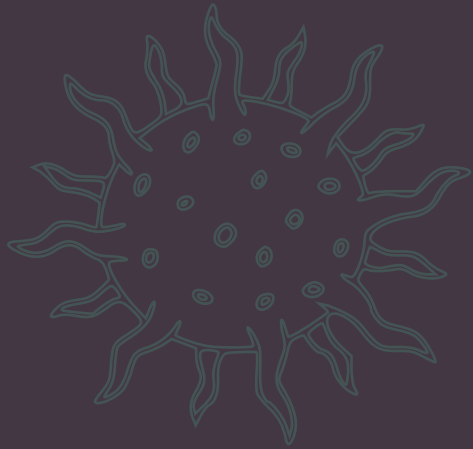
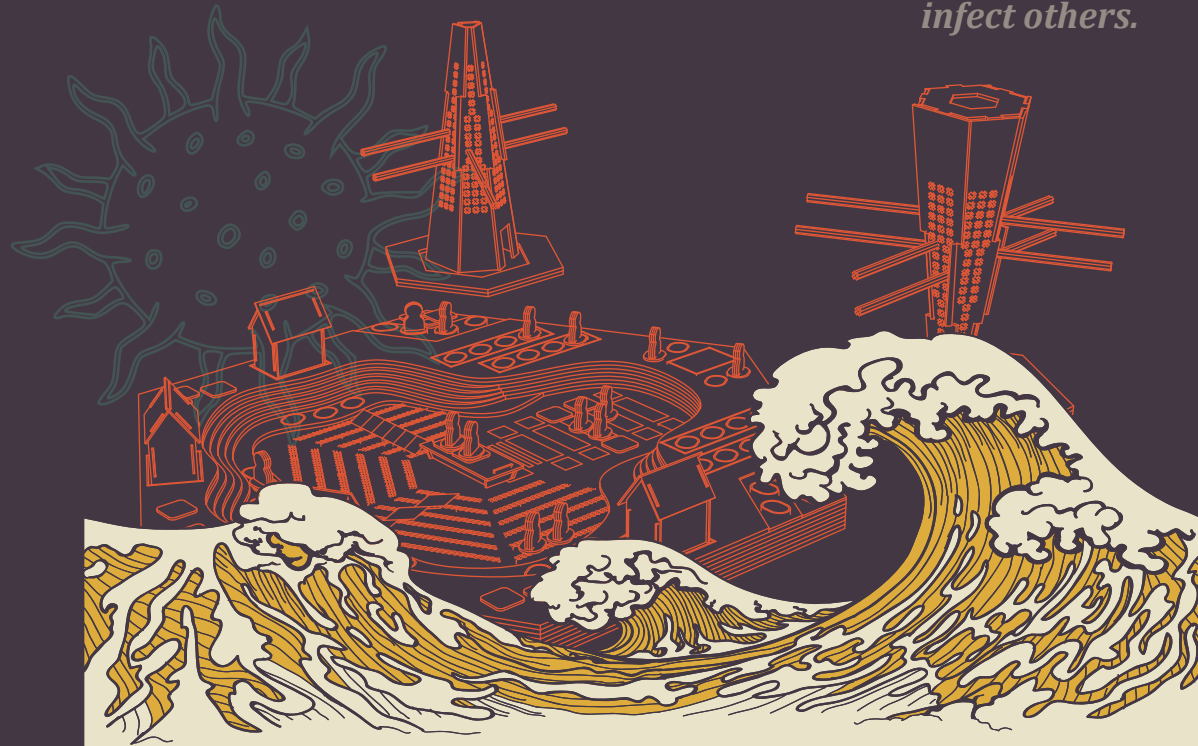


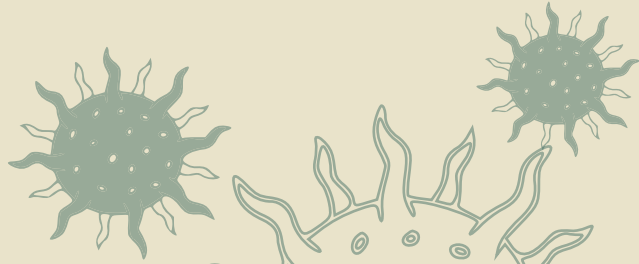
Tide of Plague



*Save yourself before you
infect others.*

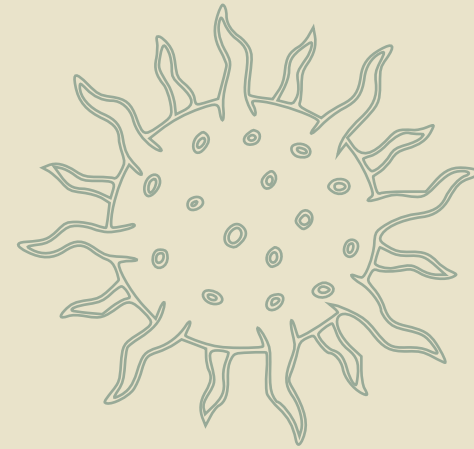
**A Game Designed by Jingyi Xie
Inspired by the Great Plague of Marseille**





