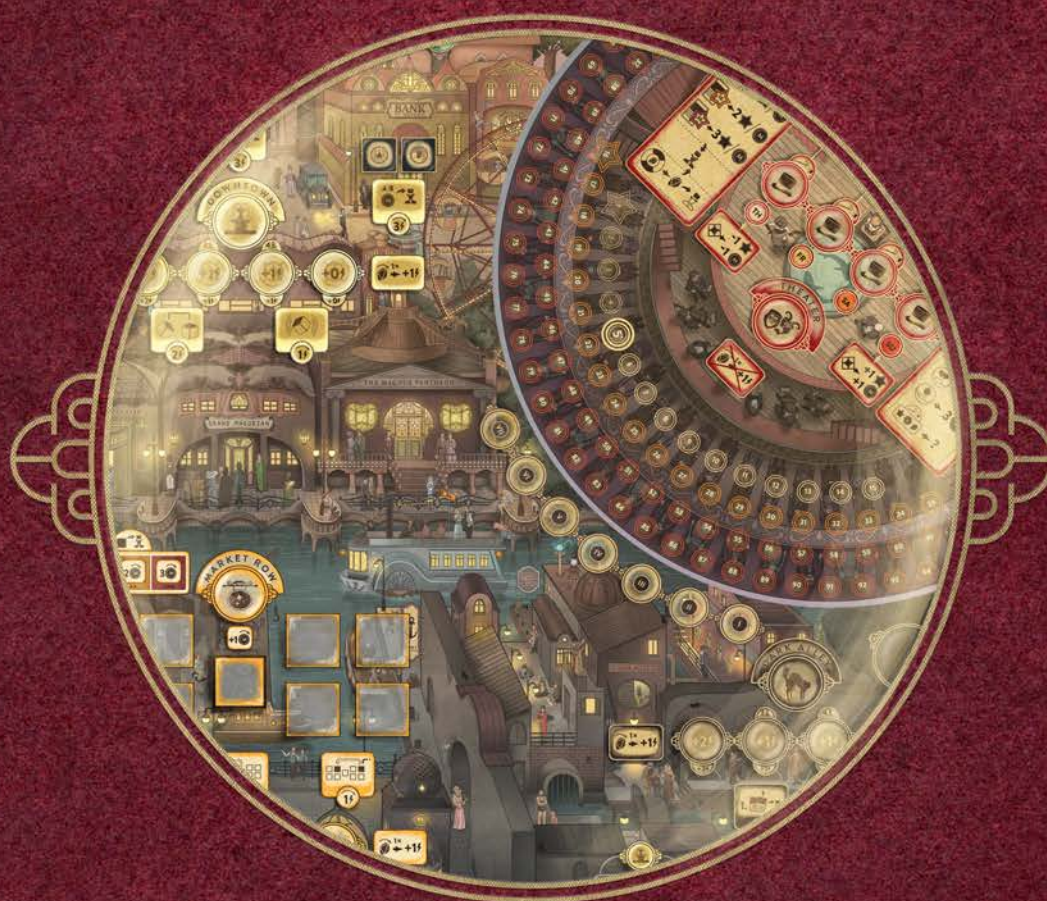


TRICKERION

LEGENDS OF ILLUSION



RULES OF PLAY

INTRODUCTION



Decades ago, it used to be a bustling city, the Capitol of Illusion, but now only the shadow of its former glory remains. The golden age ended the day that Dahlgaard the Magnificent, the city's selfless benefactor and the greatest illusionist in history, mysteriously vanished at the finale of his ultimate performance. No word had been heard of him since.

Until now.

One night, four talented illusionists, masters of different fields of magic, received a mysterious invitation. The great Dahlgaard himself, returning from the unknown, called for them to reveal the secret he had kept for a lifetime: the truth about the Trickerion Stone, his shining amber relic. Despite what many believed, it was much more than merely his lucky charm. He revealed that the stone bestows supernatural intellect, speed and perception to its owner — the qualities of the perfect illusionist.

Dahlgaard's secret was only a part of his grand design; after his death, he wants Magoria to flourish again as the City of Illusion, under the guidance of a worthy successor, who will inherit the Stone and his whole legacy. This successor is to be chosen from the four illusionists in a seven-week contest for fame and fortune.

With so much at stake, the four magicians will stop at nothing to win.

Who has what it takes to become the next Legend of Illusion?

Read more about Dahlgaard and the Trickerion Stone at www.trickerion.com!

GOAL OF THE GAME

In Trickerion: Legends of Illusion, players take on the role of famous stage illusionists in the mystical city of Magoria. Their goal is to acquire the most fame over the course of seven weeks, thus winning a grand competition for the mighty Trickerion Stone. Players will learn breathtaking magic tricks, acquire components for them and extend their team to be able to take more actions each turn. Tricks are stored and prepared in the magicians' own workshop. At the end of every turn, each magician can perform their own spectacular magic show for fame, fortune and shards of the mysterious Trickerion Stone. The player who is the most famous after seven weeks wins the game.

GAME CONTENTS

SUMMARY

- 1x Main Game Board
- 4x Player Game Boards
- 12x Specialist Board Extensions
- 32x Wooden Character disks (8 in each player's color)
- 8x Player markers
- 6x Downtown dice
- 48x Trick cards (12 in each category)
- 40x Permanent Assignment cards (10 for each player)
- 48x Special Assignment cards (12 for each Location)
- 40x Performance cards
- 8x Magician cards (double-sided)
- 8x Magician Poster cards
- 64x Trick markers
- 16x Symbol markers
- 96x Components (40 Basic, 32 Advanced, 24 Superior)
- 28x 1 Coin tokens
- 16x 5 Coin tokens
- 27x Prophecy tokens
- 50x Trickerion Shards
- 1x Trickerion Stone turn marker
- 90x Magician Power cards
- 12x Turn Setup cards
- 4x Magician Workbooks
- 1x Rulebook

CONTENT BREAKDOWN

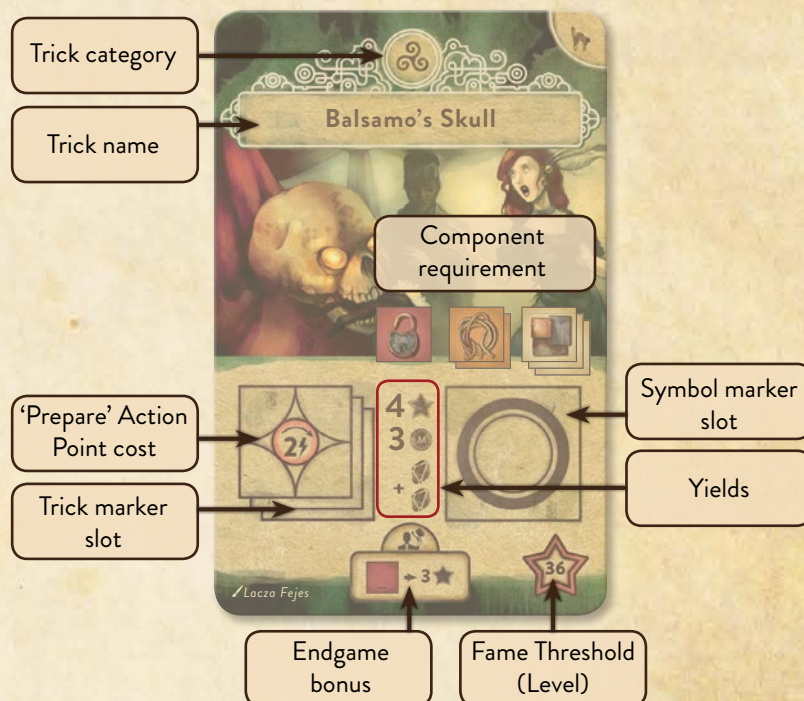
Below is a quick outline of the game's components. This section can always be referenced later, but the rules here are only a summary — details can be found in the Game Phases section.

TRICK CARDS

Trick cards come in four different categories:



Magic Tricks are the centerpiece of Trickerion. The core flow of the game consists of learning these Tricks, obtaining Components for them, preparing them, and finally combining them to compose breathtaking Performances in the Theater.



IMPORTANT

Tricks can have three different Fame Thresholds: 1, 16 and 36. These will be referred to as Level 1, 2 and 3 Tricks throughout the rulebook, respectively.

NOTE: Detailed rules regarding Trick cards and their Fame Thresholds can be found in the Learn Trick, Prepare Trick, Set Up Trick and Perform sections.

