



MERCHANT OF VENUS

GAME RULES



Richard Hamblen's

MERCHANT OF VENUS

The Main Rules

ONCE UPON A TIME YET TO COME...

Thousands of years ago, the great Galactic Empire stood tall in the universe. In its rise to power, it had united a huge assortment of diverse sentient races into an uneasy alliance. Warlike species had been turned to peacekeepers, and all races communed, sharing science and art and politics, while the Emperor looked on, watching over his prosperous realm.

In the Old Empire, merchants were welcome. They sailed the stars, transporting rare and wondrous luxuries from one world to another, their coffers overflowing with credits. The wealthiest of trade barons would fund the terraforming of barren worlds, and give them over to the production of the rarest luxuries, sought after the galaxy over. One such world rose to fame above all others, and though now lost to us, the world and its owner have become a legend.

Though the Empire has long since fallen, and though the galaxy has endured centuries of suffering in the dark, there is hope once more. Knowledge of the Star Drive, long since lost in the chaos of the Fall, has been rediscovered. Once more, the species of the galaxy can travel the stars and re-build what was once lost.

At last, a way has been found to the Cluster: an area of the galaxy at the heart of the old Empire. Legend has it that here there are ancient devices, lost treasure, sundered colonies and more. This is lucrative and virgin territory, perfect for an interstellar merchant to make a fortune.

So pack your ship, activate your Star Drive and bring a fist-full of Credits. Who knows, perhaps you will achieve wealth to rival that of the legend himself: the Merchant of Venus.

GAME COMPONENTS:

- ◇ 1 Game Board
- ◇ 1 Three-Piece Market Board
- ◇ 1 Rule Book (you're reading it now!)
- ◇ 24 Ship Cards
- ◇ 6 Player Reference Cards
- ◇ 6 Relic Reference Cards
- ◇ 39 Deeds
- ◇ 1 Set of Money (Totalling λ12,000)
- ◇ 14 Culture Markers
- ◇ 14 I.O.U.'s
- ◇ 72 Factory/Spaceport Markers
- ◇ 76 Standard Goods
- ◇ 14 Factory Goods
- ◇ 48 Bonus Markers
- ◇ 35 Exploration Markers
- ◇ 33 Equipment Markers
- ◇ 24 Ship Pawns
- ◇ 1 Cloth Drawstring Bag
- ◇ Dice

ON EXPANSIONS

Various expansions (A.K.A. "Variants") are available which alter aspects of the game set up. Many of these are included with this game set, and are explored in the other rule book.

Unless you intend to use such a Variant, you will need to ensure that you are not using their pieces in the basic game. Most pertinently, look out for

the Relic Laser Exploration Counter and the extra Bonus counters for The Lost World.

GOAL

The players' aim in Merchant of Venus is to accrue a certain economic wealth known as their Net Worth. The Net Worth required to win in Galactic Credits (λ) is determined by how long a game you wish to play.

Apprentice (90 mins)	λ1000
Journeyman (120 mins)	λ2000
Master (150 mins)	λ3000
Trade Baron (180 mins)	λ4000

If, at the end of a player's turn they have equalled or surpassed the listed value in Money and Deeds, that player has won the game. If you pass this point and it is not your turn, you cannot win until the end of your own turn.

At the end of the game, Goods, Fares, Equipment, IOUs, Relics and Ships are worthless, as they are only tools.

If the Bank ever runs out of money, the game ends, and goes to the player(s) with the highest Net Worth. Players cannot go bankrupt or into debt. A player's money and other articles are public knowledge.

SETUP

1. Lay out the map board in the middle of the play area;
2. Lay out the Market Boards next to the main board;

3. Mix the I.O.U. Markers face-down. Place one on each Culture Circle on the board;
4. Find the basic goods tokens and factory deeds for each race. Each of them are numbered, and will be placed on the correspondingly numbered section on the market board;
5. Place all the Bonus tokens in the cloth bag;
6. Mix together all the Exploration Tokens, face down. Place one on each Exploration Circle, face-down, without looking at the token. The remaining tokens are placed unseen in the game box, and will not be used in the game;
7. Place the money, Factories, Factory Goods, Ship Boards, Spaceport Deeds, and equipment markers centrally, so they can be accessed by all players;
8. Each player rolls two dice and adds their totals. Roll-off any ties. The highest rolling player is declared "First Merchant".
9. Starting with the First Merchant and going clockwise, each player picks one of the six races to play;
10. Each player takes the following:
 - ◇ One Ship Board for a Scout;
 - ◇ Relic Summary Card;
 - ◇ A summary card, the Ship pawn and Spaceport markers in the matching colour for their race;
 - ◇ An amount of money equal to twenty credits times the number of players;
 - ◇ Each player places their Ship Pawn at the Galactic Base;

11. Play starts with the First Merchant and proceeds clockwise.

THE GAME TURN

Players take turns in clockwise order. In each player's turn they will be able to move. Depending on their move, they may then be able to trade as well.

