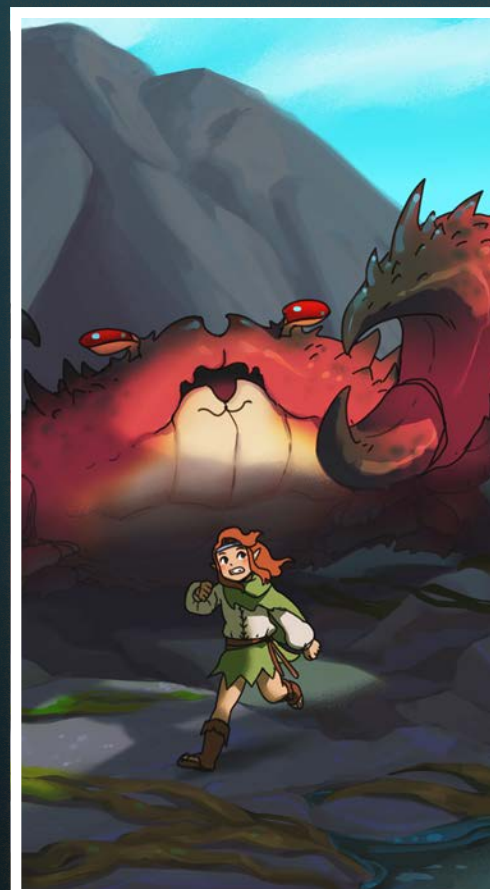
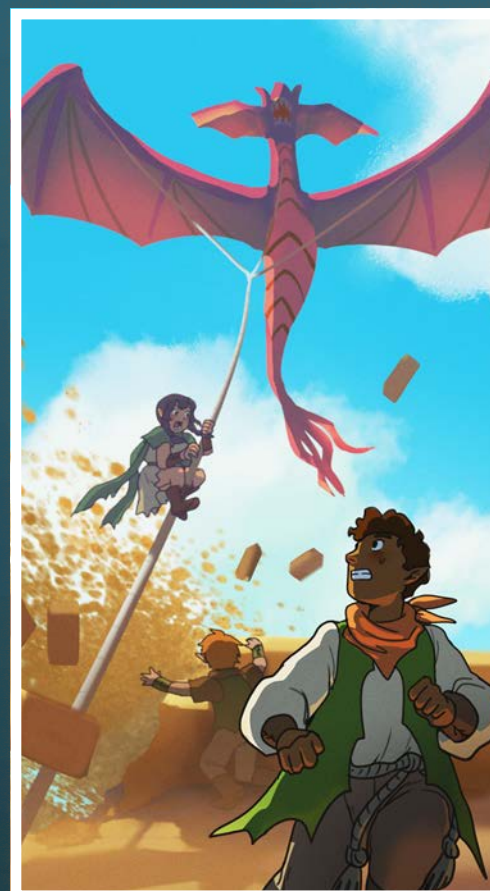
Replace all structures in the targeted lane with a matching number of Sand blocks (e.g., four blocks replace a  piece), and add one Sand block on top of every other open Sand block or pillar of Sand blocks in the lane.



The Greatclaw

While most of the Shoreling kingdoms have domesticated shore crabs for transport and heavy lifting, none have yet to tame their deadlier cousins, the Greatclaw. Surly and quick to anger, Greatclaws will dash forth from their hidden lairs, tearing down any castle built nearby.

When the Greatclaw triggers, remove all structures and Sand blocks, along with anything on them, from spaces adjacent to all Stones in the targeted lane.



Solo Challenges

In addition to your total score, attempt the following challenges during your games. Each challenge must be completed entirely within one game. How many games does it take you to complete all of these?

