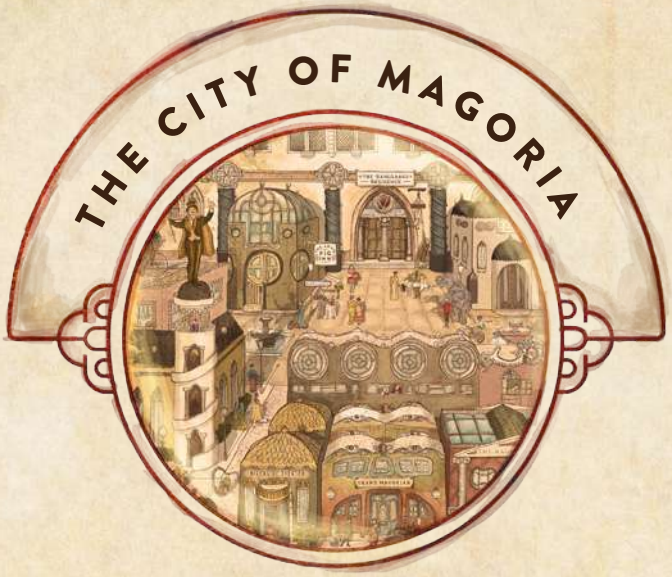
TRICKERION

LEGENDS OF ILLUSION



RULES OF PLAY

I. 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 Dahlgaard the Magnificent, the city's selfless benefactor and the greatest illusionist in history mysteriously vanished at the finale of his ultimate performance decades ago. No word was heard of him ever 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 five-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!

II. 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 five weeks, thus winning a grand competition for the mighty Trickerion Stone. Players will be able to learn more and more 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 five weeks wins the game.

III. GAME CONTENTS

SUMMARY

1x	Main Game Board
4x	Player Game Boards
12x	Specialist Board Extensions
32x	Wooden Character Disks (8 in each player's colors)
8x	Player Markers
6x	Downtown Dice
48x	Trick cards (4+4+4 in each category)
40x	Permanent Assignment cards (10 for each player)
48x	Special Assignment cards (12 for each Location)
90x	Power cards (30 in each color)
40x	Performance cards
8x	Magician cards (double-sided)
8x	Magician Poster cards
12x	Turn Setup 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
4x	Magician Workbook
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 chapter.

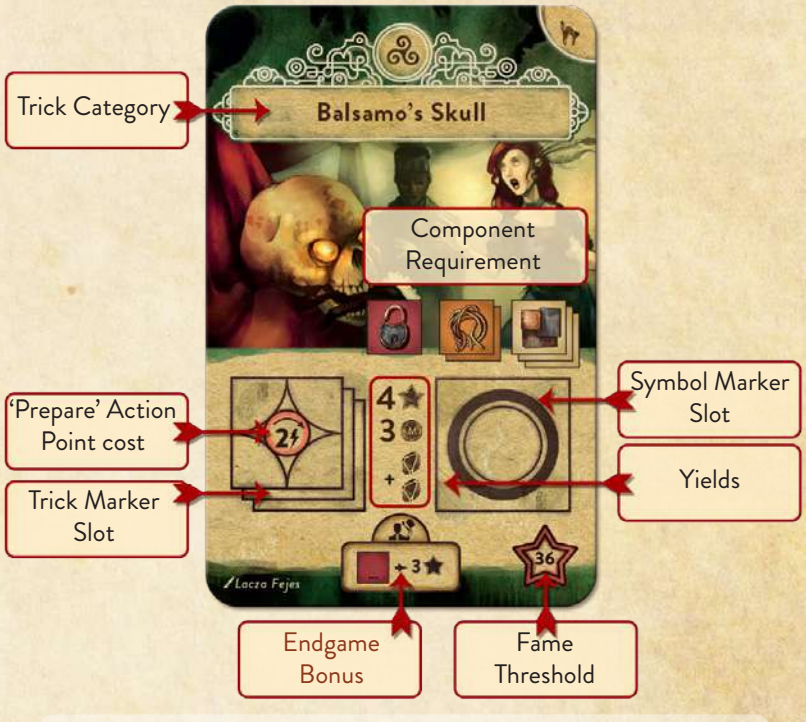
Game elements and concepts that are not part of the base game are always highlighted with this color.

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.



Detailed rules regarding Trick cards can be found in the Learn Trick, Prepare Trick, Set Up Trick and Perform sections.

COMPONENTS



Each Trick needs a certain amount 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.

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 four Locations in the base game: the Downtown, the Market Row, the Workshop and the Theater. The fifth Location, the Dark Alley, is not used in the base game. There are two types of Assignment cards: Permanent and Special.

Permanent Assignment cards



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

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

The Main Game Board is double sided - the side marked with the black cat symbol is only used with the Dark Alley expansion.

