

Lighthouses

Light strategy game with beautiful wooden components that pack away into the board which is a drawstring bag - guarantees great table presence.



Move meeples to islands



Control Lighthouses & shipping lanes



Move ships



Dock ships



Score cargo



WIN!



Features & Mechanisms

Co-operation and competitive strategy
Point-to-point movement
Worker Placement
Area control
Theme: Shipping

Components

1 Large bag/mat
1 Small bag
5 Lighthouses
24 Ships
10 Worker tokens
10 Fog horn tokens
4 Scoring tokens

Lighthouses is a game of strategy and co-operation.

In a game of Lighthouses players control workers who can either be sent to a lighthouse to guide boats at sea, or to a dock to unload incoming boats and earn points for the cargo.

This makes for some very interesting interaction as any player's workers can unload a boat for points even if they didn't guide that boat in.



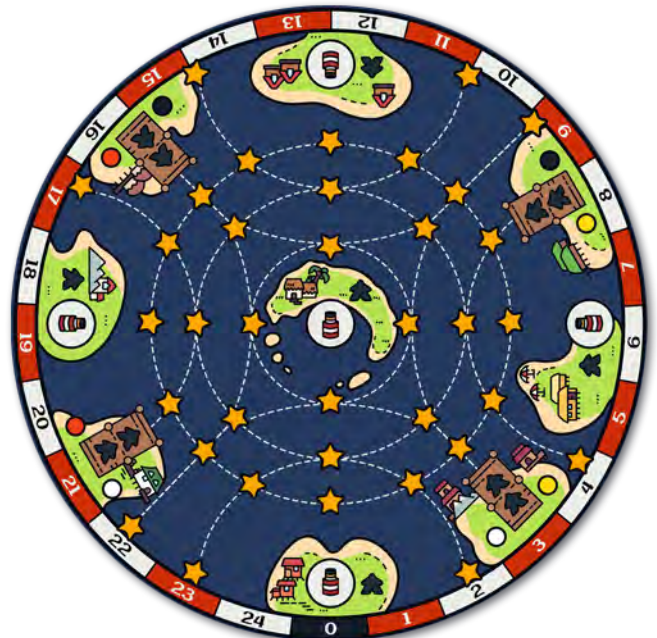
2-4



20-30 m



10+



Kedric Winks board game design

Kedric.winks@gmx.com
www.boardgamedesign.co.uk