COMPONENTS



Each Trick needs a certain number of Components to be prepared and performed. There are three categories of Components in Trickerion: Basic, Advanced and Superior, costing 1, 2 and 3 Coins respectively. They can be bought at the Market Row and are kept in the Magician's Workshop.

📌 **NOTE:** Detailed rules for Components can be found in the Market Row, Workshop, and Prepare Trick sections.

ASSIGNMENT CARDS

Assignment cards are used to plan a player's turn in the 'Assignment' phase. Each one represents a Location, where a Character will be placed. There are five Locations in the game: the Downtown, the Market Row, the Workshop, the Dark Alley and the Theater. There are two types of Assignment cards: Permanent and Special.

Permanent Assignment cards



Special Assignment cards



Permanent Assignment cards are part of the players' starting setup. Special Assignment cards can be obtained at the Dark Alley.

📌 **NOTE:** See the 'Assignment' phase for details on how to use Assignment cards.

WOODEN CHARACTER DISKS

The wooden disks that can be placed during the game are referred to as Characters. They are sent to different Locations using Assignment cards, where they spend their available Action Points (marked with a ⚡ symbol) to carry out one or more Actions.



There are three types of Characters: Apprentices, Specialists and the Magician, each with a different Action Point value. There are three sub-types of Specialists: Manager, Assistant and Engineer.

MAIN GAME BOARD



Most Locations are on the Main Game Board. All Locations have Character slots (with ⚡ modifiers), where the Characters can be placed. Fame points gained during the game are tracked on the Fame Track around the Theater.

The Main Game Board is double-sided. The only difference is the artwork — you may use whichever side you prefer.

DOWNTOWN DICE

These dice are rolled at the beginning of each turn to determine the options at the Downtown Location for the turn.

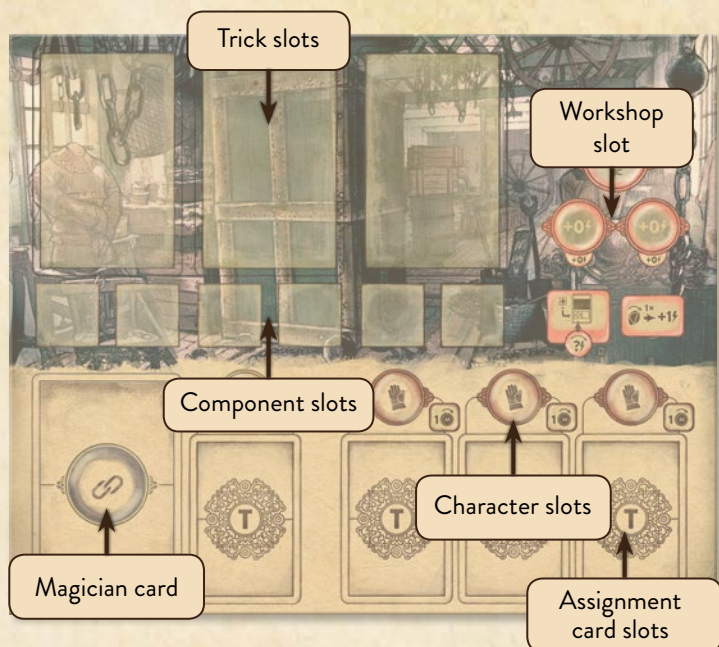
📌 **NOTE:** See the 'Roll dice' phase for details.



PLAYER GAME BOARDS

The Player Game Board is the Magician's headquarters. This is where the Assignment cards are placed during the 'Assignment' phase and where the player's Components and Tricks are kept. It also serves as the Workshop Location.

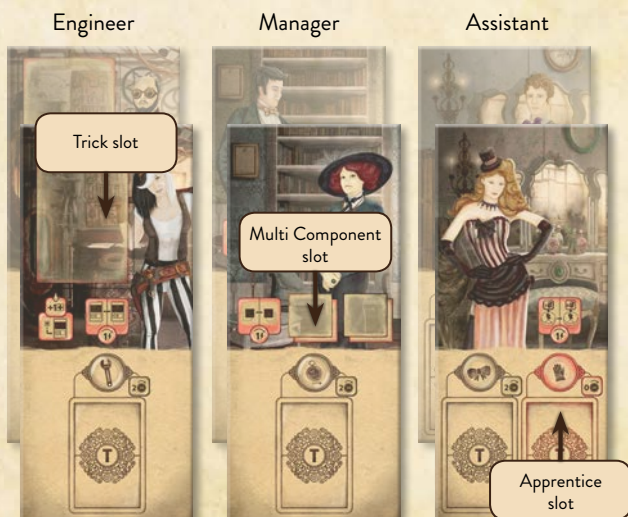
The Player Game Board can be extended to the right by hiring Specialists.



The Player Game Boards are double-sided — the side marked with the black cat symbol is only used when playing with the Dark Alley.

SPECIALIST GAME BOARD EXTENSIONS

These mini boards serve as extensions for the Player Game Boards. Each one is associated with a Specialist.



The **Engineer's** extension has an additional, special Trick slot. Whenever this Trick is Prepared, the player receives an additional Trick marker on it.

The **Manager's** extension has two Multi Component slots. Component piles on these slots count as if they consisted of one more of that Component.

The **Assistant's** extension hosts an extra Apprentice who does not have to be paid for in the 'Pay Wages' phase.

At the end of the turn in which a Specialist is hired, the player receives their respective board extension together with the wooden Character disk and places it next to their Player Game Board.

■ **NOTE:** See the 'Hire Character' Action and the 'End Turn' phase for detailed rules.

THE MAGICIAN CARDS

These cards represent the player's chosen Magician. Each has a Favorite Trick category printed above their name, which is relevant when learning Tricks.

The card's side with the black cat symbol is used only with the Dark Alley.



MAGICIAN POSTER CARDS

Magician Posters are used to Advertise after the 'Set Initiative Order' phase (see the 'Advertise' phase).



PLAYER MARKERS

The purpose of these colored Player markers is to track the players' Initiative Order and their progress on the Fame track.



TRICK AND SYMBOL MARKERS



Each player has four sets of Trick markers with different symbols. Trick markers of a specific symbol always belong to and identify a Trick card. A Symbol marker belongs to each set of Trick markers and is placed on the Trick card when it is learned, thereby assigning the chosen Symbol to the Trick. During the game, Trick markers can be moved from the Trick card onto Performance cards.

Trick markers
(on Trick)

Trick markers
(on Performance)



NOTE: See the ‘Prepare Trick’ and ‘Set Up Trick’ Actions for the detailed use of Trick markers.

PERFORMANCE CARDS



These cards are located in the Theater; each one symbolizes a Performance, consisting of one or more Tricks, which are represented by the Trick markers on them. Trick markers can be moved onto these cards by taking the ‘Set Up Trick’ Action in the Theater. The Performances created this way are the main source of Fame points and Coins. As the game progresses, these cards will symbolize more and more prestigious Theaters.

The Magnus Pantheon cards are only used with the Dark Alley.

COINS



Coins are the basic currency in the world of Trickerion, available in denominations of 1 (silver) and 5 (gold).

The main source of Coins is the payment

received in the ‘Performance’ phase, but there are various other sources, such as the Bank in the Downtown and Trick Links.

NOTE: Coins are typically spent on buying Components at the Market Row and paying Wages.



TRICKERION SHARDS

These shards are pieces of the legendary Trickerion Stone and serve as the third resource beside Fame and Coins.

They are awarded for performing certain Tricks, creating Trick Links on specific slots on Performance cards, or having your Engineer in the Theater when you perform.

NOTE: Shards can be spent to buy additional Action Points (⚡). Excess Shards at the end of the game are worth one Fame point each.

TRICKERION STONE

The Trickerion Stone functions as the Turn Counter. At the end of each turn, it is advanced one step forward on the Turn Counter track.



MAGICIAN WORKBOOK

The Magician’s Workbook contains an image of all available Tricks that can be learned, as well as a description of each Prophecy and a breakdown of the phases of each turn. It helps players plan in advance what Tricks to learn and what Components to buy.

PROPHECIES

Prophecies are an optional addition when playing with the Dark Alley.



The purpose of the Prophecy tokens is to alter certain game rules turn by turn. At all times, the Prophecy next to the Turn Track is the Active one, and it affects the game during the turn, while the other three (inside the crystal ball) are the Pending Prophecies, which will take effect in the three subsequent turns. A detailed explanation of Prophecies can be found in each player’s Magician Workbook.

MAGICIAN POWER CARDS

Magician Power cards are not part of the base game — they are only used with the Magician Powers variant.



No two Magicians are the same. As they strive for greatness, they can learn powerful abilities to specialize in their art. In the game, these abilities are called Magician Powers.

