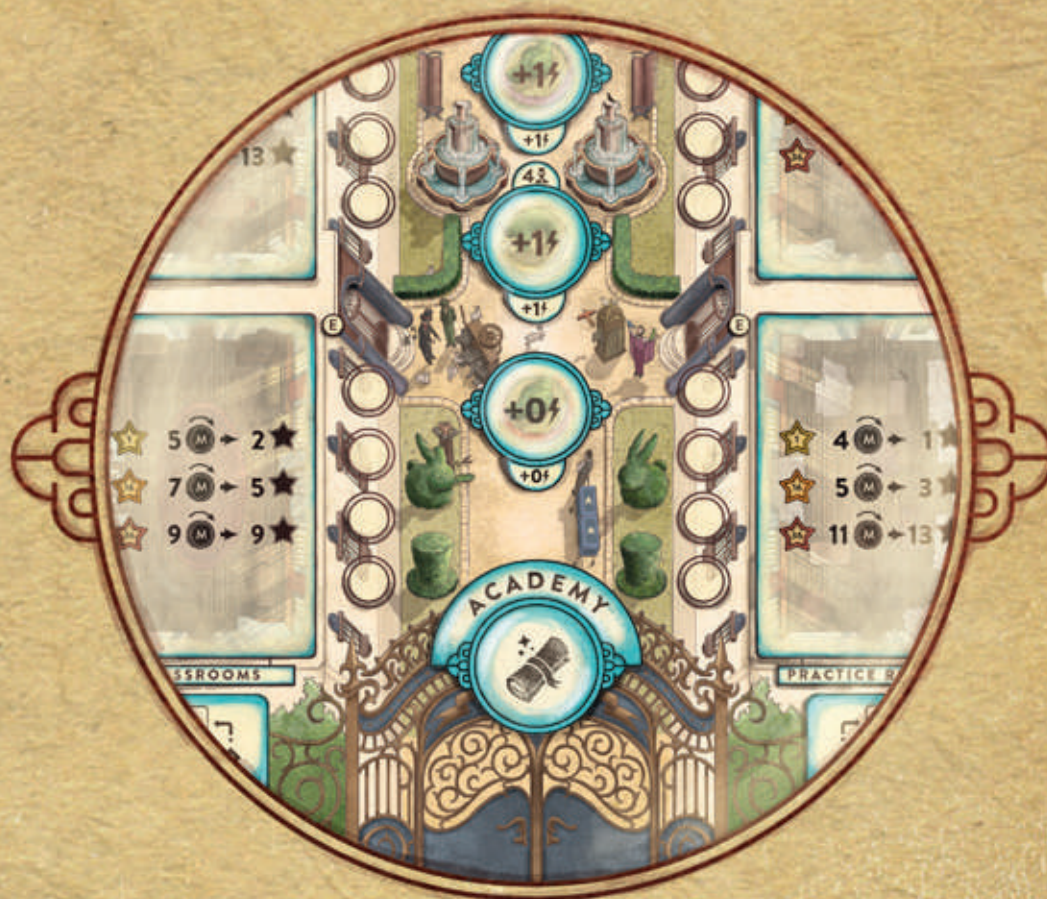


# TRICKERION

LEGENDS OF ILLUSION

## DAHLGAARD'S ACADEMY

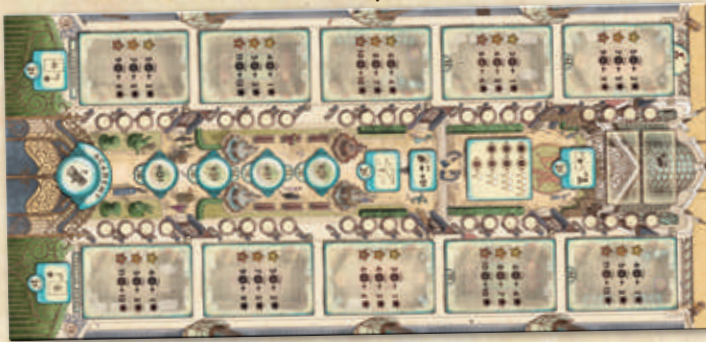
EXPANSION



## RULES OF PLAY

# COMPONENTS

1× Academy Board



12× Classroom Tiles



12× Practice Room Tiles



16× Protégé Secret Tiles



6× Academy Ruin tiles



3× New Prophecies



4× New Magician cards



4× Magician Poster cards for each of the New Magicians



# PLAYER COMPONENTS

(each 4x, for each player)



1x Protégé Game Board Extension

1x Protégé wooden Character Disk



12x wooden Banners



1x Academy Assignment card



4x Academy markers (1x in each suit)



4x additional Trick markers (1x in each suit)



## GENERAL RULE CHANGES

1. Rule change for end game scoring: The maximum Fame that can be scored from leftover Shards, Coins, Special Assignment cards, and from each trick with a Fame Threshold of 36 are **individually capped at 20 Fame**. That is you can score a maximum of 20 Fame for each card, and a maximum of 20 Fame each for leftover Shards, Coins, and Special Assignment cards respectively. **This is a basic rule change, and suggested to be used even when playing Dark Alley without Academy.**
2. Trick Marker limit: When playing with Academy, the maximum number of Trick Markers a player can have per Trick is increased to 5.
3. All effects that would affect all of Downtown, Marketplace and Dark Alley now also affect the Academy.