DOWNTOWN DICE



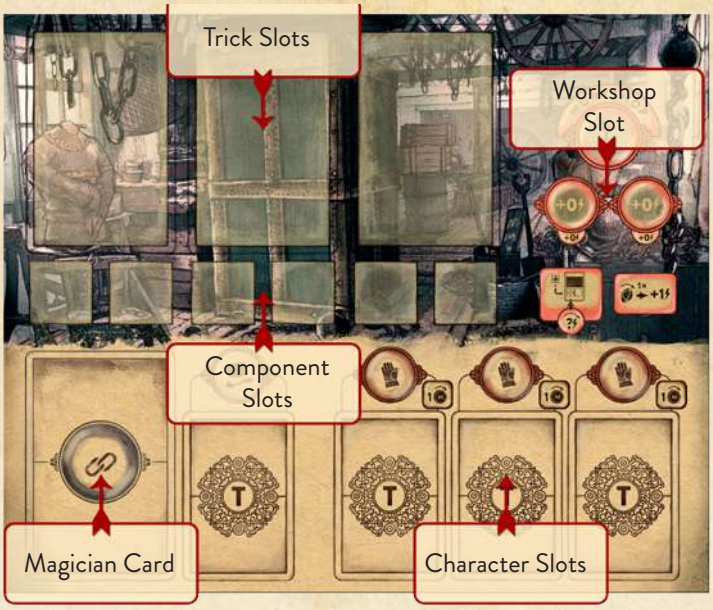
These dice are rolled at the beginning of each turn to determine the options at the Downtown Location for the turn.

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.

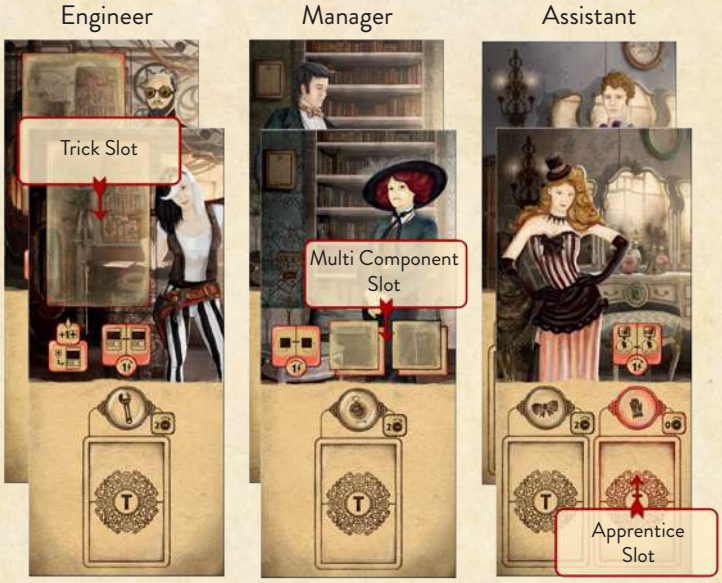
The Player Game Board can be extended to the right by hiring Specialists.



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

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.

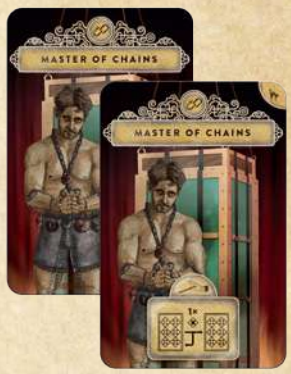
The **Manager's** extension has two Multi Component slots. Component piles on these slots count as if they consisted of one more of that Component.

The **Assistant's** extension lets you have 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 its respective board extension together with the wooden Character disk, and places it next to his or her player board.

See the 'Hire Character' Action and the 'End Turn' phase for detailed rules.

THE MAGICIAN CARDS



These cards represent your chosen Magician. Each has a Favorite Trick category printed above his or her name, which is relevant when learning Tricks.

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

MAGICIAN POSTER CARDS



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

PLAYER MARKERS

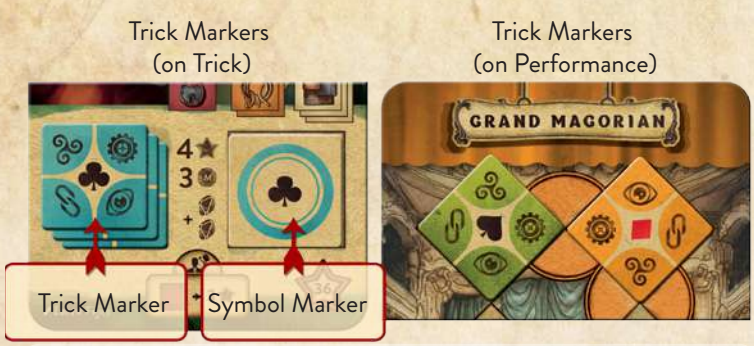


The purpose of these colored player markers is to track the players' Initiative Order and their progress on the Fame track.

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, which is placed on the Trick card when it is learned, assigning the chosen Symbol to the Trick. During the game, Trick Markers can be moved from the Trick card onto Performance cards.



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 and each 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 expansion. The Performance cards with gray Trick Markers printed on them are only used with the optional two-player Duel of Magicians rules.

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.

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 next to 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.

In the base game, Shards can be spent to buy additional Action Points (ϟ). Excess Shards at the end of the base 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. The base game ends after five turns.

