



**MAGICIAN
WORKBOOK**

1

Linking Rings



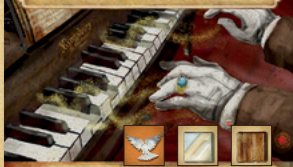
0★
2●



1

/Laczo Fejes

Living Piano



1★
1●



1

/Csilla Biro

16

Mechanical Hornet



4★
3●



16

/Laczo Fejes

Sawing the Assistant in Half



1★
5●



16

/Gyula Márton Kiss

36

Aztec Lady



5★
5●



36

/Csilla Biro



Horror Saws



4★
8●



36

/Laczo Fejes



Chinese Sticks



1★
2



/Laczo Fejes

Levitation



2★
3



/Csilla Biro



Vanishing Bird Cage

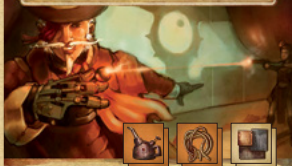


2★
3
+



/Csilla Biro

Bullet Catch



3★
4



/Laczo Fejes



Automaton



7★
7



/Laczo Fejes

Hellhound



6★
5
+



/Laczo Fejes



1

Mind Reading

0★
0●
+●

1

/Gyula Márton Kiss

Breath of Life

2★
3●

1

/Csilla Biró

16

Floating Table

5★
2●
+●

16

/Laczo Fejes

Future Sight

4★
1●

16

/Laczo Fejes

36

Balsamo's Skull

4★
3●
+●

36

/Laczo Fejes

Séance

7★
5●
+●

36

/Csilla Biró

Spirit Hand

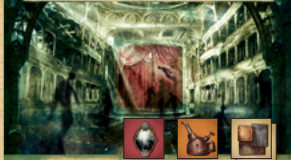


2★
1♣
+ ♣



/Csilla Biró

Window to the Otherworld



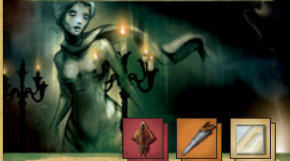
3★
2♣



/Agnes Staudt



Pepper's Ghost



4★
5♣



/Lacza Fejes

Ghost Trap



3★
3♣
+ ♣



/Gyula Márton Kiss



Skeleton Dance



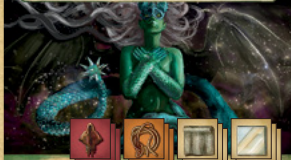
6★
4♣

+ 1★



/Lacza Fejes

Metamorphosis



10★
4♣

3♣ + 1★



/Csilla Biró



1

Barricaded Barrels

1★
1●

/Csilla Biró

Stocks Escape

0★
1●
+●

/Csilla Biró

16

Prison Break

3★
3●

/Gyula Márton Kiss

Zig Zag Lady

2★
3●

/Csilla Biró

36

Buried Alive

4★
4●

1 + 7★

/Lacza Fejes

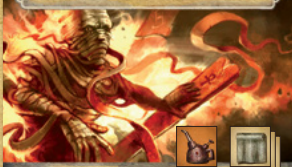
Assistant's Revenge

6★
6●

1 + 7★

/Gyula Márton Kiss

Burning Mummy



2★
2



/Lacza Fejes

Water Tank Escape



1★
2
+



/Csilla Biro



Walled

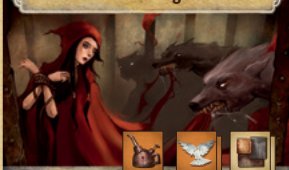


3★
2
+



/Gyula Márton Kiss

Wolf Cage



3★
3
+



/Lacza Fejes



Iron Maiden



5★
5
+



/Lacza Fejes

Transported Man



5★
3
+



/Lacza Fejes



Enchanted Butterflies



1



2★
0●



/Csilla Biró

1

Rabbit from the Top Hat



3★
1●



/Csilla Biró

1

Self Decapitation



16



3★
2●



/Csilla Biró

16

Paper Shred



4★
2●
+●



/Csilla Biró

16

Mutilation



36



6★
5●



/Lacza Fejes

36

Stairs of Water



5★
4●
+●



/Gyula Márton Kiss

36

Pub-In-A-Bottle



2★
2



/Csilla Biró

Card Manipulation



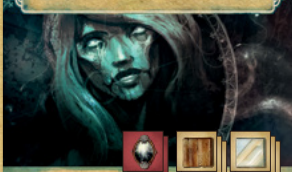
1★
1
+



/Lacza Fejes



Shattered Mirror



5★
3



/Lacza Fejes

Fishing in the Air



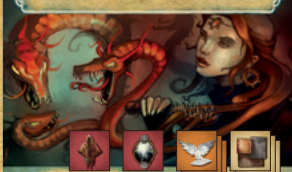
3★
4
+



/Csilla Biró



Beast Within

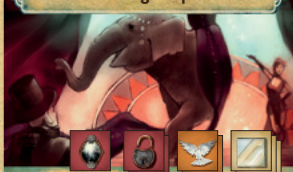


7★
3
+



/Lacza Fejes

Vanishing Elephant



9★
4



/Lacza Fejes

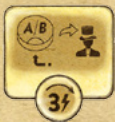




SET DIE



REROLL DIE



HIRE CHARACTER



LEARN TRICK



TAKE COINS

DOWNTOWN



HINT 1: Not satisfied with the die rolls? Try rerolling or resetting a die for 1 or 2 Action Points! If you are aiming to hire Characters, you always have a better chance to roll an Apprentice than a Specialist.