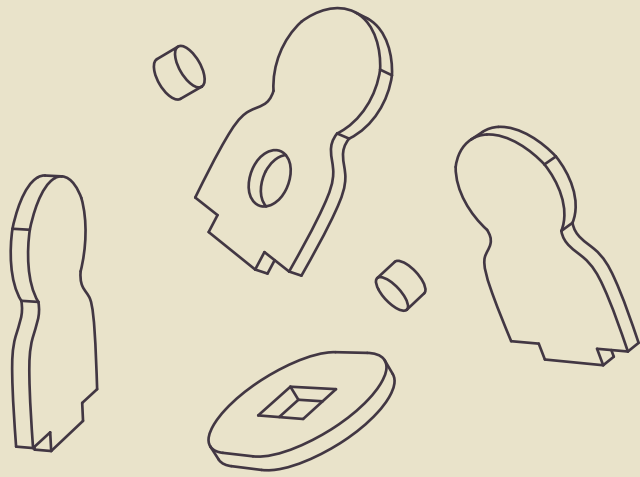
Over the next two years, another 50,000 people died in the city and in neighboring provinces to the north.

This epidemic was one of the worst in Europe in the early 18th century, also known as the Marseille Plague.



In 1720, a mysterious disease struck a coastal city in France, killing more than 100,000 people. It is said that the agent of the plague was spread by sea.

**A Game Designed by Jingyi Xie
Inspired by the Great Plague of Marseille**



Win Conditions

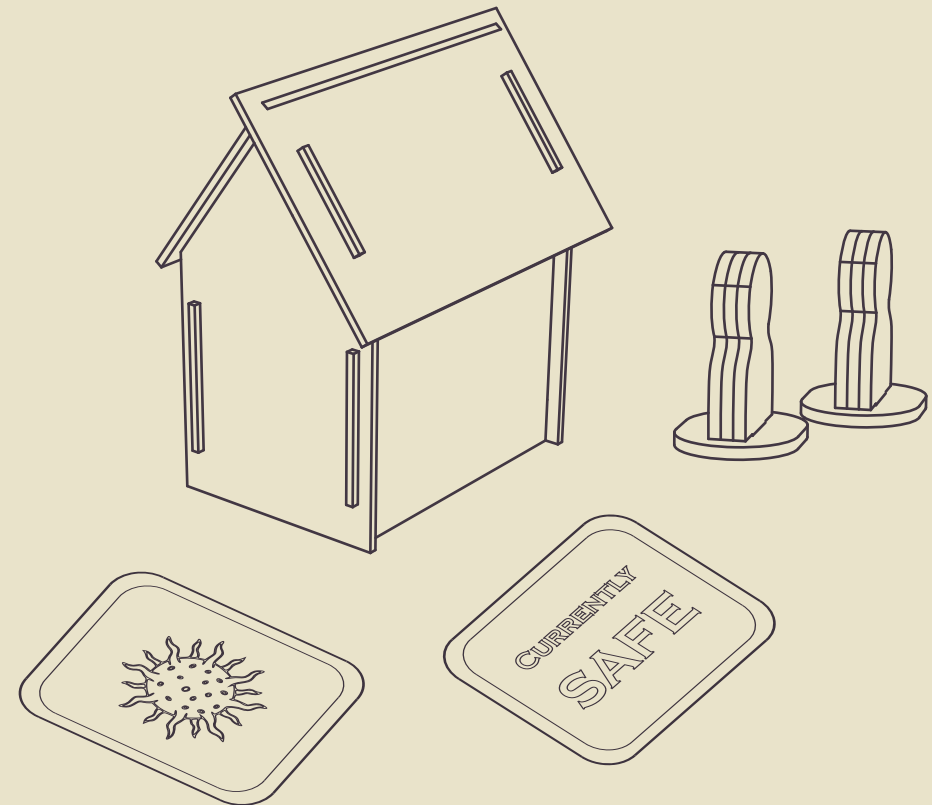
Possible Outcomes of the Game:

1. the player(s) with the most **valid pieces** arriving at the shores.
2. a tie in which all players arrive at the shores with an equal number of valid pieces.
3. a tie in which all players arrive at the shores with no valid pieces.

What is Tide of Plague?

'Tide of Plague' is an immersive board game designed for four players. Each participant plays as Merchant, Pope, Sailor, or Aristocrat and embarks on a perilous journey over several rounds, called 'tides'. Uniquely, each player carries a hidden infectious token in one of their pieces.