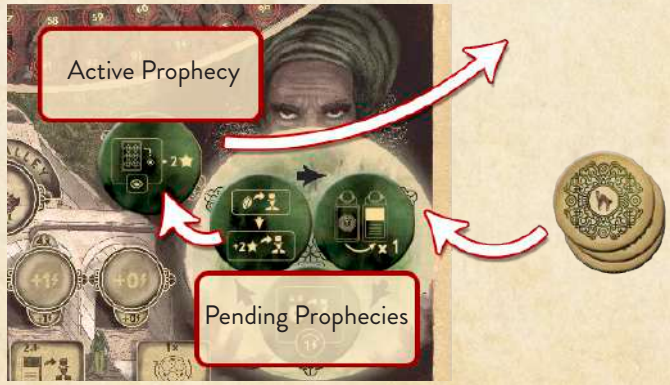
MAGICIAN WORKBOOK



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 not part of the base game - they are only used with the Dark Alley expansion.



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 given 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 the Magician Workbook of each player.

MAGICIAN POWERS

Magician Powers are not part of the base game - they are only used with the Magician Powers expansion (see Expansions).



No two Magicians are the same. As they strive for greatness, they can learn powerful abilities to specialize themselves 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 of Turn' phase
6. Receive Now
7. Receive During the 'End of 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

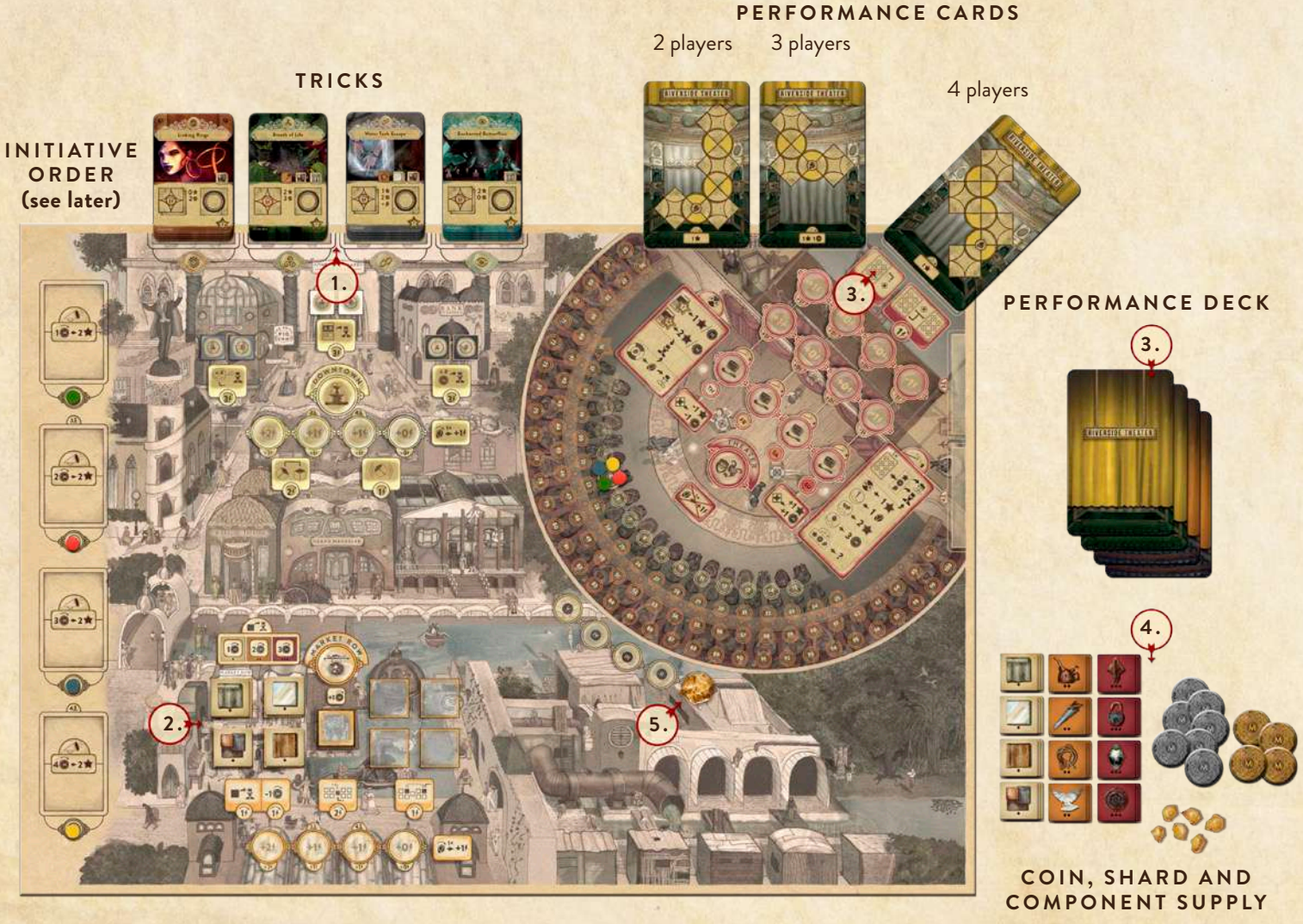
IV. GAME SETUP

GENERAL SETUP

Place the **Main Game Board** in the middle of the table, with the base game side up.

