

MERCHANT OF VENUS®

QUICK PLAY INSTRUCTIONS

READ FIRST

This is a brief rules outline intended to quickly get you into play of the basic game. For a more thorough explanation, consult the detailed presentation in the Rules Manual.

1. PREPARE FOR PLAY: Line up the Culture and Goods markers next to the map. Randomly put one IOU marker in each Culture box and one “?” marker in each “?” box face down, so no one knows which marker is in each box. Remove the remaining “?” markers and all Fort, Laser, Nova Ball, and Rastur markers from play.

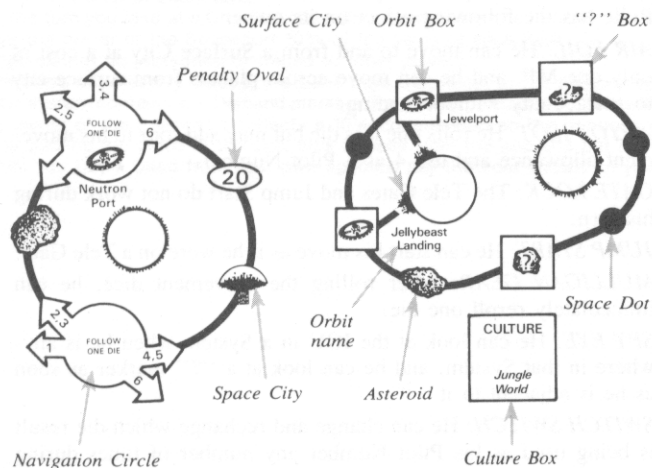
1.1 Put the Drive and Shield markers, ship cards, Deeds, and money in the Bank. Mix the Bonus markers together in a cup. Put the Factory Goods aside until needed.

1.2 Each player chooses a pawn and starts it at the Galactic Base. He also gets the reference card, “Scout” ship, and Space Port/Factory markers that match the pawn’s color, plus \$20 per player in the game (e.g., in a three player game, each player gets \$60).

2. WINNING THE GAME: The first player to have a Net Worth of \$2,000 in money and Deeds during his turn wins. No other assets count.

3. MOVING: Each pawn moves along the paths from dot to adjacent dot (Asteroids, “?” boxes, etc are also considered dots). Each time a player takes his turn, he declares the first dot he will move to, and then rolls the dice to determine how many *Movement Points (MP)* he can use that turn. It costs two MP to move to or from a Surface City on a planet; all other moves cost one MP. His ship card lists how many dice he rolls.

3.1 BACKTRACKING: He can move along the paths in any direction. However, once he moves along a path he cannot move along that same path in the opposite direction for the rest of that turn.



3.2 PENALTY OVAL: When a player moves onto a Penalty Oval he stops moving *or* pays the amount listed in the Oval to the Bank. If he starts his turn on an Oval, he pays the penalty *or* leaves.

3.3 NAVIGATION CIRCLE: The first time a player leaves a Navigation Circle during his turn, he must choose *one* of the die results he rolled as his Pilot Number. Thereafter, each time he leaves a Navigation Circle during that turn he must follow the arrow that contains this Pilot Number.

3.4 LANDING: When a player moves onto a City, Spaceport, or Asteroid, he may land and stop moving.

3.5 “?” BOX: When a player moves onto a “?” marker, it is turned face up for the rest of the game and goes into effect immediately.

3.51 If it is a Penalty Marker, it inflicts penalties like a Penalty Oval (3.2).

3.52 If it is an Open Spaceport, it counts as a Spaceport and he may land.

3.53 If it is a Tele Gate, it acts like a Navigation Circle: when a player leaves a Tele Gate, he must jump to the Tele Gate that shows his Pilot Number. If he is on the Tele Gate that lists his Pilot Number, or if the Tele Gate containing his Pilot Number is not face up, he moves away normally.

3.54 If the marker is a Relic, the “?” box is considered an Asteroid which is a suitable landing site. If he lands there, he may pick up the Relic for free.

3.6 IOU: When a player moves onto an Orbit he secretly looks at the IOU marker for that System. The ID Code on the marker identifies the Culture that lives in that System.

3.7 CULTURES: Each Culture inhabits all of the Cities and Spaceports in its System. The first player to *land* at a City or Spaceport in a System “discovers” its Culture, takes its IOU as his reward, and places the appropriate Culture marker in the System’s Culture box.

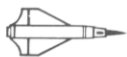
4. TRADING: If a player ends his move on a City or Spaceport, he may trade there. When he finishes trading his turn ends.

