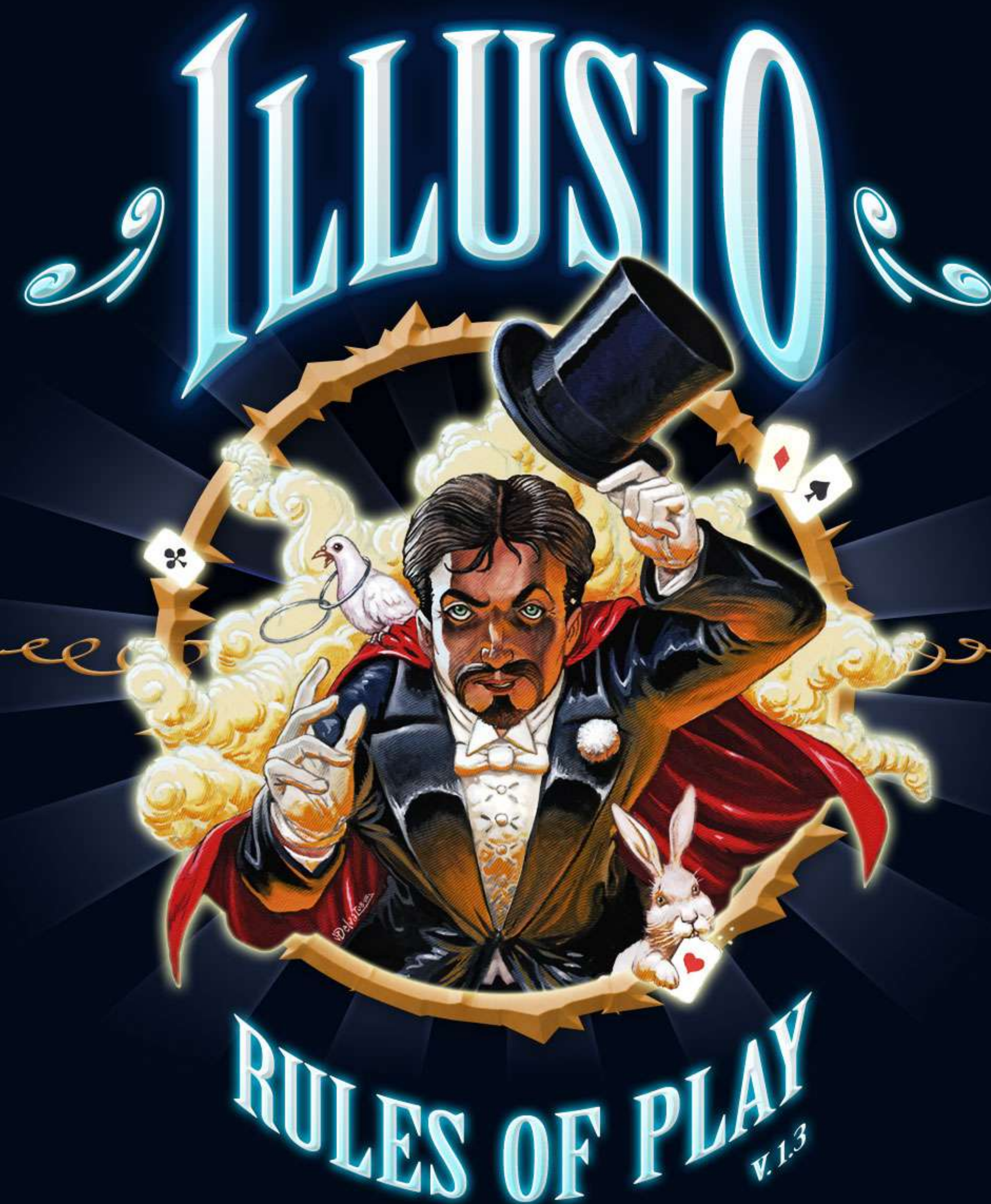


Illusio® is a game designed by Philippe Nuhra
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CREDITS :

A warm thank you to those who agreed to play as guinea-pigs as well as those who chose to invest their time and energy into this game :

Béatrice Crombet, Cyrille & Maud Daujean, Adrien Martinot, Lydie Tudal, Didier Weiss, Hervé Marly, Dominique Bodin, Gersende Cheylan, Yann Belloir, Eric Verhaeghe, Anne-Sophie Banach, Claude Amardeil, Laurent & Dominique Fischer, Philippe Lamoureux, Eddy Neveu, Eric Martin, Vangelis Bagiartakis, Mark Reich as well as those who have been unfairly forgotten and who deserve their name here...



