

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

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Nick Bentley
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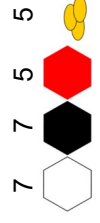
Marceline Leiman's

HIGH TIDE

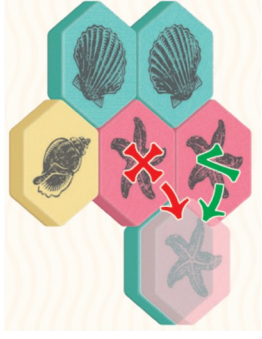
GAME RULES

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.



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



You may only move a tile if it has at least 2 adjacent sides not touching any other piece.



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.

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.

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



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):



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:

Components
 19 tiles: 7 blue, 7 pink and 5 neutral
 5 glass stones, for keeping score
 1 bag, for storing the tiles

These rules have been formatted to print on a letter sized piece of paper and then folded by PocketMod's rules.

You'll notice a lack of fold/cut lines, that's because it always works out best to just fold through step 2 below, then unfold it and refold it long-ways to get the center line.

It can take a little practice, but you'll get it to come out nice.

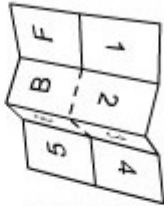
Folding Instructions

Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.

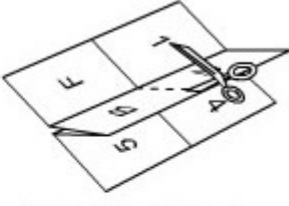
PocketMod.com
© 2005-2006

F	1
B	2
G	3
S	4

1. Start with front page at top left

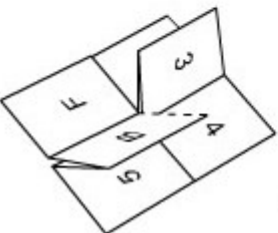


2. Fold in halves

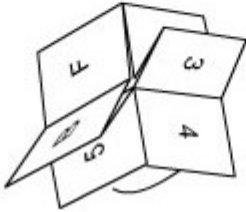


3. Cut at dotted line in center

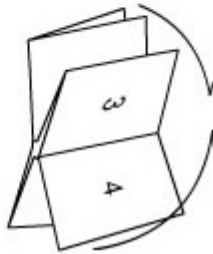
4. Fold to opposite ends.



5. Fold in half vertically



6. Fold in half horizontally



done. enjoy!

