

Life Energy and Death

Life Energy (L)

Each character starts with a lifebar of 10L, which can be depleted in 2 ways:

1. If another player uses an **attack card** on them
2. If the player uses a **card that costs L**
3. If the player flips over the **Sunburn tile**

Energy can also be replenished in 2 ways:

1. If the player acquires a **resource token** on the game board
2. If the player uses a **card with healing abilities**

Unless specified otherwise, each token on the game board replenishes 1 L. A character can never have more than 10 L

Death

A character is considered dead when its lifebar reaches 0L.

In this situation, the player has 2 options for continuing the game:

1. **Resurrection:** Remove all cards in their hand from the game and move their character back to its original starting position. Other players can assist with resurrection by interrupting and giving any number of cards to the dying character. The character is revived with a starting lifebar of 1 L, and the player can continue the game normally on their next turn.
2. **Become a Ghost:** If the player has no cards and no help resurrecting, the character becomes a ghost. Ghosts can move a max of 1 hex on every turn and cannot attack, carry flags, pick up any cards, or flip over sand tiles. Once the character acquires a resource granting them L, the player can continue the game normally.

Special Tiles



High Tide

Once uncovered by a character, all characters, except The Disruptor, must move back to their starting position in their home base. All characters holding a flag must drop the flag on the hex they were standing on.



Sunburn

If it is day time, the character that uncovers this tile loses 1L, effective immediately.

If uncovered at night, this tile is turned over for another character to uncover.



Sunscreen

If it is day time, the character that uncovers this tile gains 1L.

If uncovered at night or if the character is at 10L already, this tile is turned over for another character to uncover.



Shovel

The character that uncovers this tile can keep this tile for future use.

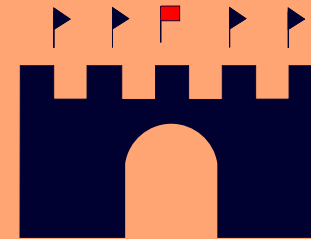
When played, the shovel tile grants a character the ability to uncover the 6 hexes adjacent to the hex they are standing on during their turn.



Flashlight

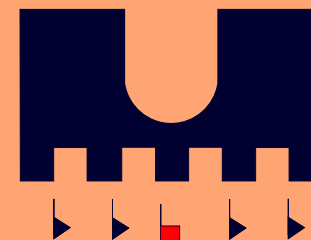
The character that uncovers this tile can keep this tile for future use.

When played, the flashlight tile grants a character the ability to flip over tiles during the night.



Sandcastle Warfare

Game Manual



Introduction

Sandcastle Warfare is a competitive 4-6 player game where two teams move across a beach landscape to uncover the five flags needed to complete their sandcastle. The first team to uncover, safely return, and assemble the five flags in their home base wins the game.

Game Bits

x1 Game Board



x1 Day/Night Wheel



x132 Tiles



x88 Sand



x4 High Tide



x16 Blue Flag



x2 Red Flag



x6 Sunburn



x6 Sunblock



x6 Flashlight



x6 Shovel

x2 Home Base



Game Setup



1. Take the two Red Flag tiles, flip them, and place one on each home base.
2. Flip all tiles, sand side facing up. Mix all tiles before placing them on game board.
3. Decide which team each player is on. Place your character on a hex within your team's home base. *The player acting as The Disruptor can place their character anywhere in the center of the board.*
4. Set your character lifebar to 10L.

Player Roles

Sandcastle Warfare can be played with 4-6 players.

For **4 or 6 Players**, divide into two teams (2 v 2 or 3 v 3). Both teams race to flip over the tiles located on the center game board to uncover and retrieve four blue flags to assemble in their home base. The final red flag is located on the opposing team's home base and must be retrieved in order to win.

For **5 Players**, one player will play as the "Disruptor." The Disruptor needs to collect the two red flags located in the opposing home bases to win. At the start of every turn, the Disruptor must roll 2 D6s.

If the Disruptor rolls a double, they can shuffle the sum of their roll in tiles. The tiles they shuffle must not have any entities located on top of them and must be from the center game board.

the Disruptor is not affected by High Tide Tiles and can carry two flags at a time.

How to Play

Starting the Game

1. All players start by rolling a D6.
2. The player who rolls the highest number goes first before rotating clockwise.
3. The player who goes first spins the Day/Night Wheel to determine whether it is Day or Night. This player is now named "The Timelord." See "Day and Night" for more instructions.
4. Each player starts by drawing 3 cards from their character deck on their first turn.

Turns and Cards

On every turn, each player takes 3 required actions:

1. **Draw a card** from your character deck at the start of your turn.
2. **Play a card** or draw an additional card.
3. **Flip over any tiles** your character is standing on.

Players can also take optional actions:

1. **Basic Attack** (1x per turn): Deal 1 Damage to an adjacent character, item, obstacle, or entity.
2. **Basic Move** (1x per turn): Roll 1 D6 and move up to that number of hexes in any direction.
3. **Collect**: Collect an item or resource located in your current hex.
4. **Trade**: Trade any number of items or resources with a character in an adjacent space.
5. **Move Minion**: Move any minion who hasn't moved yet this turn.
6. **Assemble Flag**: Place a flag you're carrying in your team's home base.

Moving, Carrying, Assembling

Each team can enter the opposing team's home base to uncover their red flag. However, characters cannot deal damage when they are located on a home base that is not theirs.

Once a character uncovers a flag, they must place the flag underneath their character. As their character moves across the board, the flag moves with them. All characters, excluding The Disruptor, can only carry one flag at a time.

If a character dies while carrying a flag, they must drop the flag on the hex where they died. This flag can now be picked up by any character.

Day and Night

The Timelord will spin the Day / Night Wheel every time it is their turn to determine whether it is day time or night time for the current round.

When it is night time, players are not allowed to uncover any sand tiles unless they have a special ability or item that allows them to dig during the night or turn night into day.