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★ Equipment ★

32 **Objectives** cards, 64 **Components** cards, 26 **Special actions** cards, 10 **Magicians** cards and this manual.
You will also need some paper and pencil to write down everyone's score.



Objectives



Components



Special actions



Magicians

★ Game purpose ★

1896 : As the pioneers of magic compete against each other to amaze the public, the most spectacular magic show of all time will soon happen and YOU want to win it ! To achieve that, you'll portray one of the ten magicians in competition and challenge your competitors with prestigious tricks.

★ Main rules : objectives and components ★

Each player portrays a magician who dares to win the show by obtaining the highest **prestige** (symbolized by **prestige points**). You get that by achieving more or less complicated **Objectives** selected among four magic domains (**Close-up, Illusion, Evasion, Mentalism**). Each domain is easily recognizable thanks to specific colors.

In order to set up his tricks, each magician will get several items called **Components** belonging to the following groups and types :

Accessories (Scarf, Rope, cards and Blades), **Animals** (Rabbit, Dove and Tiger), **Tricks** (Curtain, Mirrors and Smoke), **Boxes** (Case, Cage and Reservoir), **Audience** and **Formulas**.



Tricks

Audience

Boxes

Animals

Accessories

Formulas

Depending on the targeted trick, the magician will need different numbers and types of these **Components**.

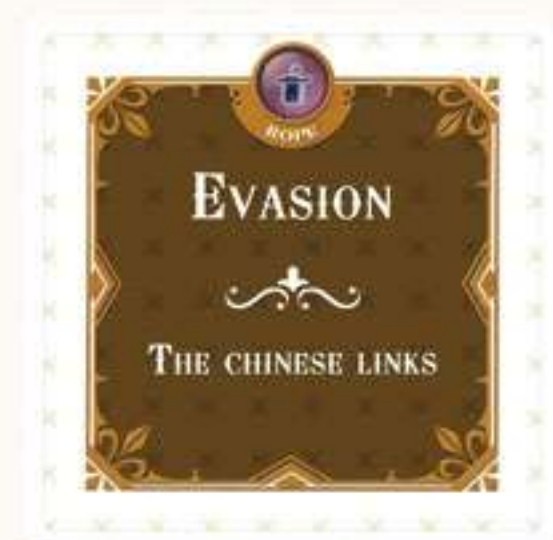
Necessary **Components** are indicated on the **Objective** cards.



Exact type of Component

Group of Component

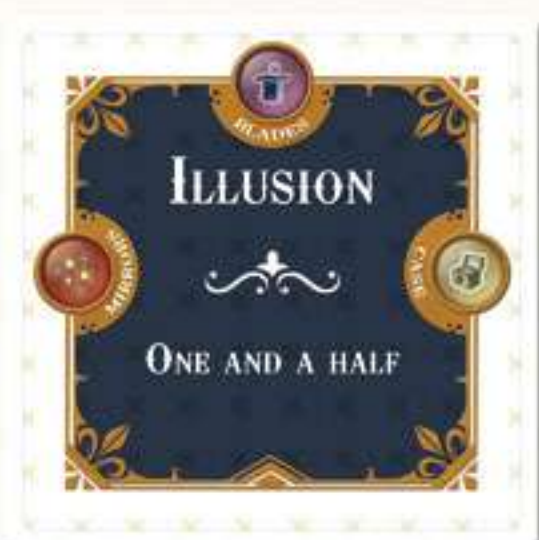
There are 4 values corresponding to 4 levels of **Objective** cards (see also the 'Displaying and scoring magic tricks' chapter).



