



## TEACHING SCRIPT

-BASE GAME WITH DARK ALLEY-

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### WHAT IS THE STORY?

In Trickerion, we are each Illusionists trying to become the most famous over the course of seven weeks, and win the mysterious Trickerion Stone from the retiring illusionist Dahlgard. We will gain fame by learning new tricks, gathering the necessary components to perform those tricks, and recruiting help from others to put on magnificent stage shows.

### HOW DO I WIN?

You win the game by having the most points at the end of seven weeks/rounds. Points are primarily earned by performing tricks at the theater. In order to perform tricks you need to first learn them, gather the necessary components, and then set up your tricks in the theater. When your tricks are performed, either by you or another illusionist, you will gain points and potentially other bonuses as well. Each of the seven weeks/rounds of the game ends with a performance phase at the theater.

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### HOW DO I PLAY THE GAME?

Gaining the fame required to win the game requires performing tricks at the theater, but there are several steps involved before you are ready to perform.

- Each of us has a magician, an assistant, and we will be selecting a specialist to start. We can gain more assistants and specialists throughout the game.
- We will be sending our workers out on to the board to take actions. We will do this at the beginning of the turn using the assignment cards .
- Each action on the board has a cost in action points (AP). Some of the empty action spaces on the board have an AP bonus.
- Worker discs also have an AP bonus. When placed these bonuses are added to what is granted by the action spaces on the board
- Explain the spaces on the board/player boards
  - Explain **Downtown** area and Learn Trick (and fame threshold), Hire Character, Take Coins and spaces that let you adjust die faces
  - Explain **Market Row** area and Buy, Bargain, Quick Order, and costs for different component levels
  - Explain **Workshop** area and Prepare Trick (components are not spent), and the different Specialist actions; Move Tricks, Move Components, and Move Apprentice
  - Explain **Dark Alley** area and Draw First Card, Draw Further Cards, and Fortune Telling (also explain that Dark Alley cards can be used for 1 action point)
- Explain **Theater** area and weekday restriction (each player can only place their workers in the slots for a day without any other player's workers), Set Up Trick and linking, Reschedule, and Perform
- Explain using Shards for 1 extra AP in an area.
- Explain **Performance Phase**
  - Each player with a performing magician can pick a performance card with at least one of their tricks on it
  - Yield payment and modifiers for Thursday and Sunday
  - Performer bonuses
- Explain **End Turn Phase**
- **Game End** - at the end of the 7th turn the game is over. Additional points are awarded for level 3 tricks and leftover shards and coins.
- Explain Initiative Order and Advertising at the start of the first turn.