



# Rules Booklet



Tavern Masters™ Expansion



# Tavern Masters: Dockside

Game Design: *Dann Kriss*

Illustrations: *Samuel Manoppo, Galen Ihlenfeldt, Anton Rosodsky, Helelowor, Supuni Suriyarachchi, Finlay UK*

Design Layout: *Dann Kriss  
& Galen Ihlenfeldt*

THIS GAME IS PART  
OF A SERIES OF  
TABLETOP GAMES  
AND ADVENTURES  
SET IN THE



This is an Expansion Pack  
and must be used with a  
copy of the card game  
Tavern Masters.

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# Dockside Port

*Since the year 1067 NA, the village of Redstaff has held their annual Tavern Masters competition.*

*In 1085 NA, a small nearby harbour began being used for sea trade to help bring more trade goods into port to supply the village.*

*By 1092 NA, the port was the fastest growing region of the village, known to most locals as the "Dockside".*

*Now the port brings in new patrons daily, along with rum, sailors, tall trade ships, and the salty air of the Northern Sea.*

## How to Use This Expansion

The Dockside Expansion adds in a new base drink type, Rum, as well as Sailors and other sea-faring Patrons who want it.

This expansion also introduces the Song deck, which can help you play cards or earn more gold, as well as the Port deck which can help everyone when a Ship is drawn.




### Sea Gem (BLUE)

Whenever a card has a blue Expansion Gem along the left side of the card art, it then signifies that you should only use the card when playing Tavern Masters with the Dockside material mixed in.

If not using the Dockside Expansion with your Tavern Masters game, make sure to remove any cards with the Blue Gem symbol prior to play.

## SONG CARDS

Song cards are found in the Song deck.

At the beginning of Night phase, each player may draw one Song card. Any player who has any  in their Tavern may draw one additional Song card during the Night phase.

Players may only play one Song to their Tavern each round, which is discarded at the end of the round.

Card Name

Expansion  
Gem

Card  
Ability



Expansion  
Icon

Flavor  
Text




## SHIP CARDS

When a Ship card is played, the player must say "Ahoy!" loud enough to be heard, then read the card effect. This is to ensure that all players are aware of the card's effect.

Any Ship cards in a Tavern are discarded at the end of the round.



## PORT DECK

During any round, if a player has any  in their Tavern, they may draw and play one card from the Port deck to their Tavern.

Port cards do not normally go into a player's Hand, but can be played from a Hand if present. There is no limit to the amount of Port cards that can be played from a player's Hand.

## COUNTING THE TILL PHASE

The Dockside expansion increases each player's Hand Size by one additional card which may be kept in the player's Hand at the end of each round.

Unplayed Song cards (and any unplayed Port cards that are in a player's Hand) may be kept in a player's Hand at the end of the round.





Grand Opening Edition



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