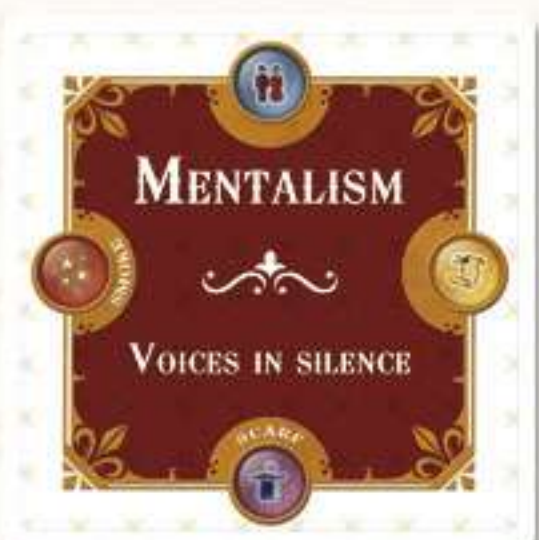
Level 1 = 1 Point



Level 2 = 2 Points



Level 3 = 3 Points



Level 4 = 4 Points

★ Game setup ★

1) First player's selection

Each player draws a card among the deck of **Objective** cards and the one who's got the highest level starts. In case of a tie, even players draw another card until the tie is broken. The cards are then shuffled back into the deck.

2) Characters

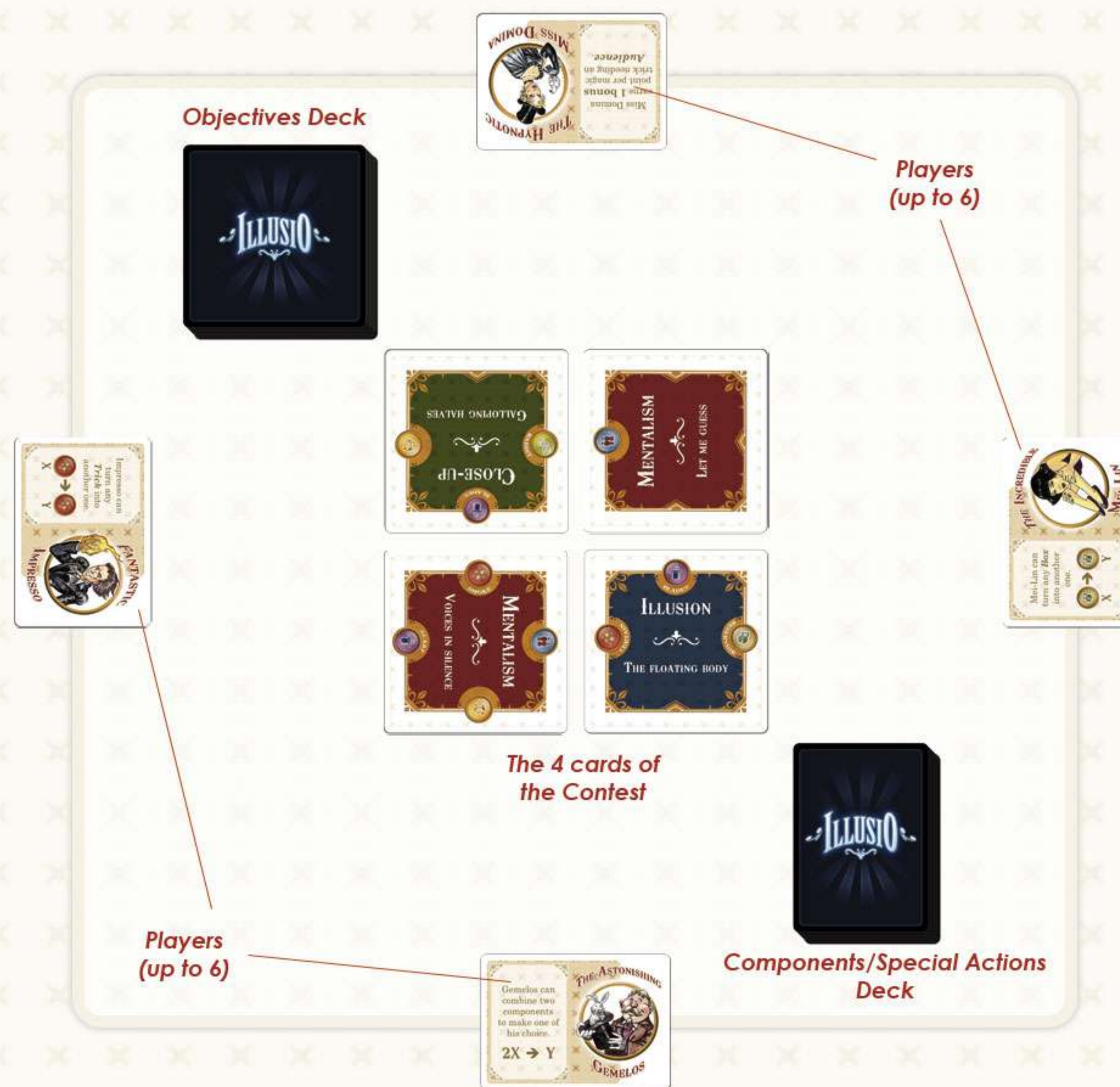
Each player portrays a character selected at random from the **Magician** cards. Each **Magician** has a specific talent that may be exercised for free (on himself or on another player) **once** per round. These talents are described on each card.

