

# 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.

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



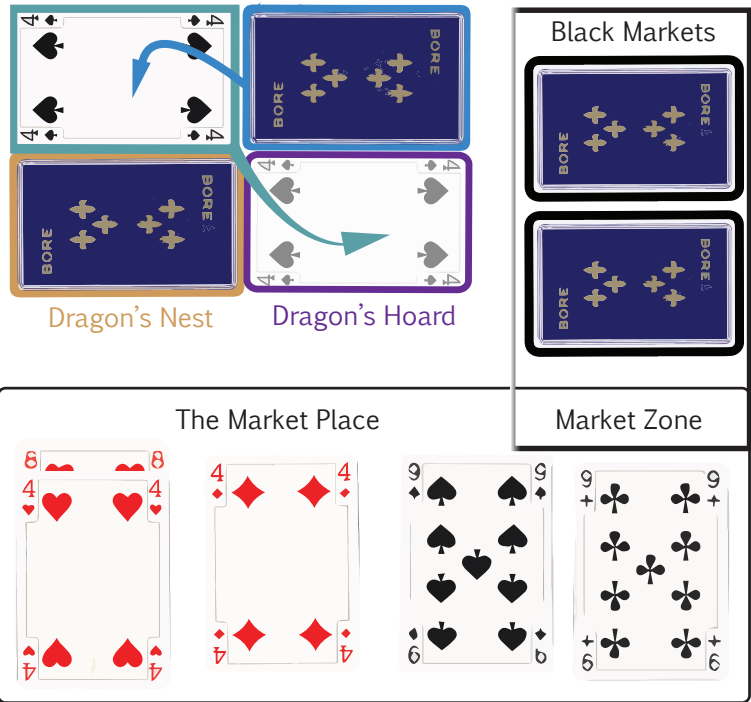
### Foreign Merchant

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.

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 failure.  
Initiates Dragon Siege.



DABO!



Player may reroll any number of doubles unless roll 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.

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.

All Resources in the Market Place with face value of more than or equal to the Global Event card receive a -2 Buying Modifier to their target Face 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.

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



### 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.

## 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

*- 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 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

*- 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

*- Right kind of man in 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, 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 = Grants +2 points for each number card same as the Guild House.