

# RICHARD HAMBLEN'S MERCHANT OF VENUS

FAQ v1.0 Updated 12/5/12

## STANDARD RULES

This section includes errata and frequently asked questions about the standard rules.

## ERRATA

This section includes errata for the standard game of *Merchant of Venus*.

### Starting a Turn on a Navigation Space

If a player starts his turn on a navigation space, he must declare a heading and roll his speed dice as normal. If he can assign a die to navigation that allows him to exit the navigation space in the direction he declared, he may choose to assign that die to navigation or let the player to his left choose the path by which he exits the navigation space. If he **cannot** assign a die to navigation that allows him to exit the navigation space in the direction that he declared, the player to his left must choose the path by which he exits the navigation space.

### Solo Challenge Setup

Players should follow the normal setup rules on page 6 with the change to step 11 "Prepare Bank and Starting Funds," instead of step 10. This means that a solo player starts the game with only his two options from the chart. He does **not** start with an additional 20 credits.

### Solo Challenge Fees

There is a misprint on page 29 of the rules. Solo players must pay the fee listed on active Challenge cards immediately before every Movement Phase instead of every movement step.

## FAQ

This section answers frequently asked question about the standard game of *Merchant of Venus*.

### General Questions

**Q: Can a player look at the market tokens beneath the top token in the market token stack at any time?**

A: No.

**Q: If a player draws an Encounter card that requires him to make a laser or shield check and he fails that check, can he decrease his relevant dial to continue moving?**

A: No. If a player fails a laser or shield check on an Encounter card, he must immediately end his turn on the encounter space.

**Q: If a player uses a red drive to skip over the red space on the right side of the asteroid field along the connected two green lines, how many movement points does he use?**

A: Two. When a player skips over a space using a drive, that space is treated as though it does not exist and the ship moves along one uninterrupted line.



**Q: Can a player assign the additional speed die gained from his throttle to navigation or a ship upgrade?**

A: Yes.

**Q: If a player owns both the “Archeologist” Encounter card and the “Spy Eye” Reward card, how many cards does he draw when he would draw a Reward card?**

A: The player draws five Reward cards, keeps one card, and places the other cards facedown at the bottom of the Reward deck.

**Q: Can a player assign a die to Variable Lasers or Variable Shields after he rolls a laser or shield check, to raise the result of his check?**

A: No. In order to gain the bonus to his lasers or shields, the player must assign a die to Variable Lasers or Variable Shields **before** he rolls for the laser or shield check.

**Q: Does assigning dice to Reward cards, such as “Power Link,” count towards the number of dice a player can assign due to his pilot’s level?**

A: Yes.

## Solo Challenge Game

**Q: During a solo game, the player is unable or unwilling to assign a die to navigation before exiting a navigation space. Since there is no player to the left of the solo player, what happens in this situation?**

A: The player must roll the effect die and move in the direction matching the result. If the result would send him back along the path from which he entered, he must reroll the effect die until he gets a result that allows him to move in a legal direction.



## CLASSIC RULES

This section includes errata and frequently asked questions about the classic rules.

## ERRATA

This section includes errata for the classic game of *Merchant of Venus*.

## Multi-Generation Ship Orbit Space

The first printing of *Merchant of Venus* had an error on the classic side of the game board. The navigation space above the Multi-Generation Ship should have an orbit space in the middle of the navigation space, similar to the navigation/orbit space to the right of the Nebula Habitat.

To play the classic game as intended, place a spaceport deed token on the navigation space above the Multi-Generation Ship during setup to indicate that a spaceport may be purchased there as shown in the following image:



If a player purchases this spaceport, he takes the spaceport deed token and replaces it with his own merchant spaceport token. In addition, a player may observe a culture from this navigation/orbit space (see “Observing a Culture” on page 9 of the Classic Rules).