TURN SETUP CARDS



Turn Setup cards are only used with the Duel of Magicians optional rules. They are used to set up the available Character slots at each Location at the beginning of each turn.

KEY TO THE SYMBOLS USED

CARDS

1. Trick card
2. Performance card
3. Permanent Assignment card
4. Special Assignment card

CHARACTERS

1. Generic Character disk
2. Magician disk
3. Assistant disk

4. Engineer disk
5. Manager disk
6. Apprentice disk

OTHER GAME ELEMENTS

1. Die
2. Component
3. Basic Component
4. Advanced Component
5. Superior Component
6. Trick marker

YIELDS

1. Fame
2. Coin
3. Shard

OTHER SYMBOLS

1. Action Point
2. Fame Threshold
3. Any (Trick category or Action)
4. Now
5. During the 'End Turn' phase
6. Receive Now
7. Receive During the 'End Turn' phase
8. Spend
9. Active Player
10. Other Player(s)
11. Link
12. Link with Shard
13. Performance/Perform
14. Advertise
15. Game End

GAME SETUP

GENERAL SETUP

Place the **Main Game Board** in the middle of the table.

For your first game, we suggest playing without the Dark Alley — in this case, simply ignore that Location during the game.

❏ **NOTE:** The game is playable without the Dark Alley, but for the full experience, we strongly suggest adding it after your first few games. If you decide to play without the Dark Alley, please follow the specific setup instructions in *italics*.

- 1 Separate the **Trick cards** into four decks by category (Mechanical, Spiritual, Escape and Optical), and place them face up above their corresponding slots in the Dahlgaard Residence part of the Downtown. *If you are playing without the Dark Alley, leave all Level 3 Tricks in the box.*
- 2 Fill up the **Market Row's Buy area** with a Wood, a Metal, a Glass and a Fabric Component. This will be the Market Row's initial stock.

- 3 Create the face-down **Performance deck**, consisting of two random face-down Performance cards of each type, stacked in the following order from the top to bottom: 2 Riverside Theater, 2 Grand Magorian, 2 Magnus Pantheon. Put this deck face down next to the Theater. Finally, from left to right, fill up the Performance card slots in the Theater with a number of Riverside Theater Performance cards (drawn randomly from the remaining cards, not from the Performance deck) equal to the number of players minus one. *If you are playing without the Dark Alley, leave all Magnus Pantheon cards in the box — the Performance deck will only consist of 4 cards.*
- 4 Place all **Components**, **Trickerion Shards** and **Coins** in a pile next to the game board where all players can reach them.
- 5 Shuffle the four **Special Assignment decks** (sorted by Location), and place them face down on the respective slots in the Dark Alley. *If playing without the Dark Alley, skip this step.*
- 6 Place the **Trickerion Stone** on the I. slot of the Turn Counter track (below the Fame track).

PERFORMANCE CARDS

2 players

3 players

4 players



PERFORMANCE DECK



COIN, SHARD AND COMPONENT SUPPLY

INITIATIVE ORDER
(see later)

TRICKS



- 7 Choose the three starting **Pending Prophecies** at random, and place them on the respective slots on the Fortune Teller orb. Put the remaining Prophecies in a face-down pile next to the Main Game Board. (There is no Active Prophecy in the first turn.) **Do this only after the player setup (on the next page) is finished.** If playing without the Dark Alley, skip this step.

NOTE: Since the Prophecies add a little more complexity, even if you are playing with the Dark Alley, you may choose to play without them. If you decide to omit them, exclude the Priestess of Mysticism from the starting Magician choices.

2-3 PLAYER RULES: In a 2- or 3-player game, two or one +1 Action Point slots respectively are not used at the Downtown, Market Row and Dark Alley Locations. You may use the face-down wooden disks of the leftover player color(s) to cover these slots for the duration of the game.

PLAYER SETUP

Starting with the player who most recently wore a top hat and in a clockwise order, each player chooses a Magician with a

Favorite Trick category not chosen before and then receives the respective Player Game Board and the following:

- The **Magician card**. Each Magician has a special ability, detailed in the Appendix. These abilities are only used with the Dark Alley — *If you are playing without the Dark Alley, use the side without the ability icon at the bottom of the card.*
- The **Magician Poster** card.
- All **Trick and Symbol markers** in the player's color (4 different symbols with 4+1 markers each).
- Component(s)** of the player's choice for a total Coin value of 2, placed in the Workshop.
- A Level 1 **Trick card** , chosen from the Magician's Favorite Trick category, placed in the Workshop. Mark it with a Symbol marker. This will be your starting Trick.
- A starting hand of 6 **Permanent Assignment cards**: 2 Theater, 1 Workshop, 1 Market Row, 1 Downtown, 1 Dark Alley. *If you are playing without the Dark Alley, the starting hand consists of 9 Permanent Assignment cards instead: 3 Theater, 2 Workshop, 2 Market Row, 2 Downtown.*

PLAYER GAME BOARD



1 Magician disk + Magician card
1 Apprentice disk
Component(s) (total Coin value of 2)
1 Trick (Level 1)

ONE CHOSEN SPECIALIST



1 Manager disk
Component(s)
(total Coin value of 2)



1 Engineer disk
1 Trick
(Level 1)



1 Assistant disk
1 Apprentice disk

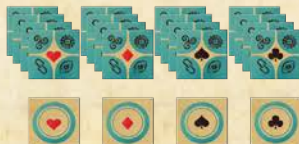
POSTER



ASSIGNMENT CARDS



TRICK & SYMBOL MARKERS



1 SHARD



COINS



- All **Character disks** of the player's color. Place the Magician and 1 Apprentice disk on their respective slots on the Player Game Board. Keep the rest next to the Player Game Board as a personal supply.
- A **Specialist** of the player's choice, its respective Game Board Extension, and a bonus based on the chosen Specialist:
 - » Manager: Additional Component(s) for a total Coin value of 2, placed on the Manager's Board Extension.
 - » Engineer: A Level 1 Trick card of the player's choice, chosen after all starting Tricks have been selected, placed on the Engineer's Board Extension. Mark it with a Symbol marker.
 - » Assistant: An additional Apprentice placed on the Apprentice slot on the Assistant's Board Extension.
- **10/12/14/16 Coins**, based on the starting Initiative Order (see Starting Fame points and Initiative Order).
- **1 Trickerion Shard.**

IMPORTANT

If you meet your chosen starting Trick's Component requirements with your starting Components (including the ones you received if you chose the Manager as your starting Specialist), you receive the Trick with the number of Trick markers on it equal to the number of overlapping squares on the card's Trick marker slot. This is essentially a free 'Prepare' Action for that Trick at the start of the game. (See 'Prepare' Action under the 'Locations' section.)

FIRST TIME SETUP FOR BEGINNERS

Instead of choosing starting Tricks, Components and Specialists, we recommend the following starting setup for first-time players:

Based on the Favorite Trick category of the chosen Magician:

Optical: The Enchanted Butterflies Trick with two Trick markers and the respective Symbol marker, 2 Fabric and a Manager with 1 Animal.

Mechanical: The Linking Rings Trick with two Trick markers and the respective Symbol marker, 2 Metal and an Assistant with 1 Apprentice.

Escape: The Barricaded Barrels Trick with two Trick markers and the respective Symbol marker, 2 Wood and an Engineer with the Stocks Escape Trick.

Spiritual: The Mind Reading Trick with three Trick markers and the respective Symbol marker, 2 Glass and a Manager with 1 Rope.

STARTING FAME POINTS AND INITIATIVE ORDER

After having completed the Player Setup, place a wooden Magician meeple in each of the players' colors on the Initiative Order circles (left edge of the Main Game Board) in a random order. This will be the Initiative Order in the first turn. In the subsequent turns, the Initiative Order will depend on the players' Fame points. (See 'Set Initiative Order' phase.)

2-PLAYER RULES: In two-player games, only the first and the third Initiative Order slots are used. (This influences the cost of Advertise and the starting Coins.)

Then, **players on the second/third/fourth slot in the Initiative Order receive 2/4/6 additional Coins (for a total of 10/12/14/16 starting Coins for the first/second/third/fourth player in the Initiative Order, respectively).**

Finally, place the wooden cylinder in each of the players' colors on the 5 Fame slot on the Fame Track. Because it is possible to lose Fame points, the starting Fame score is 5.

GAME PHASES

SUMMARY

ROLL DICE

Roll the six Downtown dice, and place them on the Downtown Location.

