

Adjusting the Market
Check the Market number (1,2,3 or 4) in the upper left corner of the Contract that was just revealed and rotate the matching Market Card clockwise by one side. The value now on the bottom is the new active cost of that Market.



Goods - 2:1

When allocating to a contract or purchasing a Contract, players may always use two of a good as one of a different good. For example, a player may use two Oyster as a Swordfish, or two Shrimp as a Tuna.

Turn End

Once the active player has either purchased a Contract or Building from the Market **OR** taken two Goods from a Wharf, their turn is over and play continues in clockwise order until game end.

Game End

Game end occurs when any player has completed a combined total of **FIVE Contracts or Buildings in a 2/3 player game** or **FOUR Contracts or Buildings in a 4 player game**. Play continues until every player has had the same amount of turns. The game will end with the player to the right of the start player.

Reminder: Buildings are considered completed immediately upon purchase!

Game End Scoring
Players score victory points on completed Contracts and Buildings

- VP listed on completed Contracts and Buildings
- 2 VP per uncompleted Contract in your play area
- 1VP per stored King Crab
- 1VP per each Good symbol on completed Contracts that match your Captain
- 1VP per Good of the largest set in hand e.g. *If at Game end you have three Lobster, one Oyster, and two Shrimp in hand you score 3VP – 1VP for each Lobster.*

The winner is the player that has collected the most VP. If tied, the player who completed the most Contracts and Buildings is the winner. If still tied, the player with the most stored King Crab Cards is the winner. If STILL tied, begrudgingly enjoy your shared victory.



Contracts and Buildings

Buildings

Buildings are worth the VP printed on them and provide no bonus to players.



Contracts



You may use Oyster/Shrimp as any Good (wild) when allocating to or purchasing Contracts. Any Oyster/Shrimp allocated to a Contract acts as any good on that Contract. Once allocated to a Contract, the Good stays wild even if the Oyster/Shrimp = Wild contract is completed..



Declare one Contract you possess and draw the top Good from the Goods deck. If it matches a good on that Contract that has not yet been fulfilled, the drawn Good is immediately allocated to the Contract. If not, discard it. **This does NOT count as one of your two Allocations per turn.**



When you complete a Contract, take any one Good from it into your hand and discard the rest as normal. **This Contract bonus also applies to itself when it is completed!**



When this Contract is completed, immediately draw the top Contract from the Contract Deck and place it face up in your play area. No cost is paid.



Draw the top Good. If it matches any face up Good in either Wharf, keep it. If not, discard it. **This does NOT count towards the two Goods you take when ending your turn after using the Wharf!**



When purchasing a Contract or Building in the Market, you may first take one face up Good from either Wharf. That Good is then refreshed.



Credits

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Playtesters: Tom Randell, Andrew Boyd, Dan Patriss, Jeremy Sites, Marcel Perro, Ryan and Mary Sanders



2 - 4 Players 20 - 30 minutes

Story

Tales of the bountiful harvest at Ridback Bay have traveled far, attracting merchants to the local Wharfside who wish to pay handsomely for your haul. A successful fisherman's day is not done with the catch; keen business decisions will determine if your Fleet has amassed a rich profit! Merchants have offered generous contracts for the catch, but which offer the greatest benefits? Choose and complete the most lucrative contracts and reap your reward!

Overview

In Wharfside, players fulfill Contracts from local Ridback Bay businesses. Each turn, players will either collect fish from their Fleet at the Wharfs (by taking cards) or choose to purchase a Contract from the Market. Contracts provide a bonus while in play, but once they are completed the bonus goes away too!

The player who collects the most VP from Contracts, Trophies, King Crab, final Goods, and their Captain Bonus wins the game!

Setup

1. Randomly select a start player.
2. Shuffle the Captain cards and deal one to each player. Remaining Captains are removed from the game.
3. Lay out the four Market Cards in descending order with “4” on the left to “1” on the right, oriented so that the side “A” is on the bottom. This displays the current active cost for each Market.
4. Arrange the four Buildings from highest to lowest by VP value (12 on top, 11, 10, 9) and place them in a face up stack below the “4” Market Card.
5. Shuffle the Goods and place the deck face down in the center of the play area.
6. Shuffle the Contracts and lay out a number of cards equal to the player count plus one. Then lay out two face up Goods under each revealed Contract. In reverse player order (beginning with the player to the right of the start player), players will select one Contract and the two Goods underneath it. Player place the Contract face up in their play area. The selected Goods make up each player’s starting hand. The left over Contract and Goods are shuffled back into their respective decks.
7. Reveal three new Contracts face up and place one under each of the three remaining Market Cards (Markets 1, 2, then 3). The remaining Contracts are placed face down near the play area.
8. Place the seven Trophy Cards above the Market in four like stacks. Arrange each stack in descending order by VP. The King Crab Trophy is its own stack.
9. Create the North Wharf and South Wharf by laying out three face up Goods on either side of the Goods Deck.

