

Lighthouses

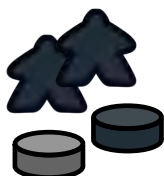
2-4 players, 20-30 mins, light strategy

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.

Set-up

Open the large bag and lay it out flat.
This is the map that you will play the game on.

Place 1 lighthouse on each lighthouse spot on the map.



Give **2 workers and score token** of the same colour to each player and **1 grey fog horn token**. Place remaining grey fog horn tokens to one side in a pile. If there are only 2 players then each gets an extra worker.

Put all the boats in the small bag initially, then remove 4 at random and place them on the 4 stars of the inner shipping lane (the dashed circle around the central island).



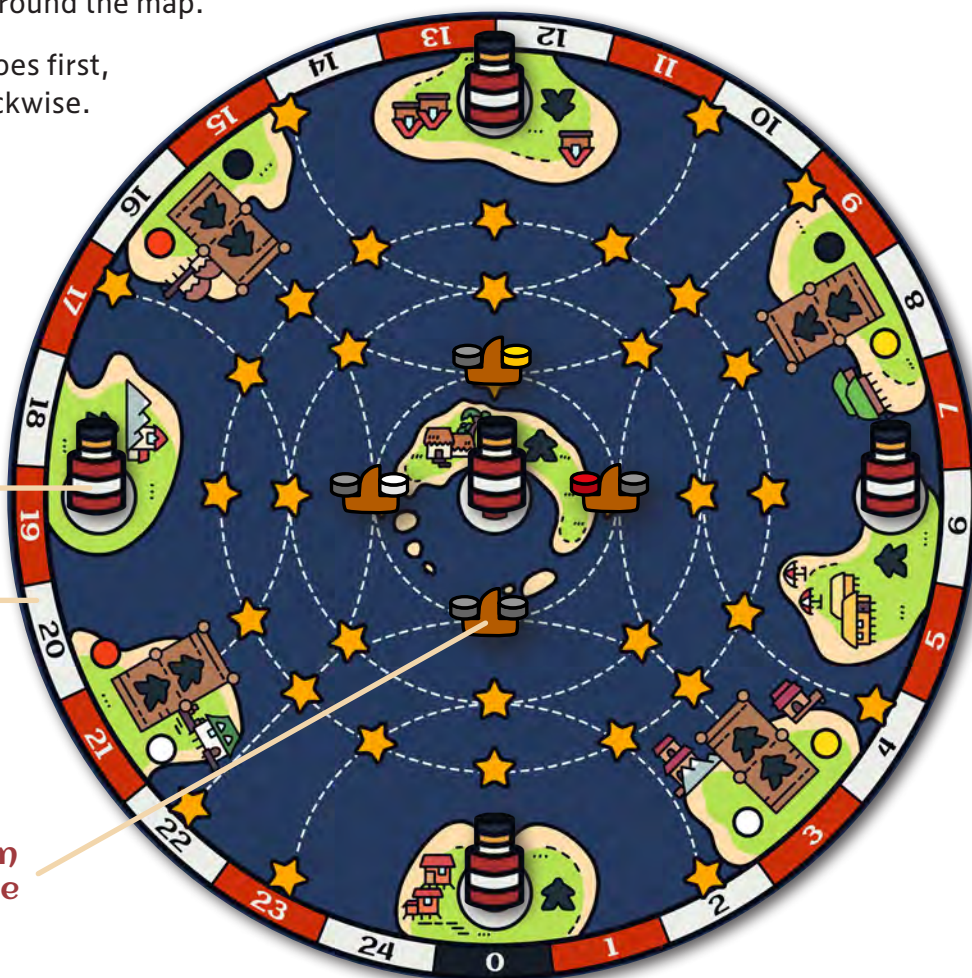
Each player places their score token on the 0 point of the score track that runs around the map.

The last player to go to sea goes first, after that play continues clockwise.

5 Lighthouses on map

Score track

4 random boats on inner shipping lane





Turns

In your turn **first draw a boat from the small bag at random and add it to the map on an empty edge star**. If there are no boats in the bag or no empty edge stars then skip this step.

Next Do up to 3 of these actions in any combination:

- **Move one of your workers to a worker slot.** Take any of one of your workers (*from your hand or from the map*) and place it into a worker slot on the map. Lighthouse islands have 1 slot so you may only move to a vacant lighthouse. Docks have 2 slots. If moving to a dock place your worker in the slot closest to the shore moving any other worker outward 1 slot. If this causes the end worker to fall in the sea then return it to its player.
- **Move every boat on a single lane, that you control, to the next star or dock in a single direction** (see *Boat Movement and Docks* paragraph below). You control the lane if you have your worker on the lighthouse island that the lane circles.

Additionally, once per turn, you may discard a single Fog Horn token to **move any single boat to the next vacant star or dock**. This does not count one of your 3 actions.



Edge star - touches the scoring track



Placing new worker on a dock



Lanes controlled by lighthouses



Boat Movement and Docks

If a boat is moved off the edge of the map it is returned to the bag. If it is moved onto a dock it is scored and then removed from the game.

If a boat arrives at a dock **each player** that has a worker at that dock receives the following rewards:

- 1 point per boat.
- 1 point per cargo (cylinder) that matches either of the cargo colours shown on that dock.
- 1 Fog Horn token per grey cargo.

If a single player has two workers at the dock they still only receive a single set of points. Points are tracked by moving the player's score token up the score track on the outside of the map.



Boat moved off edge of map



Single boat movement



Boat arriving at dock



Scoring cargo

Scoring Example:

Boat arrives at Red/White Dock with 1 Red and 1 Grey cargo:

Each player with workers on the dock receives:
1 point for boat, 1 point for Red cargo, 1 Fog Horn token for grey cargo.

End of the game

When there are no boats left in the bag all players have 1 final turn until it would be the starting player's turn at which point the game ends.

The player with the most points wins.