

- 1) Take the castle tile and place it to the side for easy scorekeeping at the end of the game.
- 2) Draw a new castle from the Castle tile deck and place it between the two players
- 3) Remove all Builder tiles that were being used to create the castle (from both players) and place them back in the Builder tile pool.
- 4) The player who did not build the castle can keep 2 sandpail tiles in front of them to start building the new Castle tile that has just been drawn

## Discard Tiles

At the end of the turn, if a player has more than five Builder tiles in their hand, discard tiles back to the Builder pool until 5 or fewer tiles remain.

## Ending the Game

The game ends when the last Castle has been built. Players total up the points for the Castles they have built. The highest total wins. In the case of a tie, the player who built the highest value castle wins.

## Variations

For a short game, use 8 Castle tiles, for a long game use 16 or 24 Castle tiles. Both players must agree before the game starts.

“*Castle Walls*” - a player may place one or two sandpail Builder tiles in “front” of each castle they are currently building. If their

opponent plays a wave card, these “castle walls” before the opponent can target the castle itself.. A player may have up to two “castle walls” in front of either or both of their castles (max). When a castle is built, all “castle walls” are removed.



a blue panther game

Game Design by Steve Jones

Enthusiastic development by lots of kids with the initials “T. Yen”

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This game was designed, developed and manufactured 100% in the USA

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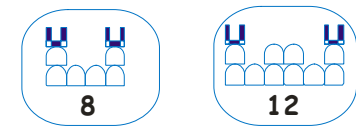
# *Sand Castles*

**Race against your opponent and the waves to build castles**

Sand Castles is a 2-player game of flexible building strategy. Players must compete against the waves and each other. Whoever builds the most castles wins.

## Components

One “Castle” deck of 24 oblong castle tiles, which show the castle designs players must build.



One “Builder” deck of 58 square tiles (10 castles, 48 sandpails, 6 waves)



Two custom dice with castles, sandpails and waves

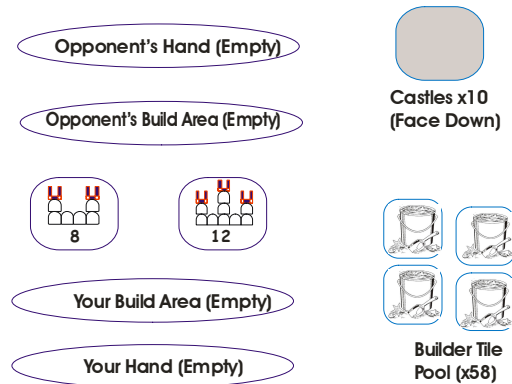
## Rules of Play

Place the 24 castle tiles face down and randomly choose 12. Remove the other 12 and place them aside. They will not be used. Place the top two Castle Tiles between the two players. These are the first two castles that players will try to build.

Place the 58 square Builder tiles face up near the play area. This is the “Builder tile pool” that players will draw from during the game.

Randomly choose who goes first. The game is now ready begin.

This is how the play area should look at the start of the game.



## How to Play

Each turn, a player must take the following actions, in order.

- 1) Roll the dice and collect the appropriate square tiles from the Builder tile pool into their hand. If there are not sufficient Builder tiles left to match the die roll, then take what Builder tiles remain, the rest of the die roll is ignored.
- 2) Play up to 3 Builder tiles from his hand (See Rules of Building) in order to add to a Sand Castle.
- 3) If the player has completed a Sand Castle, score points (See Scoring)

and draw a new Castle tile and place it face up between the players.

- 4) If the player has more than five Builder tiles in his hand, discard excess tiles back into the Builder tile pool until there are 5 or fewer tiles in his hand.

Players continue alternating turns until the last castle is built.

## Rules of Building

There are three different Builder tiles:



Sandpails are used to build the castles (this graphic has no effect on gameplay). Sandpails are represented on Castle tiles by:



Towers are placed on top of your sand castles. Towers are represented on Castle tiles by:



Waves are played on your opponent's castle.

Castles are built from the “ground up”. In this case “up” is facing away from the player and the “base” of the castle is the row of sandpails that is closest to the player.

You build sand castles “face up” in front of you, directly facing the Castle tile you are trying to build.

- 1) You can play up to 3 Builder tiles total per turn from your hand of in any combination (Exception: you can only play ONE wave Builder tile per turn).
- 2) You can place Builder tiles on one or both of the Castles you are trying to build.
- 3) Builder tiles must be placed from the “ground up”.
- 4) Builder tiles must be placed so that they match the shape of the Castle you are trying to build. Sandpails match the , towers match the
- 5) You can't place a Builder tile on the second (or third or fourth, etc) row of a castle until there is a Builder tile in the row directly beneath it.
- 6) Waves are placed on an opponent's castle. For each wave on the Builder tile (1 or 2) played remove one Builder tile (sandpail or tower) from the top row of the opponent's castle and place it back in the Builder tile pool. After use, waves are also returned to the Builder tile pool.

## Scoring

If a player's sand castle completely matches the castle on a Castle tile, then the player immediately scores points equal to the number printed on that tile. Then: