

DML Quick Reference Sheet

Wheel of profit



Carnival of Coin (all Character cards)

All Emblems can be targets of Acquisition Attempts by Active Player's on their Market Phase with a face value of 10 and the corresponding Resource Type.

Each player gains an extra Market Phase until end of the round.



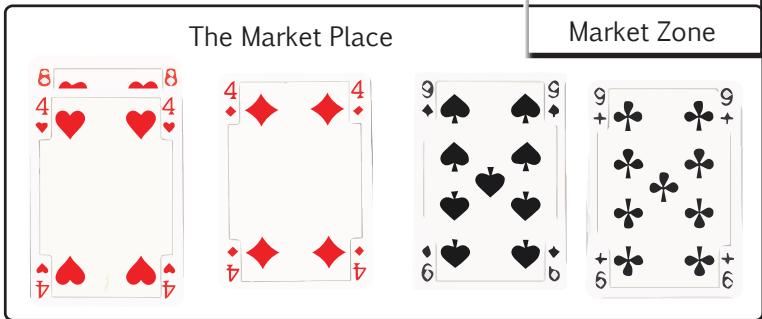
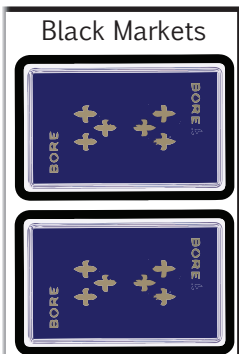
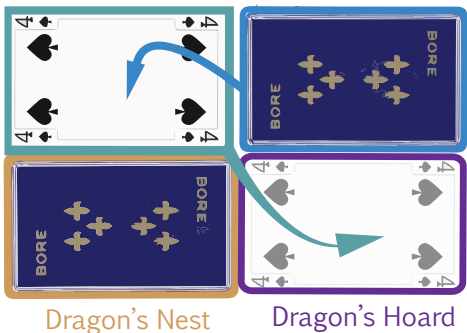
Foreign Merchant

If a JOKER is drawn at any time from the Global Event Deck it is shuffled with the Dragon's Hoard and a Dragon's Egg from the Dragon's Nest – if available – and then placed to the Market Place as a new separate Black Market.

When a Joker is drawn as an Event, it is the same as Carnival of Coin.

The Zones of DML

Active Global Event The Global Event Deck



Rolling Doubles



WOOT-WOOT!
Instant Success.
Activates Foreign Merchant during gameplay.



Wyvern eyes!
Instant fail.
Initiates Dragon Siege.



DABO!
Player may reroll any number of doubles unless it is Wyvern eyes.

Global Events



Decadence

Players can't play Character Ultimate Powers. However, if the number of cards in Player's Treasury is less than the face value of the Active Global Event card, the Player may choose to ignore this effect.

Resources that have a face value more than or equal to the face value of the Active Global Event card can't be bid on any Acquisition Attempts or Seize Attempts.



Tax Relief

Players forfeit their Black Market Phase, however if the number of cards in Player's Treasury is less than the face value of the Global Event card, the Player may choose to ignore this effect.

All Resources in the Market Place with face value of more than or equal to the Global Event card receive a -2 modifier to their Target Value until the end of Round.



Contraband Crackdown

Players can't make any Seize Attempts. However, if the number of cards in Player's Treasury is less than the face value of the Active Global Event card, the Player may choose to ignore this effect.

Each bid Resource that has a face value equal to or more than the Active Global Event card is put to Dragon's Hoard instead of the Market Place after the Acquisition Roll.



Marauders

Each Player discards a card at random and puts it in to the Dragon's Hoard. However, if the number of cards in Player's Treasury is less than the face value of the Active Global Event card, the Player may ignore this effect.

All Resources in the Market Place with face value of more than or equal to the Active Global Event card receive a +2 modifier to their Target Value until end of Round.

10 The Grand Opening

In addition to it's suite's Global Event, Guild House Resource card is open for Acquisition Attempts during the round.

Round Sequence

1. Global Event Phase
2. Turn Execution Phase
3. Round Ending Phase

No Event card to draw on Global Event Phase = Game Ends.

Turn Sequence

1. Character Power Phase
2. Supply
3. Main Phase
4. Black Market Phase
5. Restock (if necessary)
6. Character Power Phase

Character cards and Character Ultimate Powers (CUP)

The Queens – Character, Emblem Emblem Static Bonus: 2



Pampered Heiress

- But m'lady – that might cost us half the Kingdom.

Character Ultimate Power:
Player may search the Dragon's Nest and put any one Dragon's Egg into one's Treasury if possible.



Archduchess of Avarice

- More is not enough!

Character Ultimate Power:
Player may remove any one Stock from the Market Place and add it into one's Treasury.



Dragon Empress of Khitamar

- One word and empires crumble.

Character Ultimate Power:
Initiate Dragon Siege.



Harlot Queen of Smorgon

*- I'm too busy to fuck.
Fucking is what I'm busy doing.*

Character Ultimate Power:
Exile all Character Cards and move all Resource Cards to the Dragon's Hoard which are below the Harlot Queen on the Character Power Stack. Those cards do not resolve during this Character Power Phase.

The Jacks – Character, Emblemz Emblem Static Bonus: 1



Supreme Confisfactor

-By the power invested in me by the Four Corners Chamber of Commerce...

Character Ultimate Power:
The Player may search any one Black Market of choice and then place any one card from that Black Market in to one's Treasury.



Tithe Embezzeler

- All in, or all for nothing.

Character Ultimate Power:
If able – each Player puts a card from their Treasury to the Treasury of the Player who played the Tithe Embezzeler.



Grand Inquisitor

- This is HERESY!

Character Ultimate Power:
All Stocks and Black Markets are put into the Dragon's Hoard. Remove all Dragon's Eggs and Thieves from the Dragon's Hoard. Put the Dragon's Eggs into the Dragon's Nest and shuffle the Thieves in to the Global Event Deck. Restock.



Rogue Jester

-Beware, or he'll make a fool out of you.

Character Ultimate Power:
Reverse the Character Power Stack.

The Jokers

N.B - Can't be played as an Emblem.



Thief

- High risk, but the prize.

Character Ultimate Power:
The Player may take one card at random from any Player's Treasury and put it into their own Treasury, or alternatively put any card from his/her Treasury to any other Player's Treasury.

If the Thief resolves, instead of being exiled it is shuffled back in to the Global Event Deck.

Victory Points:

The Aces – Dragon's Egg = 20

Character Cards = 0

Number cards from 2 - 10 = Face value

Secret Desire = Double the victory points of the number cards that are same suite as your Merchant King.

Guild House Resource Bonus = +2 points for each number card same as a Guild House.