4.1 JETTISONED CARGO: When a player trades he can trade with any other players who are on that dot and jettison any of his markers. When a player jettisons a Fare at its destination he collects a fee (see 4.52). He collects nothing for jettisoning other Fares or Goods and they are returned to the Cup. Jettisoned Equipment goes to the Bank.

4.2 If the player is on a City or Spaceport, he can trade with the Culture that inhabits that System: he can buy items from that Culture, he can pick up Fares from that Culture for free, and he can sell and barter items to that Culture. He can buy only what that Culture sells, and he can sell only what that Culture buys. When a player buys an item, he pays the cost to the Bank.

4.21 CITY LIMITS: If a player is at a City and he moved this turn, he can buy only one item and he can sell or barter only one item. If he spent the whole turn at the City without moving, he can buy, sell, and barter any number of items. This rule does not affect Fares or IOU markers.

4.22 If the player is at a Spaceport he can buy, sell, and barter any number of items, whether he moved this turn or not.



Industry



Technology



Bioengineers



Metaphysics



Primitives

4.3 SCIENCE: Each ship card and Equipment marker shows the Science that sells it; it can be bought from any Culture with this Science. The symbol on each Culture marker identifies its Science.

4.4 DEEDS: Each Deed names the Culture that sells it or the System where that Culture lives. When a player buys a Spaceport Deed, he puts one of his Spaceports on the Orbit the Deed names. When he buys a Factory Deed he places one of his Factories on any City or Spaceport in the System where he is trading. A player buying a Deed from his own species gets a 20% discount (already calculated for him on his Reference card).

DEED \$200
10. QOSSUTH
Infinite
Puzzles
\$120/\$250

4.41 SPACEPORTS: A player can land and trade at any Spaceport, but the Bank pays the Spaceport's owner a 10% commission on everything bought, sold, or bartered there. The commission is not deducted from the seller's revenue. Open Spaceports pay no commissions.

4.42 FACTORY GOODS: A Culture cannot sell Factory Goods until there is a Factory in its System. When the Factory is built, its Factory Goods marker enters play and is handled like a Goods marker. Each time a Culture sells its Factory Goods, the Bank pays the Factory's owner a 50% commission on the cost of those Goods, but only after their purchase.

**FACTORY
GOODS**
3, 4a
4b, 5

4.5 BARTER: Ships, Relics, Equipment, and IOUs cannot be sold for money, but can be "bartered". When a player barter an item to a Culture, he uses its trade-in value to buy things from that Culture that turn. When his turn ends, he loses any trade-in value that remains unspent.

4.51 Equipment can be bartered to any Culture. Ships can be bartered to any Culture that sells ships. The trade-in value of ships and Equipment is half of their cost. When a Relic is bartered to a Culture, it is put on the sun in that System, and can subsequently be bought only from that Culture. When ships and other Equipment are bartered, they are returned to the Bank.

4.52 Each IOU can be bartered only to the Culture specified on the marker for the trade-in value shown thereon. Once bartered, it is removed from play.

4.6 THE CUP: Goods and Bonus (Fare and Demand) markers go in and out of play during the game. When out of play, they are put in a cup. Each time a player puts a marker in the cup, he draws one from the cup and puts it in play with the Culture it specifies. If that Culture has not yet been discovered, put the Bonus with its Culture marker until it is discovered.

4.61 GOODS: Players make money by buying Goods from one Culture, taking them to another, and selling them. Each Goods marker specifies on the front one Culture that sells it and on the back several that buy it (the buyers always possess the three ID Numbers after the seller's).

70 \$160
Psychotic
Sculpture
\$250

GOODS
1a, 1b
2, 3

4.611 When in play, Goods are put next to the Culture that sells them. All Goods start the game in play: they are put on the map as soon as their Culture is discovered.

4.612 When a player sells Goods, they go in the cup and the Bank pays him their payoff value. If the Culture has any Demand markers for those Goods, their bonuses *all* add to the payoff and *one* of them goes into the cup also.

4.62 All of the Bonus markers start the game in the cup. When drawn, they are placed next to the Culture marker specified on the back of the Bonus marker.

4.621 FARES: When a player jettisons a Fare at a City or Spaceport inhabited by the destination Culture listed on the front of the Fare marker, the Bank pays him the fee on the Fare and the Fare returns to the cup.

FARE
to 5
\$110

4.622 DEMAND: When a Demand marker is drawn, it is put next to the Culture it specifies. It pays a bonus to the seller when this Culture buys the Goods named on the marker (see 4.612).