MOVING

At the start of their turn, a player decides whether or not they wish to move. They may choose to stay where they are (AKA Remaining Stationary) and there can be a benefit in doing this, as it may allow more trading. Landing on and passing through other players is allowed.

Part 1: Declaration

If a player wishes to move, they declare in which direction they will head away from the space that they start in. When moving they must make every possible effort to move in this direction and may not deliberately sabotage any efforts to do so.

Part 2: Piloting Roll

To move, a player rolls a number of dice determined by their ship type. At some point in their turn, they may be required to pick one of these rolled dice and place it in the red box on their ship board to denote their Pilot Number. This may be important depending on where they intend to move, as detailed later. Once this has been picked, it cannot normally be changed.

Part 3: The Journey:

The total of all the rolled dice is the number of movement points the player has that turn. Normally, you must continue to move until you either run out of Movement Points, are unable to move any further due to your position on the board, or make a landing. Exceptions that can stop movement early are listed under “Navigation Symbols”.

How to travel in Hyperspace

When moving, you move along the white lines which represent Hyperspace Routes, relatively safe passages through space.

You follow the lines from one space known as a “Dot”, to another, representing a single hyperspace jump within the Cluster. Each Dot will be marked with a navigation symbol of some kind as detailed over the page. Normally it costs one Movement Point to move from one Dot to another, but certain effects can change this.

You must, if possible, begin by moving away in the direction you declared at the start of your turn. If not possible, you may move in any permitted direction.

When moving, you may not turn around and double-back, although you can (in theory) move in a loop. You may only use each Hyperspace pathway in a single direction during your turn as Jump Drives cause turbulence in hyperspace. You may, however, move the other way the following turn.

If no legal moves are open to you, you are stranded due to Hyperspace Turbulence and may not move any further this turn.

NAVIGATION SYMBOLS

Space Dots

Space Dots represent the limit of a ship's navigation and drive systems when plotting a hyperspace point through normal space.

Space “Dots” are simply spaces for the purpose of moving.

If you have Drives, you may be able to ignore (“skip”) certain Space Dots, shortening your journey time.



Asteroids



While lumps of rock are common in space, the Cluster is home to no few rocks of significant size. These can be a simple hazard to navigation, although some may provide a convenient place to land or even a mining opportunity.

If you move into an Asteroid you may choose to land your ship, ending your movement.

If you end your turn on an Asteroid you may trade with any other player who is also on that Asteroid.

Navigation Circles

Navigation Circles represent gravitational eddies and oddly folded space within which a normal hyperspace jump is impossible to navigate with accuracy.

When leaving a Navigation Circle, you must leave by the route indicated on your Pilot Number. If you



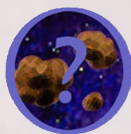
do not have a Pilot Number when you prepare to leave the circle, you must choose one immediately. If you start your turn in a Navigation Circle, you must choose a Pilot Number that allows you to move in the declared starting direction if possible.

Spaceports located in Navigation Circles may be accessed by anyone entering said Navigation Circle.

Exploration Circles

Some places in the Cluster are shrouded in electromagnetic activity, difficult to scan at range. As records of them were lost in the fall, none now know what lies there.

When you pass through such a space, turn the Exploration counter over. That space now counts as whatever is indicated by the counter (see the appropriate Navigation Symbol section). If the space has no counter, treat it as an asteroid instead. An Open Port exploration counter counts as a Spaceport for that system's culture.



Relics

Certain technologies were lost in the fall. Rumour has it that examples of them may be found scattered amidst the Cluster, for those canny or lucky enough to find them.



Relics are treated as Asteroids, save that any ship landing there may take the token and use it, according to the rules for that relic. See the Equipment section for more details.

Telegates



Legends tell of massive, artificially created wormholes, built before the fall that allowed great distances to be crossed with ease.

When moving out from a Telegate, examine the board to see if a different Telegate has been revealed that matches your Pilot Number (choose one as per movement rules if you do not yet have one). If so, then jump your token to that matching Telegate (this consumes one movement) and continue your movement from that new spot. If no destination telegate exists or if you occupy the Telegate that matches your Pilot Number, proceed with normal movement ignoring the Telegate.

