



Sky Traders FAQ & Errata, v1.0 – Updated August 31, 2012

Following are the errata, frequently asked questions, and clarifications for *Sky Traders*.

## ERRATA

### BLACK MARKET SETUP

During step 3 of “Setup,” place the black market good slider on the far right space (“50”) of the black market row on the Commodities Exchange as shown below.



### COMPONENT LIMITATIONS

If players run out of wanted tokens, use suitable substitutes (such as pennies, beads, etc.) to supplement the wanted tokens provided. All other components in the game (including barrels) are limited to the amounts included in the box.

### OPTIONAL SHORTAGE AND SURPLUS ROLLS

Players who want more control and less randomization in the market can ignore step 3 of the Guild Council. All players must agree on this before the game begins.

## INVESTMENT LIMIT

The small printed dice icons in the investment boxes of each class of legal goods no longer indicate the number of dice that can be assigned to the box. Instead, up to **four** dice can be assigned to each of the positive and negative boxes. However, when calculating the price adjustments, players only count the dice in each box up to the number of printed dice icons. For example, if four dice are assigned to the positive die box for class 6, only two of those dice are counted towards the class 6 price adjustment.

When adjusting the market prices for the Sludge Exchange and the Black Market, count **all** of the dice in the positive and negative boxes, regardless of the dice icons.

### Investment Limit Example

During the Guild Council phase of a five-player game, the players have rolled their dice, negotiated trades, and assigned dice as shown in the following image:



The players now adjust the prices for each class of legal goods:

- ☞ Classes 1, 2, 3, and 4 do not change ①
- ☞ For class 5, one die was assigned to the negative box and four dice were assigned to the positive box. However, only two dice can be counted for each box. Therefore, the difference in the number of dice is 1, towards positive. Class 5 moves up one space to 15 GP ②
- ☞ For class 6, two dice were assigned to the negative box and four dice were assigned to the positive box. However, only two dice can be counted for each box. Therefore, class 6 does not change and remains at 10 GP ③

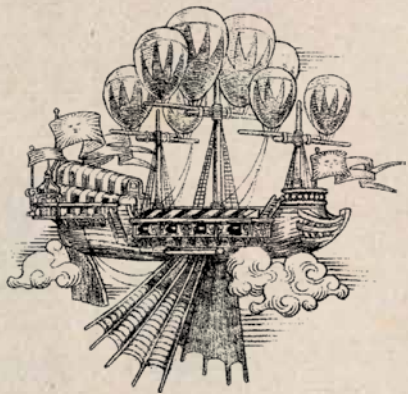
The Sludge Exchange and Black Market are adjusted according to the total amount of dice placed, regardless of the dice icons in each box. These markets are adjusted as follows:

- ☞ The Sludge Exchange moves up one space to 4 GP ④
- ☞ The Black Market moves up five spaces to 45 GP ⑤

## FAST GAME VARIANT

For a faster game, follow the normal rules for purchasing influence, except the cost for each space is as follows:

- ☞ Blue influence spaces cost 3 GP
- ☞ Yellow influence spaces cost 5 GP
- ☞ Orange influence spaces cost 10 GP



## FAQ

### GENERAL QUESTIONS

**Q:** Is the Wind Pirate's Cove considered a city?

**A:** Yes. A player may buy and sell cargo, hire and fire crew, load sludge, and perform any other action at the Wind Pirate's Cove that he could perform at any other city.

**Q:** During the Dump Cargo and/or Crew phase of a player's turn, can he dump any number of barrels of cargo?

**A:** Yes.

**Q:** If a player dumps sludge in a city, does he receive a wanted token for each barrel of sludge he dumps?

**A:** No, the player receives only one wanted token, regardless of the number of barrels of sludge he dumps during that turn. However, if the player dumps sludge again during a following turn, he receives another wanted token.

**Q:** When a player dumps sludge in the Volcano, can he choose how many barrels to dump? And is he required to announce this before or after rolling the dice?