SET INITIATIVE ORDER

Rearrange the Initiative Order according to the opposite of the Fame point ranking of each player (so the player with the fewest Fame points takes the first position). **This phase is skipped in the first turn.**

ADVERTISE

Players may receive 2 Fame points once by paying 1-4 Coins depending on their position in the Initiative Order.

ASSIGNMENT PHASE

Players simultaneously plan the upcoming 'Place Characters' phase by placing Assignment cards from their hands face down below their Characters.

PLACE CHARACTERS PHASE

All Assignment cards are revealed. Then, following the Initiative Order, players place their Characters at the Location specified on the Assignment card below them, **one at a time**. Characters can be placed in any order. Based on the number of Action Points they

have when they are placed, they immediately take Action(s) at the Location.

PERFORMANCE PHASE

In a Thursday to Sunday order, each Magician on the Performance slots can Perform ALL Tricks on a chosen Performance card with at least one of their own Trick markers. The owner of each Trick marker receives the respective Trick's Yields. The Performing Magician receives additional bonuses.

END TURN PHASE

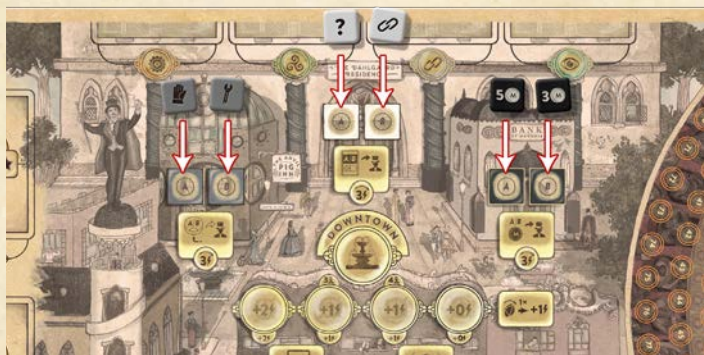
- Pay Wages
- Return Characters
- Orders Arrive
- Move Performance cards
- Remove Posters
- Move Turn Counter
- Move Prophecies (with Dark Alley)
- Discard Special Assignment cards (with Dark Alley)

GAME PHASE DETAILS

ROLL DICE

Each turn begins with the starting player rolling the six Downtown dice. The result of this roll determines:

- which Trick categories will be available for learning,
- which Characters can be hired, and
- how many Coins can be taken at the Bank.



After the roll, the dice are placed on the respective, matching colored slots at the Downtown. An 'X' result on a die means no Action is available for that particular die this turn.

SET INITIATIVE ORDER

The players' Initiative Order is always tracked with the Player markers of their color.

At the beginning of each turn, the starting positions are rearranged based on each player's Fame points. The Initiative Order is always set to be the opposite of the players' Fame Point order (so the player with the fewest Fame points will act first).

IMPORTANT

If two or more players finish their turns on the same Fame slot, reverse their Initiative Order when it is next set. The 'Set Initiative Order' phase is skipped in the first turn.

ADVERTISE

After the Initiative Order is set, players have the chance to use their Poster cards to Advertise once per turn. If they choose to do so, they **pay Coins equal to the number of their slot** in the Initiative Order (1-4), put their Poster on the slot above their Player marker, and immediately receive 2 Fame. The Poster cards are removed during the 'End Turn' phase.

ASSIGNMENT PHASE

In the 'Assignment' phase, players use their hand of Assignment cards to plan the placement of their Characters in advance for the 'Place Characters' phase. To plan a Character's placement, the player places an Assignment card face down below the Character disk on the player board. This Character will be placed at the Location printed on the card during the next phase.



This is done simultaneously by all players until everyone has either placed a face-down Assignment card below all of their Characters, or chooses not to place any more. Characters with no Assignment cards below them cannot be placed during the ‘Place Characters’ phase and will automatically be Idle (see Idle Characters in the subsequent section).

PLACE CHARACTERS PHASE

At the beginning of this phase, all previously placed Assignment cards are simultaneously revealed.

Starting with the first player in the Initiative Order, each player places one Character on a free Character slot at a Location (either on the Main Game Board or the player’s own Workshop). A Character can only be placed onto the Location printed on the Assignment card below it. Players continue to place one Character at a time in this manner, until all Characters are either placed or Idle.



IDLE CHARACTERS

An Idle Character is not placed on any Location during the ‘Place Characters’ phase and is left on the player’s Game Board. **Idle Characters are not paid for during the ‘End Turn’ phase.** You may choose to leave a Character Idle by turning its Assignment card face down during the ‘Place Characters’ phase instead of placing it. Then, the phase continues with the next player in the Initiative Order.

The Action(s) a Character can take at any given Location depends on the following:

- Available Action Points when the Character is placed and
- Available Actions at the Location.

The Locations and all their available Actions are discussed in detail in the ‘Locations’ section, while the Action Point system is detailed here.

THE ACTION POINT SYSTEM

When a Character is placed at a Location, it receives Action Points, which are spent on one or more Actions at the Location. The number of Action Points is based on the following:

TYPE OF THE CHARACTER: This determines the base number of Action Points when the Character is placed.

- Apprentices: 1⚡
- Specialists: 2⚡
- Magician: 3⚡

THE SLOT MODIFIER:

Character slots at all Locations have Action Point modifiers printed under them. When a Character is placed on a slot, this number is added to or subtracted from its base Action Point value.



ENHANCE CHARACTER

You can always buy +1 Action Point **once** when placing a Character by paying a Trickerion Shard at any Location **except for the Theater**. You may not buy more than 1 Action Point per Character placement this way.



When playing with the Dark Alley, other effects can further modify the number of Action Points that Characters have.

The placed Character’s Action Points are immediately spent on one or more available Action(s) at the respective Location — they cannot be saved for later. The Action Point cost of each Action is printed in a circle under its symbol. Once the player has taken all Actions they wanted with a placed Character, proceed with the Character placement of the next player in the Initiative Order.

CHARACTER PLACEMENT

Downtown Example

Character Action Points	3⚡	3⚡	2⚡	1⚡	
Slot Modifiers	+2⚡	+1⚡	+1⚡	+1⚡	
Trickerion Shards (maximum 1)	+1⚡				+1⚡
Special Assignment Cards (Dark Alley only)					
TOTAL	6⚡	5⚡	3⚡	3⚡	
EXAMPLE SPENDING					

LOCATIONS



If the Magicians are not afraid to get their hands dirty to gain an edge in the fierce competition, the Dark Alley is the place to go. Here, the standard Assignments can be spiced up with some dirty tricks, and even the future can be influenced by visiting the mysterious Fortune Teller.

■ **NOTE:** Remember; playing with the Dark Alley is optional. You may choose to play without it, especially if you are new to Trickerion.

SPECIAL ASSIGNMENT CARDS

In the Dark Alley, players can acquire Special Assignment cards for each of the other four Locations. When drawn, these cards are added to the player's hand of Assignment cards and are used during the subsequent 'Assignment' phases just like the Permanent ones. (They are placed below Characters, which are later placed on the Location indicated on the card.)

There are two differences between Permanent and Special Assignment cards:

- Special Assignment cards can only be used once. During the 'End Turn' phase, used Special Assignment cards are discarded to the bottom of their decks.
- Each Special Assignment card has a powerful bonus printed on it. This bonus typically enhances a specific Action (shown by the framed image above the card text) at the card's Location and only applies for one such Action, even if the player takes more than one of that Action with the Character, unless the card specifies otherwise. When a Character is placed using a Special Assignment card, any Action can be chosen at the Special Assignment card's Location, but if it's not the one enhanced by the card, the bonus is lost. Some cards have the '?' printed in the frame; in that case, the bonus is applicable to any one Action at the Location. **When the Character is placed, players may always choose to forfeit the Special Assignment's printed bonus and use it to gain +1 ⚡ at that Location instead.**



The following Actions can be taken in the Dark Alley:



DRAW FIRST CARD (1⚡): The player draws two cards from any Special Assignment deck in the Dark Alley, chooses one to keep, and puts the other at the bottom of the deck. A player may only take this Action once per Character placement.



DRAW FURTHER CARDS (2⚡): This Action is resolved the same way as the 'Draw First Card' Action, except it costs two Action Points.

■ **NOTE:** If a player takes multiple card draw Actions during a single Character placement, they may draw all cards they will be choosing from at once. This will usually help them decide quicker.



FORTUNE TELLING (1⚡): The player may move each Pending Prophecy one slot in a clockwise direction.



Players can use the Downtown to add new Tricks to their repertoire by visiting the great Dahlgaard in his Residence, expand their team by hiring Characters from the Inn or obtain additional Coins when needed from the Bank.