If a player begins their turn on a Telegate, they must either choose to declare their movement to a space adjacent to that Telegate, or declare the number of a different active Telegate to jump to. After the movement roll, they must then choose the appropriate Pilot Number to match their declaration if possible.

Surface Cities

The Cities of the Cluster have long since passed into legend. They are said to have been splendid works of architecture, centres of commerce and learning, where people of all species mingled.



It costs two Movement Points to move to or from a surface city. If you move into a Surface City you may choose to land your ship, ending your movement.

You may be able to find a Culture by landing in a

Surface City (see “Finding Cultures”).

In a Surface City you may trade with the Culture that occupies that planet. If you end your turn on a Surface City you may also trade with any other player who is also on that Surface City.

Space Cities

Not all civilisations are planet bound, some live in giant cities in space, floating in the void encased in a technological marvel unsurpassed since the Fall.

If you move into a Space City you may choose to land your ship, ending your movement.

You may be able to find a Culture by landing in a Space City (see “Finding Cultures”).



In a Space City you may trade with the Culture that occupies that planet. If you end your turn on a Space City you may also trade with any other player who is also on that Space City.

Orbits

Some areas near planets are sufficiently clear of debris, but sufficiently close, that it would be possible, with sufficient

economic potential, to build a Spaceport there.

Orbits have no additional effect on Movement.

If you build a Spaceport, it will be placed on an Orbit and henceforth count as a Spaceport (see “Spaceports”).

If you spend any part of your move in an Orbit you can “Observe” the planet below at that point. To do so, secretly look at the face-down IOU on the adjacent planet, and return it before continuing your move.



Spaceports

Gigantic cities in the cold of space. Much loved by pilots as they provide easy trade with the worlds below, much loved by planets as they provide a steady stream of commerce. Rumour has it that some stations still survive from before the Fall.

- ◇ A Spaceport allows trade with the culture that inhabits the system as if you were in a Space or Surface City.
- ◇ If you move into a Spaceport you may choose to dock your ship, ending your movement.
- ◇ You may be able to find a Culture by docking at a Spaceport (see “Finding Cultures”).
- ◇ If you end your turn on a Spaceport you may also trade with any other player who is



also docked at that Spaceport.

- ◇ When trading in a Spaceport, you do so as if you were stationary during your Movement (See “Trading”).

Penalties

Some areas of space are dangerous, containing dense fields of strange radiation, gravitational eddies, pirate enclaves, still active pre-Fall automated weapon systems, and so on. Some pilots even tell of beasts large enough to swallow ships whole. Regardless, insufficiently protected a ship often needs be repaired after passing through such places.

When entering a space with a Penalty you must either pay an amount of money equal to that penalty to continue your movement, or else end your Movement immediately. Money paid go to the Bank



Should you start your turn on a penalty you must either move away or pay the penalty once more.

If you have Shields (See “Shields”) you pay less of a penalty.

If you have a Drive (See “Drives”) of an appropriate colour, you may skip any Penalties of the appropriate colour in the same way as Space Dots.



FINDING CULTURES



If you spend any part of your movement in an Orbit, you may “Observe” that culture: look at the face of any face-down IOU on the planet below and return it face-down.

If you land in a Surface City on a planet, or on a Spaceport in orbit around a planet, and said planet still contains an IOU, that culture is revealed. The player who has landed takes the IOU token (which may be spent later), and replaces it with the corresponding Culture Marker. You may now trade with that Culture.