HINT 2: If you enhance your Magician with a Shard on the +2 slot, you may take two 3 Action Point Actions in one turn.

HINT 3: Make sure you are not the last to go to the Downtown if you assigned an Apprentice there, unless you have a way to give him +2 Action Points (this is only possible when playing with the Dark Alley expansion).



NOTE: You may always learn a Trick from your favorite Trick category instead of the category on the chosen die, unless it's an X.



BUY BARGAIN



QUICK ORDER



ORDER

MARKET ROW



HINT 1: If you took a 'Buy' Action, you may spend your remaining Action Points on 'Bargain' Actions. Each Action Point you spend on it gives you 1 Coin discount from the total price of your 'Buy' Action. Remember: you may never decrease the total price to 0.

HINT 2: If you have enough Coins, it's a good idea to buy all the Components you'll ever need of the chosen type – this can save you Action Points later.

HINT 3: Pay attention to other players' plans! You can cause them some headache if your 'Order' Action removes a Component they would need next turn.



NOTE: If you Quick Ordered a Component, you still have to take the 'Buy' Action to buy it. Don't forget that the price of that Component is also increased by 1 Coin.



PREPARE



MOVE COMPONENTS
(MANAGER)



MOVE APPRENTICES
(ASSISTANT)



MOVE TRICKS
(ENGINEER)

WORKSHOP



HINT 1: You may 'Prepare' multiple Tricks with the same Character if it has enough Action Points.

HINT 2: The Specialist Board Extensions are also part of your Workshop. Each Specialist comes with an Action that allows you to move or exchange resources between your Player Game Board slots and Specialist Board slots – the latter are always better.



NOTE 1: If you hire a Specialist from the Downtown, you get the respective wooden Character disk and Board Extension only during the 'End Turn' phase. You do NOT receive that Specialist's extra resource – that's only for your chosen starting Specialist.

NOTE 2: If you discard a Trick from your Workshop (usually to make space for a new one), you lose all its Trick Markers - even if they are already placed on Performance cards!

NOTE 3: The maximum amount of a Component type you can store in your Workshop is 3.



SET UP TRICK



RESCHEDULE



PERFORM
(MAGICIAN ONLY)

THEATER



HINT 1: Setting up Tricks on Thursday is a good way to prepare for a possibly better-paying Performance next turn. In this case, try to avoid setting up Tricks on cards that are likely to be Performed by your opponents this turn.

HINT 2: Consider your choice of Performance carefully when you Perform. In addition to getting the most Fame for yourself, also consider how much Fame are you “taking” from your opponents with your choice.