3) Decks

Two decks, face down are made : **Objective** cards on one part, and **Special actions** + **Components** cards (shuffled together) on the other. When you run out of cards from one of the decks, shuffle the discard pile and place it face down to form a new deck.

4) The « Contest »

Four **Objective** cards are then revealed in the center of the table in a common slot called the **Contest**. There can not be **more** or **less** than four cards in the contest : when you take one **Objective** card from the contest, you have to replace it by another one from the deck. Players can capture one **Objective** card from the Contest once they own at least half of the **Components** required to achieve it. One player can not own more than two **Objective** cards waiting to be realized.



5/ Card distribution

At the beginning of the game, each player draws four cards (not to be shown to anyone) from the **Components/Special actions** cards deck, to set up his starting hand.

★ Turn sequence ★

Start

A player starts his turn by drawing one or more **Components/Special actions** cards as follows:

- ★ If he has less than 4 cards in his hand, he draws as many cards as necessary to obtain **5 cards**.
- ★ If he has 4 or more cards in his hand, he only **draws one**.

A player may never have more than 8 cards in his hand at the end of his turn.

Actions

After drawing his cards, the player can select up to two actions from the list below: (the same action may be played twice):

- A** ★ He can place one **Component** card in front of him in order to prepare a magic trick. Such cards are called the **Backstage**.
- B** ★ He can play one **Special action** card.
- C** ★ He can exchange one or more of his cards with an equal number of cards from the **Components/Special actions** Deck.
UNREPRESENTED
- D** ★ He can take one of the **contest Objective** cards (which, then, goes 'under realization') by placing around it at least half (rounded up) of the necessary **Components** from his **Backstage**. Once this is done, these **Components** may not be transformed anymore (neither by magic nor by a card).
- E** ★ He can place a **Component** directly from his **hand** or his **Backstage** around an **Objective** under realization.
- F** ★ He can discard one of his **Objectives** currently under realization to return its **Components** to his **Backstage** (they may be transformed again).

Remember that using the talent of your character does not cost any action but can only be used once per round.



★ Displaying and scoring magic tricks ★

A magic trick is displayed (without counting as an action) when you have **all** of the required **Components** placed around it. One then announces « I'm displaying [name of the trick]! ». As a second action, the player may play a **Special action** card on his trick. The trick remains displayed for one round (which means from the **end** of the player's turn to the **beginning** of his next turn), during which other players may act on it (thanks to **Special action** cards). Once the round is over, the player discards the **Components** that were used to realize the trick, keeps his **Objective** card (placing it to the side) for determining bonus points for magic domain specialization (see below) and write down his points.

Basic scoring

A successfully displayed magic trick pays, at a minimum, as many Prestige points as the level of the **Objective** card (level 1 = 1 point, level 2 = 2 points, etc.). Two kinds of bonuses may be added to this basic scoring.

Accuracy bonus

When a trick states a specific type of **Component** as prerequisite, it can also be performed with any **Component** from the same **Component** Group. For example a trick in which you need a **rabbit** can be performed with any **animal**. However, if the exact required type is used, the trick is performed perfectly. In that case the magician gets a bonus of **1 additional prestige point** for each exact component used. This bonus doesn't apply to **Audience** and **Formula** (as these groups have no types).