DEMAND
Mulch
Wine
+\$40

Scout

Per Hold: 1 Goods or two Equipment/Fare

3

Cost: \$60
Trade-in: \$30

HULL: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

5. SHIPS AND EQUIPMENT:

A player can never own more or less than one ship: when he buys a new ship he must barter his old one. His ship card lists how many dice he rolls and how many markers he can carry with him. His Equipment may affect his movement.

5.1 CAPACITY: Each player must carry all of his Goods, Fares, and Equipment markers on his ship card, and must jettison any markers his ship cannot carry. Each Hold box can carry one Goods marker or up to two other markers (Equipment and Fares). Each ship can also carry one Shield and any number of Relics outside the Holds, on its Hull. Money, IOUs, and Deeds do not take up space. When a player changes ships, he transfers his markers to his new ship.

5.2 DRIVES: If a player has a Red Drive, he skips over red dots and red penalties. With a Yellow Drive, he skips over yellow dots and yellow penalties. With both Drives (or a Combined Drive), he skips both colors. He does not count dots he skips, nor does he pay for Penalty Ovals or Markers he skips.

Yellow Drive

Red Drive

5.3 SHIELDS: Each Shield subtracts \$20 from each penalty its owner pays.

Shield
-20

5.4 RELICS: A player must announce if he is using an Auto Pilot, Gate Lock, or Jump Start *before* he rolls his movement dice. Each Relic has the following effect on its owner.

AIR FOIL: He can move to and from a Surface City at a cost of only one MP, and he can move across planets from surface city to surface city without landing.

AUTO PILOT: He rolls one less die but may add four to his movement allowance and use 4 as a Pilot Number.

GATE LOCK: The Tele Gates and Jump Start do not work during his turn.

JUMP START: He can start his move as if he were on a Tele Gate.
MULLIGAN GEAR: After rolling the movement dice, he can immediately reroll one die.

SPY EYE: He can look at the IOU in a System when he is anywhere in that System, and he can look at a "?" marker as soon as he is adjacent to it.

SWITCH SWITCH: He can change and rechange which die result is being used as his Pilot Number any number of times during his move.

TRADING SUMMARY

Item:	Location:	How to get the item:	How to trade it:	Value:	Disposal:
IOU	in a Culture box	Land at any Spaceport or City in that System and take it for free. ¹	Barter it to the Culture specified on the IOU.	spend the value shown on the IOU. ²	remove from play
Relic	in a "?" box	Land at the "?" box and take it for free.	Barter it to any Culture.	spend ½ of the cost shown on the Relic ³	put it on the sun in the System you occupy
	on a sun	Buy it from the Culture in the sun's System. ²			
Equipment	in the Bank	Buy it from any Culture whose Science is shown on the marker. ²	Barter it to any Culture.	spend ½ of the cost shown on the marker. ³	put it in the Bank
Ship card	in the Bank	Buy it from any Culture whose Science is shown on the ship card. ²	Barter it to any Culture that sells ships. ⁴	spend the trade-in value the card shows ³	put it in the Bank
Goods and Factory Goods	next to a Culture marker	Buy it from the Culture in the System that contains that Culture marker. ^{2,5}	Sell it to any Culture listed on the back of the marker.	collect the payoff shown on the marker. ^{3,6}	put the marker in the cup ⁷
Fare	next to a Culture marker	Land at any City or Spaceport in that System and take the Fare for free.	Jettison it to the Culture shown on the front of the Fare.	collect the fee shown on the Fare.	put the Fare in the cup ⁷
DEEDS	Location:	How to get the item:	Markers that are put in that System:		Commissions:
Spaceport Deed	in the Bank	Buy it from the Culture that is in the System named on the Deed. ^{2,8}	Put a Spaceport on the Orbit symbol named on the Deed.		Collect 10% of everything (except IOUs) bought, sold, or bartered at this Spaceport.
Factory Deed	in the Bank	Buy it from the Culture named on the Deed. ^{2,8}	Put a Factory on any City or Spaceport. The Factory Goods named on the Deed go next to the Culture marker.		Each time the Factory Goods are bought from that Culture, collect 50% of their cost.
DEMAND	Location:	How to get paid:	Multiple Demands:	Multiple Goods:	
	next to a Culture marker	When you sell the Goods named on the Demand to that Culture, you get the bonus on the Demand and put the Demand in the cup. ⁷	If several Demands name the Goods, get bonuses for all of them but put only one Demand in the cup. ⁷	Sell the Goods one at a time. Each time you sell one Goods put one Demand in the cup, so each sale removes one bonus from the next sale. ⁷	

EXPLANATION: To trade with a Culture, you must be on a City or Spaceport in the system that contains that Culture. You can jettison items or trade them to other players anywhere you land.

