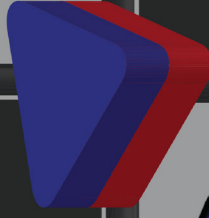


WINNING THE TIDES

The Board Game

OFFICIAL RULEBOOK



TURNING THE TIDES

OVERVIEW

TURNING THE TIDES is a strategy game for two-players, where players alternate placing triangle, diamond, and circle-shaped pieces on the board. Each of these pieces faces in specific directions, indicating the general direction that a route will follow. The goal is to control the majority of the board by optimally placing the routes of these pieces. Quick-thinking and strategic analysis of the board is critical to victory.

COMPONENTS

- **1x Game Board (45 Squares)**
- **50x Tile Pieces (32 Triangles, 10 Diamonds, 8 Circles)**
 - **Triangles: 8 Up, 8 Down, 8 Left, 8 Right**
 - **Diamonds: 5 Horizontal, 5 Vertical**
- **1x Tile Bag**

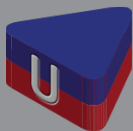
SETUP

Step 1: The players must determine who will be the first player. This can be decided by rolling a die or flipping a coin. The first player to play can choose which color they will control (**Red** or **Blue**).

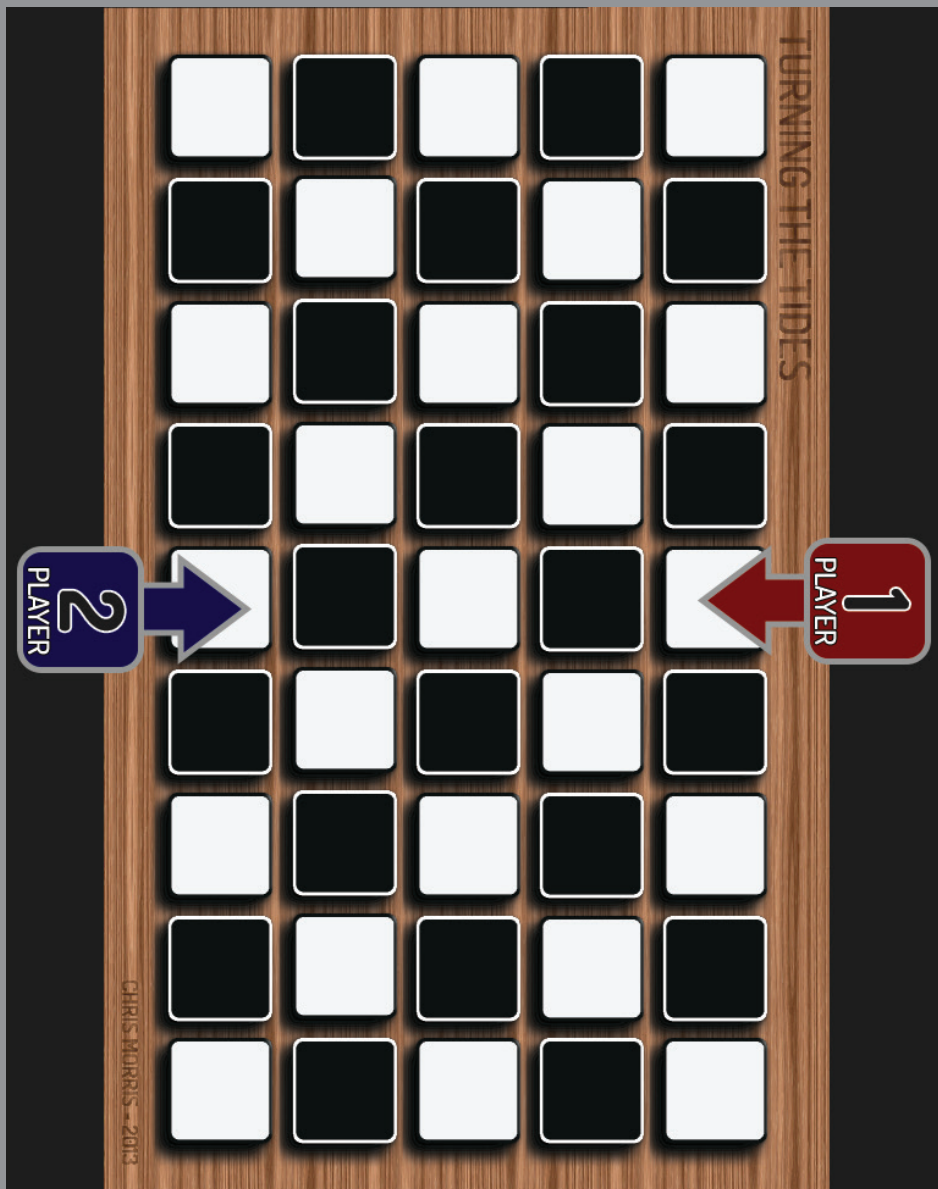
Step 2: Players should sit facing each other, with the board situated **Length-wise** between them.

