



Fleet WHARFSIDE



Fleet WHARFSIDE is #8 in the E•G•G Series. What happens when Fleet gets to port? Find out in this stand-alone, follow up to the award winning games *Fleet* & *Fleet: Arctic Bounty*.

In WHARFSIDE, players fulfill Contracts from local Ridback Bay businesses. Each turn, players will either collect fish from their Fleet at the wharves (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!

WHARFSIDE is simple to learn and play, and it is full of interesting and meaningful decisions. With a unique market mechanic, the fun and strategic contract bonus, and a twist on the familiar queue draw mechanic. **Wharfside** is a new and fun gaming experience for fans of **Fleet** ... and even gamers who have never played **Fleet!**



Components

- 72 Goods
- 20 Contracts
- 15 Captain, Trophy & Market Cards



Game Designer: Matt Riddle & Ben Pinchback
Artwork By: Eric J. Carter
Published By: Eagle-Gryphon Games
Made in China

Players/Ages:	2 – 4 / 13+		Case Size:	36
Playing Time:	20-30 minutes		Weight/Unit:	10 oz.
SKU:	101657		Box Dims:	5.75" x 4.25" x 1.25"
UPC:	609456647359		MSRP:	\$17.99

*"Not only do I enjoy **Fleet** WHARFSIDE, but my wife LOVES it. Easier to grasp and teach than regular **Fleet** while still bringing the fun - this will see more plays than original **Fleet** with us.*
- Ryan Sanders of theinquisitivemeep.com

*"**Fleet** WHARFSIDE has a very interesting fishing (drafting) mechanism. I really enjoyed the dynamics of licensing vs. completing contracts ... Great game."*
- Joel Eddy of Drive Thru Reviews

Eagle-Gryphon Warehouse

Ph. 270.259.8833
customer-service@eagle-gryphon.com
www.eagle-gryphon.com

Rick Schrand

VP, Sales & Marketing
Ph. 615.712.1214
sales@eagle-gryphon.com