

Sea Glass

Designed by Ellie Dix

2-4 players | 30 minutes | Age 8+

Every day, the tide rolls in and leaves the beach scattered with fresh sea glass. Will you stay and gather more, or head home to start crafting? Stay too long and you'll have no time to craft. But leave too early and you're leaving valuable resources for your rivals.

Components:

- 165 chips
- 30 discs
- 46 art project cards
- 1 first player stone
- 3 retiring bonus tiles
- 2 bags
- 1 board

Set up:

- Put all cubes in one bag and all discs in the other.
- Shuffle the art project cards. Form a single deck of 5 cards per player, plus a further 5 cards. So in a 4-player game, you'll have 25 cards in the deck. Return the rest of the cards to the box.
- Return the 2nd and 3rd retiring tiles to the box in a 2-player game. Return the 3rd retiring tiles to the box in a 3-player game.
- The first player is the player who most recently visited a beach.
- Starting to the left of the first player and going clockwise, each player draws cubes from the bag: the player to the left of the first player draws 1 cube, the next draws 2, and so on. The first player draws no cubes. Keep the cubes in front of you.

How to play:

Sea Glass is played over 5 rounds. Each round has three phases.

1. Fill the board

Draw random cubes from the bag to fill the active spaces in the top two rows of the beach. (Note that in a 3-player game the far right column is inactive and in a 2-player game, the two far right columns are inactive.) Some spaces require 2 cubes, some require 3.

Draw random discs from the bag to fill the active spaces in the bottom row of the beach.

Place the top card of the deck face down on the space at the left of the board. Reveal 1 card per player and put these face up above the board.

2. Beachcomb

Starting with the first player and going clockwise, take one turn each. On your turn, you either 1) take everything from one spot OR 2) retire. Once you have retired, you take no further turns this round.

Take everything from one spot:

Take all the resources from a single spot on the board and place them in front of you. Spots contain either 3 cubes, 2 cubes, 1 disc, the first player token on the face down card.

When the first player has finished their first turn, they place the first player token back on the board. I.e. The first player is not allowed to take the first player token again on their first turn.

Retire:

If you are not the last player to retire from the round:

- Take one of the face up cards above the board.
- You may keep your card face up as an art project, or flip it over to use the storage side.
- Take the retiring bonus on the tile that corresponds to your retiring position. So if you are the first player to retire, you take the bonus shown on the first retiring tile. Then flip the tile over.

If you are the last player to retire from the round:

- Take the last card remaining above the board. Flip it face down. You must use it as storage.
- Take all the resources remaining on the beach.

This phase continues, with player taking turns, skipping players who have retired, until everyone has retired.

Cards and resources

Keep the cards you acquire in front of you. You may add cubes and discs from in front of you onto any of your cards at any time, across rounds. Cubes and discs in storage can be moved.

- **Art projects:** A card shows the materials it needs (the cube squares) and one finishing piece (the disc circle). For a disc slot, you play the shown colour. Once a cube or disc has been allocated to an art project card, it cannot be moved.
- **Storage:** The storage side holds up to 6 cubes and 1 disc. It scores nothing, but cubes and discs kept here are safe and can be moved onto cards later.

3. Clean up

Discard any cubes and discs still in front of you that are not on a card or in storage.

Flip the retiring tiles face up.

Game end and scoring:

The game ends at the end of the 5th round. When your deck is empty, it will signify that the current round is the last.

Each card scores for the lowest fully complete row. But to score all the rows above it must also be complete. So if you complete a full card, you get the points shown at the bottom of the card next to the disc.

The player who ends with the first player token gets 1 extra point.

The player with the highest total score wins.