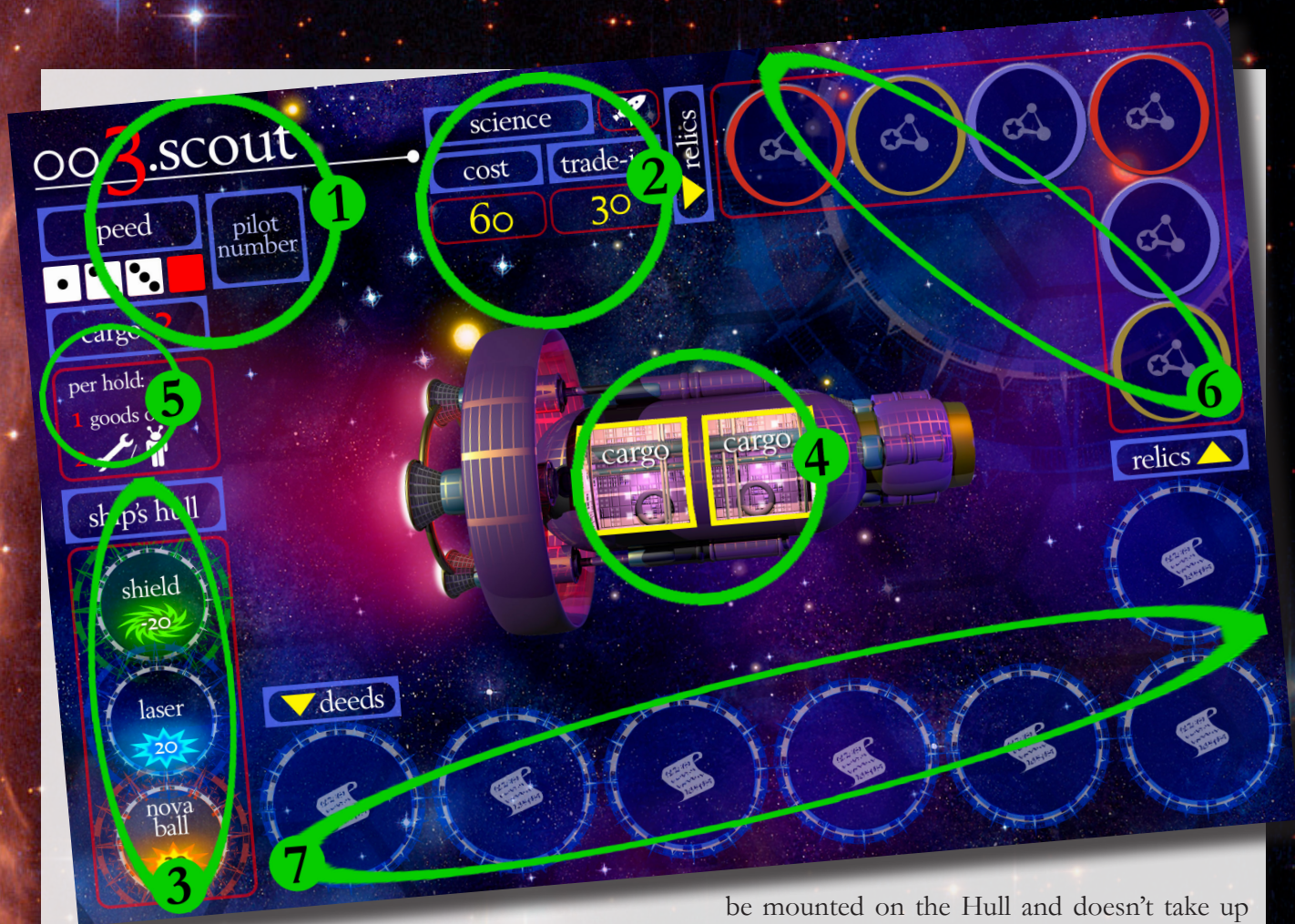
SHIPS AND EQUIPMENT

Each ship has capabilities, and those capabilities may be modified by the use of Equipment (and indeed, Relics).

Ships and Equipment will be available in trade from certain Cultures in the game, as indicated on their Market Boards.

Each Ship Board shows pertinent information about that ship, plus what equipment, cargo and so on, you have fitted on said ship.

As you can only have one Ship at a time, if you buy a second ship, you will have to trade-in the first ship, and change over your Ship Board, including transferring cargo and equipment from the old Ship Board to the new Ship Board. Any excess Cargo and Equipment must be immediately sold or discarded.



Anatomy of the Ship Board

1. Navigation Section: Speed shows how many dice will be rolled when making the Piloting Roll and also has a box to place the die you have selected as the Pilot Number.
2. Construction Section: Shows the ship's purchase price (cost), trade-in value, and which Culture type builds it.
3. Hull Mount Section: Shows what items may be mounted on the Hull and doesn't take up Cargo Space.
4. Inventory Section: Shows what Cargo the ship is currently carrying.
5. Cargo Section: Shows how much Cargo space the ship has and what it can carry.
6. Relics Section: Shows what Relics are equipped to the ship.
7. Deeds Section: Shows which Deeds the player owns.

Hull

The Hull of your ship has a number of Hull Spaces to accommodate equipment. What equipment may be mounted in there is limited and will be indicated in the Hull Spaces in your Ship Board.

Cargo Spaces

The Hull of your ship has a number of Cargo Spaces to accommodate Goods and passengers. Equipment may be mounted in there if there are no available Hull Spaces for it, but this will reduce how much cargo you can carry. Equipment and Fares take up only half a Cargo Space each, Goods take up a full space each. If a cargo space is half taken up by an equipment or a fare, only one piece of equipment or one fare may be added to it without exceeding its capacity.

