Merchants Cove
The Peddler

The Peddler (Solo Mode)

As a brick-and-mortar merchant trying to make a living in Merchants Cove, there's nothing more frustrating than a shady peddler rolling into town trying to steal your business. Here, you'll be dealing with: Nozama, a traveling mercantile nuisance, whose counterfeit wares can easily fool most eyes.

The Peddler is a solo-AI that will compete against you in a 2-player game. This rulebook outlines how to operate the Peddler. Just like a normal game, your goal is to have more Gold than the Peddler after 3 rounds.

VARIANT

The Peddler AI is capable of being used in a 2-player game to simulate a third player.

COMPONENTS

- This Rulebook
- 1 Peddler Shop board
- 20 Peddler cards

SETUP

1. Place the Peddler's Shop board on the table in front of you.
2. Choose your difficulty (see back page) then shuffle the 16-card Peddler deck and place it into its designated area on the Peddler's Shop board.
3. Give the Peddler an unused player color: place their Gold tracker on and their Time-piece on top of your Timepiece on the Clock.
4. Select an unused Merchant, and set their Goods in a supply near the Peddler's Shop board.
5. Ensure both of the Double-Customer tokens are placed on the clock—at "9:30" and "11:30" respectively (as in a 2-player game).

ARRIVAL PHASE

After completing the Arrival Phase as normal, setup the Peddler as follows:

- Flip the top card of the Peddler deck and place it in the right (2nd) **action space.**
- Draw 1 Customer from the Adventurer bag and place it into the leftmost space of the Peddler's **Customer Pool** with this icon. Repeat this until all spaces with have a Customer in them.
- If all four spaces with already have a Customer, do not draw or discard any Customers.

PRODUCTION PHASE

When the Peddler becomes the active player, take the following steps:

- Draw the top card of the Peddler deck and place it in the left (1st) Action space. Then, resolve the newly-created Action sequence of the Peddler, which is formed by the combination of the two cards' inner halves.
- Completely resolve the **action** a number of times equal to the **action multiplier**.
- Resolve the Clock based on the total **action cost** in Hours, and draw Corruption cards if needed.
- Discard the card from the right (2nd) action space, then shift the card in the left (1st) action space to the right (2nd) action space.

The **Location icons** on the card are used in various ways to determine which component the Peddler will select when presented with multiple options. The **Left/Right** icons indicate which half of the main board to select (left or right); and the **Inner/Outer** icons indicate whether to choose the option nearest to the center or to the outside edge of the board.

Example: *The depicted Location icons would result in the Peddler selecting the following: recruiting the fourth Townsfolk from the Town Square, loading an Adventurer into the outermost Sailing Boat on the right half of the board, and Docking any Boats at the rightmost available Pier.*

PEDDLER ACTIONS

Recruit Townsfolk & Draw Adventurers

The Peddler recruits 1 Townsfolk card, then draws 2 Customers and places them into the Customer Pool. There is no limit to the number of Townsfolk the Peddler can recruit. To take this action, follow these steps:

- Determine the Townsfolk card in the Town Square that corresponds to the Location icons.
- Place the recruited Townsfolk card face-up near the Peddler's Shop board; their Faction icons will score for the Peddler during **Final Scoring.**
- Ignore the Townsfolk ability of any Townsfolk recruited by the Peddler.
- The Peddler draws 2 Adventurers from the Adventurer bag and places them into the Customer Pool.
- If there is no space for one or more Adventurer, do not draw it.
- For each Adventurer that cannot be drawn because of this, the Peddler discards 1 random Corruption card (if possible).
- The Peddler pays the action cost showing on both cards' inner halves (and ignores the cost printed in the Town Square).

Note: If this action has a **2×** action multiplier, refill the Town Square like normal after each action, and use the same Location icons both times.

Procure Goods

The Peddler immediately gains Goods matching the depicted size and color.

- Goods are added to the leftmost empty space on the Peddler's Sale Shelf. If a card creates two different types of Goods, create the Good shown on the left first.
- Each Good takes up one space on the Peddler's Sale Shelf, regardless of size.
- If there is no space for one or more Good, do not gain it.
- For each Good that cannot be gained because of this, the Peddler draws 1 Adventurer from the Adventurer bag and places it into the Customer Pool.