The rules for Trickerion: Dahlgaard's Academy assumes that you are playing with the **Dark Alley** rules. Trickerion: Dahlgaard's Academy may be combined with Dahlgaard's Gift expansion (Magician's Powers, Duel of Magicians), but we recommend leaving Magician's Powers out until players have mastered all features of the new expansion.

## SETUP

1. Place the Academy Board to the left side of the Main Game Board.
2. Place Ruin tiles over the Classroom and Practice Room slots marked A, B, E.
3. Place Classroom tiles and Practice Room tiles separated by their levels into six piles near the Academy board.
4. Shuffle the Protégé's Secret tiles to form a face down draw deck and place the deck next to the Academy board.
5. Draw the top two Protégé's Secret tiles and place them face up on the indicated spots of the Academy board.
6. Shuffle the New Prophecies into the face-down pile of Prophecy Tokens.
7. Each player adds an Academy Assignment card to their complement of cards.
8. Give each player the Protégé Board Extension and Character Disk IN ADDITION to their normal starting setup.
9. Give each player all of their Banners.
10. Each player starts with 2 more Coins than in the base game (12 for the player first in initiative order, 14 for the second, 16 for the third - or second in a two player game, and 18 for the fourth).
11. Starting fame is reduced to 3 (instead of 5).

## NEW CHARACTER: PROTEGÉ

Each player starts with a new Character: the Protégé. This character has a variable Action Point value, and their Board Extension has space for 3 Skill tiles.

The Action Point value of the character is equal to the **highest number** printed on their Board Extension that has a **Secret tile next to it**, or 1 if no tile is present. The value is calculated at the time of placing the character, therefore it is possible to increase it and then use the increased value in the same turn.

Additionally, the Protégé gains access to all **abilities** printed on all of the Skill tiles on their Board Extension.

During the “End of Turn” phase when salaries are paid, the salary of the Protégé is equal to the highest number in the Salary column that has a Secret tile next to it, or 0 if no tile is present.



## NEW LOCATION: ACADEMY

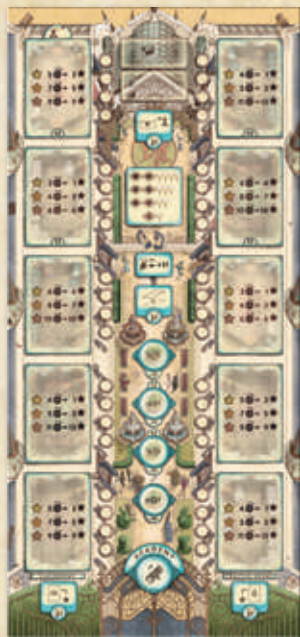
The Academy is a new location with its own Assignment card. It has the same 2/1/1/0 Action Point spaces as all other Main Board locations (except Theater).

In 2 and 3 player games block off two or one 1 Action Point space, same as other non-Theater locations. If using Duel of Magicians rules (the necessary components are included in a separate expansion: Dahlgard’s Gifts) cover the same spaces on the Academy as on the Dark Alley.

**NOTE:** in a 2 player game you will need 10 wooden tokens to cover unused spots, yet each color only has 9. Use one from the second unused color to cover the difference.

One Trickerion shard may be used to gain 1 extra Action Point the same way as on every other non-Theater location.

The Academy offers a choice of 4 actions, for **2 Action Points each**.



## RENOVATE

The Academy has a number of run-down wings that can be renovated to have Classrooms or Practice Rooms built in them. The spaces on the board show how much each level of renovation would cost - and how much Fame it would grant. The level determines how lavish and grand the wing will look after the renovation, higher levels providing more Fame rewards. Also, the earlier you renovate, the more you can contribute to the overall look of the Academy, this is represented by the ability to place more Banners.

1. When taking the Renovate action, you select one empty wing.
2. Select one level on that tile, while abiding the Fame Threshold limitation.
  - Level 1 renovations have a Fame Threshold of 1
  - Level 2 renovations have a Fame Threshold of 16
  - Level 3 renovations have a Fame Threshold of 36

You may pick renovations with thresholds equal to or less than your current Fame.