Before the game ends, protect your healthy pieces to arrive at safe shores and use the infectious piece to interfere with others' tides.

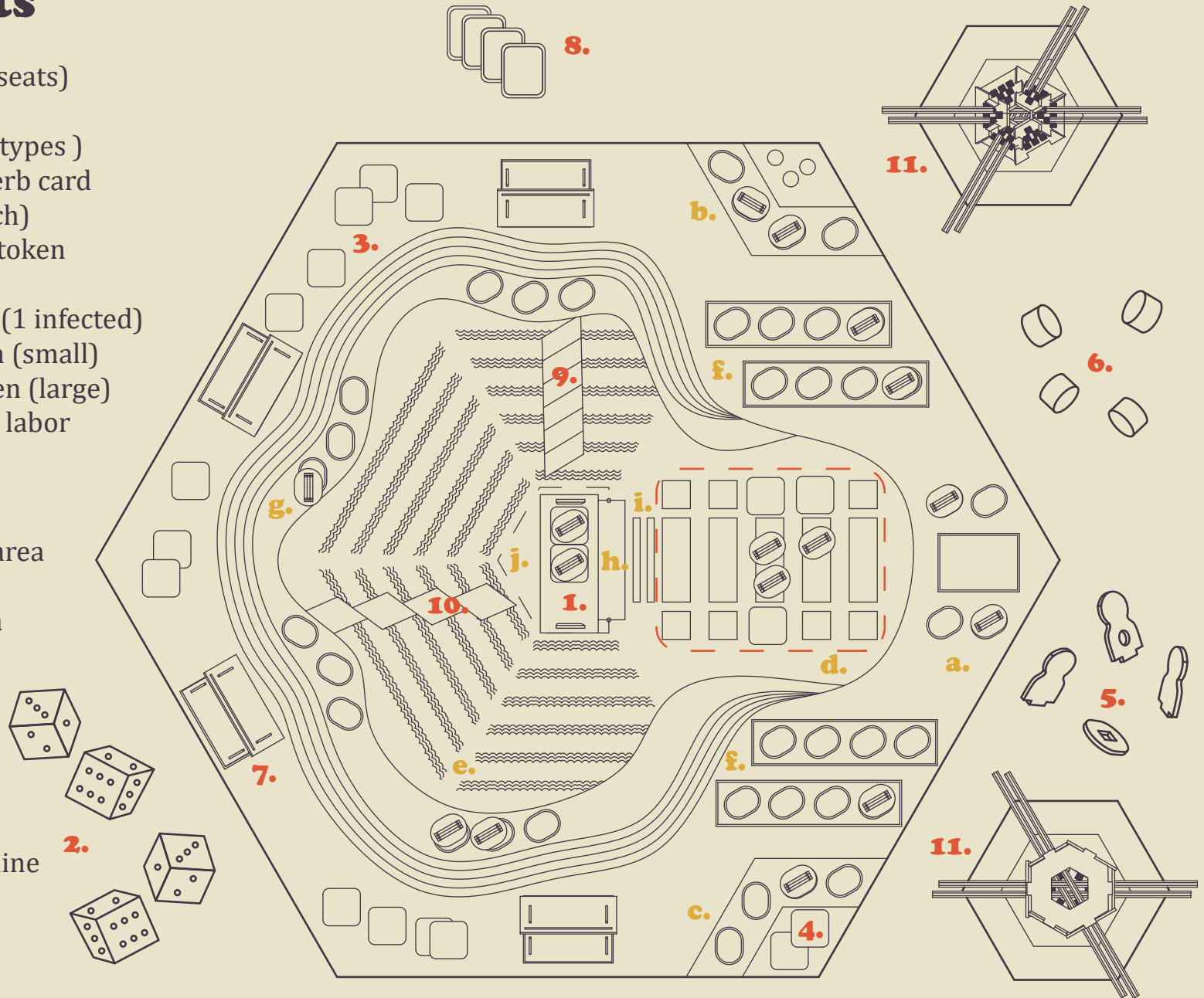


Game Contents

- 1. 1× lifeboat (with 3 seats)
- 2. 4× dice
- 3. 16× supply card (4 types)
- 4. 4× the anti-virus herb card
- 5. 16× piece (4 for each)
- 6. 4× infectious virus token
- 7. 4× house
- 8. 4× house state card (1 infected)
- 9. 6× swimming token (small)
- 10. 6× swimming token (large)
- 11. 2× installment for labor

Areas

- a. 4× wait for escape area
- b. low-risk labor area
- c. high-risk labor area
- d. battle area
- e. tides for voyages
- f. start area
- g. 4× shores
- h. dock
- i. hovering area
- j. swimming starting line



Game Setup

1. initial board setup

- a. Shuffle **the house state deck** and place one each faced back in front of each house on the shores.
- b. Each player choose one type of item and takes all 4 of them.
- c. Place the boat at the **dock**.