Sponsorship

The Peddler immediately gains 2 Gold for each Customer in the depicted Faction Hall.

RESOLVE THE CLOCK

Determine the Action Cost of the Peddler's action by totaling the icons shown on the inner halves of both cards. Advance the Peddler's Timepiece on the Clock one Hour for each Hourglass icon depicted. Then, the Peddler draws 1 Corruption card for each Corruption icon depicted.

- The Peddler's action cost is paid exactly once, regardless of the action multiplier.
- If the Peddler's Sale Shelf contains *3 or fewer* Goods, the Peddler will use Clock Hand spaces when given the opportunity—drawing Corruption cards as usual, and not taking the **Load the Boats** action.
- If the Peddler's Sale Shelf contains *4 or more* Goods, the Peddler will not use the Clock Hand spaces (taking the **Load the Boats** action as usual).

LOAD THE BOATS

When the Peddler needs to take the Load the Boats action, follow these steps:

- Choose which Adventurer will be placed.
- Check the color of the rightmost Good on the Peddler's Sale Shelf for a matching colored Customer in the Customer Pool. Select one of these matching Customers for the Peddler to place.
  - ▶ If the rightmost Good does not have a matching Customer, check the next rightmost Good.
  - ▶ Do this for each Good on the Peddler's Sale Shelf, if needed.
- If the Customer Pool contains no matching Customers, but contains one or more Rogues, select a Rogue for the Peddler to place.
- If the Customer Pool contains no matching Customers or Rogues, instead randomly draw 1 Adventurer from the Adventurer bag for the Peddler to place.
- Determine the Boat to place the chosen Adventurer into, based on the Location icons.
- If there are no Boats remaining which match the active Left/Right Location icon, ignore that icon and place the Customer on the other half of the board, still observing the Inner/Outer icon.

> **Note:** Do not rearrange the Boats after the Arrival Phase; they must maintain their relative positioning, since they affect the Peddler's Location icons.

If this placement causes a Boat to become filled, Dock it in the Pier indicated by the Inner/Outer location icon. If the indicated Pier is full, Dock the Boat in the other Pier on the same side of the board.

If the Peddler's Timepiece crosses the Double-Customer icon, resolve the first Adventurer completely, before drawing and resolving the next.

Finally, slide all Adventurers in the Peddler's Customer Pool to the left, if possible.

CHOOSE YOUR DIFFICULTY

There are 20 Peddler cards: 16 basic, and 4 with the hard mode icon

To play on **normal mode**, use the 16 basic cards. To play on **hard mode**, substitute the 4 hard mode cards with with the 4 matching basic cards.

MARKET PHASE

During the **Market Phase**, the Peddler will sell any Goods on their Sale Shelf they are able to—resolve all of the Peddler's sales according to the following rules:

- Resolve sales at each Pier from left-to-right.
- The Peddler *always* makes a sale at the first opportunity, even if the Black Market Pier offers a better price.
- The Peddler draws exactly 1 Corruption card after selling any number of Goods at the Black Market Pier.

Example: *In this example the Peddler would gain 12 total Gold for Market Phase Sponsorship. 3 Gold for each Warrior in the Customer Pool, 4 Gold for the Bard, 2 Gold for the Noble, and nothing for the Rogue.*

The Peddler then gains a Market Phase Sponsorship from the matching colored Faction Hall for each Customer remaining in the Customer Pool. The Peddler neither gains nor loses Gold for Rogues in the Customer Pool.

CLEANUP PHASE

Shuffle all cards on the Peddler's Shop board (deck, active, discard) into a deck and place it face-down into its designated area.

During **Final Scoring** the Peddler gains and loses Gold for the Faction and Corruption icons on their Corruption and Townsfolk cards, just as a player would.

ROGUE CARD EFFECTS

The following specific rules apply to the Peddler's interaction with the different Rogue cards in the core game. Rogue cards found in expansion content will have their Peddler-specific effects detailed in their respective rulebooks.

1. **Criminal** — No effect.
2. **Cultists** — The Peddler will always sell to Cultists when able, drawing Corruption like normal.
3. **Robbers** — The Peddler will not activate the placement effect.