



# TRICKERION

LEGENDS OF ILLUSION

## DAHLGAARDS'S HEIR THE 1-PLAYER GAME

DÁVID TURCZI WITH  
BENJAMIN TIEMAN

### RULES OF PLAY

#### COMPONENTS

**17x**  
HEIR'S PLAN CARDS

**9x**  
FOR USE  
WITH  
THE ACADEMY

**8x**  
FOR USE  
WITHOUT  
THE ACADEMY

**12x**  
SOLO  
PERFORMANCE  
CARDS

**2x**

TURN SETUP  
MARKERS

**5x**

TURN SETUP DICE

**1x**  
HEIR'S BOARD

USE THE MAGICIAN CARDS WITH THE SIDE MARKED WITH THE SYMBOL.



## INTRODUCTION

In this game mode, you can experience the City of Magoria in a different time, where Dahlgaard's Heir couldn't resist the immense power of the Trickerion Stone and dabbling with the supernatural has eclipsed their sanity. Magoria's Golden Age is over; the Heir now controls the city with an iron fist. And so, it falls to you to prove your superiority and remove them from power the only way the city knows: through magic and illusion. This solo mode features Dahlgaard's Heir as a fully automated, intricate opponent with variable difficulty levels — a worthy foe to even the most seasoned Trickerion veterans!

The solo mode always uses the Dark Alley rules. 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.

### COMPATIBILITY

DARK ALLEY 	✓
DUEL OF MAGICIANS 	✗
MAGICIAN POWERS 	✗
DAHLGAARD'S ACADEMY 	✓
DAWN OF TECHNOLOGY 	✓


☞ The solo mode rules assume you are playing with the Academy expansion in play. See page 14 on how to play solo without the Academy.

## GAME SETUP

☞ For brevity, the automated opponent (or bot) will be referred to as the Heir (or 'it') throughout these rules. 'You' will refer to the human player.

- 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 close to your own, ready for use by the Heir. Use the side with the 6 Character slots shown.
- 3 Instead of using the regular Performance cards, use the Solo Performance cards to create the Performance deck.

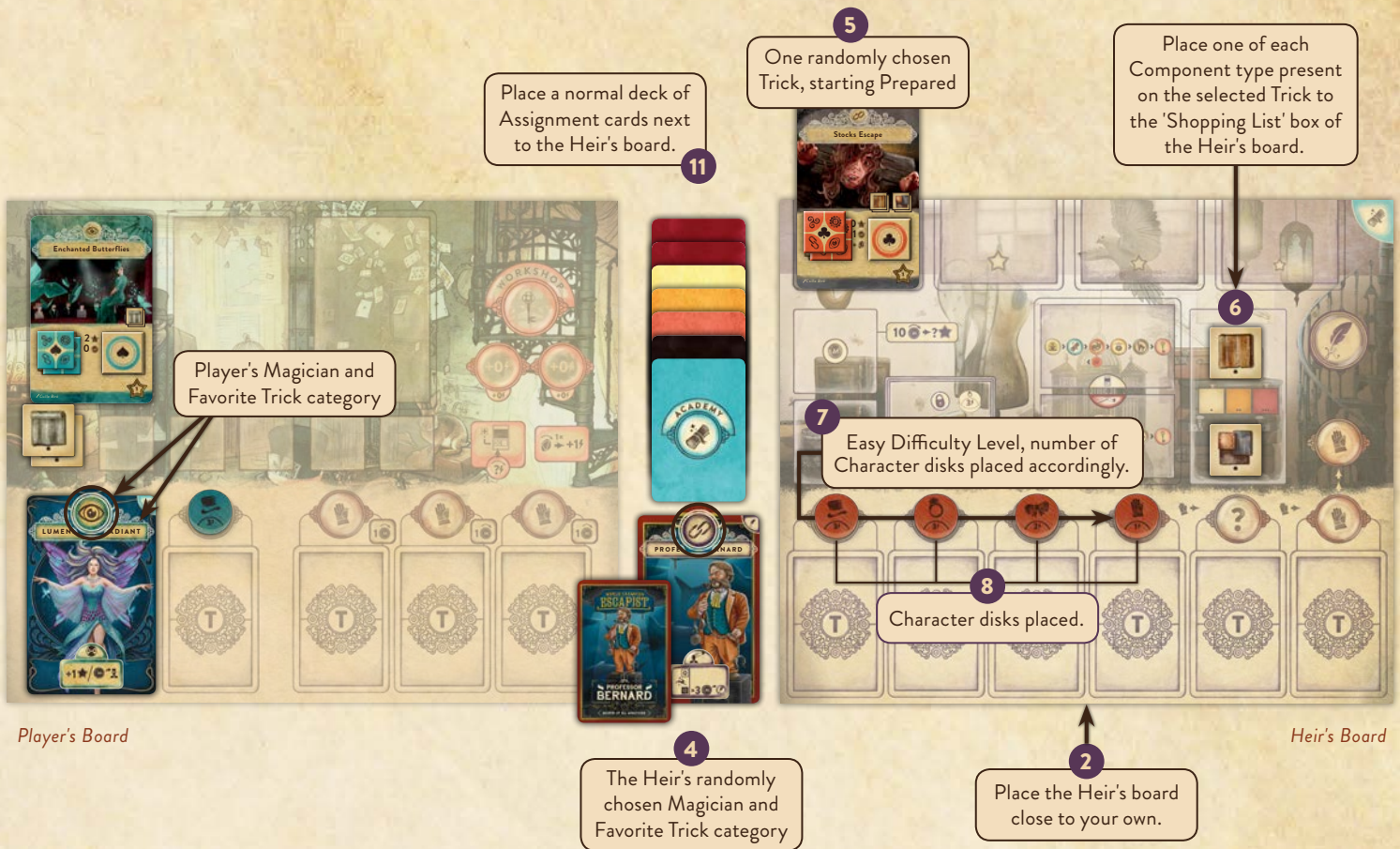
☞ **NOTE:** The Solo Performance cards work exactly like the Duel of Magicians Performance cards, and you are allowed to freely mix and match them both for solo and/or 2-player games.

