

The Sandcastles of Burgundy



Animals of Burgundy!
I'm coming to visit you in beautiful Burgundy! I've heard you aren't yet familiar with the sea and the beach, and I wish to change this!
You see, the beach is my favorite place in the world. I can't wait for you to experience what it's like to dig in the sand with your claws beneath the beachy sunshine... Which is why I wish to throw you a beach party! My Royal Guild and I will bring lots of beach decorations from my seaside kingdom. You can find them in the sandcastles that we've had built for the party!
Please use the beach decorations to decorate your village for my royal visit.
Let's have an amazing beach party together!

Royal sandy greetings,
Queen Crab



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

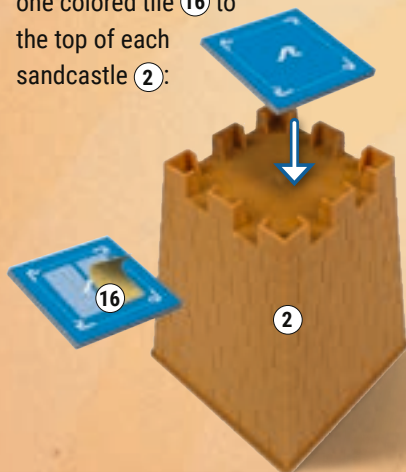
Contents

- ① 1 **sandcastle playing board**
- ② 6 **sandcastles** with colored tiles
(2 each in yellow, red, and blue)
- ③ 1 **Queen Crab**
- ④ 4 **coats of arms**
- ⑤ 4 **villages**
- ⑥ 4 **storehouses**
- ⑦ 4 **carts**
- ⑧ 8 **colored dice**
- ⑨ 12 **shops** (4 each in yellow, red, and blue)
- ⑩ 24 **decorations** (8 each in yellow, red, and blue)
- ⑪ 3 **animals** of the Royal Guild
(Otter, Puffin, and Octopus)
- ⑫ 8 **roller beetles**
- ⑬ 20 **crowns**
- ⑭ 12 **special power tiles**
- ⑮ 1 **bucket**
- ⑯ 1 sheet of double-sided **adhesive strips**

Before Your First Game

Ask an adult to help you carefully remove all of the playing parts from the punchboards.

Then, use an adhesive strip to affix one colored tile ⑮ to the top of each sandcastle ②:



Game Setup

This beginner setup will allow you to familiarize yourselves with the game. Once you've played a few times, you can try the Queen Crab's Crowns variation for experienced players! See page 7 for the instructions.

- Put the **sandcastle playing board** together ① and place it at the center of the table. Use the **side with the sandworm**. Place the six **sandcastles** ② on the six spaces in the corresponding colors on the sandcastle playing board. Place **Queen Crab** ③ on the boardwalk space decorated with confetti. She's waiting for you all at the beach party!
- Each choose one of the four **coats of arms** ④ (Beaver, Hedgehog, Fox, or Bird). Take the **village** ⑤, **storehouse** ⑥, and **cart for your chosen animal** ⑦.



- Place the village and cart in front of you **with the sandworm side facing up**. Park your cart to the right of your village.
- Each take two **dice** ⑧ and place them on the die spaces at the top left of your village.
- Place your **storehouse** beside the sandcastle playing board where you are sitting, with the **sandworm side facing up**.
You'll only need the backs with the crowns for the Queen Crab's crowns variation.
- Place one **shop in each** ⑨ of the colors (yellow, red, and blue) on the corresponding colored spaces in your village with the undecorated side facing up.



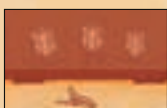
Setup for the two-player game



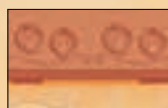
- Each place your **coat of arms** on the sandcastle playing board:



If there are **two players**, place them on the **green space with two coats of arms**.



If there are **three players**, place them on the **space with three coats of arms**.



If there are **four players**, place them on the **space with four coats of arms**.

- Take **two decorations in each color** (10) **per player** and mix them together in a pile. Then randomly place **as many decorations as there are players** under each sandcastle on the playing board.