- ☐ **Sandcastle Purist:**
Score above 65 without completing any Castle Cards.
- ☐ **Overachiever:**
Complete 6 Castle Cards.
- ☐ **Beachcombing:**
Pick up every Seaweed token on the board.
- ☐ **Conquer the Beach:**
Occupy every tile on the board with your pieces.
- ☐ **The Fall of an Empire:**
Have all of your pieces on the board, and then have all of them destroyed by Hazards in a single Hazard step.
- ☐ **Forgotten Kingdom:**
Score above 50 with no pieces left on the board at the end of the game.
- ☐ **Good Boy:**
(Requires *The Terror*)
Have no pieces removed by the Terror in the entire game.
- ☐ **Rapunzel:**
(Requires *Princess*)
Place the Princess on a Sand block at least 4 blocks high.
- ☐ **Fe-fi-fo-fum:**
(Requires *The Giant*)
Have all your figures removed by the Giant in one round.

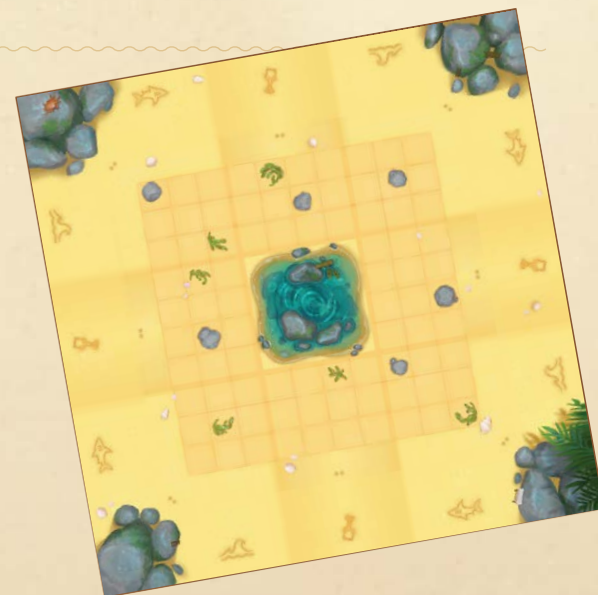
Solo Rules

Castles by the Sea is playable as a solo experience where your goal is to place as many of your pieces as possible on the board, and keep them there as a trio of Hazards threatens to tear them down. You should be familiar with the standard rules of Castles by the Sea before beginning solo play. Solo mode play is quite similar to multiplayer play, with key changes to Castle cards and the Hazard round.

Setup

Set up the board as you would for a 2-player game. Use the two-dot Tiles, placing Stones and seaweed tokens. You may use any three of the Hazards. Place the three Hazards at random spots around the board edge.

Place the turn marker on the 2-player spot on the turn board (left-most space).



You may use any combination of the player pieces except the following:

- ☼ Keep
- ☼ Prison
- ☼ Sorceress
- ☼ Thief
- ☼ Hunter
- ☼ Duelist
- ☼ Pirate (*Riptide Expansion*)



Remove the following Castle Cards from the Castle Deck:

- ☼ Good Friends
- ☼ Lead the Way
- ☼ Wind Tunnel
- ☼ Gate





Then draw 2 Castle Cards to start with.




Game Play

Each round, gain Sand blocks, build, and place pieces as in a normal game.

You may complete or discard one Castle card per round. If you do either, at the end of the round draw 1 Castle card. You may complete a maximum of 6 Castle Cards throughout the game, only scoring one per round.

During the Hazard step of each round, instead of following the normal Hazard rules, all three Hazards will move. Flip a card for every Hazard, then move each Hazard a number of tile spaces around the board (clockwise) equal to the number of  icons on the revealed card. Note that each side of the board has three tile spaces, so revealing only one or two alert icons might result in a Hazard staying on the same side of the board, but moving one or two spaces clockwise. If the Hazard reveals a card with no  icons, do not move the Hazard.

When moving, skip any space occupied by another Hazard, not counting that space as part of the Hazard's movement. After movement, if the Hazard has three  icons revealed, trigger the Hazard and resolve its effects. However, do not move the Hazard to the next matching symbol after triggering it. After triggering, simply shuffle the cards for that Hazard back into a deck.

Score as normal at the end of each turn, collecting sand dollars for your pieces on the board. After the sixth round, complete the Hazard step once, then score again. The game is then complete.

