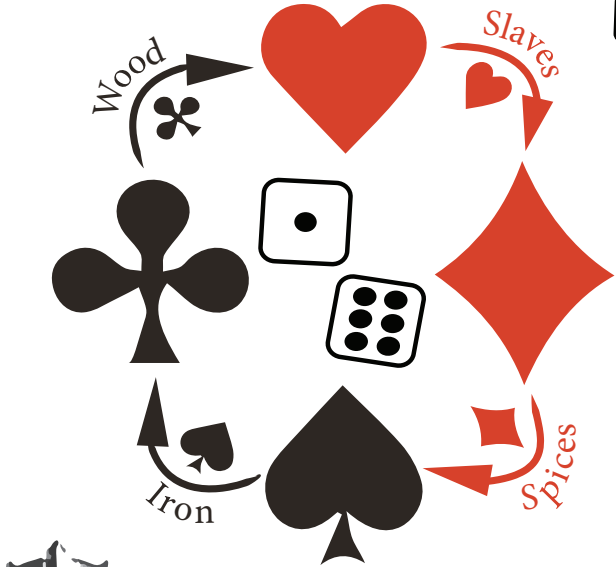


DML Quick Reference Sheet

Wheel of profit



Carnival of Coin (all Character cards)

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

On this round the rotation of Wheel of Profit turns around.

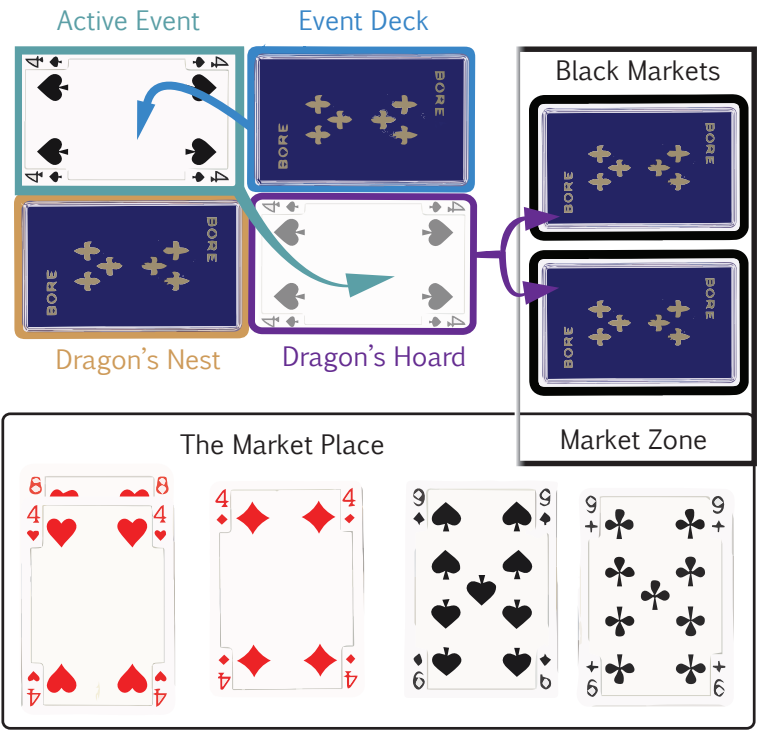


Foreign Merchant

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 Zone as a new separate Black Market.

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

The Zones of DML



Rolling Doubles



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



Wyvern eyes!
Instant failure.
Initiates Dragon Siege.



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

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.

Players can only bid Resources that have Face Value more than or equal to the Global Event Face Value in Acquisition Attempts and 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.



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.

Players can only bid Resources that have Face Value less than or equal to the Global Event Face Value in Acquisition



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 Buying Modifier to their target Face Value until end of Round.

The Grand Opening

The Grand Opening is equivalent to Carnival of Coin with an additional Market Effect. Players may declare Acquisition Attempts on the Active Event card as its own separate Stock.

Round Sequence

1. Event

2. Action Sequence

3. End

Turn Sequence

1. Supply

2. Market

x. Extra Market Action

a. Market Action

b. Black Market Action

3. Restock (if necessary)

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

CHARACTER POWER PHASE
Holder of Initiative Badge may commence Character Power Phase before his turn. Also after each Turn there's a Character Power Phase.

Character cards, Emblems and Character Ultimate Powers (CUP)

The Queens – Character, Emblem Emblem: Buying Bonus 2, Vantage Bonus



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
People reveal their most intimate secrets in the house of pleasure. I'll just put them in good use.

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, Emblem Emblem: Buying Bonus 1, Vantage Bonus



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
Fraud is the bastard son of greed.

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
A right kind of man in the world gone upside down, can make even the king look like a fool

Character Ultimate Power
Reverse the Character Power Stack.

The Jokers – Character 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. Alternatively the Player may put any card from his/her Treasury to any other Player's Treasury. If the Thief resolves, instead of being exiled the Player rolls 2D6 against a Target Value of 7. If the roll succeeds at beating the Target Value the Thief is shuffled back in to the Global Event Deck. Otherwise, the Thief card is placed into Exile.

The Guild Houses – Resource, Emblem Emblem: Buying Bonus 1, Vantage Bonus



★ All Emblems have a Face Value of 10 and the corresponding Resource Type when targets of Acquisitions.

★ Player may use any of the market actions to gain one emblem back to hand by rolling Target Value of 7 or higher.

Vantage



The controller of Slave Emblem may re-roll a failed roll by tapping the emblem for the duration of the on-going round.



The controlling Player draws an extra card after successful Acquisition Attempts on Black Markets.



The controlling Player may ignore Dragon Siege effects, if the number of Dragon Eggs in the Player's Treasury is equal to or lower than the number of Dragon Shield Emblems the Player controls.



The controlling Player may modify the default Target Value (7) of any Black Market Acquisition Attempts by 1 for other players.

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

<<<Winning Conditions>>>

Monopoly: resources from 2-9 (same suite)
Ultimate Victory: 4 x dragon eggs.