2. role distribution

- a. choose one character for each player and assemble them.
- b. place the pieces in **the start area** and ready to begin.



ARISTOCRAT



SAILOR



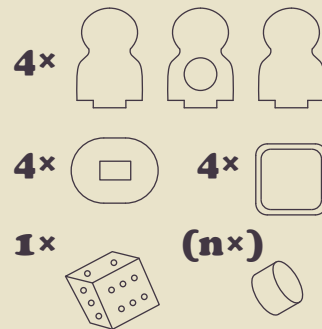
MERCHANT



POPE

Each player takes

- 4(*3) pieces of the character
- 4* character stand
- 4* supply
- 1* dice



The number of virus token in each round is **1, 2 and 1**.

Playing the Game

The game is played in several consecutive tides(turns).

Each tide is played in the following order:

1. infection phase
2. labor phase
3. battle for the lifeboat
4. tides to the shore (by boat or swimming)

1. infection phase

- a. Roll the dice to decide which player is the infected player this round, and the player assemble the infected piece by placing one virus token inside.
 - I . The player with the largest dice number gives the virus token(s) to other player(s).
 - II . The number of the virus token is different each round.

- b. Start the game with the infected player clockwise.
 - I . Uninfected players each gives one item to the player on his right.
 - II . Each player choose one game area(labor or battle) and place their game pieces in the corresponding areas.

2. labor phase

- a. Uninfected players each insert **6 sticks** into the device. Infected players add 2 black balls into the device.
- b. Add balls into each installment.
 - I . In the first round, for the high-risk installment, use **4 black balls** and **2 red balls**; for the low-risk installment, use **6 white balls**.
 - II . Besides the first round, at the end of each round add **6 black balls** into each device.



**exchange for
low-risk**



death



**high-risk
supply**

c. Roll the dice and divide it by 2 to decide the number of sticks each player can pull.

d. Pull the sticks from **UP TO DOWN**.

e. Exchange supplies based on labor results.

f. Roll the dice to decide which place to start for the next phase.

3. battle for the lifeboat

a. Choose **one supply** to carry with. Roll the dice and move pieces.

I . If one player have more than one pieces in the same area, only one of them can move in one turn.

II . If one player is behind another, then in the his turn, the player can choose to **exchange their supplies** before moveing.

III . If a third player lands on the same step, he must **jump off the dock** and wait to swim.

b. Get on the lifeboat.

Each player must bring a different set of supplies to board the boat.

I . If the player possesses the same supply as the one already on the boat has, he can only wait in in **the hovering area**.

c. Use the supplies to **battle**(see the function of the supplies in the next page).

Players can only use their supplies' function after boarding the boat but before departure.

4. tides to the shore

a. Every player on the boat roll the dice and move the boat.

I . The direction in which the ship travels is determined by **the player with the steering wheel**.

II . If no player holds the steering wheel, the direction is determined by all the players on the boat (with an agreement).

b. Every player in the sea roll the dice and use **the swim card** to reach one of the shores.

I . The direction of swimming is up to the player.

II . The swim card must be placed **immediately adjacent to** the swim start line.

III . Swimming tiles may vary in a **certian angle** from one another, but they must stay close to each other.

c. Landing on the shore.

d. Check the state of the shore.

End of the Game

The game ends with every piece lands on the shore or dead. Check valid conditions for each piece on the shore **clock-wisely**.

a. check the state of shore(if it hasn't been revealed)

b. check every piece on the shore

The winner is determined by the number of valid pieces on the safe shores.

Invalid conditions:

1. The state of the shore is safe but there is(are) infectious piece(s) on the shore.

2. The shore itself is unsafe, then every pieces on the shore are invalid.

Supply Cards

There are five types of supply in total, each with a corresponding skill.

Note: Players can only use them at any time after boarding the ship and before departure.

The ONLY way to obtain high-risk supplies:
through successful high-risk labor task

High-risk Supply



the anti-virus herb

You can use this supply to save one of your invalid pieces.

This card also gives you a chance to send your virus token to other players.

1. The card may NOT be used on **pieces on the shores**.
2. The card can only be used **before revealing the state of shores**, meaning that there's a chance you use it on valid pieces.

Low-risk Supplies

Two ways to obtain low-risk supplies:

1. the initial setup of supplies
2. through drawing item phase
3. through low-risk labor phase



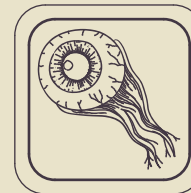
weapon

You can use this supply to kick off one piece on the boat to the sea.



grain

You can use this supply to exchange for large swimming tokens.



eye of the plague

You can use this supply to check one piece's state or a house's state.

If an infectious piece is revealed, the piece is dead immediately.



steering wheel

You can use this supply to depart early without filling all the seats on the boat.