Scoring








Compare your score to the following chart to see how you did:

<40 Points:	Sandbox Fun
40-49 Points:	Shorely Improving
50-59 Points:	Making Waves
60-69 Points:	Guardian of the Sand
70-79 Points:	Outstanding Among Your Piers
80-89 Points:	Master Artisan
90+ Points:	Lord of the Beach



Solo Challenges

Continued

- Defense Tower:**
 (Requires The Dragon)
 Have only Sand blocks removed from a lane that has your pieces in it by the Dragon.
- Protection:**
 (Requires  Prince)
 Save 3+ figures from Hazards with the Prince.
- Fairy Tale:**
 (Requires  Prince and  Princess)
 Place the Prince adjacent to the Princess.
- Ozymandias:**
 (Requires  Monument)
 Place the Monument 4+ times in one game.
- The Shadow Lands:**
 (Requires  Outpost)
 Score a full 3 points with one Outpost 3+ times in a game.
- Beautiful Vista:**
 (Requires  Window)
 Have both Windows score a full 4 points in the same round.
- Sabbatical:**
 (Requires  Wizard)
 Score a full 3 points with a Wizard 3+ times in a game.
- Awful Luck:**
 (Requires The Meteor)
 Have the Meteor hit the only tile in a lane with your pieces in it.
- Bury 'Em All:**
 (Requires The Sandstorm)
 Run out of Sand blocks.

Design

Jon Benjamin & Michael Xuereb

Development

Hayden Dillard

Art

Marby Kwong

Graphic Design

Matt Paquette & Co.

Additional Art

Darren Calvert

Development Team

Garrett Porter, Noah Bemont, Nathan Lacy, Colby Porter, Ethan Reid, Riley Smith, Ben Chance, Jeremiah Goosen, James Boyer, Kalin Young, Wade Bates, Andrew Lippens, Nicholas Hausmann, Daniel Huddleston, Daniel Chance, Jaison Binu, Kyle Treubert, Austin Crumm, Zane Morris, Walker Simms, Daniel Hussey, Elia Morris, Ben Wadum, Jacob Gaines, Britton Coleman, Brian Bell, Bryce Dixon, James Ayres, Owen Launius, Spencer Reynolds, Brad Weiler, Andy Myers, Jacob De Hoyos, Paul Slavich, Giovanni Di Rauso, Christopher Spenner, Nathan Strong, Alexa Strong, Josh Hill, Connor Hill, Tim Williamson, Nolan Williamson, Matt Thompson, Elijah Thompson, Justin Grefe, Elsie Grefe, Brian Colin, Wyatt Colin, Kyle Thomas, Kailey Thomas



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Quick Start Guide

Player Turn

On your turn, perform the following steps in order:

OBJECT OF THE GAME:

End the game with the most sand dollars! Earn sand dollars by placing and keeping your pieces on the board.

1. GATHER

Take 3 Sand blocks from the supply and add them to your player mat.
Return any destroyed pieces to their cards and gain one bonus Sand block for every two destroyed pieces, rounding down.



2. BUILD

Place any of your sand blocks on the board. All sand blocks placed (beyond the first) must be touching a side of at least one other sand block placed that turn. Castle cards may be scored after matching their requirements during the Build or Place steps.



3. PLACE

After all Sand blocks are built for the turn, place your pieces on the board. Each piece has specific requirements that must be met in order to place it.

There is no limit to the number of pieces you can place on your turn. Every structure must be connected to a Sand block you built this turn. Every figure must be placed on top of a Sand block you built this turn.



4. SCORE

Each piece you've placed on the board, either this turn or on previous turns, will earn you a sand dollar (💰) reward. Gain 1 💰 for each revealed 💰 icon on your Player Cards.

5. HAZARD

At the end of your turn, you must choose any one Hazard and move it one board edge in a clockwise direction. Choose an unoccupied location on the new board edge to place the Hazard. After moving one Hazard, you must pick another, different Hazard and flip over its top card, leaving it face up just below the deck. In a 2- or 3-player game, flip over the top card of the two Hazards you didn't move.



The game is over after the last player takes their turn when the Turn marker is on the rightmost spot on the Turn board. Each player, in order, then performs the Hazard step one last time and scores their remaining pieces one last time. Then the player with the most sand dollars wins!

