

# Castles by the Sea

## Family Variant

Developed by Britta Fisher & Johnny O'Neal

This Castles by the Sea co-op play variant was designed as a friendly introduction to the game for new gamers and children!



## Cooperative Mode

Castles by the Sea is playable as a cooperative experience where your goal is to work together to place as many of your pieces as possible on the board, avoid hazards, and score points.

You should be familiar with the standard rules of Castles by the Sea before beginning cooperative play. The cooperative mode follows the rules of regular game play, with the exception of **Castle** cards, **Hazard** resolutions and **scoring**. In this guide, rules unique to the Cooperative experience are marked with a .

### Set Up

Following the rules on **page 2** of the rulebook, set up the board as you normally would for your player count, including the **rock** cubes and **seaweed** tokens. You may use any combination of player pieces *except* the following: Keep, Prison, Sorceress, Thief, Hunter, Duelist, or Pirate. Use **any three Hazards**. Place the turn marker on the player spot on the turn board that matches your player count.



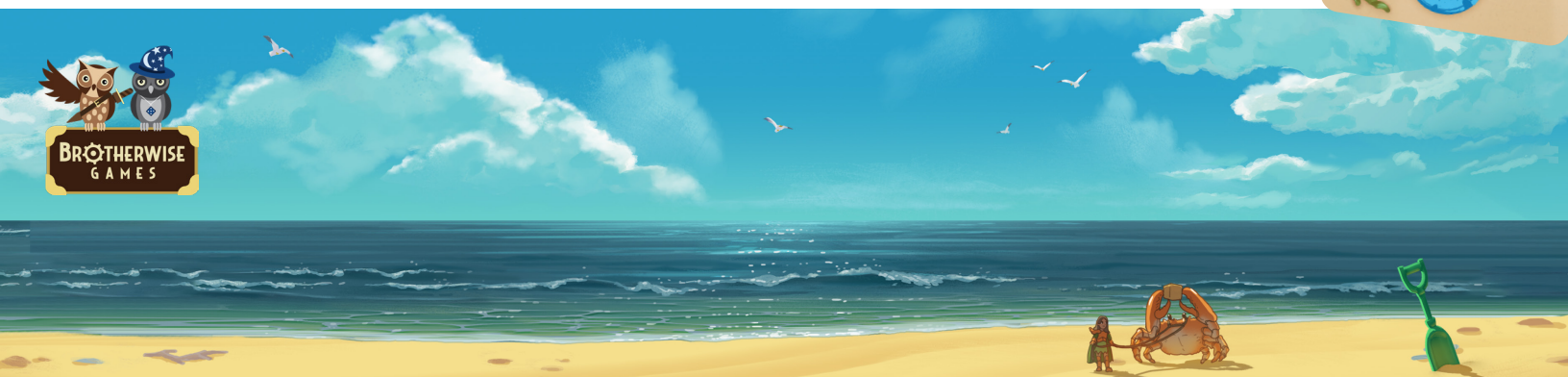
Instead of dealing players personal Castle cards, use only the **Structure Castle** cards (like the Amphitheater). Reveal **3 total** Castle cards and place them face up next to the main board for all players to see.

### Gameplay



Each round, **gather** sand blocks, **build** sand blocks, and **place** pieces as you would in a normal game.

Anyone may complete or discard **one Castle card per round**. If a player does either, at the end of their turn, draw one Castle card to replace the row. You may complete any number of Castle cards throughout the game but may only score one per player, per round.



# Cooperative Mode, cont.

## Gameplay, cont.



**Skip the Hazard step** of each player's turn. But at the end of each player's turn, they **move all three Hazards** following these rules: Flip a card for every Hazard, then **move each Hazard** a number of tile spaces based on the number of "alert" (!) icons on the card. Note that each side of the board has three 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.

When moving, **skip any space** occupied by another Hazard (do not count that space). *In the example to the right, the Terror (dog) doesn't move; the Giant (baby) moves two, skipping the place with the Terror. Then both Hazards trigger regardless of how many icons are showing.*

After moving all three Hazards, **do not trigger** any Hazards. Instead, the turn passes to the next player. After all players have had their turn, at the end of the round, **trigger all three Hazards**. (Do not move the Hazards after triggering them. Simply shuffle all revealed cards for each Hazard deck back into the deck for the next round.)

Remember: players who lose **2 or more pieces** get extra sand blocks on their next turn. That can be a great boost when it comes to completing Castle cards!



## Scoring

Each player score their pieces as normal at the end of each turn, collecting sand dollars for their pieces on the board. After the sixth round, complete the Hazard step once, then score again. The game is then complete. Add up **all players' sand dollars** and **all completed Castle cards**. Then compare your score to the following chart to see how you did!

2 Players	3 Players	4 Players	Rank
<70 Points	<80 Points	<90 Points	Sandbox Fun
70-79 Points	80-89 Points	90-99 Points	Shorely Improving
80-89 Points	90-99 Points	100-109 Points	Making Waves
90-99 Points	100-109 Points	110-119 Points	Guardians of the Sand
100-109 Points	110-119 Points	120-129 Points	Master Artisans
110+ Points:	120+ Points:	130+ Points:	Lords of the Beach

**Note to Parents:** *In a cooperative game, everyone is working together. Remind younger players that even if their own pieces are lost to pesky Hazards, their next turn is a chance to rebuild and help the team!*