1. Separate the **Trick cards** with Fame Thresholds 1 and 16 (the number in the star symbol on the Trick card) into four decks by category, and put them face up above the respective slots in the Dahlgaard Residence part of the Downtown. Tricks with a Fame Threshold of 36 are not used in the base game.
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 **Performance Deck** with two Riverside Theater and two Grand Magorian Performance cards, chosen randomly and placed on top of each other in this order. 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. The Magnus Pantheon Performance cards are not used in the base game.
4. Place all **Components**, **Trickerion Shards** and **Coins** in a pile next to the game board where all players can reach them.
5. Finally, place the **Trickerion Stone** on the I. slot of the Turn Counter track (below the Fame track).

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. Optionally, you may use the Duel of Magicians rule variant for two-player games (see the Appendix for details).



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, then receives the respective Player Game Board and the following:

- The **Magician card** with the Base Game side face up.
- 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 **Trick card** with a Fame Threshold of 1, chosen from the Magician's Favorite Trick category, placed in the Workshop. Mark it with a Symbol Marker.

IMPORTANT: If you meet your chosen starting Trick's Component requirements with your starting Components, you receive the Trick with a number 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 the 'Prepare' under the Locations section).

- A starting hand of **9 Permanent Assignment cards** (3 Theater, 2 Workshop, 2 Market Row, 2 Downtown).
- **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 Trick card of the player's choice with Fame Threshold of 1, 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 later).**
- **1 Trickerion Shard.**

PLAYER GAME BOARD



1 Magician disk + Magician Card
1 Apprentice disk
Components (total Coin value of 2)
1 Trick (Fame Threshold 1)

ONE CHOSEN SPECIALIST



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

/



1 Engineer disk
1 Trick
(Fame Threshold 1)

/



1 Assistant disk
1 Apprentice disk

POSTER



ASSIGNMENT CARDS



TRICK & SYMBOL MARKERS



1 SHARD



COINS



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 cylinder 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).

Then, **players on the second/third/fourth slot in the Initiative Order receive 2/4/6 additional Coins.**

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

V. GAME PHASES

SUMMARY

ROLL DICE

The six Downtown dice are rolled and placed on the Downtown Location.

SET INITIATIVE ORDER

Rearrange the Initiative Order according to the opposite of the Fame point ranking of each player (the player with the least 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 amount 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 his own Trick Markers. The owner of each Trick Marker receives the respective Trick's Yields. The Performing Magician receives additional bonuses.

END TURN PHASE

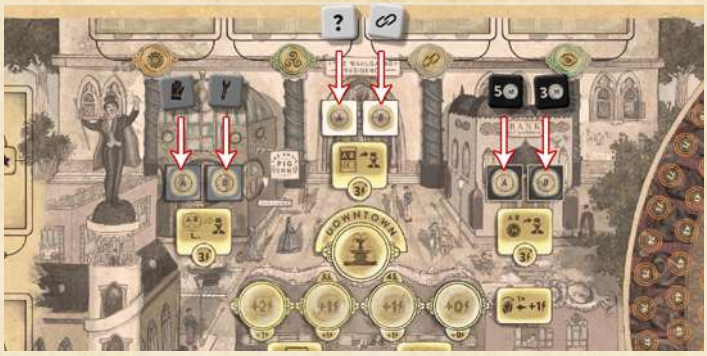
- Pay Wages
- Return Characters
- Orders Arrive
- Move Performance cards
- Remove Posters
- Move Turn Counter

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,
- 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 (the player with the least 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.

IMPORTANT: 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 wooden cylinder, 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 his or her 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 on 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
- Available Actions at the Location

The Locations and all their available Actions are discussed in detail in the Locations chapter, while the Action Point system is detailed in the subsequent chapter.

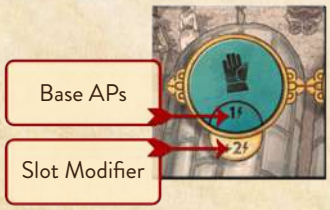
THE ACTION POINT SYSTEM

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

TYPE OF THE CHARACTER: determines the base amount 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**.

