

Sea Glass

Collect and craft

Overview

Every day, the tide rolls in and leaves the beach scattered with fresh sea glass.

You gather sea glass to match to the art projects you want to make.

But when should you leave the beach?

Stay too long and you'll have no time to craft. But leave too early and you're leaving valuable resources for your rivals.



2-4
players



30
mins



Age
8+

Components

- 165 chips
- 30 discs
- 1 board
- 46 cards
- 2 bags
- 3 tiles
- 1 first player token

Features

Set collection

Retire for bonus

Cosy

How to Play



At the start of the round, the beach fills up with sea glass and new project cards.

On each turn you decide whether to **collect** or **retire**.



When you collect:
Take all the sea glass from a single section at the beach.



When you retire:
Choose one of the cards and leave the round. Leave early to get bonuses, leave late and flip your card to storage - but clean up the beach.



After 5 rounds, score your cards. Each card scores for the lowest fully completed row.

Most points wins.

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