

MINT DELIVERY

Updated July 18, 2018

The following is a list of errata and frequently asked questions from the rules in the first printing of Mint Delivery.

RULES ERRATA

ACTIVE ORDER LIMIT

Players can only have a maximum of three Active Orders that they are working on. If the player already has three faceup order cards, they cannot perform the Take Order action until they complete at least one of their Active Orders. This rule made it into the Solitaire Actions section but was accidentally omitted from the Primary Actions section.

Change the text of the Take Order action in the Primary Actions section to:

If on the Action Space for a Town, the active player may select one of the face up Orders from that town and place it face up in front of them. They then add one (1) Classic Mint Token to the order that they did not take in that town, and then reveal a new Order from that town's Order Deck. If the order had any Mint Tokens on it, the player may load any number of those into their truck for free, as long as they have the truck capacity to do so. The player is limited to having three (3) Active Orders.

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The contents section incorrectly states that there are 68 cards in the game. The ability Key Card was not included in this count. The total number should be 69 cards, and the fourth subcategory under cards should read "13 Ability Cards & 1 Key Card".

PLAYER ABILITIES

Just prior to the first printing, there were to be 3 ability Key Cards. This was reduced to a single Key Card, but this change was not reflected in the text in this section. In the setup for this variant, the text should read:

- Take the ability Key Card and set it near the Map.
- Next, randomly select 3 Ability Cards and set them face up, one on each slot of the Key Card, for everyone to see. The rest of the Ability Cards can be returned to the tin, as they will not be used this game.

FREQUENTLY ASKED QUESTIONS (FAQ)

GENERAL QUESTIONS

Q: Are the mint tokens limited?

A: Yes! Players are regularly turning in orders and converting, so this scenario is extremely rare. But if for any reason there are no mints of the color you wish to load or upgrade to, you are simply out of luck.

PLAYER ABILITIES

Q: How does the "No Frills" ability work?

A: Any time you could load a Classic mint into your truck from an Action Space or the Loading Zone road condition token, you can choose to instead load a Sugar Free mint. However for the rest of the game, you can no longer upgrade to Cinnamon mints. You do not have to discard any Cinnamon mints that may be on your truck prior to taking this ability.