HINT 3: You can occupy a weekday to Perform on simply by placing your Magician on the Stage. This allows you to set up Tricks later, when you might have a better chance to create Links with them. If you already have several Trick Markers in the Theater at the start of a turn, occupying the Sunday Stage slot with your Magician can be a good opening move.

HINT 4: You can assign a Character to the Theater only to reserve a day for its Yield modifier, even without taking any Actions.



NOTE 1: You cannot place your Characters on multiple days, nor enhance your Characters with Shards in the Theater unless a card or Prophecy allows you.

NOTE 2: Only your Magician is allowed to Perform, which is the only Action a Magician placed on the Stage can take. The Perform Action can only be taken in the 'Performance' phase, in a Thursday to Sunday order.



DRAW FIRST CARD DRAW FURTHER CARDS FORTUNE TELLING

DARK ALLEY

HINT 1: Taking the +2 Action slot allows you to draw multiple Special Assignment cards, even with an Apprentice. You may always spend your remaining Action Points on the 'Fortune Telling' Action.

HINT 2: Be prepared for next turn's Prophecy, and pay attention to other players' plans! If there is a Pending Prophecy that might help you more or hurt you less than your opponents, consider using the 'Fortune Telling' Action.

NOTE: You may always use Special Assignment cards to give your Character 1 additional Action Point instead of using the card's special power.

+1

ENHANCE CHARACTER



(DOWNTOWN)



(MARKET ROW)



(WORKSHOP)



(DARK ALLEY)



(THEATER)

HINT: Normally, you cannot use 'Enhance Character' in the Theater, but there is a Prophecy that allows you to do so for one turn.

NOTE: You may only Enhance each placed Character once.



If you Advertised this turn, your Apprentices gain +1 base Action Point.



Double the amount of Coins on the chosen die when you take the 'Take Coins' Action.



The 'Take Coins' Action costs 1 Action Point.



You immediately receive 2 Fame when you set up a Mechanical Trick.



You immediately receive 2 Fame when you set up an Escape Trick.



You immediately receive 2 Fame when you set up a Spiritual Trick.



Thursday and Sunday have no Yield modifiers.



All Performer Bonuses are doubled this turn.



During the 'Performance' phase, the performing player's Yield modifier applies to all other players in the Performance (instead of their own).



Any time you receive one or more Shards, you receive an additional one.



Any time you receive one or more Shards, you also receive 2 Fame.



You have to pay 3 Coins to use the +2 Action Point Slots at the Downtown, Market Row and Dark Alley.



Each Character has only 1 base Action Point.



Component types in the Market Row's Order area can be bought with 'Buy' Actions.



All Components cost 2 Coins when you buy them.



The 'Hire Character' Action costs 1 Action Point.



The 'Learn Trick' Action costs 1 Action Point.



The 'Draw Further Cards' Action costs 1 Action Point.



You immediately receive 2 Fame when you set up an Optical Trick.



Saturday has a Yield modifier: +1 Fame and +1 Coin (similar to Sunday).



Friday has a Yield modifier: -1 Fame and -1 Coin (similar to Thursday).



During the 'Performance' phase, all Coin Yields are received as Fame.



You may use 'Enhance Character' in the Theater.



You receive 2 Action Points instead of 1 when you use 'Enhance Character'.



You may place two Characters on each of your turns during the 'Place Characters' phase.



You must place your Characters on the Slot with the lowest available Action Point modifier.




Assignment cards are not revealed after the 'Assignment' phase. Players reveal them one by one right before placing the Character above them.

NOTE: You can combine the power of Prophecies and Special Assignment cards for massive bonuses.

TURN ORDER

1. ROLL DICE
2. SET INITIATIVE ORDER
3. ADVERTISE
4. ASSIGNMENT PHASE
5. PLACE CHARACTERS PHASE
6. PERFORMANCE PHASE
7. END TURN PHASE

➔ Pay Wages ( ➔ -2★)

➔ Return Characters

➔ Orders Arrive

➔ Move Performance cards

➔ Remove Posters

➔ Move Turn Counter

WITH DARK ALLEY EXPANSION

➔ Move Prophecies

➔ Discard Special Assignment cards



GAME END

BASE GAME

DARK ALLEY