As with learning tricks, you may pay extra to cover the difference of your fame and the threshold of the renovation - this is in addition to the price of the renovation itself.

3. Pay the price of the renovation in Coins to score the corresponding Fame.
4. Select any matching tile (Classroom or Practice Room) of the level you paid for, and place it face up in its place.
5. Place Banners next to the newly placed tile. (Note: if you have fewer Banners in supply than you need to place, place as many as you can.)
  - If this is the first or second turn: place 4 Banners.
  - If this is the third or fourth turn: place 3 Banners.
  - If this is the fifth or sixth turn: place 2 Banners.
  - If this is the seventh turn: place 1 Banner.

**IMPORTANT:** If a player places their last available Banner, each other player returns one of their **unused** Banners to the game box (thus decreasing the maximum they can place). If another player has no available Banners left at this time, they return nothing.

At the **end of the game** the players with banners on renovated tiles will score bonus points:

- In a 4 player game players score 15/10/5/0 Fame: The player with the most banners placed scores the first one, the second most banners the second one, etc.
- In a 3 player game players score 12/6/0 Fame similarly.

- In a 2 player game the player with more banners score 8 Fame.
- In case of a tie, all tied players score the lower score. (So in a 4 player game with 3, 3, 2, 1 banners they would score 10, 10, 5, 0 Fame respectively.) In case of a tie in a 2 player game, no Fame is awarded.

**NOTE:** A player with no banners always scores 0 Fame.

## PRACTICE

When you take the Practice action select one of your tricks, and place its Academy marker in an empty slot on a renovated Practice Room tile.

- It is possible to move an Academy marker from a Practice Room slot to another Practice Room slot.
- It is **NOT** possible to move an Academy marker from a Classroom to a Practice Room
- The trick being placed to the Practice Room does not have to meet its component requirements. (In fact, one of the 4 upgrades lowers said requirements.)
- You may return one of your own Academy markers from a Practice Room slot to free it up for a different trick.

There are 4 kinds of upgrades available on Practice Room tiles:

- You may freely ignore up to 3 Coins worth of components of the trick's requirement.
- You may orient a trick marker facing any direction when setting up or moving onto a Performance card.
- The player gains an additional trick marker when preparing this trick. (This is cumulative with the Engineer's effect.)
- The trick's yield is increased by 1 Coin and 1 Fame. (This is cumulative with Sunday and other bonuses.)

## TEACH

When you take the Teach action select one of your tricks, and place its Academy marker in an empty slot on a face-up Classroom tile.

- It is possible to move an Academy marker from a Practice Room to a Classroom.
- It is possible to move an Academy marker from a Classroom slot to another Classroom slot.
- The trick being placed onto the Classroom must have its component requirements met at the moment of placing. Therefore if it was only meeting the requirements due to being placed on a Practice Room tile, it may **NOT** be moved to a Classroom.

- You may **NOT** return one of your Academy markers from a Classroom slot to free the slot up for a different trick.

After the Performance Phase, but before paying wages, an additional step is added to the game: the Classroom Phase. This will be detailed later.

Some additional rules concerning tricks on a Classroom tile:

- Tricks on a Classroom tile may not be prepared in the Workshop.
- Tricks on a Classroom tile may not be Set Up in the Theater - but tricks already set up when the trick is placed on the Classroom tile can stay until the next Classroom Phase.
- If a trick that is on a Classroom tile no longer meets its component requirements its marker is **NOT** returned from the Classroom tile. (This usually happens if a component is moved away from the Manager's component slots.)
- If a trick that is on a Classroom tile is returned to Dahlgard's Residence its marker is also returned from the Classroom tile. This is the only way a marker is ever removed from the Classrooms.

## LEARN SECRET

This action can only be taken once per worker assigned to the Academy, and only while there is at least one available Secret tile.

Take one of the available (one or two) Secrets, and place it on the Protégé's Board Extension. The Protégé now immediately has access to these abilities. The Protégé can have up to 3 Secrets, and unlocking new Secrets increases its Action Point value (and salary).

It is allowed to discard a Secret to take another once the Protégé's board extension is full.

**NOTE:** You do not have to send the Protégé to learn a new Secret, in fact it is best to send another Character before the Protégé is sent elsewhere, to benefit from the extra Action Point.

**NOTE:** The Protégé's wage is determined during the Pay Wages step. This means that their wage may be higher on the turn you learn a new Secret, even if you use the Protégé before learning the Secret.

## NEW PHASE: CLASSROOM

The Classroom Phase happens after the Performance Phase, before the End of Turn Phase on all turns **except on the seventh turn**.

