

Beacon Patrol



SHIPS & SHORES

EXPANSION



Learn to play
in minutes!



**PANDA
SAURUS**
GAMES



1-4 PLAYERS



40 MIN.



AGES 8+

Designed & Illustrated
by Torben Ratzlaff

As you venture along the North Sea coast, you encounter new ships that can aid you in navigating the difficult terrain ahead.

Join forces with the other ships and combine your unique abilities to protect the coastlines. But beware, while the ships can assist you in your travels, they require expert hands to operate.

Components



Submarine



Research Vessel



Pilot Ship



Ferry



Hover Craft



Construction Ship



1 Movement
Token



20 Expansion Tiles
(marked with a red arrow)



7 Ship Cards

Setup

Setup is the same as the base game, with the following changes:

1. Before forming the tile draw pile, separate all expansion tiles (including the Pier and Windmill tiles) from the base game tiles.
2. Each player then takes a ship of their choice, along with the corresponding Ship card.
3. Add the expansion tiles shown on your Ship card (see "Setup" on your card) to the base tiles. Once all players have added their tiles, shuffle the expansion tiles with the base tiles and form a face down draw pile. If you are playing with the Submarine, place all 4 Wreck tiles face up in the discard pile.
4. If you are playing with the Ferry, take 1 extra movement token than usual.
5. Return all remaining tiles, ships, movement tokens, and cards to the box.

Gameplay

Gameplay is the same as in the base game, except that each player controls a ship with unique abilities and restrictions. There are 7 different ships to choose from. Your Ship card details everything you need to know about your ship.

1 Setup: Add the tiles shown on your Ship card to the game. As in the base game, any player can place these tiles during the game, unless otherwise noted (e.g. Hover Craft). If playing with the Ferry or Submarine, note the changes in Setup here.

2 Difficulty Ranking: Each ship shows a difficulty ranking from 1-3 stars (3 stars is the most difficult). After playing a few games, try playing with higher ranked ships for more of a challenge.

3 Special Rules: Each ship has a unique set of rules that alter gameplay. **These rules only apply to your ship** and only on your turn. You cannot apply any of your special rules to a ship other than your own.

4 Scoring Rules: Each ship includes scoring rules for the added tiles in the game. When calculating the final score, include the scoring rules of each player's ship.

2 **Construction Ship** ★★

Build windmills in the open sea and speed your ship to the next construction site.

Setup 1
Add the 5 **Windmill** tiles from the base game to the draw pile.



Special Rules 3
Refill Movement
Each time you place a tile, you may flip one movement token back to its blue (unused) side. You may use that movement token again during your turn.

Scoring Rules 4
If explored, each Windmill tile scores 1 point, plus 1 additional point for each adjacent open ocean tile.



Example (above): The windmill in the center earns 4 points: 1 pt for being fully explored and 3 pts for the 3 open ocean tiles (with checkmarks) adjacent to it. The other tiles do not add to the score, either because they are not adjacent to the windmill or they are not open ocean tiles.

The front (top) and back (below) of each ship card.

Game End & Scoring

The game end and scoring are the same as the base game, with the following changes:

1. When calculating the final score, base game tiles are scored as in the base game, and expansion tiles are scored according to the Scoring Rules on each Ship card.
2. Deduct 10 points per player from the final score.

The result is your achieved score. Refer to the base game rulebook to see how you did!

Ship Types (Refer to Ship cards for more details)

Construction Ship ★ • Add 5 Windmill Tiles

Special Rules: You may refill 1 movement token each time you place a tile.

Scoring: Each explored Windmill tile scores 1 point plus 1 additional point for each adjacent open water tile.

Research Vessel ★ • Add 4 Seal Bank Shore Tiles and

Special Rules: Once per turn, you may spend 1 movement token to swap an additional tile. In solo mode, you may spend 1 movement token to keep 1 extra tile at the end of your turn.

Scoring Rules: Each explored Seal Bank Shore tile scores 1 point plus 1 additional point for each connected island tile without a house.

Coast Guard Ship ★★ (take ship from base game) • Add 4 Outpost Tiles

Special Rules: You may spend 1 movement token to move to any Outpost tile or the Beacon Patrol HQ.

Scoring Rules: Each explored Outpost tile scores 2 points.

Hover Craft ★★ • Add 4 Lake Tiles

Special Rules: You may spend 1 movement token to place a tile connected by land and move onto it. You may spend 2 movement tokens to move 1 space over land.

Scoring Rules: Each explored Lake tile scores 2 points. Because Lake tiles are surrounded by land, only the Pilot Ship and Hover Craft can place Lake tiles.

Pilot Ship ★★★ • Add 4 Rocky Bay Tiles

Special Rules: You cannot move your ship to a tile when you place it unless you spend a movement token. Because of this, you may place tiles that are connected to you by land.

Scoring Rules: Each explored Rocky Bay tile scores 2 points.

Ferry ★★★ • Add 4 Pier Tiles and 1 Extra Movement Token

Special Rules: You may move up to 3 tiles in a straight line when you spend a movement token. You cannot swap tiles on your turn. In solo mode, you cannot keep tiles at the end of your turn.

Scoring Rules: Each explored Pier tile scores 1 point plus 1 additional point for each house on the connected island.

Submarine ★★★ • Add 4 Wreck Tiles to the discard pile

Special Rules: You may spend 2 movement tokens to add the top tile from the discard pile to your unplayed tiles.

Scoring Rules: Each explored Wreck tile scores 1 point plus 1 additional point for each adjacent tile with a buoy on it.

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