

Official Wharfside Solo Variant

Designed by Mike Mullins

Story

Compete with the four established captains to stake your claim in Ridback Bay.

Goal

Outscore the Captains.

Setup

Setup the market cards and wharfs as normal.

- Under market 4, place the Marina on top of the Fisherman's Pub. Return the other buildings to the box.
- Shuffle the contract deck and place one contract under each market 1, 2, and 3.
- Shuffle the goods deck and place two goods under each market 1,2,3.
- Select one set of a contract and two goods as a starting hand and contract.
- Choose one contract for the Captains and place it above the markets. This will become the Captains' play area.
- Place the four remaining face up goods in the Captains play area.
- Adjust the market where the remaining contract is located by rotating it clockwise by one side, then fill in the now empty market spaces with contracts.
- Create the Captains' deck by making a pile of four face down goods and two piles of three face down goods drawn from the goods deck. Shuffle two captains into each pile of three. Stack those on top of the pile of four making a deck totaling 14 cards.
- Stack all trophy cards in a single face-up stack, in ascending vp value.
Note: These represent favors the players may use during the game.

Gameplay

Your Turn

Gameplay on your turn is as normal, except that you may get some help from the townsfolk of Ridback Bay. Swapping favors with the locals improves your reputation AND can increase your end-game score.

Using a favor

A favor may be purchased at any time during your turn prior to drawing goods at the wharf or purchasing a contract from the market.

To purchase and use a favor, you pay goods equal to the VP value of the top favor card (trophy), and place it face-up in front of you. You may instead purchase and use a favor at no cost, but the card is turned face down. You then choose the favor type of your choice and use it immediately.

You may never have more than 1 face down favor. At any point in the game, including end-game scoring, you may pay the VP cost of a face down favor in goods to turn it face up.

Note: At game's end, face up favors you have gain you the VP on them, but face down favors cause you to lose the VP shown on them.

Favors you may use

1. Discard and refill all contracts in the markets.
2. Discard and refill either wharf.
3. Place a favor on market 1, 2, or 3. This contract may not be purchased by the Captains and this market will not adjust as long as the favor is in play. There may only be one "locked" contract at a time. You may use a favor to change the "locked" contract/market on future turns. If you purchase the "locked" contract or the game ends, place the favor in your player area.
4. Swap two goods between the North and South Wharfs (move one from each)
5. Allocate goods after visiting the wharf, instead of before.

The Captains' Turn

Note: *Each captain has one good that normally grants them extra VP. This will hereafter be simply referred to as that captain's bonus.*

Flip the top card of the captain deck, and resolve its effect.

Goods card: If possible, allocate two goods from the Captains' play area to their open contracts. Always allocate goods to the oldest (left-most) contract in their play area. The Captains do not need to match the goods indicated on the contract, they must simply provide the total number required. **Always choose the two highest value goods to allocate**, even King Crab. If a contract is completed, place it face-down in the Captains play area, along with any King Crabs used to complete the contract.

After allocating, collect two goods from a wharf that match the flipped goods card and place them in the Captain's play area. If the indicated good is not available, the Captains will prioritize pairs, followed by the highest value goods.

Captain Card: Claim a contract showing the most goods that match the captain's bonus. If two contracts are equal, choose the contract with the highest VP. If there are no matching contracts, simply choose the highest VP contract available. If there are 2 or more contracts that the Captain could choose, the player decides which one they acquire.

NOTE: If a captain claims a 5VP contract, he also claims the top favor and it is placed face up in their play area.

If a Captain card is drawn when the Captains have three open contracts, it is resolved as normal; the Captains do not have an open contract limit.

Game End

When last card in the Captains deck has been played, game end is triggered. You and the captain will both take one more turn each. On the Captain's' final turn, they allocate goods to their contracts as normal then collect all three goods from either wharf. They choose the goods that help them attain the biggest set of goods.

Scoring

Captains score:

- Total value of contracts and favors
- 1 VP per King Crab
- 1VP per card in largest set

Player:

As normal except no captain's good bonus. Add the VP shown on face up favors and subtract the VP shown on face down favors.

Final score is the Player total minus the Captain total.

< 0: your business fails and you sell your ship to pay the bills!

0-5: You've paid the rent for another month, but you need to improve.

6-10: There's a new Captain in town! (True victory)

11+: You'll not be paying for a drink in Ridback Bay for a long time.

Difficulty Levels

Rowboat: the captains do not score collected King Crabs.

Cabin Cruiser: at game's end, the captains claim all unused favors.

Trawler: The captains claim unused favors, and score the number of lobsters collected in addition to crabs.