

Sample :
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to get
blank scorepad

Players	1	2	3	4	◀ Jewels
	Diams	Emeralds	Rubies	Amber	
Mark	3	7	0	1	Alchemist
Ezie	4/RN	1+K	2	0	Banker
Peter	1+K	0	1	4+2R	
TOTAL	8	8	3	5	
Rarity	(3)	(4)	(1)	(2)	
Value	30 + 10	20 + 0	10 + 30	0 + 20	

Alchemist		-3	+3		
Rarity	8 / (4)	5 / (1)	6 / (3)	5 / (2)	
Value	30 + 0	20 + 30	10 + 10	0 + 20	

1	Result of the FIRST Sale				TOTAL
Mark	0	0	20	0	20
Ezie	30+10+50	0	0	0	90
Peter	-50	0	0	20 x 3	10

Players	1	2	3	4	◀ Jewels
TOTAL					
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

2	Result of the SECOND Sale				TOTAL

Players	1	2	3	4	◀ Jewels
TOTAL					
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

3	Result of the THIRD Sale				TOTAL

Remember : Sale = (Value + 10 if Banker) x (1 + #Rings)
The King cancels a Sale (Sale = 0) except when countered by the Queen's necklace

<i>Players</i>	1 <small>-30</small>	2 <small>-20</small>	3 <small>-10</small>	4 <small>-0</small>	◀ Jewels
	TOTAL				
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

1	Result of the FIRST Sale				TOTAL

<i>Players</i>	1	2	3	4	◀ Jewels
	TOTAL				
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

2	Result of the SECOND Sale				TOTAL

<i>Players</i>	1	2	3	4	◀ Jewels
	TOTAL				
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

3	Result of the THIRD Sale				TOTAL

Remember : Sale = (Value + 10 if Banker) x (1 + #Rings)
 The King cancels a Sale (Sale = 0) except when countered by the Queen's necklace

<i>Players</i>	1 <small>-30</small>	2 <small>-20</small>	3 <small>-10</small>	4 <small>-0</small>	◀ Jewels
	TOTAL				
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

1	Result of the FIRST Sale				TOTAL

<i>Players</i>	1	2	3	4	◀ Jewels
	TOTAL				
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

2	Result of the SECOND Sale				TOTAL

<i>Players</i>	1	2	3	4	◀ Jewels
	TOTAL				
Rarity					
Value	30 +	20 +	10 +	0 +	

Alchemist					
Rarity					
Value	30 +	20 +	10 +	0 +	

3	Result of the THIRD Sale				TOTAL

Remember : Sale = (Value + 10 if Banker) x (1 + #Rings)
 The King cancels a Sale (Sale = 0) except when countered by the Queen's necklace