The following Actions can be taken at the Downtown:



LEARN TRICK (3⚡): The player chooses a Trick from the Dahlgaard Residence, puts it on an empty Trick slot in their Workshop, and places one of their unused Symbol markers on it.

The category of the newly learned Trick must correspond with the symbol on one of the Dahlgaard Residence dice. The '?' symbol means that any Trick category can be chosen.

After learning the Trick, set the corresponding die to its 'X' face.

IMPORTANT

You **DO NOT** have to meet a Trick's Component requirements to learn it.

You may return Tricks you no longer need to the Dahlgaard Residence decks at any time. If you do, return all of its Trick markers to your supply (including the ones on the Performance cards).



TRICK LEVEL AND FAME THRESHOLD

Each Trick has a Fame Threshold value printed in a star in the lower right corner. The player may learn **any Trick** from the corresponding deck as long as you have Fame equal to or more than its Fame Threshold.

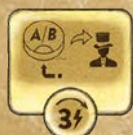


Matching Fame Thresholds: If the player has less Fame than the desired Trick's Fame Threshold, they may pay the difference in Coins when they use the 'Learn Trick' Action to learn it.

Trick Levels: For brevity, Tricks with a Fame Threshold of 1/16/36 respectively are referred to as Level 1/2/3 Tricks throughout the rulebook.

FAVORITE TRICK CATEGORY

The player can always choose to learn a Trick from their Magician's Favorite Trick category instead of the ones available. A chosen die still has to be set to its 'X' face if a Trick is learned this way.

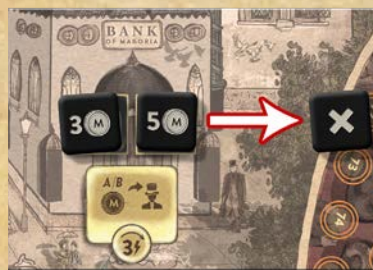


HIRE CHARACTER (3♣): The player chooses an Inn die and places an unused Character corresponding to the die roll from their supply on the Inn. The chosen die is then set to its 'X' face.

During the 'Return Characters' phase at the end of the turn, the hired Character is added to the player's team. If it was a Specialist, its Board Extension is also added to the player's Game Board. A player may only hire one of each type of Specialist (Assistant, Engineer, Manager).



TAKE COINS (3♣): The player chooses a Bank die and takes Coins equal to the die roll from the supply. Then, the player sets the chosen die to its 'X' face.



REROLL DIE (1♣): The player may reroll a Dahlgaard Residence, Inn or Bank die. As a result, the Tricks, Characters and Coins available in the Downtown may change.



SET DIE (2♣): The player may freely change the result of any one die roll (e.g. change an 'X' roll to a Manager to hire it later).



Each Trick has a certain Component requirement. Until these Components are collected, the Trick cannot be prepared and, thus, cannot be performed in the Theater. The Market Row is the place where these Components can be obtained — for a price.

The following Actions can be taken in the Market Row:



BUY (1♣): For 1 Action Point, the player may buy up to three Components of the same type. They also have to pay the price of each Component bought (1/2/3 Coins per Basic/Advanced/Superior Component). Only Components in the Market Row's Buy area (the current stock) can be bought this way.



IMPORTANT

Bought Components are taken from the general supply, not from the Buy area itself. The number of Components is not considered limited. In the unlikely case that a Component type runs out, replacements can be used.

Acquired Components are placed on the Component slots on the Player Game Board. Different Components occupy separate slots, but multiples of the same type are piled onto each other. The maximum number a player may have of a Component is 3. Players may return Components to the general supply at any time to make room for new ones.

IMPORTANT

The Manager's Board Extension contains two Multi Component slots. Component piles on these slots count as if they consisted of one more of that Component. **This bonus Component also counts towards the limit of 3.**



BARGAIN (1⚡): You may only use Bargain together with a 'Buy' Action. You may decrease the total price of Components you buy by 1 Coin per Action Point spent on 'Bargain'. You may never decrease the total price to 0.



ORDER (1⚡): If players need a Component which is not currently available in the Market Row, they have to Order it. For 1 Action Point, the player may place a Component from the supply onto an open slot in the Order area (as long as the same Component type is not already there).



These Components will be moved to the corresponding slot in the Buy area during the 'Orders Arrive' phase, and will be available for purchase in the following turn. See 'End Turn' phase for more details.



QUICK ORDER (2⚡): In some situations, players can't afford to wait a turn for the desired Components. For 2 Action Points, a player may place any Component onto the Quick Order slot in the Market Row (if the slot isn't empty, return the Component there to the supply first). That Component becomes part of the Market Row's stock this turn (for all players), and can be acquired with the 'Buy' Action. **The Coin price of the Component on the Quick Order slot is increased by 1.** During the 'End Turn' phase, the Component on the Quick Order slot is returned to the supply.



EXAMPLES OF MARKET ROW ACTIONS

A player places his Magician (3⚡) on the +2⚡ Market Row slot, so he has 3+2=5 Action Points in total. He desperately needs a Rope, but it is not available this turn. He is also short on cash, so he spends two Action Points to Quick Order a Rope (-2⚡), one more to Buy it (-1⚡) and two more to Bargain its price down from 3 Coins to 1 (-2⚡).

Advanced Example

A player places his Engineer (2 $\pounds$) on the +2 $\pounds$ Market Row slot. He has 2+2=4 Action Points. He spends two to Order a Petroleum (-1 $\pounds$) and a Padlock (-1 $\pounds$) and two more to Buy two Ropes (-1 $\pounds$) and three Metal (-1 $\pounds$). 'Buy' Actions also have a Coin cost: the player pays 7 (2*2+3*1) Coins for the bought Components.



The Workshop slightly differs from the other Locations in two ways:

- Each player has their own respective Workshop where only their own Characters can be placed and
- The Action Point cost of the 'Prepare' Action varies depending on the Tricks the player has.

The following Actions can be taken in the Workshop:



PREPARE (1-3 $\pounds$): The number of Action Points required to Prepare each Trick is printed in a circle in the lower left box (the Trick marker slot). Like at other Locations, players may take multiple 'Prepare' Actions with one Character — the only limit is the number of Action Points they have.

When a Trick is Prepared, place a number of Trick markers on it equal to the number of overlapping squares in the lower left box. Use Trick markers with the same symbol as the Symbol marker placed on the Trick when it was learned. The maximum number of Trick markers a player can have in the game of a given symbol is 4.



IMPORTANT:

Players can always Prepare a Trick as long as they meet its Component requirements AND have no Trick markers on the Trick card itself (even if they have some in the Theater).

VERY IMPORTANT

Components are NOT spent when a Trick is prepared! The same Component stack can be used for multiple Tricks requiring it and for multiple 'Prepare' Actions.

EXAMPLE OF A 'PREPARE' ACTION

The blue player has 2 Glass, 2 Metal and a Rope, so she can use the 'Prepare' Action on her Water Tank Escape Trick (1). When she learned the Trick earlier, she marked it with the Spade symbol, so she receives 2 Trick markers with the Spade symbol now.

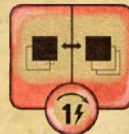
IMPORTANT

Tricks on the Engineer's Trick slot receive 1 additional Trick marker when Prepared.

The following Actions become available when the respective Specialist is hired. They can be taken by any Character, not only the Specialist. Remember: The Specialists' Trick/Component/Apprentice slots are better than the original ones on the Player Game Board!



MOVE TRICKS (1 $\pounds$): The player moves one of their Tricks to the Engineer's Trick slot or exchanges the Trick there with another of their own Tricks.



MOVE COMPONENTS (1 $\pounds$): The player moves one of their Component piles to the Manager's Multi Component slot or exchanges the pile there with another one of their Component piles.



MOVE APPRENTICE (1 $\pounds$): The player permanently reallocates one of their Apprentices and the Assignment card below it (if any) to the Assistant's Apprentice slot (if it's empty).



The Theater is the place where the Tricks turn into spectacular Performances, yielding massive amounts of Fame and Coins to the players at the end of each turn.

In terms of Character placement, the Theater slightly differs from other Locations in three ways:

- **Weekday Restriction:** All Character slots in the Theater are divided into four weekdays: Thursday, Friday, Saturday and Sunday. A player can only place their Character(s) on



exactly one weekday during a turn, which must not already be occupied by an opponent.

- **No ‘Enhance Character’:** Players cannot buy additional Action Points for their Characters in the Theater for Trickerion Shards.
- **Performance Slots:** In the bottom line of the Character slots are the Performance slots, where only Magicians can be placed.