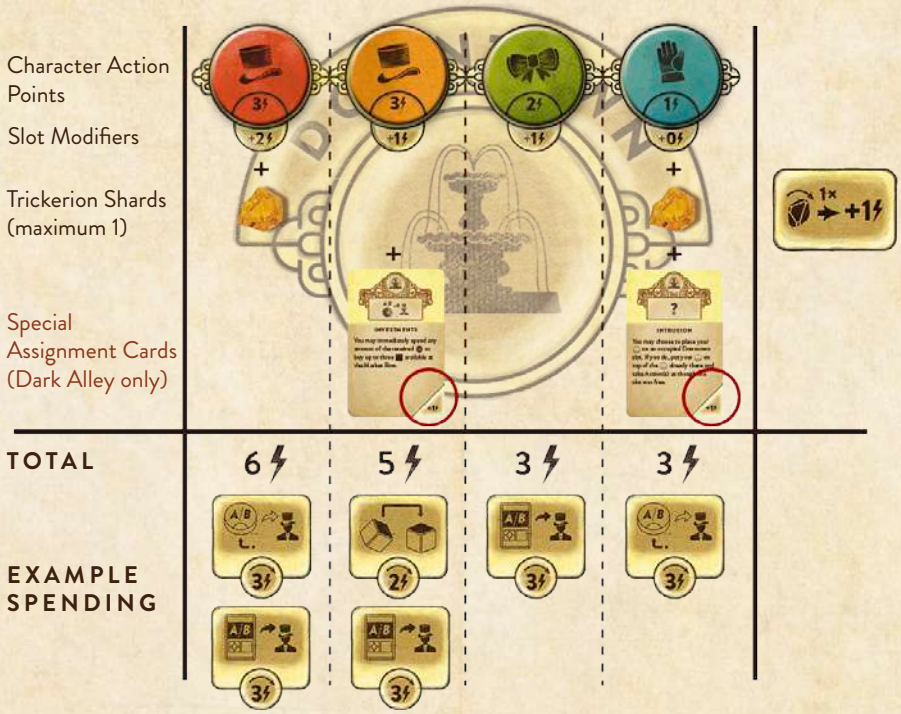


When playing with the "Dark Alley" or "Magician Powers" expansions, other effects can further modify the amount of Action Points your Characters have.

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 he or she wanted with a placed Character, proceed with the Character placement of the next player in the Initiative Order.

CHARACTER PLACEMENT

Downtown Example



LOCATIONS



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 his or her Workshop, and places an unused Symbol Marker 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.

IMPORTANT: You may return Tricks you no longer need to the Dahlgaard Residence decks at any time. If you do, remove all of its Trick Markers from the game (including the ones on the Performance cards).

FAME THRESHOLD

Each Trick has a Fame Threshold value printed in a star in the lower right corner. You may only learn a Trick if you have equal to, or more Fame points than its Fame Threshold.



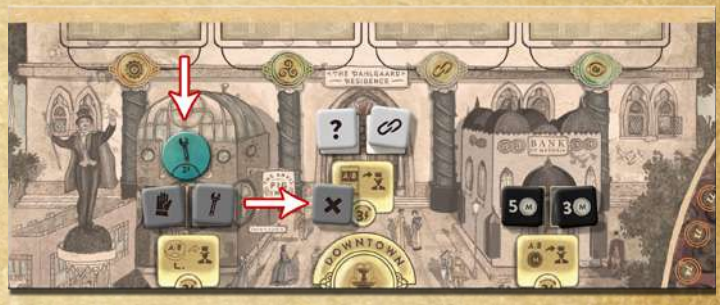
Matching Fame Thresholds: If you have less Fame than the desired Trick's Fame Threshold, you may pay the difference in Coins when you use the 'Learn Trick' Action to learn it.

FAVORITE TRICK CATEGORY

You can always choose to learn a Trick from your Magician's Favorite Trick Category (symbol over the Magician's name on the card) instead of the ones available. A chosen die still has to be set to its X face if you learn a Trick this way.



HIRE CHARACTER (3⚡): The player chooses an Inn die, and places an unused Character corresponding with the die roll from his or her supply on the Inn. The chosen die is then set to its X face. During the 'Return Characters' phase, 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).

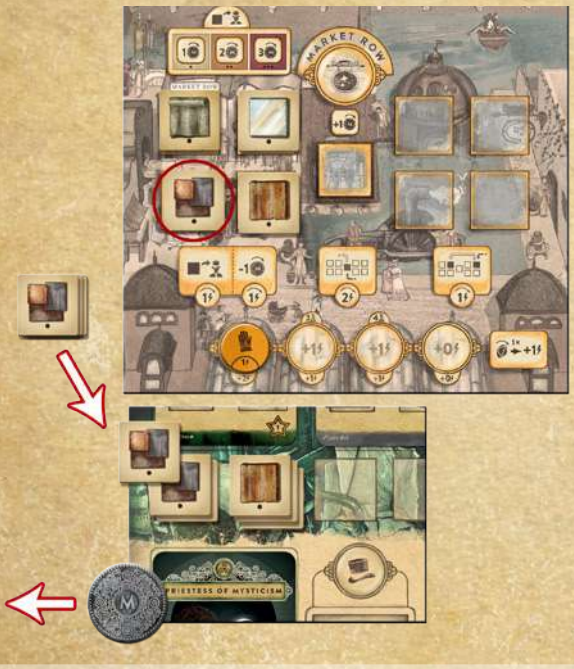


Each Trick has a certain Component requirement. Until these Components are collected, the Trick cannot be Prepared, and thus cannot be Performed in the Theater. The Market Row is the place where these Components can be obtained – for a price.

The following Actions can be taken in the Market Row:



BUY (1⚡): For 1 Action Point, players may buy up to three Component 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 actual 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 are 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 upon each other. The maximum amount a player may have of a Component is 3. You may return Components to the general supply 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.



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, a player may place any Component from the supply on 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 Buying 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 on 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, but **costs 1 additional Coin.** 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 Engineer (2ϟ) on the +2ϟ Market Row slot. He has 2+2=4 Action Points in total. He spends two to Order a Petroleum (-1ϟ) and a Padlock (-1ϟ), and two more to Buy two Ropes (-1ϟ) and three Metal (-1ϟ). Buy Actions also have a Coin cost: the player pays 7 (2*2+3*1) Coins for the bought Components.