Specialization bonus

Once a player has decided to specialize in the same magic domain, he acquires bonus points in the following way : **1 bonus point** per new **Objective** of the same magic domain successfully displayed.

You may specialize in different domains, each paying its own bonus point. For example, 5 **Mentalism** tricks will pay 4 bonus points, whereas 2 **Mentalism** + 3 **Illusion** tricks, will only pay 3 bonus points (1+2).



★Winning★

The game ends when one of the players reaches a minimum of **12 Prestige points**. That goal may be modified if you decide to shorten or extend the game.

★Description of *Special actions* cards★

★Transform

Can only be played on yourself. Transforms any **Component from your Backstage** into another one (doesn't work on the components of an **Objective** under realization).

Use wisely as you can't remove this card!

NOTE : If a player forgets what a card has been transformed into (by the *Transform* card or a magician's talent), the 'illusion' vanishes (*Transform* card is discarded) and the transformed component becomes what is on the card again.

★Take

Allows you to randomly take one card from one of your opponent's hands.

This card goes into your hand.

★Encore

Allows you to extend the displaying of a magic trick by an additional round. *Encore* cards are not cumulatives if played during the same validation round.

★Immediate success

The trick is immediately validated, even if there is an **Encore** on it (earned points - including bonuses and/or maluses, discarded **Components**, and **Objective** card kept as a magic domain token).

★Deja vu

Can only be played on a magic trick already on display. The trick pays **1 less Prestige point**.

★Grand

Can only be played on a magic trick already on display. The trick pays **2 additional Prestige points**.



★Hints & tips★

Several things are done pretty discreetly in ILLUSIO which makes it a "sudden death" game as some events may seem to be real surprises for the novice or inattentive player. Here are some things to be aware of :

★Magician's talents

It may be easy to forget to pay attention to the opponent's magician's talents. This is probably the worst mistake as these talents may drastically change the course of the game. Be sure to be attentive to the magician's talents when playing a card on the table or before playing an action as it may be turn against you in the end.

★Bonus

You may not pay enough attention to the fact that a player has already performed a magic trick of a specific domain. The specialization bonus may give a player one or more points when successfully displaying a trick.

In the same manner the precision bonus may give a player 2 or even 3 more points when executing a magic trick !

★Keeping track of points

As the various bonus and *Special actions* cards may greatly change the reward of a successful magic trick, you should carefully keep track of how many points have been earned by other players. Keep in mind that a level 1 trick with a *Deja vu* on it won't pay anything whereas a level 4 trick with 3 good components and a *Grand* card on it may pay up to 9 points !

★Juggling with cards

Some of the *Special actions* cards may appear as attacks when played on you. For instance, an *Encore* will extend the validation process by a round, but remember that you can use this extra round to play bonus cards on your magic trick. On the other hand, playing an *Immediate success*, while preventing you from opponent's attacks, will also forbid the use of bonus cards...

★Choose wisely between "time and money"

ILLUSIO is a fast game. As it can be a "sudden death" game you should always think of what is the best thing for you to do at a given time. Sometimes waiting for the right card may give you a better chance for victory but, most of the time, you shouldn't hesitate to throw away cards you can't use right away or at least to play something (even playing an apparently useless card in your backstage) as your luck can change quickly during a game session. Remember : this is a struggle for success and everyone will race to win !

★The "second action card" dilemma

Most of the *Special actions* cards can only be played as a second action. For instance, playing a *Grand* card after completing a magic trick to put it on display may only be played as a second action (because of the validation of the displayed trick occurring at the very beginning of your next turn), playing a *Special actions* card against an opponent will eliminate one of your actions you can play on yourself. You will often have to calculate the most advantageous moment and way to play the *Special actions* cards. A few false moves may be enough to lose the game.

★Bluffing and covering tracks

As your opponent's magicians have special talents that might allow them to foil your strategy (by changing, stealing or doing other nasty things to the cards in your backstage), it might be useful to hide your strategy in the middle of apparently useless cards. Also consider the fact that playing a card directly on a magic trick under realization will avoid it being altered by a magician's talent. There might be an easier way to do things but the most important part is to trust no one...