Do all of the following in the Classroom Phase, for each trick which has its second symbol marker in a Classroom:

1. Return all of the corresponding trick markers to the owner's supply (both from the trick's card and from the Performance cards).
2. The owner gains a part of the trick's yield, as indicated by the Classroom Tile's slot the trick occupies:
  - a) The trick's Coin and Fame yield, reduced by one each (to a minimum of 0 Coin and 0 Fame), but no shard (not even if the trick has them).
  - b) The trick's Coin yield +  $1/2/3$  (based on the trick's Fame Threshold).
  - c) The trick's Fame yield.
  - d) The trick's Shard yield +  $1/2/3$  (based on the trick's Fame Threshold).
3. If both slots on a Classroom tile are filled, the Popular Class Bonus shown between them is also awarded to both players with tricks on that tile. Note, that if one player occupies both slots of a Classroom tile, they only receive the reward once.

## NEW MAGICIANS

The expansion comes with 4 new Magicians, each for one of the existing Favorite Trick categories.



### PROFESSOR BERNARD

(Escape): In each Classroom Phase you may select one of your tricks in the Classroom, and receive that Trick's full yield instead of what the Classroom tile would provide.



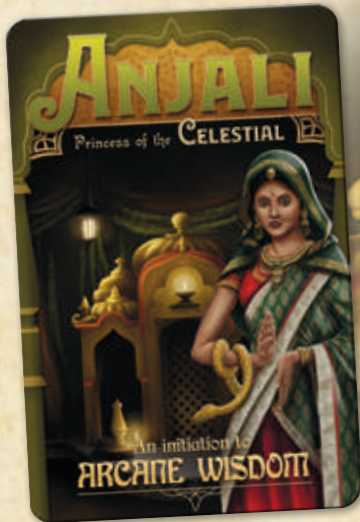
### GEERT VAN AUGUSTIN

(Mechanical): You may renovate without Fame Threshold restrictions. Gain 2 Shards each time you Renovate.



### LUMENIA THE RADIANT

(Optical): When placing Trick markers on Performance cards, your linking bonus is increased by one (2/3/4 Coin or Fame).



### ANJALI

(Spiritual): During Assignment phase, you may place 1 Coin on one of your apprentices. That apprentice also gains one of the Secrets of your Protegé for this round (but not their additional Action Points). Discard the Coin when sending that character out, keep it if the character is idle.

## NEW PROPHECIES



When Renovating, score an additional 2/4/6 Fame (depending on the level of the renovation).



When placing a trick in a Classroom, receive its Classroom yield immediately.



When placing a trick in the Practice Room, receive 2/4/6 Coins (depending on the Fame Threshold of the trick) immediately.

## END OF TURN

Discard any unclaimed Secrets and place two new tiles to be available next turn.

Also, depending on the player numbers, some of the Ruin tiles will be removed:

- For 2 player, remove the Ruin tiles on spaces marked E **at the end of the 4th turn**.
- For 3 player, remove the Ruin tiles on spaces marked E **at the end of the 3rd turn**, and the tiles on spaces marked B **at the end of the 5th turn**.
- For 4 player, remove the Ruin tiles on spaces marked E **at the end of the 2nd turn**, the tiles on spaces marked B **at the end of the 4th turn**, and the tiles on spaces marked A **at the end of the 5th turn**.

## END OF GAME

The game end is scored exactly as in the base game of Trickerion, with the added points for the banner majorities, as described under the Renovate action. Also remember the general rule change of the 20 Fame cap for each scoring categories.

# DAHLGAARD'S HEIR SOLO PLAY

For brevity, the bot will be referred to as the Heir throughout these rules. "You" will refer to the lone human player.

The solo mode is not compatible with the Dahlgaard's Gifts expansion, so do not use Magician Powers or the Duel of Magician Setup cards.

**NOTE:** the Solo Performance cards work exactly like Duel of Magician Performance cards, and you are allowed to freely mix and match them both for solo and/or 2 player games.

**GENERAL NOTE:** A trick is considered to have higher yield value for the Heir, if it yields more fame, then more shards if tied, then more coins if tied. For two tricks of equal yield, their Fame Threshold is the final tiebreaker.

