



Lantern Tide

Keep the light burning. Bring every ship home.

2-4

PLAYERS

10+

AGES

45 min

PLAY TIME

Tile placement • Set collection • Shared timer

Lantern Tide is a tile-placement game about a stretch of coast with one lighthouse and too many ships. Each round a tide card tells you which ships are coming and how fast; you lay beam tiles to light channels, collect the ships you guide in as sets, and spend oil to keep the lantern burning. The oil runs out at the end of round eight. The player with the most complete sets wins, but a ship wrecked on your stretch of coast costs you a set.

WHY IT SELLS

- 1 One decision a turn: light a channel or save the oil. The tide deck makes the same choice feel different every round.**
- 2 Shared timer, individual scores. Everyone wants the lantern lit; nobody wants to pay for it.**
- 3 Teaches in five minutes from the rulebook's first page; a four-player game has ended in 42 minutes in every timed playtest the designer has run.**

COMPONENTS

- 64 beam tiles
- 48 ship cards
- 24 tide cards
- 4 keeper boards
- 40 oil tokens
- 1 lantern track
- rulebook, 8 pages

STATUS

Prototype at version 6. 31 blind playtests across two clubs and one convention weekend, logged by the designer. Rules and components final; art is placeholder; open to a publisher's art direction.

DESIGNER

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