

RICHARD HAMBLEN'S MERCHANT OF VENUS

FAQ v1.1 Updated 4/4/13

STANDARD RULES

This section includes errata and frequently asked questions about the standard rules. Updates since the previous version are in red.

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.

Upgrading Pilots to Level 3

If a player discovers his pilot's home culture during his First Contact phase, he can choose to immediately upgrade his pilot to level 3. He does not have to wait until the Move step of his next turn.

Market Flux and Stealth Field Ship Upgrades

If a player skips his Movement phase and does not roll his speed dice, he may still assign dice to the Market Flux and Stealth Field ship upgrades during his Transaction phase in order to use those abilities. The value on the die does not matter for these two ship upgrades. However, he must still follow the limitations of his pilot's level.

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.

Q: If a player has a level 3 pilot and draws the "Transmission PLT-3" Mission card, does he complete that mission and receive the reward immediately?

A: Yes.

Q: Can a player use IOU credits placed on First Contact cards to purchase a spaceport or to upgrade a pilot at his home planet?

A: Yes. IOU credits may be used for any credit transaction at the culture where they can be spent.

Q: The Whynom level 3 pilot card states: "When another player enters a telegate space, he must pay you c10." What does this mean?

A: When a player first enters a telegate space, he must pay the Whynom player c10. Then, if the player uses the telegate to move to a different telegate space, he must pay the Whynom player another c10. Effectively, this means that passing by a telegate costs c10 and using a telegate costs c20.

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).

Red, Yellow, and Combo Drives

A player can own both a red drive and a yellow drive. During his Move step, the player can choose to activate either the yellow drive to skip over yellow spaces, or the red drive to skip over red spaces. He can also choose to activate both drives to skip over both red and yellow spaces.

If a player activates a combo drive, he must skip over both red and yellow spaces on the board.

Hazard Encounters and Drives

During his Move step, if a player reveals a hazard encounter that matches the color of his activated drive, he ignores that encounter, skipping to the next space as if it was a normal space of the same color.