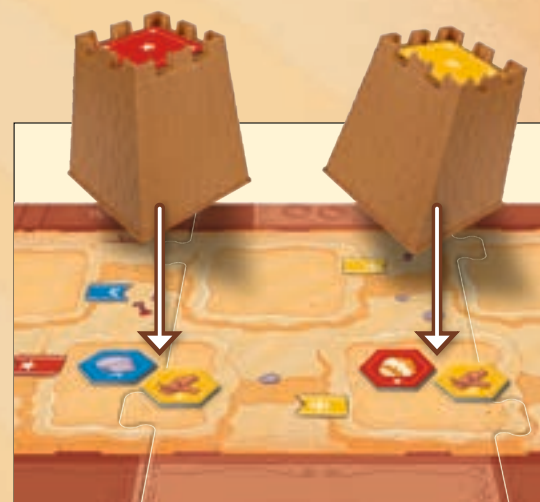
- Hide the three **animals** of the Royal Guild (11) randomly under three different sandcastles (make sure everyone sees which animal is hidden under which sandcastle).
- Lay the **roller beetles** ready (12) next to the playing board.
- You'll only need the **crowns** (13) and **special power tiles** (14) for the Queen Crab's Crowns variation, so you can return these to the box for now.
- The last player to build a sandcastle takes the **bucket** (15) and places it in front of them.



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Example: The Fox and Beaver are playing a two-player game. Take twelve decorations (four each in yellow, red, and blue), shuffle them, then randomly place two under each sandcastle. If the Hedgehog was also playing, you'd need to use a total of eighteen decorations (six in each color) and place three under each sandcastle.

Aim Of the Game

Find the right decorations to decorate your village for Queen Crab's beach party! You'll receive points for each decoration as well as for each fully decorated shop. Once you've decorated the shops, the animals of the Royal Guild can move into your village, earning you additional points. However, you'll need to find the animals of the Royal Guild faster than your fellow players! The player to collect the most points by the end of the game wins!



Beginner Version (5 Years and Older)



How To Play

At the start of each round, each roll your **two dice at the same time**. Then, place your dice on the die spaces in your village (top left). Whoever has the **bucket** in front of them then plays their turn first and **uses one** of the **two dice**. They can choose which of the two dice they use first.

The dice can be used to perform **two different actions**:

1. Search Under a Sandcastle For Decorations!

Queen Crab has brought lots of great decorations with her from her seaside kingdom. These can now be found in her sandcastles. You'll need **two decorations of the same color** to decorate each shop in your village for the beach party:



Driftwood decoration

Shell decoration

Stone decoration

Place your **chosen die** on one of the two **die spaces in your storehouse**.



Choose **one** of the two **sandcastles in the color you rolled** and lift it up. Now look together what you can find there.



- **Have you found a decoration?**
Take the decoration if you **don't have both decorations in this color** in your storehouse and/or village yet.

If there are several decorations under the sandcastle, choose **one**. Place the decoration on a free **decoration space in your storehouse**.



- **Have you found an animal of the Royal Guild under the sandcastle?**

The three animals of the Royal Guild can move into a shop in your village. They're rather demanding, though, and expect the shop to be fully decorated first!



The Puffin fruit seller would like a **Market Stall (yellow)** decorated with **Driftwood**.

The Octopus carpenter would like a **Workshop (red)** decorated with **Shells**.

The Otter baker would like a **Bakery (blue)** decorated with **Stones**.

Check your village to see if you have finished decorating the animal's shop. A shop is fully decorated as soon as you have **two decorations of the same color** in your village (e.g., two blue Stone decorations for the Bakery). See the next page for details of how to transport decorations.

► **Found an animal you've decorated a shop for in your village?** Then **take** the animal and **place** it on the shop. You'll earn one point for this: **Immediately move forward one space** with your coat of arms on the sandcastle playing board boardwalk. You can also see if there are any decorations under the sandcastle that you can take.

If you discover several animals under a sandcastle, you can place **all** of the animals you've already finished decorating a shop for on the corresponding shop during your turn.

Then, return the sandcastle to its space and use it to cover any remaining decorations.



► **Found an animal you haven't yet decorated a shop for in your village?** Then they don't want to move into your village yet and move on. Find a **new sandcastle** for them to visit for now. Choose a sandcastle that is **one space further along the path** to the right or left. Place the animal underneath it. Your fellow players must see which sandcastle you hide the animal under.

The animals of the Royal Guild move **directly** into their shop as soon as they can. Unlike the decorations, they don't need to be placed in your storehouse first, then transported from there to the village.

As soon as an animal from the Royal Guild has moved into a village, they stay there and can **no longer move into a fellow player's village**.

Using the Roller Beetles

Can't take anything during your turn? If there aren't any decorations left or any you can take, and if there's also no animals who can move into your village yet, then take a **roller beetle** and place them on a free roller beetle space in your village.