Step 3: Each player should remove five tiles from the **Tile Bag**. These pieces may stick together; separate them inside the bag to avoid pulling out multiple tiles together.

Step 4: Orient these tiles in front of you according to their direction. (The direction can be found on the back of triangles or sides of diamonds. Player's tiles will mirror those of their opponent. U: Up, D: Down, L: Left, R: Right, H: Horizontal, V: Vertical)



BOARD SETUP



TILE DESCRIPTION

Tiles are used to create and capture routes. Routes are established when two or more pieces are adjacent to each other. Paths follow the direction that each tile in the path is facing.

Triangle: Triangle tiles capture in the direction that they are pointing, and can be oriented to face either: left, right, up, or down. The letter on the back of the triangle determines the facing direction.

Diamond: Diamond tiles capture in both of directions that their points are facing, and can be oriented to face either: horizontal or vertical. The letter on the side of the diamond determines the facing direction.

Circle: Circles can be captured, but have no points and therefore can only be used to break or stop captures paths.

CAPTURING PIECES

Capturing a piece simply means to “**flip it over**” to your color. For Example: If the **Blue** player captures a **Route**, he can flip over all of the **Red** tiles on that route. **Routes** break at a **Circle** or when colliding with a piece of the same color.

TURNING THE TIDES



TURN OVERVIEW

1. **Current Player** chooses a tiles from in front of him/her and places it on the board in the proper orientation and with his/her color (**Red** or **Blue**) facing up. Tiles can be placed on any empty **black** or **white** square and does not have be adjacent to another tile.
2. **Capture** pieces in the proper order, following their direction. **Route Captures** stop at **Circles** or when hitting another piece of the same color. See the diagram below for more information.
3. **Draw** a piece from the **Tile Bag** to replace the one that was spent. If there are no tiles left in the bag, skip this step. (Don't fish for tiles or remove multiple tiles from the bag. A good fair-play rule is to spend no more than five seconds removing a tile from the bag. Use your best judgment and don't be afraid to call someone out.)
4. **Switch Turns.**
5. Play continues until no more tiles can be placed on the board.

BLOCKING

As the game nears the end, large **routes** may be formed. This could cause players to alternate between turns, flipping over a large amount of the same tiles repeatedly. Rather than waiting for these tiles to be flipped, a player can instead opt to call out a **Block**. This means they have already decided that they will recapture that particular **route** during their upcoming turn. If an instance like this occurs, call out the **block** immediately, indicating that the current player should not begin **Capturing**. Allow them to **Draw**, then **place your tile, Capture, Draw, and Switch Turns** again. (This is not an extra turn, but merely allows for play to be expedited in situations where the game length would be artificially increased.)

VICTORY

The game concludes when **all board squares** have been occupied by tiles. At this time, count up the number of tiles that each player controls. **The player who controls the largest amount of tiles on the board is declared the winner!**

CREDITS

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TURNING THE TIDES

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