A player places his Magician (3ϟ) on the +2ϟ Market Row slot, so he has 3+2=5 Action Points in total. He desperately needs a Mirror, but it is not available this turn. He is also short on cash, so he spends two Action Points to Quick Order a Mirror (-2ϟ), one more to Buy it (-1ϟ) and two more to Bargain its price down from 4 Coins to 2 (-2ϟ).



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.
- The Action Point cost of the 'Prepare' Action varies depending on the Tricks you have.

The following Actions can be taken in the Workshop:



PREPARE (1-3ϟ): 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, you may take multiple 'Prepare' Actions with one Character - the only limit is the number of Action Points you have.

If you Prepare a Trick, 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 you placed on the Trick when you learned it.



IMPORTANT: If you do not meet a Trick's Component requirements, **or** already have one or more Trick Markers on it, you cannot use the 'Prepare' Action on that Trick.

IMPORTANT: The Components required for the Trick are NOT returned to the supply when preparing it.

EXAMPLE OF A 'PREPARE' ACTION

The player has 3 Fabric and 3 Wood, so he can use the 'Prepare' Action on his card Manipulation Trick (1ϟ). When he learned the Trick earlier, he marked it with the spade symbol, so he 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 (1ϟ): Move one of your Tricks to the Engineer's Trick slot, or exchange the Trick there with another of your own Tricks.



MOVE COMPONENTS (1ϟ): Move one of your Component piles to the Manager's Multi Component slot or exchange the pile there with another of your Component piles.

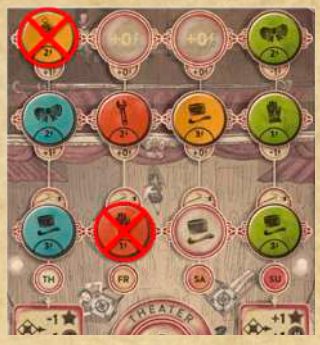


MOVE APPRENTICES (1ϟ): Permanently reallocate one of your Apprentices and the Assignment card below it (if any) to the Assistant's Apprentice slot (if it's empty).



The Theater is the place where the Tricks you learned and perfected turn into spectacular Performances, yielding massive amounts of Fame and Coins to the player 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 his or her Character(s) on exactly one weekday during a turn, which must not already be occupied by an opponent.
- **No 'Enhance Character':** You cannot buy additional Action Points for your Characters in the Theater for Trickerion Shards.
- **Performance Slots:** 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 his Trick Markers from a Trick in the Workshop onto a free slot on a Performance card of his or her 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.

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 Fame Threshold of the Trick he created the Link with. 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 a Trickerion Shard. It is possible to create multiple Links with a single Trick Marker placement. Creating Links is not obligatory.

BONUS FOR LINKING TRICKS



- Fame Threshold 1: 1 Fame or 1 Coin
- Fame Threshold 16: 2 Fame or 2 Coins
- Fame Threshold 36: 3 Fame or 3 Coins



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.

During the 'Place Characters' phase, the player places his or her Magician on one of the open Performance slots (only if he has 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 forfeited. 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.

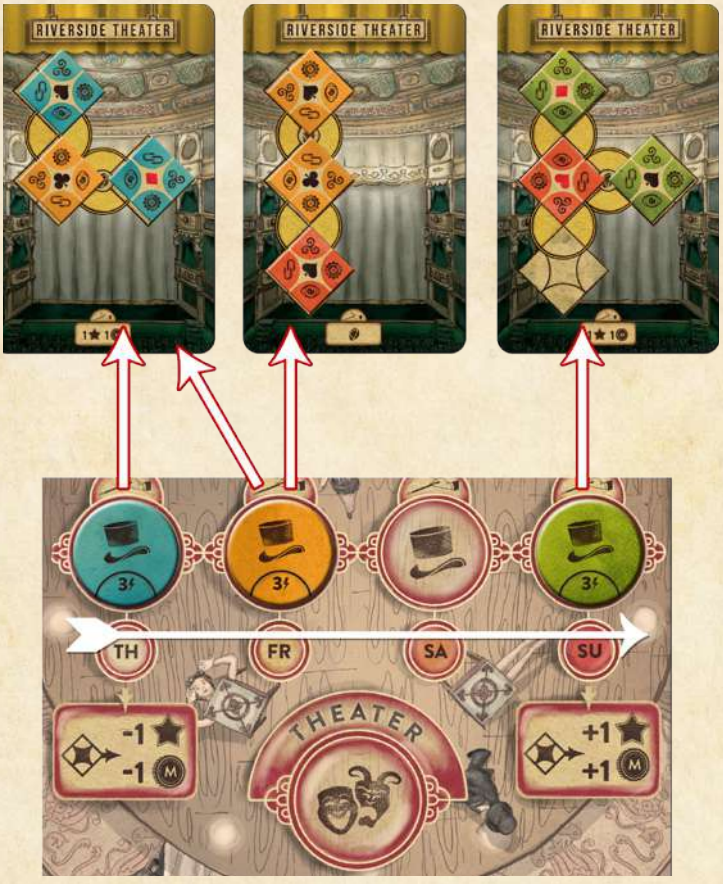
THE PERFORMANCE PHASE

Once all players have placed all 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 his or her 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.



