

MERCHANTS COVE

Official Errata 1.0

Base Game Clock Mechanics

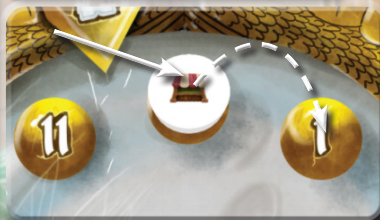
Mistake: The rules as written are vague about the specifics of some edge-case Clock interactions.

Corrections / Clarifications as follows for the Production and Market Phases:

MARKET PHASE



The rules as written say to “preserve the order” which was intended to refer to the order of the stack you move (if any). It ambiguously implied to rearrange the tokens, but this is not the case.



If players have moved their Timepiece beyond the Market Phase token:

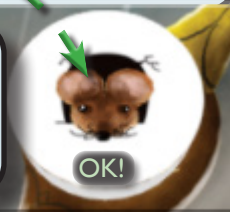
- ★ When the Market Phase begins, place any Timepieces that moved beyond the Market Phase token **to the top** (of any Timepieces that might already be there).
- ★ Do **not rearrange the Timepieces**, simply move one stack on top of the other. This means that players who take an extra hour will be forced to sell first during the Market Phase, and they will act first and with less information during the next round.

PRODUCTION PHASE



If one or more players land on top of (or beyond) the Market Phase token while it is at “12”, do **not** adjust the position of the Market Phase token.

When passing the “12” on the Clock (during the 2nd and 3rd rounds), you **may** move on top of Mice tokens.



Peddler (Solo Mode)

Cleanup Phase:



Mistake:
Implies, but overall neglects to tell you to tidy up the Peddler's Sale Shelf.

Correction:

Preserve the order of the Peddler's Goods on their Sale Shelf, and slide them all as far left as possible.

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The Alchemist



Scrubber Staff Action

Mistake:

As written; only allows players to remove Ingredients from their Cauldrons.

Correction:

The two ingredients returned to the bag can come from **anywhere**, including your decanter.

Further Clarification:
"All Cauldrons" includes your Toxic Waste Cauldron.

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The Innkeeper



Staff Action: Housekeeper

Mistake:

As written, allows you to manipulate all made beds, creating a dominant and unintended strategy.

Correction:

Now allows you to flip 1 bed or exchange 1 bed with 1 from your supply.

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the Secret Stash



Rogue Cards

Mistake:

Several Rogue cards do not have all of the proper icons on them, typically the set up ones.

Corrections:

In all cases, the rulebook should be considered **correct**.

8. Raiders

The icons on the card conflict with the ability in the rulebook.

13. Mind Controllers & 14. Backers

The Bag and Lair setup icons conflict with the rulebook.

Solo Scenarios

#5 - Blacklisted

Mistake: Fails to clarify proper set up, instructing players to use 1 more Rogue than they have.

Correction / Clarification:

Place 3 Rogues into the Adventurer bag to begin (instead of 4).

#10 - Something Fishy

Mistake: Accidentally inverts the special loss condition, making the scenario much easier than it should be.

Correction / Clarification:

[Special Lose Condition - Ka-BOOM!] After you reveal the Townfolk card (that was returned to the box during setup); if there is not a Rogue in the matching Faction Hall, you lose.

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the Secret Stash



2-Seater Boat

Mistake:

Rules fail to address the situation where all the Pier spaces are filled by a 4 or 5-seater Boat and while there is an Adventurer on a sailing 2-Seater Boat.

Correction:

If this boat has not docked and still has an Adventurer on it when each of the four Pier spaces have a Boat Docked at them, then send the Adventurer to the respective Faction Hall or the Lair.

Adventurers cannot be added to the 2-Seater Boat after Boats have docked at all four Pier spaces.



Dragon Island

Mistake:

Rules fail to address the situation where the Adventurer bag may become empty due to Dragon Island and certain rogue cards (like the Kraken).

Correction / Clarification:

[Party's Over!] If the Adventurer bag is ever empty while the Dragon Island module is in play, and there are still Adventurers on Dragon Island, move all Adventurers present into the Adventurer bag before drawing.

Interactions with the Innkeeper



Faction Leaders

Mistake: Rules fail to address the intended interaction of the Faction leader module and the Innkeeper.

Correction:

- ★ Faction leaders count as a **single** Adventurer for the purposes of determining the Innkeeper's majorities.
- ★ Faction leaders placed into a Bed, Table, or the Brawl count as 2 Adventurers during the Market Phase when scoring Gold from your Beds and Tables, as well as when gaining Corruption from the Brawl.



Challenge Cards

Mistake: One of the challenge cards is not able to be completed by the Innkeeper.

Correction:

[Overbooked] During setup while playing as the Innkeeper and using the Challenge cards, do not include the Challenge card that requires you to have any four Large Goods at once.