The following Actions can be taken in the Theater:



SET UP TRICK (1⚡): The player may move one of their Trick markers from a Trick in the Workshop onto a free slot on a Performance card of their choice – this Trick will be represented by the marker until it is either Performed or the Performance card is discarded at the end of a turn.



RESCHEDULE (1⚡): You may move one of your Trick markers from a Performance card to a free slot on the same or any other Performance card. Rules of Trick marker placement apply. **You don’t receive Link bonuses** for moving a Trick marker this way.



PERFORM (MAGICIAN ONLY): This is a special Action that can only be taken by the Magician in the subsequent ‘Performance’ phase.

RULES OF TRICK MARKER PLACEMENT

- The Trick marker’s corner that corresponds with the Trick’s category must be in a Link circle connecting two slots.
- Two Trick markers of the same color AND the same symbol (e.g. two blue Spades) cannot be in the same Performance.



TRICK LINKS

After setting up a Trick marker, if two of the same Trick category symbols are in the same Link circle (as seen on the picture), those two Tricks are linked. The player who created the Link(s) immediately receives a bonus for each Link, depending on the Level of the Trick they placed to create the Link. Additionally, if there is a Shard symbol in the Link circle where the Link is created, **each player** with a Trick marker in the Link also immediately receives one Trickerion Shard. If a player creates a Link over a Shard symbol with their own Trick, they only receive a single Shard, not two. It is possible to create multiple Links with a single Trick marker placement. Creating Links is not obligatory.



BONUS FOR LINKING TRICKS

- Level 1: 1 Fame or 1 Coin
- Level 2: 2 Fame or 2 Coins
- Level 3: 3 Fame or 3 Coins
- Shard Symbol: 1 additional Shard for each player involved



During the ‘Place Characters’ phase, the player places their Magician on one of the open Performance slots (only if they have a Theater Assignment card, of course). This does not have any immediate effect in the ‘Place Characters’ phase — the Magician’s three Action Points are **lost**. The ‘Perform’ Action will be executed during the subsequent ‘Performance’ phase.

NOTE: Magician Characters can also be used to Set Up and Reschedule Tricks (like any other Character), but in this case, they have to be placed on the backstage slots, so they cannot Perform this turn.

A detailed example of a ‘Place Characters’ phase in the Theater can be found in the Appendix.



THE PERFORMANCE PHASE

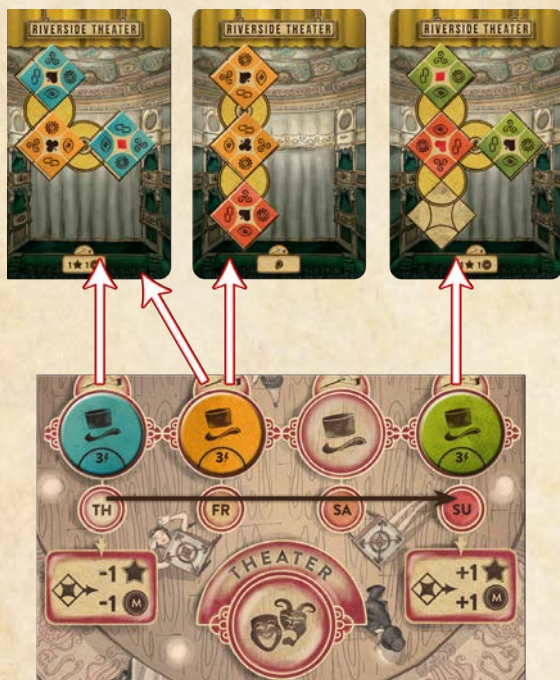
Once all players have placed all of the Characters they wanted, the 'Performance' phase begins. The players with their Magicians on the Performance slots may now take their 'Perform' Actions. The Performances are rewarded with generous amounts of Fame and Coins, and occasionally Trickerion Shards.

PERFORM

In a Thursday to Sunday order (NOT in the Initiative Order), a player with a Magician on the respective Performance slot may choose a Performance card that has **at least one of their Trick markers on it**, and Performs ALL Tricks on it. The Performance card may have Trick markers from other players on it as well. In this case, those opponents are guest performers in the show, and their Tricks are also Performed.

After a Performance is concluded, all Trick markers from the card are returned to their owner's unused supply. Then players may move on to the next Performance.

NOTE: The Performance card itself is not discarded at this point.



YIELD PAYMENT (EVERYONE)

All players with at least one Trick marker in the Performance receive the Yields (Fame, Coin and Shard) of ALL of their own Trick cards represented by their Trick markers on the Performance card.



YIELD MODIFIERS



The Yields of **Thursday** and **Sunday** are different from those of Friday and Saturday. When having at least one



Character on a Thursday slot, the player subtracts 1 from the Fame and Coin Yields of all of their Performed Tricks, while when having one on any Sunday slot, they add 1 to the Fame and Coin Yields of all of their Performed Tricks. This also applies when the player's Tricks are part of another player's Performance and when the player's Magician is not present in the Theater. If the player has no Characters at all in the Theater when their Tricks are Performed, they receive the same Yield modifiers as the performer. A Trick's Fame or Coin Yield can never be less than 0.

NOTE: If multiple Yield modifiers apply (due to Special Assignment cards or Prophecies in the Dark Alley), the player may choose the order in which to apply them.

PERFORMER BONUSES (PERFORMER ONLY)

On top of the Yields of their Tricks, the **Performing Magician** also receives the following bonuses:

- **Link Bonus:** 1 Fame for each Trick Link in the Performance.
- **Specialist Bonus:** The Performing Magician also receives the following bonuses if they have Specialist(s) behind them in the Theater this turn:
 - » 2 Fame for an Assistant
 - » 3 Coins for a Manager
 - » 1 Trickerion Shard for an Engineer
- **Performance card Bonus:** The Fame, Coin or Shard value printed in the bottom box of the chosen Performance card.



Once all Performances are concluded and everyone received their Yields and bonuses, the 'Performance' phase is over, and the 'End Turn' phase begins.

PERFORM (SUMMARY)

In the weekday order, players with a Magician on one of the Performance slots choose ONE Performance card with their own Trick marker(s) on it and Perform ALL Tricks on it. All players receive the Yields after their own Tricks.

- Performer receives 1 bonus Fame per Link in the Performance.
- Performer receives bonus Fame, Coins or Shards based on their Specialist(s) in the Theater.
- Performer receives bonus Fame, Coins or Shards based on the chosen Performance card.

END TURN PHASE

The 'End Turn' phase consists of eight quick sub-phases to wrap up the turn and prepare for the new one.

• Pay Wages:



» Each player pays 1 Coin for each of their non-Idle Apprentices (except for the one on the Assistant's Board Extension).



» Each player pays 2 Coins for each of their non-Idle Specialists.

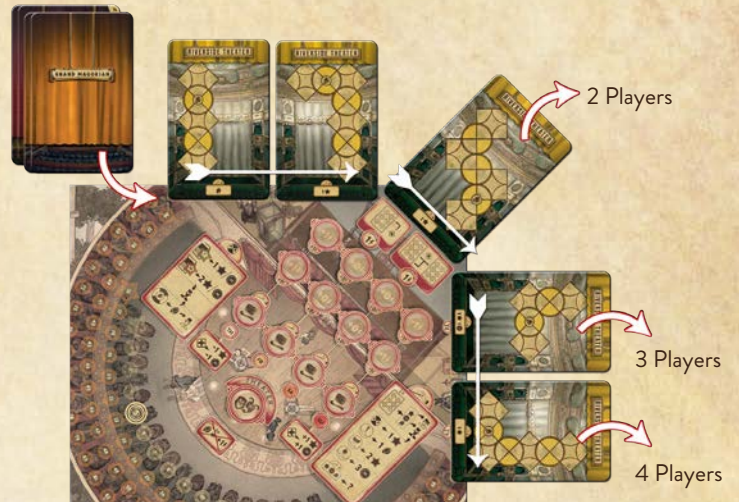
» Players who cannot pay Wages lose 2 Fame for each Coin not paid, to a minimum of 0. Wages must be paid as long as the player has at least 1 Coin.

• **Return Characters:** Return every Character to their owner's Game Board, including the ones hired during the Place Characters phase. If a new Specialist was hired, add its respective Board Extension to its owner's Game Board.

• **Orders Arrive:** Move all Components from the Order area to the respective slots in the Buy area. The Components already on those slots are replaced by the ordered Components and returned to the supply. The Component in the Quick Order slot is also returned to the supply.