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 payouts of **Thursday** and **Sunday** are different than 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 his or her Performed Tricks, while when having one on any Sunday slot, he or she adds 1 to the Fame and Coin yields of all of his or her 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 his Tricks are Performed, he receives the same Yield modifiers as the performer. A Trick's Fame or Coin yield can never be less than 0.



PERFORMER BONUSES (PERFORMER ONLY)

On top of the Yields of his or her 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 he or she has 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 payouts, 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 six quick sub-phases to wrap up the turn and prepare for the new one.

- **Pay Wages:**



» 1 Coin is paid for each working Apprentice (except for the one on the Assistant's Board Extension).



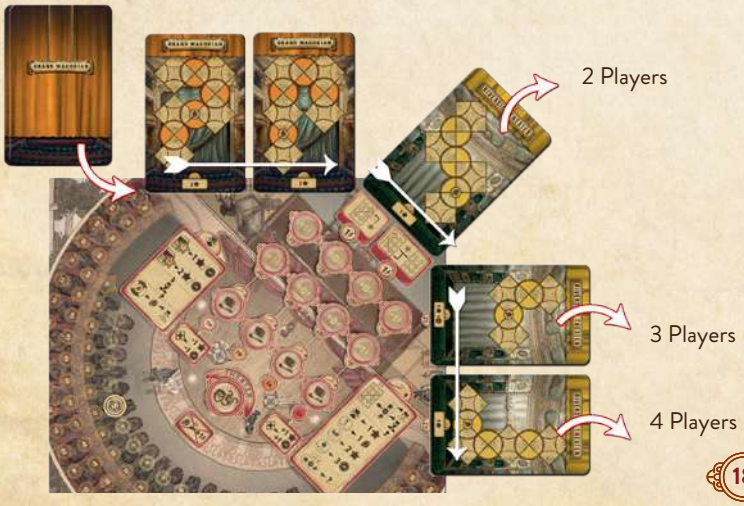
» 2 Coins are paid for each working Specialist.

» 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:** Every Character (including the ones hired during the turn) is returned to their owner's Game Board. If a Specialist was hired, its respective Board Extension is added 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 Performance cards:** All Performance cards are moved one slot around the Theater in a clockwise direction. From the **third turn** onward, the last Performance card (and all Trick Markers on it) is discarded. Then, the top card of the Performance deck is placed on the leftmost empty slot. This means 2/3/4 players will always have 3/4/5 Performance cards available during turns 3-5.



- **Remove Posters:** All Magician Poster cards are returned to their owners' hands.
- **Move Turn Counter:** Advance the Trickerion Stone one step forward on the Turn Counter track.



This concludes the game turn - after the Turn counter has been moved, a new turn begins.

GAME END

After the fifth turn's 'End Turn' phase, a final scoring occurs, where players can collect further Fame points based on the assets they acquired throughout the game. In the Initiative Order, each player receives:

- 1 Fame for each unspent Trickerion Shard
- 1 Fame per 3 leftover Coins
- 2 Fame for each Apprentice
- 3 Fame for each Specialist

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

VI. EXPANSIONS

THE DARK ALLEY

This expansion adds the following new elements to the game:

- A new Location: the Dark Alley
- Two additional turns: the game will end after seven turns instead of five
- An additional tier of Trick cards, with a Fame Threshold of 36
- Prophecies that alter the game rules for a turn

The following changes apply to the base game rules:

GENERAL SETUP

Flip the **Main Game Board and all Player Game Boards** to their "Dark Alley" side (marked with a black cat symbol). Separate **all** Trick cards into four decks by category and put them face up above the respective slots in the Dahlgaard Residence part of the Downtown. Each deck should consist of 12 Trick cards instead of the base game's 8.

Shuffle the four **Special Assignment decks** (sorted by Location) and put them face up on the respective slots in the Dark Alley.



Create the Performance Deck with two Magnus Pantheon, two Grand Magorian and two Riverside Theater Performance cards, chosen randomly and placed on top of each other in this order.



PLAYER SETUP



Players use the Magician card with the side with the black cat symbol face up. In this game variant, each Magician has an important Special Ability that can greatly influence the game play. Refer to the Appendix for the detailed explanation of each Magician Ability.

Each player receives a starting hand of 6 Permanent Assignment cards (2 Theater, 1 Workshop, 1 Market Row, 1 Downtown, 1 Dark Alley).



After the General and Player Setup is finished, randomly choose three Pending Prophecies, 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).

PLACE CHARACTERS PHASE

Players can also use the Dark Alley Location during the 'Assignment' and 'Place Characters' phases.



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.

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).

The 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 into a face-down discard pile.
- 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 (an exception is the 'Traveling Merchant' card). 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 Action at the Location once. **When the Character is placed, players may always choose to forfeit the Special Assignment's ability and use it to gain +1 ϟ at that Location instead.**



The following Actions can be taken in the Dark Alley:



DRAW FIRST CARD (1ϟ): The player draws the top card of any Special Assignment deck in the Dark Alley.