Deeds & Relics

Deeds & Relics take up no space on a ship, but it is possible to acquire more than can fit on the ship board. Simply place any excess tokens next to the board.

EQUIPMENT

Drives

If you have an active “Drive” on your ship, you are able to ignore Space Dots and Penalties of a certain colour or colours. You treat the board as if those Navigation Symbols were not there, and rather features a continuous white line (or nexus of such lines).

If you “skip” spaces in this way, you may not encounter anything in them. By default, your Drive will be active. You may, however, before your Navigation roll, opt to deactivate it and move normally, but must announce this to the other players.

- ◇ Red Drives ignore Red Dots and Penalties.
- ◇ Yellow Drives ignore Yellow Dots and Penalties.
- ◇ Combined Drives ignore both Red and Yellow Dots and Penalties.

When declaring your direction of Movement, do not include any Dots you will skip, as you treat them as not being there.

The Relic Yellow Drive takes up no Hull/Cargo Space as it is treated as a Relic.



Shields



Each Shield your ship carries reduces the payment you must make due to Penalties by $\lambda 20$. Multiple Shields have a cumulative effect, but cannot reduce a penalty below zero.

If you must pay a penalty of $\lambda 0$, you may still choose to stop, rather than pay nothing.

The Relic Shield takes up no Hull/Cargo Space as it is treated as a Relic.



Switch Switch (Relic)

A player using a Switch Switch may, at any time and without limit, swap which of the dice rolled during the Piloting Roll they have declared for their Pilot Number.



As a Relic, the Switch Switch takes up no Hull/Cargo Space.

Air Foil (Relic)

A player using an Air Foil only pays one Movement Point to move to or from a Surface City.



Additionally, a player using an Air Foil may, move from one Surface City to another on the same planet as if they were joined by white Hyperspace routes.

As a Relic, the Air Foil takes up no Hull/Cargo Space.

Auto Pilot (Relic)

Immediately prior to making the Piloting Roll, the player may choose to set aside one of their movement die which then automatically becomes a 4, then proceeds by rolling the remaining dice as normal.



As a Relic, the Auto Pilot takes up no Hull/Cargo Space.

Gate Lock (Relic)



Immediately prior to making the Piloting Roll, a player with a Gate Lock may deactivate all the Telegates on the board. Until the end of that player's turn they will instead count as Blue Space Dots.

As a Relic, a Gate Lock takes up no Hull/Cargo Space.

Jump Start (Relic)



The jump start gives the option of a player's first move to be a jump to an active Telegate. When declaring their intended destination, the player treats their ship as if it started the turn on an active Telegate (see Telegates for details). Movement from the space they are on is paid for as normal (e.g. two Movement Points for leaving a planet through a jump).

As a Relic the Jump Start takes up no Hull/Cargo Space.

Mulligan Gear (Relic)

Immediately after making a Piloting Roll, a player with a Mulligan Gear may re-roll any one die. This may even be an automatic “4” from an Auto Pilot, but does not count as a new Piloting Roll for the Auto Pilot.

As a Relic, a Mulligan Gear takes up no Hull/Cargo Space.



Spy Eye (Relic)



A player with a Spy Eye may look at the IOU marker of any planet from anywhere in that same system, not just Orbits.

A Player with a Spy Eye may look at any Exploration marker in a dot adjacent to one they occupy without revealing it to the other players.

A player with a Spy Eye and an appropriate Drive may use their ability on a Navigation Symbol they are “skipping”, as if they occupied that dot, and if the Hyperspace path branches thereafter, choose their movement (unless it is due to their having declared their initial direction) based on the information gleaned.

As a Relic, the Spy Eye takes up no Hull Space/Cargo.

TRADING

In their turn a player may be able to trade:

1. After ending movement on a navigation symbol that allows trading, a player may buy one item and/or sell (or barter) one item. They may buy and sell/barter in any order they wish, as long as they don't exceed these limits. IOUs and pick-up/drop-off of Fares do not count against this limit but must still be done after ending movement.
2. If a player does not move for this turn but remains on a navigation symbol that allows trading, any number of buys*/sells*/barters* (as well as IOU's/Fares) in any order are allowed. Unrestricted trading is also permitted if a player has ended their movement by docking at a Spaceport or at the Galactic Base.
3. You may trade with any other player who has landed on the same Asteroid, Space City, Spaceport or Surface City. Trades between players are not regulated and are at the discretion of those players.
4. Trading with a Culture whose Spaceport, Surface City or Space City you have landed on is governed by the rules in the following section.