## COMPONENTS FOR SOLO PLAY

1× Heir Board



5× Turn Setup Dice



1× Difficulty Setting manual



2× Turn Setup Markers



15× Solo Performance cards



9× Heir's Plan tiles





## SETUP

1. Set up for a 2 player game, with the Heir replacing the other player. The Heir does not need a Magician board or any of the board extensions, so return those to the box.
  2. Place the Heir's board nearby, ready for use by the Heir.
  3. Instead of using the regular Performance cards, use the Solo Performance cards to create the Performance deck.
  4. After you selected a Favorite Trick category and a Magician, remove the matching Trick category's cards from the Heir's Magician cards. Then, shuffle the remaining Heir Magician cards, and randomly select one. This will be the Heir's Magician Card (that also determines its Favorite Trick category).
  5. Shuffle the 3 tricks with Fame Threshold 1 of its Favorite Trick category - except the first one, the one requiring a single white component. Randomly draw one, that'll be the Heir's starting trick and it starts prepared. Return the other two to Daalghard's Residence.
  6. Place one of each component present on the selected trick to the "Shopping List" box of the Heir's board.
  7. Based on the desired difficulty, give the Heir a number of Characters:
- | Difficulty | Magician | Protegé | Specialist (any) | Apprentice |
|------------|----------|---------|------------------|------------|
| Easy       | 1        | 1       | 1                | 1          |
| Normal     | 1        | 1       | 1                | 2          |
| Hard       | 1        | 1       | 2                | 1          |
8. Place these workers on the Heir's board left to right in **Magician > Protégé > Specialists > Apprentices** order.
  9. You are always the first player (therefore start with 12 Coins).
  10. The Heir takes no Coins or Shards at Setup.
  11. Place a normal deck of Assignment cards (2x Theater, 1x Downtown, 1x Academy, 1x Market Row, 1x Dark Alley, 1x Workshop) next to the Heir board.
  12. Build the Heir's Plan deck as described below. Cards with icons on the top or bottom are referred to as "Perform" cards, while cards with icon only on the top are referred to as "Set up" cards.
    - Randomly select one Perform card, put it on the bottom of the deck.
    - Then shuffle 1 Set up and 2 Perform cards together and put two of them on top. Remove the other one without looking at it.
    - Then shuffle 2 Set up and 1 Perform cards together and put them on top.
    - Then put 1 of the remaining 2 Set up cards on top. Remove the remaining one without looking at it.
  13. Remove the Prophecies marked with a red X. Note: Prophecies marked with a blue line will only affect you, the Heir ignores their rule change.

**NOTE:** The Heir does not differentiate between Specialists.

## CHANGES IN RULES

### ROLL DICE PHASE

After rolling the Downtown dice, some or all of the Turn Setup dice are rolled:

- If it is the first round, roll all Turn Setup dice, assigning each die to the location that matches its color.
- In all other rounds you must pick exactly two Locations, and reroll the dice there. Place the provided Turn Setup markers under the two dice re-rolled. Two restrictions:
  - You may not re-roll the locations with the Turn Setup markers. (i.e. you have to change different locations each Turn.)
  - If the Theater does not have a Turn Setup marker, you must choose the Theater as one of the two to reroll. (i.e. the Theatre changes every second Turn.)

Based on the layout showing on each die, cover 2 slots in all 5 of the Locations. Use face-down wooden disks of leftover player colors to cover the spots.

This way, there will be different Character slots and Weekdays available each turn, and the player will have some control over their change.

### SET INITIATIVE ORDER PHASE

There are no changes in this phase, the Heir may occupy the first or the third slot in Initiative order based on its Fame, just as it would work in a normal 2 player game.

## ADVERTISE PHASE

The Heir advertises every round at no Coin cost, but receives Fame as normal.

## ASSIGNMENT PHASE

You assign cards first, using the same rules as the multiplayer game. Place the cards face up though, as there is nobody to hide them from.

Once finished assigning your own Characters do the Heir's assignment:

1. On the 2nd and later turns, first discard the Heir's Plan card used in the previous turn.
2. Then reveal the top card of the Heir's Plan card deck.

Then, use the normal assignment cards to mark which Character is assigned to which location:

- Place the assignment cards to Characters left to right, in the order shown on the Heir's Plan card.
- Do not use Special Assignment cards (that the Heir acquired from Dark Alley), unless the location is marked as a special assignment card on the Heir's Plan card.
- Skip over any Location marked as a special assignment card if the Heir does NOT have a matching Special Assignment card.
- It is possible for the Heir to have more or less Character disks than Locations shown on the Heir's Plan card. Ignore any excess either way.

## PLACE CHARACTER PHASE

In Place Character Phase you and the Heir alternate placing a character each, just as you would do in a 2 player game. When it comes to the Heir's turn use the below priorities to determine which Character to send out next, then see the following section to see how to resolve its actions at each respective Location.

Two concept that needs defining for understanding the priorities are:

- The Heir's **stance** can be Busy or Ready. The stance is Ready if the revealed Heir Assignment card has an icon top and bottom (a "Perform" card) **and** the Heir has at least one trick of the highest Fame Threshold available to it. In every other situation the stance is Busy. Note: the iconography on the top half of a Perform card reminds you to treat it as a Set up card if the Fame Threshold is not met.
- A Location is **contested** as long as both you and the Heir have at least one available character assigned **but not yet placed** to that Location. Exception: The Theater is not contested if either you or the Heir only has the Magician left to assign. The Workshop is never contested.