Location: The item is available only when it is in the indicated location.

How to get the item: To buy an item you must pay the Bank the cost shown on the item.

How to trade it: When you barter an item, you get no money but you can use the item's value to buy other items that turn. When you collect a fee, payoff, bonus, or commission, the Bank pays you in game money. The **Value** column shows how much you get when you trade the item to the indicated Culture. The **Disposal** column describes what happens to an item when it is bartered, sold, or jettisoned.

DEEDS: When you buy a Deed, put the indicated marker(s) at the indicated location(s) in the system where you are trading. Each time anyone uses these markers, the Bank pays you the indicated commissions. In addition, the cost shown on the Deed adds to your Net Worth, like money. Deeds cannot be sold, bartered, jettisoned, or traded to other players.

DEMAND markers cannot be traded: instead, they pay a bonus when certain Cultures buy certain Goods.

Notes:

¹ When you land, you discover the Culture. Put its Culture marker in the Culture box.

² On the turn you land at a City, you can buy only one item. At a Spaceport you can buy any number of items, but the Bank pays the owner of the Spaceport 10% of the cost of each item.

³ On the turn you land at a City, you can sell or barter only one item [Exception: IOU's]. At a Spaceport you can sell and barter any number of items, but the Bank pays the owner of the Spaceport 10% of the value of each item.

⁴ Ships cannot be jettisoned or traded to other players.






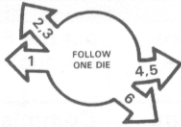








⁵ When you buy Factory Goods, the Bank pays the owner of the Factory 50% of their cost.

⁶ If the system contains any Demand markers that name the Goods you are selling, you also collect the bonuses on these Demand markers. If you are at a Spaceport, the owner of the Spaceport collects a 10% commission on the bonuses you collect.

⁷ After putting the piece in the cup, pick a piece from the cup and put it with its Culture marker. It goes into effect immediately.

⁸ When you buy a Deed from your own species, pay the cost shown on your reference card instead of the cost on the Deed.

MAPBOARD EFFECTS SUMMARY

MOVEMENT DOTS & MARKERS:	EFFECT ON MOVEMENT:		EFFECT ON TRADING: ending a move on the dot allows trading thusly:
	to enter the dot:	to leave the dot:	
Space Dot 	None	None	Not Allowed
empty Orbit 	Allows secret look at the IOU in that System.	None	Not Allowed
face down "?" marker 	Turn the marker face up in "?" Box.	See note ¹	See note ¹
Penalty Oval or Penalty Marker  	Pay the penalty or stop. ²	None	Not Allowed
Navigation Circle 	None	Follow the arrow that contains your Pilot Number. ³	Not Allowed
Tele Gate Marker 	None	Jump to the face up Tele Gate with your Pilot Number. ^{3,4}	Not Allowed
Asteroid or empty "?" Box  	Landing is possible.	None	Trade with other players on that dot. Jettison markers.
Relic 	Landing is possible.	None	Pick up the Relic for free. Trade with other players on that dot. Jettison markers.
Space City 	Landing is possible.	None	Sell or barter one item to the local Culture. ⁵ Buy one item from the local Culture. ⁵ Pick up Fares from local Culture for free. Trade with other players on that city. Jettison markers. ⁶
Surface City 	Pay one extra MP. Landing is possible.	Pay one extra MP.	
Spaceport marker or Open Spaceport marker  	Landing is possible.	None	Sell and barter any number of items to the local Culture. Buy any number of items from the local Culture. Pick up Fares from the local Culture for free. Trade with other players occupying that Spaceport. Jettison markers. ⁶

Notes:

¹ The face up side of the marker instantly goes into effect with the results shown below.

² If you start your turn on a Penalty, you must pay or leave.

³ If you have not yet chosen a Pilot Number, you must do so from among the dice you rolled at the start of your turn.

⁴ If you are on the Tele Gate that shows your Pilot Number, or if that Tele Gate is not face up, there is no effect.

⁵ If you spent the entire turn on the city without moving, you can buy, sell and barter any number of items to/from the local Culture.

⁶ If you jettison a Fare at its destination, you collect the fee printed on it.



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