End of Trading

Once you have finished trading, your turn is over. If you have more Cargo than your ship can hold, any excess is discarded and lost. You can also discard any cargo you wish at this time.

TYPES OF TRADING

Buying

You may buy any goods on a Culture's Market Board, and any Equipment or Ships or Deeds listed on that Market Board, for the listed price. Bartered Relics may also be available later in the game.

When buying from your own Culture, you receive a 20% discount on the purchase cost of that Culture's factory and spaceports deeds. Money paid go to the Bank.

Selling

Goods can be sold to certain Cultures. Each Culture has a list of goods it buys on its Market Board, and each Good will show which Cultures will buy it.

When Goods are sold, the selling player claims from the bank, money equal to their sale value. Sold goods counters are placed in the bag, mixed with the counters already there, and a new token is immediately drawn and played (see "Bonus Counters").

Bartering

Equipment, Ships, Relics and IOUs may not be sold, they may only be Bartered.

The Bartering player purchases items as normal, and pays with the items they wish to barter, each of which are worth their listed trade-in value. Note that a bartered item (except for IOU's) counts against the trade limit on items sold in a turn. No change is received from Bartering.

An I.O.U. may only be Bartered with the issuing

Culture, but it does not count against any limits to trading in any given turn.

Ships and Equipment will only be bartered by Cultures who list such activity on their Market Board.

Bartered Relics are left on the Culture's Market Board for later purchase. IOU's are removed from the game. All other items are returned to the Bank.

BONUS MARKERS

At the start of the game, the Bonus Markers are placed in the bag.

During play, any Bonus Markers that are fulfilled/discarded, as well as Goods that are sold to a Culture, are immediately placed into the bag, mixed with those already present, and an equal number of Markers are drawn and placed. Each Marker shows a Culture number, and is put into play by placing it onto that Culture's Market Board section.

The Bonus Markers have the following effects:

Goods

These are put into play just like the goods that started the game in the markets and may be bought and sold as normal.



One side shows the producing culture number, the cost to buy the Good from that culture (in red) and the selling price of that good (in yellow). The other side shows which culture numbers buy that good

(that is, those who's culture number are one to three higher or lower than the producing culture).

Demand



When you sell one or more Goods at a location with one or more matching Demand Markers, you receive a bonus. These Goods are sold one at a time and receive a bonus of the sum of all remaining matching Bonus Markers. However, for each one such Good that is sold remove immediately one matching Demand Marker is removed. For example, if there are three Demand Markers, after one Matching Good is sold, then one Demand Marker is removed, leaving two matching Demand Markers behind (it will take three Good sales to finally remove all three matching Demand Markers).

Fares

A Fare is a passenger who wishes to be taken somewhere. A Fare may be picked up for free, and will pay out its listed amount to whichever player delivers it to its desired destination as listed on the counter.



Each culture's market section shows how many passengers are available in the game, travelling to and from the culture.

DEEDS, PORTS, FACTORIES & COMMISSIONS

Deeds for Spaceports and Factories may be bought from certain Cultures as indicated on their Market Board, and only while in their System. Note that a Deed purchase does count against the one item purchase limit for trades that happen after normal movement.

When you buy such an installation, you place the Deed for it on your ship, and place the installation on the matching board space: Spaceports to an Orbit and Factories to the Factory space in the same system as the selling Culture. In the case of a Factory, also place that Factory's Good on the Culture's Market Board.

Deeds

All Deeds have a value printed on them that contributes to their owner's Net Worth for the purpose of winning the game.

"Open Port" Spaceports that are on the board as a result of Exploration Counters do not have Deeds and cannot be bought by players.

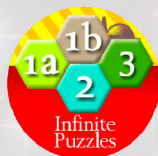


Factories

When a culture sells Factory Goods to any player, the owner of that Factory's Deed receives a 50% commission from the bank on that purchase.



Factory Goods work just like normal Goods, save that they typically yield a much higher payout, and do not enter the game unless the relevant factory has been built.



Spaceports

When a culture trades with a player on a Spaceport, the owner of that Spaceport's Deed receives a 10% commission from the bank on that trade. Remember that a player trading on a Spaceport counts as stationary and may make any number of legal trades.



Commissions

Regardless of what commission is due, it is not paid until after the trade has been completed. As a result, the player may only purchase or barter items with ready cash or owned items. They can, however, complete one trade, earn commission on it and then complete another trade with said commission, and so on. Any discount for your species is removed before costs and commissions are taken into consideration.