On the Heir's turn it places a character according to the following rules:

1. It sends to contested Locations before sending to non-contested ones.
2. If multiple Locations are contested (or only non-contested ones remain), its priority list is:
  - a) If stance is **Ready**: Theater (earliest possible day)
  - b) Downtown
  - c) Academy
  - d) If stance is **Busy**: Theater (latest possible day)
  - e) Market Row
  - f) Dark Alley
  - g) Workshop
3. When multiple characters are assigned to the same Location:
  - a) To Downtown it always sends workers from left to right (which usually means higher AP first)
  - b) To Theater: it always sends workers from left to right except Magician is always placed last.

Re-evaluate these conditions for each Character separately, as both the stance of the Heir and whether a Location is contested or not can change after each action.

When calculating the Heir's AP, use the normal rules of adding the Character's AP value to the slot's AP modifier.

- **Exception:** The Heir ignores the +/-1 AP modifier on the Theater Character slots.
- **Exception:** the Protégé's AP value equals the number of collected Secrets plus one, to a maximum of 3.
- The Heir never spends Shards.
- The Heir always gains the +1 AP when using a Special Assignment card, but ignores its text.

### DOWNTOWN

When placing in Downtown, first determine how many dice the Heir will take (and set to X) based on the AP:

Difficulty/AP	1 AP	2 AP	3 AP	4 AP	5 AP
Easy	1 die	1 die	1 die	2 dice	2 dice
Normal	1 die	1 die	1 die	2 dice	3 dice
Hard	1 die	1 die	2 dice	3 dice	3 dice

If there are less dice showing non-X values than the number the Heir can collect, reroll one X die (priority: Trick, Specialist, Money, Apprentice). If it comes up X again, the Heir will simply collect one less dice.

Then perform the following actions until as many dice have been set to X as determined.

**NOTE:** When an action is performed from this list, proceed to the next item on the list, do NOT restart from step 1.

1. If the Heir has less than 2 tricks with the highest Fame Threshold it can have OR if the Heir has 36 or more Fame: Set a Trick die to X (if both available, pick the left one), then:
  - Take all available tricks matching the highest Fame Threshold it can have from the Trick Category matching the icon the dice was showing (Favorite category if "?"), and shuffle them together and draw one to keep, returning the rest.
  - **Exception:** if shuffling Fame Threshold 1 tricks, do not include the trick that only has 1 type of Basic Component as its requirement.
  - If there are no empty Trick slots, discard the Trick (and all its symbol and trick markers) with the lowest yield value.
  - Prepare the trick immediately.
  - Place one of each component required for it into the Heir's "Shopping List" box, except if it's already present there.
2. If the Specialist die is showing a Specialist the Heir doesn't have: Set the Specialist die to X, then add that Specialist's character disk to the Heir's "Additional Characters" box. The

new Character will join the available ones during the End of Round Phase.

3. If the Apprentice die is available, and the Heir doesn't have all 4 Apprentices yet, and the Heir has a total of 6 or less character disks: Set the Apprentice die to X, then add an Apprentice character disk to the Heir's "Additional Characters" box.
4. If a Bank die is available: Set the higher valued available Bank die to X, and gain the corresponding amount of Coin to the Heir's "Coin Purse" box.
5. If another Bank die is available: Set the other Bank die to X, and gain the corresponding amount of Coin to the Heir's "Coin Purse" box.
6. If the Apprentice die is available and the Heir doesn't have all 4 Apprentices yet: Set the Apprentice die to X, then add an Apprentice character disk to the Heir's "Additional Characters" box.
7. If the Heir makes it this far in the list, it simply does nothing more.

### MARKET ROW

When placing in the Market Row, do the following:

1. Discard every component from the "Shopping List" box that is currently present in the Market (including in the Quick Order slot).
2. Randomly select a component from the Shopping List box. Place a copy of that component from the supply in the first empty Order slot (left to right, top to bottom).
3. Repeat step 2 until there are no more empty Order slots, or everything in the Heir's Shopping List is on Order, or it has ordered a number of components equal to the AP it arrived with at Market Row.

### DARK ALLEY

When placing in the Dark Alley, do both:

1. Flip a coin to decide whether to rotate the Prophecies by one or not.
2. Then draw cards according to the AP and the difficulty level. The Heir will always gather Special Assignment cards of color it has less of than the others (that aren't currently assigned). When presented with multiple options, the priority is **Theater > Downtown > Market Row > Workshop**.