- 4 After selecting a Favorite Trick category and a Magician for yourself, return the other Magicians of the same Favorite Trick category to the box. Then, shuffle the remaining Magician cards, and randomly select one. This will be the Heir's Magician card (which also determines its Favorite Trick category). Place this card (with the side marked  facing up) next to the Heir's board. See page 15 for an explanation of all abilities.



Main Board

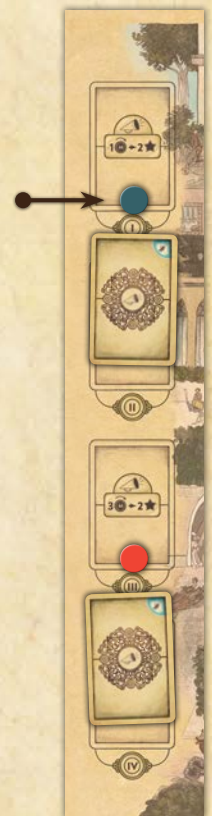




- 5 Shuffle 3 Level 1 Tricks of the Heir's Favorite Trick category – all except the first one, the one requiring two Basic Components. Randomly draw one, and place it on the **leftmost** slot of the Heir's board. This will be the Heir's starting Trick. It starts Prepared – place the number of Trick markers on it as indicated on the card. Return the other two cards to Dahlgaard's Residence.
- 6 Place one of each Component type present on the selected Trick to the 'Shopping List' box of the Heir's board.
- 7 Select a difficulty level. Based on the desired difficulty, give the Heir a number of Character disks:

Difficulty	Magician	Protégé	Specialist (any)	Apprentice
Easy	1	1	1	1
Normal	1	1	1	2
Hard	1	1	2	1

- 8 Place these Character disks on the Heir's board left to right in *Magician* > *Protégé* > *Specialist* > *Apprentice(s)* order.
- 9 You always start as the first player in Initiative Order (therefore you start with 12 Coins when playing with the Academy).
- 10 The Heir receives no Coins or Shards at Setup.
- 11 Place a standard deck of Assignment cards (2x Theater, 1x Downtown, 1x Academy, 1x Market Row, 1x Dark Alley, 1x Workshop) next to the Heir's board.