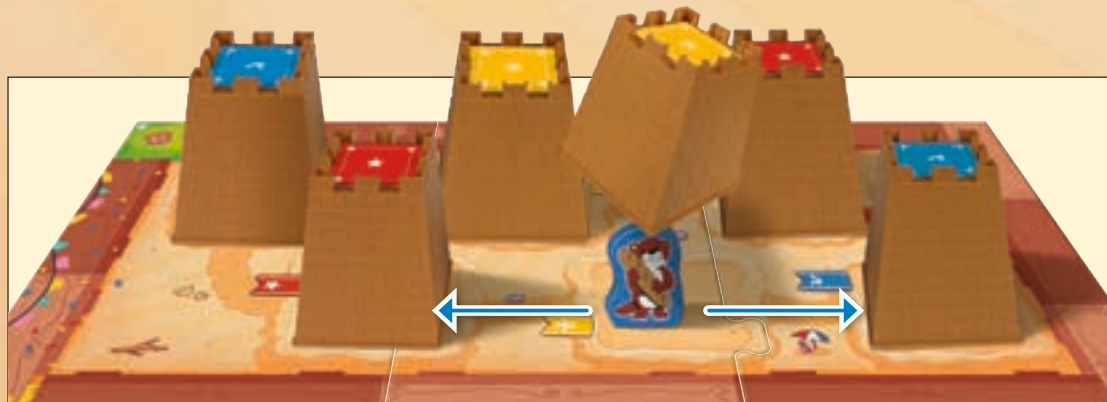


The roller beetle can turn a die to **your desired color** for you!

Use a roller beetle on your turn to turn one of your unused dice to a color of your choice.

Return the roller beetle to the pile afterwards.

You can have a **maximum of two roller beetles** in your village at one time.



2. Transport a Decoration To Your Village!

If you found a decoration under a sandcastle on a previous turn and placed it in your storehouse, you can now use your cart to transport it to your village.

You can only perform this action with a die whose **color** matches the **decoration in your storehouse**.

Place the die on one of the two **die spaces on your cart**. Then, push your cart across the table until you reach your storehouse beside the sandcastle playing board. Place **one** decoration from your storehouse that matches the die color on your cart, then drive your cart back to your village.

You can **always only transport one decoration** at a time, even if you have two decorations of the same color in your storehouse.

Place the decoration on an empty space in the shop of the corresponding color. You'll earn one point for this: **Immediately move forward one space** with your coat of arms on the sandcastle playing board boardwalk.

Great, you're now a little closer to Queen Crab's beach party!



Once you've transported two decorations of the same color to your village and therefore finished decorating the shop in that color for the beach party, **turn the shop over** and

immediately move your coat of arms forward one additional space on the boardwalk. The animal in of the corresponding color can now move into this shop if you discover them under a sandcastle in a later turn.

Once you've used one of your dice, it's the **next player's turn** (clockwise direction).

If your storehouse is full, i.e., all the decoration spaces are filled with decorations, you can no longer search for new decorations! Instead, try to transport the decorations you've collected to your village. If you can't transport a decoration during your turn (e.g., because you've not rolled the correct color and don't have a roller beetle), then take a roller beetle.

Take turns each **using one die** for your first action and your **other die** for your second action. After that, the bucket passes clockwise to the next player. Each roll your two die at the same time, and **begin the next round**.

End Of the Game

As soon as one of you reaches the beach party (the first space on the boardwalk decorated with confetti), **finish playing the current round**.



Keep playing until it would be the turn of the player with the bucket again. Whoever is furthest ahead on the boardwalk is the winner!

If two or more people are on the same space, you share the victory. Well done, your villages are now beautifully decorated for the beach party. Queen Crab is delighted!



Example: The Beaver has used a blue die to transport the second Stone decoration (blue) to his village (A). He places it on the corresponding space next to the Bakery (B). Then he moves his coat of arms forward one space on the boardwalk of the sandcastle playing board (C).

Now that he has both decorations for the Bakery in his village, the Bakery is fully decorated. The Beaver turns the Bakery over to the decorated side (D) and moves forward one additional space on the boardwalk with his coat of arms (E).

The baker Otter can now move into the Beaver's village if the Beaver manages to find him before the other players do!



Advanced Version: Queen Crab's Crowns (7 Years and Older)



If you've already played the beginner version, you can try out the advanced version in which Queen Crab hands out valuable crowns!



Game Setup

Use the **back** of the sandcastle playing board **with the crowns** in the sand for the advanced version. Also place your village, storehouse, and cart in front of you with the crown side facing up. Park your cart to the left of your village. *Note that there are only three decoration spaces in your storehouse on the crown side.*

The youngest player places **Queen Crab on top of** a sandcastle of their choice.