Difficulty/AP	1 AP	2 AP	3 AP	4 AP	5 AP
Easy	1 card	1 card	1 card	2 card	2 card
Normal	1 card	1 card	2 card	2 card	3 card
Hard	1 card	2 card	2 card	3 card	3 card

## ACADEMY

When placing in the Academy, first determine how many actions will the Heir take, based on AP and difficulty:

Difficulty/AP	1 AP	2 AP	3 AP	4 AP	5 AP
Easy	1 action	1 action	1 action	2 actions	2 actions
Normal	1 action	1 action	2 actions	2 actions	2 actions
Hard	1 action	1 action	2 actions	2 actions	3 actions

Then do up to the selected amount of actions from the following list, in the following order.

**NOTE:** When an action is performed from this list, proceed to the next item on the list, do NOT restart from step 1.

- If the Heir has less than 2 Protegé's Secrets, take one. Flip a coin to determine whether to take the top or the bottom one. The Heir's Protegé's Secrets only impact its Action Point value, their actual ability does not matter.
- If the Heir has equal or less banners on renovated tiles as you and there is at least one empty Classroom or Practice Room space, it Renovates one.
  - If it has 0-4 Coins in its "Coin Purse" box, select the cheapest renovation where the Heir's fame exceeds the Fame Threshold of the renovation.
  - If it has 5 or more Coins in its "Coin Purse" box, select the most expensive renovation where the Heir's fame exceeds the Fame Threshold of the renovation.
  - Score the Fame associated with the selected renovation, then place a random tile of the correct level, and place banners in the Heir's color (same numbers as you would, according to the turn number).
  - Discard all the Coins from the "Coin Purse" box if it has 9 or less; discard 9 coins otherwise.
  - If multiple renovations tie for cheapest/most expensive, then on odd turns pick Classrooms first, on even turns pick Practice Rooms first.
- If the Heir has one or more tricks not present in any Classroom or Practice Room, and there is an available Classroom slot: Place one trick's Academy marker in an available Classroom slot.
  - If multiple Classrooms slots are available the priority is: **Fame > Shards > Reduced Yield > Money.**
  - If multiple Classroom slots of the same type are available, the Heir picks the one with the higher Popular Class Bonus. If still tied, it picks the topmost one.
  - If multiple tricks are available, pick the one with the smallest yield value, skipping over any that would yield nothing in the Classroom Phase.

4. If the Heir has one or more tricks not present in any Classroom or Practice Room, and there is an available Practice Room slot: Place one trick's Academy marker in an available Practice Room slot.

- If multiple tricks are available, pick the one with the largest yield value.
  - If multiple Practice Room slots are available the priority is: **Increase Yield > Free Orientation > Additional Marker > Ignore Components.**
  - If an "Additional Marker" ability is gained, immediately place the additional trick marker on the trick.
5. If after attempting all the above actions the Heir still has spare actions, keep performing the 3rd and 4th priority in alternation. If both of them are impossible to do (because all renovated Classroom and Practice Room tiles are full or the Heir has no more tricks to place), first perform a Renovate action (as described above in the 2nd priority) even if the Heir has more banners than the player before continuing to the 3rd and 4th priority.

**IMPORTANT:** On even turns the 3rd and the 4th priority are swapped.

## THEATER

When a Magician is sent to the theater it is always placed in the Performance spot.

When a non-Magician character is sent to the theater ignore the +/-1 AP modifier on the Theater spots.

First, determine how many tricks the Heir will place, based on the character's AP and the difficulty level:

Difficulty/AP	1 AP	2 AP	3 AP
Easy	1 trick	2 tricks	2 tricks
Normal	1 trick	2 tricks	3 tricks
Hard	2 tricks	3 tricks	4 tricks

Collect trick markers from cards, in descending order of yield value until the target number is met. The Heir picks Performance cards to place these tricks (while maximizing yield value and link bonuses) according to the following priorities:

- Performance cards that already have (other) Heir tricks on them
- Performance cards that already have your tricks on them
- The left-most available Performance card.

Additional concerns:

- The Heir still observes the limit of 1 of each trick per Performance card.
- The Heir never places a trick on a Performance Card that is due to be removed at the end of the turn, unless that's the only free space left. Exception: in the final turn, the Heir does not have this restriction, since it is the last chance for a performance of all three cards.
- If one of the tricks cannot be placed in a valid way, substitute them with the next highest yield value trick that can be placed.
- The Heir places trick markers in a way to maximize number of links created, and always takes Fame reward for them.
  - If it places two different trick markers on the same Performance Card, it always places them in the order that generates the highest link bonus.
  - This includes using the “Free Orientation” Practice Room ability.
  - The Heir does collect Trickerion shards. If it can create either a link with or without a shard, it prefers the one with the shard.
  - If a trick cannot be placed in a way that would create a link, it places it on the first empty spot, left to right, top to bottom.
- If there are multiple valid placements generating equal Fame (and Shards) from links, prefer the topmost/leftmost one. If there are multiple valid orientations within one placement generating equal Fame (and Shards) you may pick any as you see fit.