Commissions are earned for more than just Goods

trades: they are also earned when trading ships, equipment, on barter amounts (such as IOUs), demand markers, and any other costs/payoffs made through that spaceport. Commissions are not earned for Fares though.

However, no commissions are paid out for commissions. For example, the owner of a spaceport and factory can receive 50% and 10% commissions (for a total of 60%) if he owns the spaceport where that factory good is bought, but they do not receive additional commissions on the 50% or the 10%.

Further remember to note that it is the Bank which pays the commission due, rather than any player who is conducting the business that earns the commission.

GAME OVERVIEW

How do I win this game?

You win by being the first player to turn your starting money and ship into cash and real estate. The total amount of wealth you need is determined at the start of the game. Remember that only Cash and Deeds count!

How do I earn cash?

You mainly earn cash by buying goods at a low price from one culture somewhere on the board and selling at a higher price somewhere else on the board. You can spend your cash to invest in bigger ships that will hold more goods, and in new technologies that will help you move around the board easier.

You can also invest in real estate (such as spaceports and factories) to earn commissions and discounts. There are also passengers who will pay for a lift from one culture to another.

Much of the board at the beginning of the game is undiscovered, so the early part of the game involves a lot of exploration as well as trading (seeing where the cultures are is very important for trading). Towards the middle of the game, once more of the board has been discovered, you'll probably be buying bigger and better ships and buying spaceports to make the trade routes more profitable. Once these routes have been discovered and improved and you have a better idea where the money is to be made, the game is in its final phase and you are racing to make your monetary goal before anybody else.

How does a turn go?

You take your turn by first saying which direction on the board you want to move in, then rolling the number of dice for the speed rating of your ship (see your ship's card). Some spaces make you have to detour in a direction you might not want to go in, and some spaces make you either stop or pay a cash penalty to keep moving. You have to move as far as the dice throw reads, unless you have to stop (for a penalty), or arrive at a space where you can land (spaceport, city, or asteroid).

If you land at a city, you can buy and sell goods, new ships, and technologies (called "equipment" in the game). If you land at an asteroid that has a "?", you can discover something that might help (or hinder) your objective, like warp points, long forgotten

spaceports, and even relics of ancient civilizations.

How do I buy goods?

You can buy goods at a culture if there are goods tokens ready for sale at that culture and if you have the cash to buy them. You can fit as many goods on your ship as you have cargo space for. Passengers and some equipment also take up hold space.

How do I sell goods?

You sell goods at a culture that wants them (look at the back of the good token to see who wants that good). Sometimes, a culture has a special demand for a good and the value of these demands is added to your selling price.

How do I get a bigger ship, or the new technologies?

Most cultures sell ships, but not all ships are available everywhere. Each ship has a price and a trade-in value (including the one you start the game with). All cultures that sell ships will take any ship in trade, and all you have to do is pay the difference.

The various items of equipment are also available at most cultures. Check your player aid card to see what kind of culture sells what kinds of equipment. Shields help you reduce or avoid the costs of the oval penalty spaces. Drives allow you to completely ignore certain spaces on the board—including penalty ovals—allowing you to move faster for the same movement dice roll (yellow drives ignore yellow spaces, red drives ignore red spaces, blue drives ignore blue spaces, and combo drives ignore

red and yellow spaces...very fast indeed).

What else do I need to know before we start?

All relics and equipment can be sold to raise cash during your turn. You get half the price listed on the token.

You can choose to dump any cargo at any time during your turn, but you get nothing for it.

Each time you arrive at a city, you can only sell one item and you can only buy one item on the turn you first land. If you land at a spaceport, there are no such limits.



CREDITS

MERCHANT OF VENUS & ALL UNCREDITED VARIANTS

Richard Hamblen

ART

Original Art by Michael “Dathkadan” Christopher

Map errata and patches by: Sterling “Solamar” Babcock and Chris “lordunborn” D’Andrea

Some variants adaptations by Slev “slev” Sleddeddan

VARIANTS

Merchant Ships of the Cluster, Mining Colonies, Special Crew & The Lost World (A) variants

Roberto “robo” Ullfig

Ersatz Relics

John “JuanCudz” Cudmore

The Lost World (B)

Roberto “robo” Ullfig & Michael “Dathkadan” Christopher

Random Events

Alan Hench

Colony World (Embedded in Board)

Tom Lehmann

Smugglers of the Cluster (from The General, 27, #6)

Wesley Kawato

Advanced Exploration & Merchant Networks

Martin Stever

Lost Technology (originally “Green Taters”)

Richard “rri1” Irving with assistance from: Greg “Terminus_Est” Durrett, John “JuanCudz” Cudmore & Michael “Dathkadan” Christopher