• **Move all Performance cards** one slot around the Theater, in a clockwise direction. From the **third turn** onward, also discard the last Performance card **and return all Trick markers still on that card to their owners' supply of Trick markers (NOT to the Trick cards)**. Then, place the top card of the Performance deck face up on the leftmost empty slot. This means that 2/3/4 players will have 3/4/5 Performance cards available from the third turn onward.



• **Return all Magician Posters** to their owners' hands.

• **Move Turn Counter:** Advance the Trickerion Stone one step forward on the Turn Counter track.



• **Move Prophecies:** Discard the Active Prophecy. Then, move the leftmost Pending Prophecy into the Active Prophecy slot. This Prophecy will affect the subsequent turn. Move the remaining Pending Prophecies one slot clockwise, then draw a new one from the pile and place it face up on the rightmost Prophecy slot.

If playing without the Dark Alley (or with the Dark Alley but without Prophecies), skip this step.

• **Discard Special Assignment Cards:** Place all used Special Assignment cards face down to the bottom of their respective decks. Return all face-down cards below Idle Characters to their owner's hand.

If playing without the Dark Alley, skip this step.

This concludes the game turn, and a new one can begin.

GAME END

The game ends at the end of the **seventh** turn. At this point, final scoring occurs, where players can collect further Fame points based on the assets they acquired throughout the game.

*If playing without the Dark Alley, the game ends at the end of the **fifth** turn.*

- 1 Fame for each unspent Trickerion Shard,
- 1 Fame per 3 leftover Coins,
- 2 Fame for each Apprentice (only if playing without the Dark Alley),
- 3 Fame for each Specialist (only if playing without the Dark Alley), and
- 2 Fame for each leftover Special Assignment card in their hand (only if playing with the Dark Alley).



When playing with the Dark Alley, players may potentially also gain Fame points for their Level 3 Tricks. Each of these Tricks has a condition printed on the bottom. If the Trick's Component requirements are met, their owner scores Fame points based on their assets at the end of the game, according to the condition. The Level 3 endgame Trick bonuses are listed in the Appendix.

EXAMPLE

The player has the Assistant's Revenge Trick in their Workshop, and they have the necessary Components for it. If they also have an Assistant at the end of the game, they receive 7 additional Fame during end game scoring.

IMPORTANT:

The maximum amount of extra Fame a player can score in each of the above categories and each of their Level 3 Tricks is limited to 20.

After the final scoring is concluded, the game ends and the player with the most Fame points wins. If there is a tie, the player who's ahead in the Initiative Order wins.

MAGICIAN POWERS

This variant introduces a new element to the game: Magician Powers. These offer a powerful new way to customize a player's Magician and add further strategic depth to the game.

The Magician Powers variant can only be played together with the Dark Alley.

The following changes apply to the basic game rules when playing with Magician Powers:

GENERAL SETUP

Shuffle each of the three Power decks (yellow, orange and red) and place them face down next to the Main Game Board where players can conveniently reach them. Similarly to Trick cards, Magician Powers of different colors also have Fame Thresholds of 1, 16 or 36 (printed in a star on each side of the card).



PLAYER SETUP

In addition to the basic starting setup, each player receives **4 Magician Powers of each color** (12 in total). Players then evaluate these cards and discard any 4, so they have 8 to use throughout the game.

Each player receives **3 Trickerion Shards instead of 1**.

ASSIGNMENT PHASE

At the beginning of the 'Assignment' phase, each player may learn up to one Power card.

Powers are learned by placing them face up next to the Power slots on the left edge of the Player Game Board. A Power can only be placed next to a Power slot if:

- It is printed on the Power card as a valid slot (valid slots are highlighted with an arrow on the right edge of each Power card),
- The slot is opened with Trickerion Shards (see the Trickerion Shards section later), and
- The player meets the Power's Fame Threshold (or pays the difference between the Fame Threshold and their actual Fame with Coins).

If a slot already has a Power placed next to it, the player must return it to their hand before placing a new Power there.

TRICKERION SHARDS

In this game variant, Trickerion Shards are stored on the Power slots of the Player Game Board by putting each received Shard on the Shard symbols there. Shards must be added from the bottom up (starting with the 1 Shard symbol) and spent from the top down. A Power slot with a Shard on all of its Shard symbols is considered open, and Powers can be placed there. When a Shard is spent from a Power slot, the Power placed there is immediately returned to the player's hand.

In case the player has a Shard on all symbols, and has excess ones, those are spent first.

GAME END

The final scoring of the Magician Powers variant is almost the same as that of the base game with the Dark Alley, with one important exception: **Trickerion Shards do not grant Fame points** at the end of the game.

Spend Shards



Receive Shards



OPTIONAL RULE VARIANT DUEL OF MAGICIANS

The Duel of Magicians game variant is an optional rule set designed to make the traditional two-player games more tense and diverse.

Two new game elements are used in the Duel of Magicians:

- **Turn Setup cards, and**
- **Performance cards with gray Trick markers** printed on them.

The following changes apply to the base game rules:

GENERAL SETUP

Create a deck with seven face up Turn Setup cards and place them next to the Main Game Board.

If playing without the Dark Alley, create this deck with only five cards.

Use the Performance cards with gray Trick markers printed on them to create the Performance deck.

ROLL DICE

After rolling the Downtown dice, place the top card of the Turn Setup deck next to the deck. Based on the layout printed on the card, cover 2 slots in the Downtown, Market Row and Dark Alley, and 2 Weekdays in the Theater using the face-down wooden disks of leftover player colors.

This way, there will be different Character slots and Weekdays available each turn, and, since players can always see the upcoming card, they can plan one turn ahead.

TRICK LINKS

Players may now create Links with the 'neutral', gray Trick markers printed on the Performance cards by default.



APPENDIX

MAGICIAN ABILITIES



THE MECHANIKER (MECHANICAL ENHANCEMENT):

Once per turn, one of your Apprentices receives an additional Action Point when placed at any Location except for the Theater.



PRIESTESS OF MYSTICISM (FATE WEAVING):

For 1 Dark Alley Action Point, you may discard the Active Prophecy, then replace it with any of the Pending Prophecies and draw a new one in its place.



MASTER OF CHAINS (BREAKING FREE):

Before the 'Performance' phase, you may take a special 'Reschedule' Action without placing any Characters. Unlike the normal 'Reschedule' Action, you receive the Link bonuses if you create Link(s) with this placement.



THE GREAT OPTICO (MIMESIS):

Once per turn, you may use one of your Permanent Assignment cards with an effect of an opponent's revealed Special Assignment card of the same Location. You may use either the copied card's printed ability or gain its +1 Action Point bonus instead.



THE RED LOTUS (TRICK STEAL):

You may choose to receive the Yield of an opponent's Trick in the same Performance instead of your own Trick's Yield, as long as you are the Performer and the opponent's Trick has the same or lower Fame Threshold as yours. The opponent receives one less Fame for the Trick stolen this way.



YORUBA SPIRITMASTER (SOUL POSSESSION):

Once per turn, before an opponent chooses a card to Perform, you may pay one Shard. If you do, you may choose the card to Perform for that player. The chosen card must have at least one of the opponent's Trick markers on it.



ELECTRA (SUPERCHARGE):

You may choose to pile two markers of the same Trick on a Trick slot when you set up a Trick. It counts as one Trick and Link bonuses are paid only once. When performed, this Trick Yields 1/2/3 additional Fame point(s) and Coin(s) depending on its Level (1/2/3).



THE GENTLEMAN (MAGIC FOR THE MASSES):

Whenever the Magician is placed on a Downtown, Market Row or Dark Alley slot, you receive Fame equal to the number of Trick cards you have.

GAME END TRICK BONUSES



Iron Maiden

Receive 4 Fame for each Level 1 Trick you own, even if you don't meet their Component requirements.



Automaton

Receive 4 Fame for each Level 2 Trick you own, even if you don't meet their Component requirements.



Transported Man

Receive 4 Fame for each Level 3 Trick you own (including this one), even if you don't meet the other Tricks' Component requirements.



Beast Within

Receive 10 Fame if you own 4 Tricks (regardless of Fame Threshold).



Hellhound

Receive 2 additional Fame for each unused Special Assignment card in your hand.



Horror Saws

Receive 1 additional Fame for each unspent Shard.



Metamorphosis

Receive 1 additional Fame for every 3 unspent Coins you have (rounded down).



Aztec Lady

Receive 2 Fame for each Trick marker on Trick cards in your Workshop (not in the Theater).



Skeleton Dance

Receive 1 Fame for each Basic Component in your Workshop (including the Manager's bonus Components).