Place the **crowns** next to the playing board. You'll only need the **special power tiles** for the **included game expansion**. Set up the rest of the game like the **beginner version** (see pages 2 and 3).

How To Play:

The gameplay is very similar to the beginner version. However, in this version you can meet Queen Crab, collect crowns, and use them to make improvements in your village and earn points.

Visit Queen Crab

Is Queen Crab sitting on the sandcastle you want to search for decorations under? If so, take a crown first and place it on an empty crown space in your storehouse (if you still have enough space). Then, move Queen Crab to another sandcastle that is **1 space to the right or left along the path**. You can now search for decorations as usual.



Use the crowns to **earn points** or **unlock shop skills**. For both purposes, you have to transport them to your village. Every time you transport a decoration from

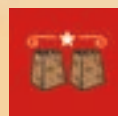
your storehouse to your village with your cart, you can take **exactly one additional crown** with you. Then you **must** place the crown **on a space in the color** of the decoration you've just transported. **Example:** If you transport a crown together with a blue Stone decoration, you can only use this crown on the two blue spaces in your village.

Once you've finished decorating a shop, you can no longer place any crowns there.



Using the crowns:

- If you add a crown to the **left-hand space** of a color **(A)**, you can switch on a shop skill. This shop skill is **now active for you for the rest of the game**.



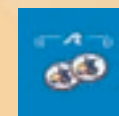
Red—Carpenter:

Whenever you look for decorations, you can look under **both** sandcastles in the color you're using, then decide which one you want to take. You can choose to take from an empty sandcastle, earning you a roller beetle.



Yellow—Market:

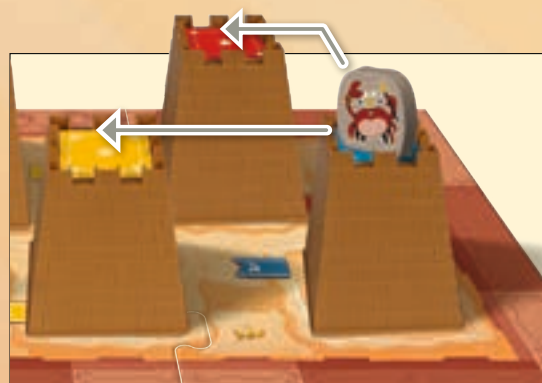
Whenever you look for decorations under the sandcastle on which Queen Crab is sitting, you can take two crowns instead of one (if you still have enough space in your storehouse).



Blue—Bakery:

Whenever you earn a roller beetle, take two instead of one (if you still have enough space in your village).

- If you add a crown to the **right-hand space** of a color **(B)**, you immediately **move forward** one space with your coat of arms on the boardwalk.



Game Expansion: The Special Powers



Have you already mastered Queen Crab's Crowns?

If so, you can now try out different special powers with this expansion!

Most of the gameplay is the same as Queen Crab's Crowns. However, if you use the expansion, you also use the **special power tiles**. Sort them into three face-down piles by color (yellow, red, and blue), then shuffle each pile separately without looking at the tiles. Each player then draws **one special power per color at random**. Return any remaining special powers to the box.

Reveal your special ability and place it so it covers the **shop skill space of the matching color** in your village. Like with the normal shop skills, you can unlock these special powers with crowns.

If you earn a roller beetle or a crown through a special power, you can only take it if you still have enough space for it.



If you earn a roller beetle, you **may** take a crown instead and put it in your storehouse.



If you roll a double (both dice show the same color), take a crown and put it in your storehouse.



Before you search for decorations under a sandcastle, you **may** move Queen Crab to the right or left one space.



If you find an animal under a sandcastle, take a roller beetle and place them in your village (regardless of whether the animal can move to your village or not).



If you roll a double, take a roller beetle and place them in your village.



If you move Queen Crab to a yellow sandcastle after your visit, take a roller beetle and place it in your village.



If you find an animal under a sandcastle, take a crown and place it in your village (regardless of whether the animal can move to your village or not).



If you roll a double, you **may** immediately turn one or both dice to any color.



If you move Queen Crab to a red sandcastle after your visit, take a roller beetle and place it in your village.



If you earn a crown, you **may** take a roller beetle instead and place them in your village.



If you roll a double, you can immediately look under any sandcastle (without letting your fellow players see).



If you move Queen Crab to a blue sandcastle after your visit, take a roller beetle and place it in your village.

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