Captains (4)



Contracts (20)



Market Cards (4)



Revealed Contracts

Buildings (4)



North Wharf



South Wharf



Goods (72)



Gameplay

Wharfside is played in turns beginning with the start player and continuing in clockwise order until game end.

During a turn, players will either: **Use the Wharf** or **Use the Market**.

At the Wharf, players take Goods, allocate Goods to Contracts, complete Contracts, and store King Crab.

At the Market, players purchase Contracts or Buildings. Contracts are placed face up in their play area and players immediately begin receiving the bonuses from their purchased Contracts.

Using the Wharf

When using the wharf, players *may*:

- Use applicable **Contract Bonuses**
- **Allocate one or two Goods to Contracts**
- **Complete Contracts**
- **Store King Crab Goods**

Players *must end their turn* by taking two Goods from one of the two Wharfs.

Allocate one or two Goods to Contract(s)

Players may allocate up to two Goods from their hand to any Contract(s) they have in play. This is done by placing Good(s) face up under a Contract. The Good **MUST** match an unfulfilled demand on the Contract. Players can allocate each Good to the same or different Contracts.

Complete Contracts

As soon as a Contract is completed— all demand is met – it is immediately placed face down in the player’s play area. All Goods that were allocated to the completed Contract are discarded.



Players no longer receive any bonus from a Contract once it has been completed.

The total number of completed Contracts that each player has is open information. Completed Contracts should be displayed for easy tracking.

When Completing a Contract, players take the top available Trophy, based on the number of Goods on the completed Contract.



Store King Crab

Players may store any number of King Crab that they have in hand by placing them face down in their play area. Each King Crab that is stored is worth 1VP at game end.

A player may take these actions in any order prior to taking cards from a Wharf. Once a player takes two Goods from a Wharf, their turn is over.

Allocate



Demand



Once players have completed taking actions, they must take two Goods from either the North or South Wharf but both Goods must come from the same Wharf. This ends their turn.

Players have a hand limit of SIX Goods. Players may take past six Goods, but must discard down to SIX Goods at the end of their turn.



The Wharfs are refreshed after both cards are taken.

Each Wharf will ALWAYS have three goods at the end of a turn.

Using the Market

When using the Market, players must only: Purchase a Contract or Building

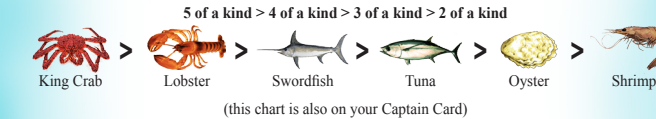
Purchase a Contract or Building
At the Market, players must purchase ONE Contract or Building and pay the active cost with Goods from their hand.

Example: In the Figure to the right, the active cost of Market 4 is four Tuna, Market 3 is three King Crab, Market 2 is three Shrimp, Market 1 is two Lobster.

Contracts are purchased from Markets 1, 2, or 3. Buildings are purchased from Market 4.

The cost of the Contract or Building is the current active cost on the Market Card above it. Players pay that cost - or higher! – and place the Contract or Building face up in their play area.

To pay, players use sets of Goods they have collected in hand. The value of the set is determined by the number of cards and the type of Good.



Example:
If the active cost is 2 Lobster, player may pay with 2 Lobster or higher: 2 King Crab, any 3 of a kind, any 4 of a kind, or any 5 of a kind.

If the active cost is 3 Shrimp, player may pay with 3 Shrimp or higher: any 3 of a kind, any 4 of a kind, or any 5 of a kind (as Shrimp is the lowest value Good).

If the active cost is 4 Tuna, players could pay with 4 Tuna or higher: 4 Swordfish, 4 Lobster, 4 King Crab or any 5 of a kind.

Players may NEVER have more than **THREE** face up (unfinished) Contracts or Buildings in their play area and players may NOT use the Market if they already have three face up Contracts or Buildings.

Buildings are considered completed upon purchase. They stay face up for the remainder of the game and count towards the player limit of three. Players may NEVER have more than TWO Buildings.

After purchasing a Contract/Building, the player’s turn ends immediately.

Players may NEVER allocate, store, or take Goods on a turn in which they use the Market!
Exception: If a player has a contract that gives them the ability to take a Good when using the Market.

After a Contract (NOT a Building) is purchased, slide the face up Contracts to the right toward Market 1 to fill any open slots, then reveal a new Contract under Market 3 and adjust the appropriate Market Card as shown.