Marceline Leiman's

HIGH TIDE

GAME RULES

Overview

High Tide is a cozy strategic stacking game for 2 players. Try to cover your opponent's tiles and have the most uncovered tiles by the end of the game.

Components

19 tiles: 7 blue, 7 pink and 5 neutral

5 glass stones, for keeping score

1 bag, for storing the tiles

Setup

Decide who will play as pink and who will play as blue.

Remove **3 Neutral** tiles, **2 Blue** tiles, and **2 Pink** tiles from the bag. Then place them randomly with a neutral tile in the middle, for example:

Then shuffle the remaining tiles in the bag, and place them randomly surrounding those previously placed tiles until they match the shape below *(continuing the example from before)*:

Whoever most recently went to the beach takes the first turn.
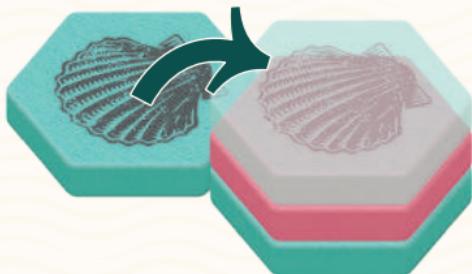
How to Play

On your turn, move either a neutral tile or one of your own color. You must always move a tile if you are able.

Alternate turns until you cannot move any tile at all on your turn.

Movement

You must move a tile onto an adjacent tile or stack of tiles so that your tile ends up higher than its initial location.
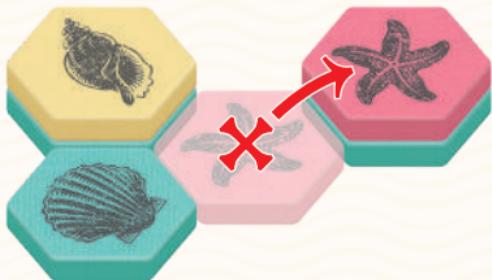
You may only move a tile if it has at least 2 adjacent sides not touching any other piece.

You may only move the topmost tile of a stack. All tiles below a tile may not be moved.

All tiles must stay connected at all times. You may not move a tile if it fully disconnects any tiles from the rest of the tiles.

End of the Round

If you cannot move any tile at all on your turn, the round ends.

Count the number of your tiles visible from above. If you have more visible tiles than your opponent, take 1 glass stone.

You win the round!

In case of a tie, the winner is the player who controls the highest stack. Otherwise, the last player to move a tile wins.

Setup for the next round. The loser of the previous round takes the first turn.

Game End

The first player to gain 3 stones is the winner of the game.

Credits

Game Design by:
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