

Mint Works - Extra FAQ

Assembler:

Q: Does the Assembler auto-build itself when you purchase it's plan?

A: No

Q: Does the Assembler build all plans acquired through any means, including plans purchased before purchasing the Assembler?

A: Only plans acquired from the Supplier are auto-built. Any plans acquired from elsewhere, like the Lotto, Swap Meet, or acquired before the Assembler was built, are not affected by the Assembler.

Vault:

The vault is worth 1 star by itself, so with one Vault and 3 unbuild plans, you trigger the end of the game (1 + 3x2)

(Justin) "In all of our testing that had continued on past the initial development, the vault continued to fall in it's quality as we kept track of it.

The fact that you have to have the Vault and at least 4 other plans face down doing nothing for you, when everybody else is gaining benefits from their buildings - it made it tough to win with it, it was possible but not likely in our testing.

Now that the vault can trigger end game with a total of 4 cards in your neighborhood it has been performing much more like I had initially intended it to."

Swap Meet:

Q: If I exchange a building from my neighbourhood does that meet that plan I take will automatically be built?

A (Justin): When you gain the plan from the supply using the swap meet, regardless of the card exchanged, the new plan will enter your neighborhood face down as a plan.

Passing:

Q: If you pass can you still play when it's your turn and not everyone has passed?

A: Yes

Recycler:

Q: Where does the plan/building go?

A: Bottom of the plan deck.

Builder/Supplier/Leadership Council

Q: Can you place mints on the Builder or Supplier card to block the other opponent without actually acquiring a plan or building anything?

A: No. You must be able to complete the action of a location to take it. So if you don't have any plans to build, you may not use the builder. You can take the starting player token from yourself. As the location does not require you to take it from another player.

Note: Upkeep' effects on building happen after checking if a player has 7 or more stars.

Note2: Mints on the gallery don't count for tie breaker.

Combos:

Q: Swap Meet + Vault: Can I swap a building for a plan?

A: Yes.

Q: Supplier + Vault + Assembler: Can player choose not to use Assembler?

A: No. The plan will automatically be built.

Q: Bridge + Museum/Obelisk/Corporate HQ/Tie breaker: How to treat the bridge?

A: [p17] Count as 2 buildings in all scenarios.

Q: Landfill + Bridge/Gallery: Can building have negative stars?

A: [p18] Landfill just make Culture building produce 1 less star (minimum 0).

Q: Assembler + Lotto/Swap Meet/face down plans: Can you use the assembler for them?

A: No. only use assembler when using Supplier/Supplier via the Temp Agency.

Q: Recycler + Gallery: What to do with the tokens?

A: [p6] Return to supply.

Q: Recycler + Lotto/Wholesaler: What happen to the location?

A: The location get closed.

Q: Temp Agency + Crane: Does Builder via Temp Agency and a Crane, cost 2 or 3 Mints?

A: 2 Mints.

Q: Temp Agency + Truck/House of Tantrums: If a plan normally cost 1, how many mints will it cost via Temp agency and a Truck?

A: Ends up being the original printed cost. Temp Agency and Truck in effect cancel each other out, even on a 1 cost plan. Same will apply to white mints from House of Tantrums.

Q: Temp Agency + Leadership Council: Can you retake the Starting Player Token?

A: Yes.

Q: Swap Meet + Gallery: Does the mints stay on the gallery?

A: No. Return mints to the supply.

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