

Tidewrack

Comb the beach before the tide takes it back.

Campaign page copy · written from the designer's facts
2-5 players · 10+ · 30 min
Prototype v9 · 44 logged playtests · art 60% final

THE OPENER

the first thing a backer reads under the video

Tidewrack is a thirty-minute set-collection game for two to five players about the one thing every beachcomber knows: the tide does not wait. Flip tiles from the water's edge inward, keep what you dare, and stop before a wave takes the lot.

Nell Arden has run forty-four logged playtests of the prototype at two clubs and one convention. The rules are final; the art is sixty percent finished; a factory quote is in hand. This campaign funds the first print run of 1,500 copies.

THE STORY

Why a beach

Every tide leaves a line of wrack on the sand: shells, sea glass, rope, a crab that has not noticed you yet. Every tide also takes it back. Tidewrack began on a winter beach in Cornwall, with a child filling a bucket faster than the water could empty it, and the question the game still asks: do you go back for one more?

HOW IT PLAYS

four beats, a backer skims these

The tide line

Each round a row of face-down wrack tiles is laid from the water's edge up the beach. On your turn, flip the tile nearest the water. Keep flipping inward as long as you like.

Stop, or go on

Stop and everything you flipped goes into your bucket. Flip a wave tile and the sea takes every tile you turned this turn. The tiles already in your bucket are safe.

Sets score

Three of a kind scores five. A full shoreline, one of each kind, scores twelve. Sea glass scores in colour pairs. Rope is worth nothing alone and doubles one set at the end.

Six tides

After six tides the beach is counted. The fullest bucket wins. A game takes about thirty minutes; the rules teach in five.

COMPONENTS

as listed by the designer

- 112 wrack tiles (shells, sea glass, rope, crabs, driftwood, waves)
- 5 bucket boards
- 30 sea-glass chits in four colours
- 1 tide track and tide marker
- 1 cloth bag
- Rulebook, 8 pages

PLEDGE TIERS

in the designer's words and amounts

£1**Tide-watcher**

Every update from the campaign, and our thanks.

£24**Tidewrack**

One copy of the game, shipping charged after the campaign.

£32**Tidewrack with the wooden tide marker**

One copy and the turned-wood tide marker that replaces the card one.

£60**Two copies, one to a school**

Two copies: one for you, one sent to a UK school you name.

STRETCH GOALS

Not written: the designer has not decided them. The page can say so, or this section can be left off until they are.

FAQ**When will it ship?**

Our estimate is June 2027. The factory quote is in hand and the rules are final; the remaining art is the longest line on the schedule.

Where do you ship?

From a UK hub. Shipping is charged after the campaign in a pledge manager so backers pay the real rate for their region.

Is the art finished?

Sixty percent is finished at the time of writing. The campaign page shows finished pieces only; placeholder art is marked as such.

Can I try it first?

A print-and-play of the first tide is linked on this page. It is the same rules, a smaller beach.

RISKS AND CHALLENGES

plain words, the platform requires this section

This is our first campaign. What is done: the rules are final after forty-four logged playtests, a factory quote is in hand, and the shipping route from a UK hub is costed. What is not done: forty percent of the art, which is the one thing that could move the date. If it slips, backers hear about it in an update before the date moves, not after. The funding goal covers the print run and the art; it does not depend on stretch goals.

What we did not write, and why

- No stretch goals: the designer has not decided them, so the page says so instead of inventing any.
- No funding projection, backer count or 'funded in' claim: the campaign has not run.
- No other game is named as a comparison.
- No quote, review or award: none was supplied word for word with its source.
- Delivery date and shipping are printed as the designer gave them and labelled as estimates.

Every line above comes from the designer's own facts. Figures, dates and prices are printed as supplied and labelled as estimates where the designer called them estimates. No other game is named. No funding promise is made. Nothing is posted for you; you paste each section into your campaign page. Nell Arden · Falmouth.