Stairs of Water

Receive 2 Fame for each Advanced Component in your Workshop (including the Manager's bonus Components).



Balsamo's Skull

Receive 3 Fame for each Superior Component in your Workshop (including the Manager's bonus Components).



Mutilation

Receive 12 Fame if you have an Assistant, an Engineer and a Manager.



Séance

Receive 3 Fame for each Apprentice you have.



Buried Alive

Receive 7 Fame if you have an Engineer.



Assistant's Revenge

Receive 7 Fame if you have an Assistant.



Vanishing Elephant

Receive 7 Fame if you have a Manager.

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EXAMPLE A: CHARACTER AND TRICK MARKER PLACEMENT IN THE THEATER

The green player placed his Magician on the Sunday Performance slot to be able to Perform in the upcoming phase ①. No other player can place any Character on any Sunday slot for the remainder of the turn. Green could still place other Character(s) on the Sunday backstage slots, but he already has leftover Trick markers to perform from the earlier turns (on the first Performance card).

The yellow player places his Manager on the Friday slot ②. The Friday performance is before Saturday and they have the same Yields, so the yellow player has a better chance to perform the card he likes. He has 2 Action Points, so he chooses to set up 2 Tricks (2a and 2b). This creates a Link, which immediately Yields 1 Fame or 1 Coin to the yellow player.

The blue player places his Assistant on a Thursday slot ③. This gives him +1 Action Point, adding up to a total of three, but a -1 Fame/-1 Coin deduction later for each of his Performed Tricks. For two Action Points, he places 2 Trick markers (3a and 3b), creates a Link, and receives his choice of 2 Coins or 2 Fame (the Spade Trick is Level 2). For his third Action Point, he places a third Trick marker on the second card, creates a Link with the yellow player and receives 2 more Coins or Fame ③c. Again, the Spade Trick is Level 2.

The yellow player places an Apprentice on the remaining Friday slot. For his 1 Action Point, he places a Trick marker on the first card, but since his Trick is of the Mechanical category, he is unable to create a Link ④.

This turn, the red player uses his Magician to set up Tricks instead of Performing ⑤. His goal is to have his Tricks performed by other players. He forfeits the Performer bonus this way, but it lets him use the 3 Action Points of his Magician. He uses them to set up 3 Tricks, on different Performance cards each, so they are all sure to be performed (5a, 5b and 5c). He is also able to create a Link with each placement.

The blue player places his Magician on the Thursday Performance slot ⑥. This makes him the first performer in the 'Performance' phase.

Finally, the yellow player places his Magician on the Friday Performance slot ⑦.

EXAMPLE B: PERFORMANCE PHASE

The blue, yellow and green players will be performing this turn. Having chosen Thursday, the blue player is the first to choose which card to Perform. He chooses the third one, with two of his own and one red Trick marker on it. He receives the Yields printed on the two Trick cards corresponding to the blue markers, but he has to subtract 1 Coin and 1 Fame from each Trick's Yields (-2/-2 total) for performing on Thursday. Additionally, he receives 2 bonus Fame points for the 2 Links in the Performance, 2 bonus Fame for having the Assistant in the Theater and another 2 bonus Fame for the chosen Performance card.

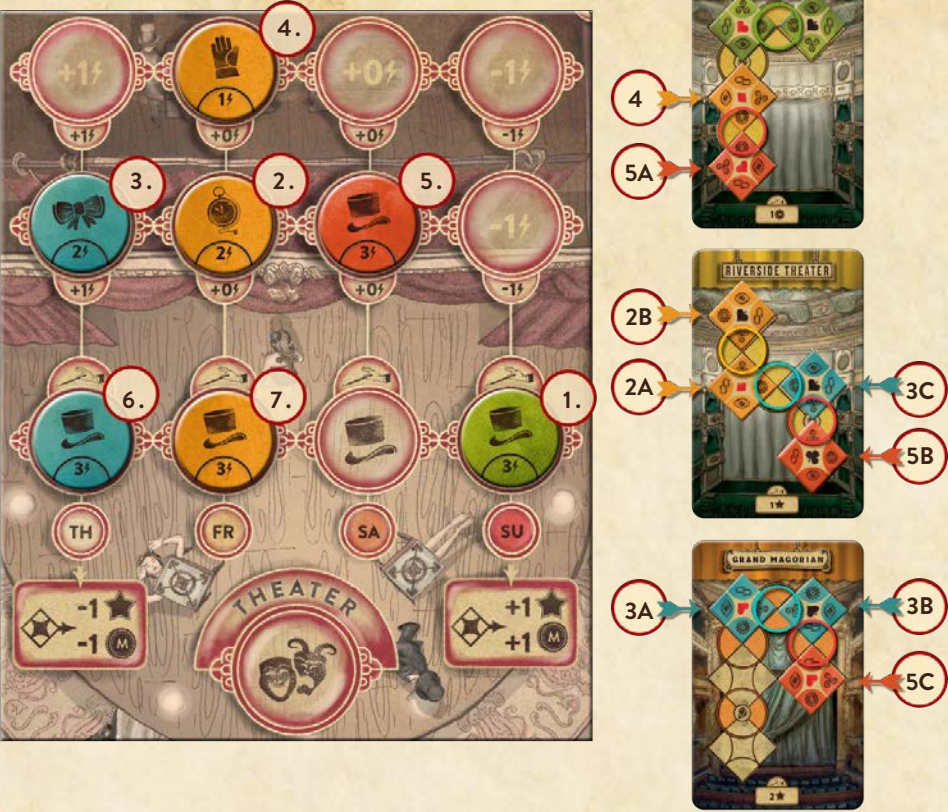
The red player also receives the Yield on his Trick card corresponding to the red marker. The -1/-1 deduction does not apply to him since he chose Saturday this turn.

The yellow player chooses the second Performance. He receives his Tricks' Yields, 3 bonus Fame for the 3 Links on the card, 3 bonus Coins for his Manager in the Theater and 1 Fame for the chosen Performance card. The blue and the red players also receive the Yields for their individual Tricks, the blue player with a -1/-1 deduction for having chosen Thursday.

Finally, the green player chooses the first card and receives the Yields of his two Tricks, each with a +1/+1 bonus for performing on Sunday. He also receives +2 Fame for two Links on the card (the green and the yellow Trick markers are not Linked) and 1 Coin for the chosen Performance card. The yellow and the red players also receive the Yields for their single Tricks with no bonus or deduction (for having chosen Friday and Saturday, respectively).

The blue player could also have chosen the second Performance, since he has one marker in it. In this case, he would have received the Yield of only one Trick, but three bonus Fame instead of two, because there are three Links in this Performance. This would leave the first Performance as the yellow player's only choice, and the third card would not be performed at all, since the red Magician is in the backstage rather than the Performance slot. This scenario would be the worst for the green player, since he would have nothing to perform. He would still receive the Yields of his two Tricks in the yellow player's Performance, along with a +1 Fame and +1 Coin Yield bonus for each Trick (for Sunday), but he would have to forfeit the Performer bonuses.

EXAMPLE (A)



EXAMPLE (B)



PLAYER SETUP

PLAYER GAME BOARD



1 Magician disk + Magician card
1 Apprentice disk
Components (total Coin value of 2)
1 Trick (Level 1)

ONE CHOSEN SPECIALIST



1 Manager disk
Component(s)
(total Coin value of 2)



1 Engineer disk
1 Trick
(Level 1)



1 Assistant disk
1 Apprentice disk

POSTER



ASSIGNMENT CARDS



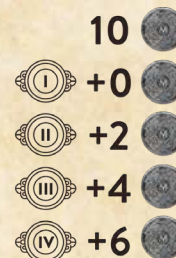
TRICK & SYMBOL MARKERS



1 SHARD



COINS



KEY TO THE SYMBOLS USED

CARDS

1. Trick card
2. Performance card
3. Permanent Assignment card
4. Special Assignment card

CHARACTERS

1. Generic Character disk
2. Magician disk
3. Assistant disk
4. Engineer disk
5. Manager disk
6. Apprentice disk

OTHER GAME ELEMENTS

1. Die
2. Component
3. Basic Component
4. Advanced Component
5. Superior Component
6. Trick marker

YIELDS

1. Fame
2. Coin
3. Shard

OTHER SYMBOLS

1. Action Point
2. Fame Threshold
3. Any (Trick category or Action)
4. Now
5. During the 'End Turn' phase
6. Receive Now
7. Receive During the 'End Turn' phase
8. Spend
9. Active Player
10. Other Player(s)
11. Link
12. Link with Shard
13. Performance/Perform
14. Advertise
15. Game End