Aliens Amok

Zac “LordRaidor” Dortch

High Technologies

Don Woods, Tom Lehmann & Steven Goodman

Advanced Navigation

Derek Hohls

RULE BOOKS

Adapted by Slev “slev” Sleddeddan

Layout Encoding and Reformatting by Filipe “endou_kenji” Cunha (available at <http://www.augead.com.br/>)

Game Overview based on a text by Chris “yankeeap” Fawcett

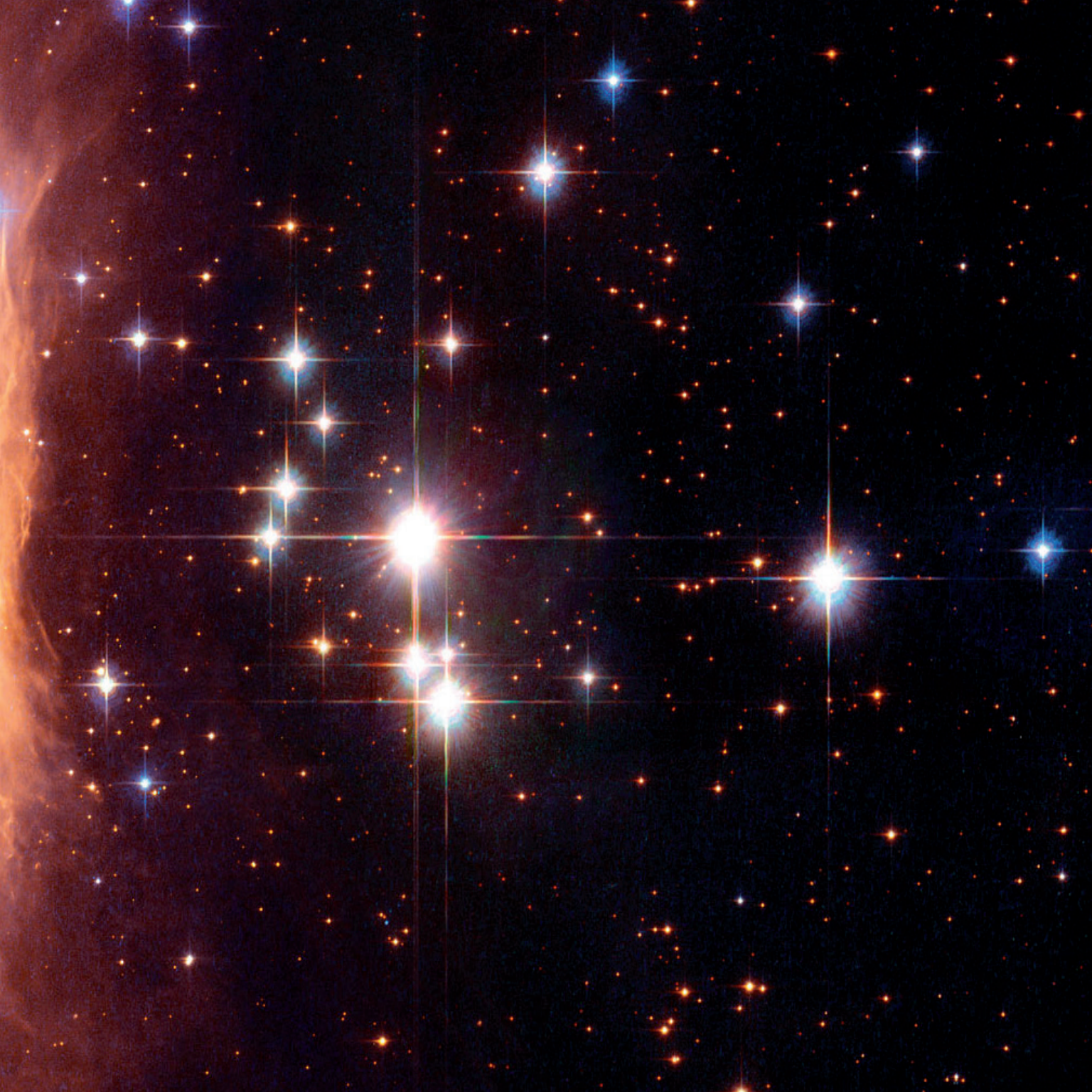
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Reference materials

Peter “ecraven” Feigl, Sterling “Solamar” Babcock, Keith “kswingruber” Swingruber.

Starfield Backgrounds by N.A.S.A.





MERCHANT OF VENUS