**A:** Yes, a player can choose to dump any or all of his sludge barrels in the Volcano. He must announce how many sludge barrels he is dumping **before** he rolls the dice. Then, he must accept the result of the die and receive an amount of GP equal to the result multiplied by the number of barrels he dumped.

## COMBAT

**Q:** If a hold containing a "Cargo Hold Upgrade" card is damaged, either in combat or because of a "Toxic Damage" Ill Wind card, is the "Cargo Hold Upgrade" card also discarded along with any barrels in that hold?

**A:** Yes.

**Q:** If a player's skyship is destroyed, when does that player receive a new skyship?

**A:** The player whose skyship was destroyed (either during his own turn, or another player's turn) receives a new skyship at the beginning of his next turn.

**Q:** When a player's skyship is destroyed, does that player begin his next turn with 20 GP as well as the GP he gains from Insurance & Charity?

**A:** Yes, the player begins his next turn with all the initial supplies listed in step 9 of "Setup" on page 11 of the rulebook, including 20 GP. Then, he also receives GP according to the Insurance & Charity rules on page 23.

**Q:** If a player cannot pay the full amount of a charity donation because he has less than the required 10 GP, does he have to pay as much GP as he has available and the bank covers the rest?

**A:** No. If a player cannot pay the full 10 GP of a charity donation, he does not have to pay anything and the bank covers the entire 10 GP donation for that player.



## GUILD COUNCIL

**Q:** During the Council Deliberations step of the Guild Council phase, is it possible for a player to end up with no dice to place in the Investments step?

**A:** Yes, a player can potentially end up with no dice to place. Although, he better have gotten a good deal in exchange!

**Q:** During the Shortage and Surplus step of the Guild Council phase, if the same number is rolled for both shortage and surplus, is the same class of good affected both times?

**A:** Yes, these rolls are independent of each other. If both rolls produce the same result, the matching good first goes up one space for the shortage roll, then goes down one space for the surplus roll.

**Q:** Does the "Rolling Triples" rule apply when a player is using Market Control?

**A:** Yes, using Market Control to set a die to a certain result counts as rolling that die. Therefore, the "Rolling Triples" rule does apply.

**Q:** Can a player purchase more than 50 influence?

**A:** No. Once a player has reached the 50 influence goal on the Guild Influence track, he cannot purchase more influence.

**Q:** When does the game end?

**A:** The game ends at the end of the Guild Council Phase in which a player has reached the 50 influence goal on the Guild Influence Track. Players should complete step 4 of the Guild Council before declaring the winner. In this way, each player has a chance to purchase influence in order to reach the 50 influence goal. After all players have done so, the game ends. If more than one player has reached 50 influence, then the tie is broken as described on page 29 of the rulebook.



*The supreme  
Duke Skazzu Milingo*

*The austere  
Comte Arnaud  
de Rodellec*



*The subtle  
Ping Chan*



*The astute  
Abacuc Mangold*



*The indefatigable  
Baron Netto  
von Perux*

## CREW CARDS

**Q:** Is a player required to choose the "Quartermaster" as his one Crew card to use during the Rally Crew step of combat in order to benefit from its ability?

**A:** No. The ability on the "Quartermaster" card is ongoing and a player does not have to choose that card during the Rally Crew step in order to use its ability.

**Q:** If a player has the "Chief Cook" Crew card and he performs the Collect Minerals action, can he collect both class 1 and class 2 goods?

**A:** No. If a player wishes to use the Chief Cook's ability to collect class 2 goods, he must announce this **before** he rolls his dice. Then, he can collect only class 2 goods. Likewise, if the player instead wishes to collect class 1 goods, he must announce this before he rolls his dice and then collect only class 1 goods.

**Q:** If a player is performing the Collect Minerals action in conjunction with the Chief Cook's ability to collect class 2 goods instead of class 1 goods, and the player rolls doubles, can he still load one class 6 (jewels) good?

**A:** Yes.