

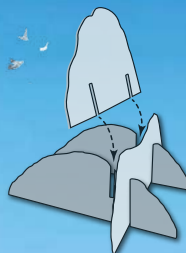
# PHARE ANDOLE - Rules

A game by Frédéric Langlois, illustrated by Christopher Matt  
from 5 years old ~ 1 to 4 players ~ 20 minutes



## ~ Set-up

1. Assemble the card holder (for the first game!).
2. Place all the wooden pieces in the open box on the table: this constitutes the reserve in which the players will draw.
3. Choose a lighthouse card - deliberately or at random - and install it on the card holder. **This lighthouse card does not change until the end of the game.**
4. Place your building base in front of you.
5. Place the timer on the table.
6. Take a lighthouse keeper and the pieces necessary to build the lighthouse in play from the reserve, then place them out of order in front of your building base.



Card holder assembly.



The number at the top of the card corresponds to the number of parts making up the lighthouse.

## ~ Two players game

The game is played in five rounds. At the end of each round, the players unbuild their lighthouses by placing the pieces out of order in front of their building base and move on to the next round.

### ROUND 1



#### THE WARM-UP..

The lighthouse card is placed on its holder, clearly visible to both players. At the start, we build the lighthouse at the same time.

- ☞ 1 point for the first who completed his lighthouse without error, with his keeper placed next to it. If the lighthouse has a building error, we look at the one made by the opponent. If the latter is correct, this player wins the point.

### ROUND 2



#### EVERYTHING IS ACCELERATING!

The lighthouse card is still placed on its holder, clearly visible to both players. At the top start, **we turn the timer** and we build the lighthouse at the same time.

- ☞ 1 point for each player who built the lighthouse without error in 30 seconds, with his keeper placed next to it.

### ROUND 3



#### FEARLESS, EVEN AT NIGHT!

**We now place the night card in front of the lighthouse card so as to hide it.** At the start, we build the lighthouse at the same time. Once the two lighthouses are finished, we remove the night card and check the constructions.

- ☞ 1 point for the first who completed his lighthouse without error, with his keeper placed next to it. If the lighthouse has a building error, we look at the one made by the opponent. If the latter is correct, this player wins the point.

### ROUND 4



#### RECKLESS!

**As for round 3, the lighthouse card is hidden by the night card.** At the start, **we turn the timer** and we build the lighthouse at the same time. Once the two lighthouses are finished, we remove the night card and check the constructions.

- ☞ 1 point for each player who built the lighthouse without error in 30 seconds, with his keeper placed next to it.

### ROUND 5



#### THE GRAND FINALE!

**Players return all their pieces to the reserve.** The lighthouse card is still hidden by the night card.

At the start, we build the lighthouse at the same time. Once the two lighthouses are finished, we remove the night card and check the constructions.

- ☞ 1 point for the first who completed his lighthouse without error, with his keeper placed next to it. If the lighthouse has a construction error, we look at the one made by the opponent. If the latter is correct, that player wins the point.

### VICTORY!

After the five rounds, the player with the most points wins the game!

## ~ Modes

**Team mode (3 or 4 players) :** A player deals the pieces and passes them one by one to his teammate who builds the lighthouse. It is possible to make two teams of two players, or a team of two players against one player, and why not, add more teammates who pass the pieces one by one!

**Keeper mode (1 player) :** We play all five rounds, the first serves as training. We continue building different lighthouses. At the first error, we stop and count the number of parts of the successful headlighthouses. With each new game, the goal is to beat your own record.

#### Content :

20 double-sided lighthouse cards, 1 night card, 1 card holder to assemble, 2 building bases punches, 92 wooden pieces, 1 timer of 30 seconds, 10 point punches, rules FR/ENG.

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