**IMPORTANT:** If sending a non-Magician character would result in zero tricks being placed on Performances, ignore the assignment and immediately send a different character instead!

### WORKSHOP

When a worker is assigned to the Workshop it does nothing.

## PERFORMANCE PHASE

Resolve the Performance Phase as normal, and when it's the Heir's turn to pick a Performance card to perform, it picks the card that

- It has at least one trick marker on,
- If multiple options, it picks the one where the bonus for links + Performance card bonus is higher. (Most Fame, ties broken by most Shard, ties broken by most Money, final ties broken left to right.)

It receives the bonuses for links and Performance card, but it does not receive the usual Specialist bonus. Instead it receives some bonus for each non-Magician assigned to the theater (only if performing), based on the difficulty level:

Difficulty	
Easy	Nothing
Normal	2 Coins per character
Hard	1 Fame per character

It receives yields for all performed tricks (whether selected by you or itself) as normal (Fame, Coins, Shard), including the “Yield Increase” Practice Room ability. It however **ignores the Yield modifier for Thursday or Sunday** (or any Yield modifiers introduced by Prophecies).

The Heir's performed Trick markers are NOT removed, they are immediately returned to the Trick, keeping it “perpetually prepared”.

## CLASSROOM PHASE

The Heir receives yield from the Classroom tiles same as you, however its Trick markers are NOT removed from the Theater or the Trick, allowing it to keep performing Tricks while teaching them.

## END PHASE

### PAY WAGES

The Heir does not pay wages. Instead if at this time it has 10 or more Coins on the “Coin Purse” box, it discards sets of 10 Coins until it’s reduced below 10. Then based on the difficulty, it scores some Fame for each set of 10 Coins discarded:

Difficulty	Fame per 10 Coins discarded
Easy	2 Fame
Normal	3 Fame
Hard	3 Fame

Then, if there are any Characters in the “Additional Characters” box, move them into their slots. If the Heir has more than 6 Characters, place excess **apprentices** back in the “Additional Characters” area.

### MOVE PERFORMANCE CARDS

If during Move Performance Cards step a Performance card is removed while it still has one or more of the Heir’s Tricks on it, the Heir **still receives the yield** of those tricks, minus 1 Coin and 1 Fame. The Heir also receives this modified yield if there are any Tricks left on any Performance cards at the end of the of the final turn.

## END GAME SCORING

At the end of the game the Heir scores 1 Fame per collected Shard and 2 Fame per collected Special Assignment card same as you. It does not score points for left-over Coins. It scores a fixed amount of Fame for each Trick with a Fame Threshold of 36 it has, regardless of the actual bonus on it. It also scores bonus Fame for Characters above the first 6.

Difficulty	End Game bonus per Trick 36	End Game bonus per 7th+ Character
Easy	5 Fame	0 Fame
Normal	7 Fame	1 Fame
Hard	10 Fame	2 Fame

## PLAYING DAHLGAARD'S HEIR WITHOUT ACADEMY EXPANSION

It is possible to play Trickerion against Dahlgaard's Heir without using any of the Academy expansion parts. To do this, play using the solo rules above, with the following small changes:

### SETUP CHANGES

- Use the other side of the Heir's board.
- Do not include the Protégé character disk when giving the Heir its workers;
- Do not include the Academy assignment card when giving the Heir its assignment cards.
- Use the alternative Heir's Plan deck in the following composition:
  - Randomly select one Perform card, put it on the bottom of the deck.
  - Then shuffle 1 Set up and 2 Perform cards together and put two of them on top. Remove the other one without looking at it.
  - Then shuffle 2 Set up and 1 Perform cards together and put them on top.
  - Then put the remaining Set up card on top.

### ROLL DICE PHASE

You will only use 4 Turn Setup dice, instead of 5. Do not use the blue die belonging to the Academy.

### PLACE CHARACTER PHASE

#### DOWNTOWN

If deciding whether to take an Apprentice if the Apprentice die is available, the Heir checks whether it has a total of 5 (not 6) or less character disks before deciding to take a new Apprentice.

### CLASSROOM PHASE

Skip this phase.

### END GAME SCORING

Score bonus characters above the first 5 (instead of 6).

## CREDITS

Expansion design by: Dávid Turczi

Trickerion: Legends of Illusion designed by: Richárd Ámann and Viktor Péter

Dahlgaard's Heir - solo design by: Benjamin Tieman and Dávid Turczi

Main Playtesters: Adrian Schmidt, Katy & James Faulkner, Charlotte Levy, Emanuela Pratt, Eric Herman, Evelyn Endres, Simon Castle, Nick Larsen, Wai-yee Phuah, Bijan Mehdinejad, Alex Kazik, Florian Gebert

Additional solo playtesting by Nick Shaw



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