

# MAGICIAN POWERS

## ADDITIONAL GAME COMPONENTS

### 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.



## ADDITIONAL RULES

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*



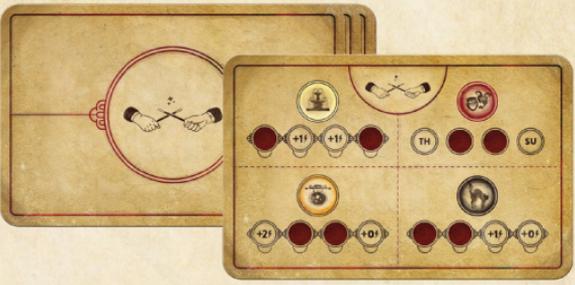
*Receive Shards*

# OPTIONAL RULE VARIANT DUEL OF MAGICIANS

## ADDITIONAL GAME COMPONENTS

### 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.



### DUEL OF MAGICIANS PERFORMANCE CARDS

These cards replace the base game's Performance cards in the Duel of the Magicians rule variant. They have neutral Trick markers printed on them by default, allowing players to create more Links in the two-player game.



## ADDITIONAL RULES

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.