DRAW FURTHER CARDS (2ϟ): The second and further Special Assignment cards drawn cost 2 Action Points each.



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

END TURN PHASE

The following sub-phases are added to the 'End Turn' phase:

- **Move Prophecies:** The Active Prophecy is discarded and the Pending Prophecy in the leftmost slot is moved to the Active Prophecy slot adjacent to the Turn Counter track. This Prophecy will be active during the next turn and will influence the game rules. Move the remaining Prophecies in clockwise order, then draw a new one and place it on the rightmost Prophecy slot.
- **Discard Special Assignment cards:** All used Special Assignment cards are discarded into a face-down discard pile. Face-down cards below Idle Characters are not considered used, and are returned to the player's hand. After all used Special Assignment cards are discarded, the top card of each Assignment deck is put to the bottom.

GAME END

The game ends after the **seventh turn instead of the fifth.** The final scoring is different from that of the base game. All players receive:

- 1 Fame for each unspent Trickerion Shard
- 1 Fame per 3 leftover Coins
- 2 Fame for each unused Special Assignment card in their hand

Players may potentially also gain Fame points for their Tricks with a Fame Threshold of 36. Each of these Tricks has a condition printed on the bottom. **If both the condition and the Trick's Component requirements are met, the player scores an amount of Fame stated in the condition at the end of the game.**

EXAMPLE

The player has the Assistant's Revenge Trick in his Workshop, and he has the necessary Components for it. If he also has an Assistant at the end of the game, he receives 7 additional Fame in the end game scoring.

MAGICIAN POWERS

This expansion introduces a new element to the game: Magician Powers. These offer a powerful new way to customize your Magician and add further strategic depth to your game.

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

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), then 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
- The slot is opened with Trickerion Shards (see below under Trickerion Shards)
- You meet the Power's Fame Threshold (or pay the difference between the Fame Threshold and your actual Fame with Coins)

If a slot already has a Power placed next to it, you must return it to your 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 slot), 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 your hand.

In case you have a Shard on all slots, and have excess ones, those are spent first.



GAME END

The final scoring is different from that of the base game or the Dark Alley expansion. All players receive:

- 1 Fame per 3 leftover Coins
- 2 Fame for each unused Special Assignment card in their hand

Players may potentially also gain Fame points for their Tricks with a Fame Threshold of 36. Each of these Tricks has a condition printed on the bottom. **If both the condition and the Trick's Component requirements are met, the player scores an amount of Fame stated in the condition at the end of the game.**

In this game variant, **Trickerion Shards do not grant Fame points** at the end of the game by default.

VII. 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 a Pending Prophecy 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.



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 she sets 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 Fame Threshold (1/16/36).



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.

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**
- **Performance cards with gray Trick Markers** printed on them

The following changes apply to the base game rules:

GENERAL SETUP

Create a deck with five (base game) or seven (Dark Alley) face-up Turn Setup cards and place them next to the Main Game Board.

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 card 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.

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Everyone from Anduril's Flame Club, Gém Club and Essen Spiel 2014 who played Trickerion and gave us excellent feedback.

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Emőke Bada as Fortune Teller

Bálint Bada as Yoruba Spiritmaster

Soma Hajnóczy as The Gentleman

Dorka Péter as Electra

Gergely Karácsonyi as the Master of Chains

Hai Thanh Le Phuong as The Red Lotus

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THANK YOU!

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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 an advanced one, with Fame Threshold 16). 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 an advanced one with a Fame Threshold of 16.

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.

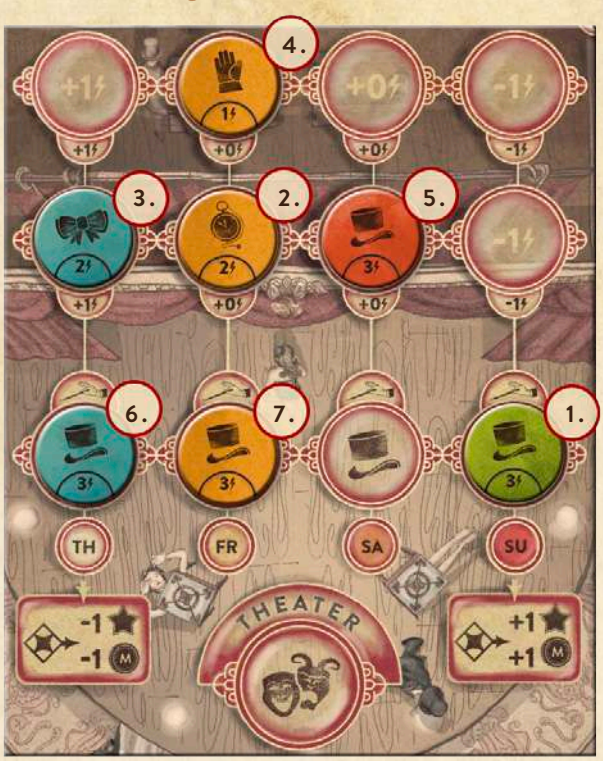
The red player also receives the Yield on his Trick card corresponding to the red Marker. The -1/-1 deduction does not apply to him since he chose Saturday this turn.

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, 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 receive 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)