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



- 12 Build the Heir's Plan deck as described below. Cards with icons on the top and bottom are referred to as 'Perform' cards, while cards with icons only on the top are referred to as 'Set Up' cards.



- a. Randomly select one Perform card, and put it face down on the bottom of the deck.



- b. Shuffle 1 Set Up and 2 Perform cards together and put two of them face down on top of the card selected in step 'a'. Remove the other one without looking at it.



- c. Shuffle 2 Set Up and 1 Perform cards together and put them face down on top of the previous ones.



- d. Then put 1 of the remaining 2 Set Up cards face down on top of the deck. Remove the remaining one without looking at it.



7 cards



- 13 Remove the following Prophecies before setting up:



## RULES OF PLAY

### ROLL DICE PHASE

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

- **Turn I:** Roll all five Turn Setup dice, assigning each one of them to the matching colored Location (Yellow: Downtown, Orange: Market Row, Black: Dark Alley, Blue: Academy, Red: Theater).



- **Turn II:** Select exactly two of the five Turn Setup dice to reroll. Place the two Turn Setup markers underneath the two rerolled dice.



### EXAMPLE 1:

You decided to reroll the Downtown and Dark Alley Turn Setup dice. Based on the result, you rearrange the Blocking tiles on both Locations, then place the Turn Setup markers below the two dice.

- **Turn III-VII:** Select exactly two of the five Turn Setup dice to reroll, with the following restrictions:

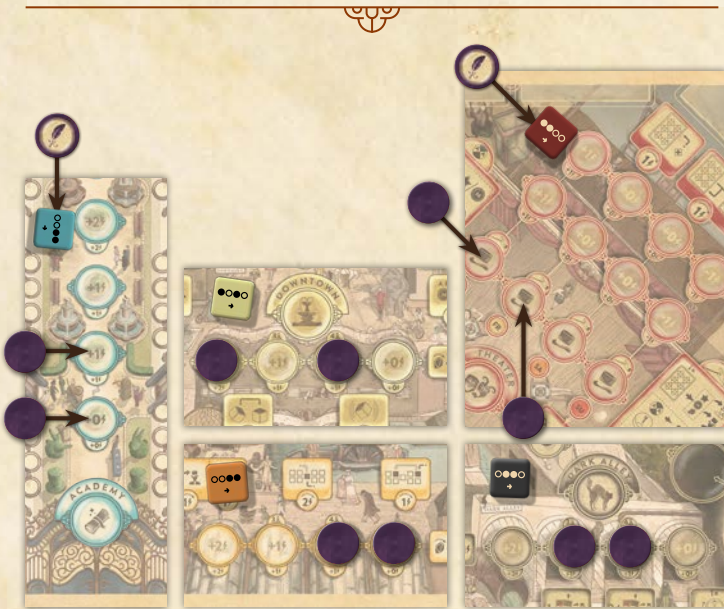
- You may NOT select dice with Turn Setup markers underneath them.



- If there is no Turn Setup marker underneath the Theater die, you must select the Theater Turn Setup die as one of the two.
- Afterwards, move the two Turn Setup markers underneath the two dice you chose to reroll.

### EXAMPLE 2:

You could not pick the dice that already had Turn Setup markers under them to reroll from Example 1 (Downtown and Dark Alley), and you had to pick the Theater die, because it had no marker under it. You chose the Academy as the second Turn Setup die to reroll, then placed the Blocking tiles accordingly.



Based on the layouts printed on the dice, cover 2 spaces in Downtown, Market Row, Dark Alley, and Academy, and 2 Weekdays in the Theater using the Blocking tiles provided with the expansion.

**This way, there will be different Character slots and Weekdays available each turn, and you will have some control over how they change.**

### SET INITIATIVE ORDER PHASE

Technically, there are no changes in this phase: the Heir may occupy the 1st or the 3rd slot in Initiative Order based on its Fame, just as it would work in a standard 2-player game.

### ADVERTISE PHASE

The Heir advertises **every turn at no Coin cost** but receives Fame nonetheless.

### ASSIGNMENT PHASE

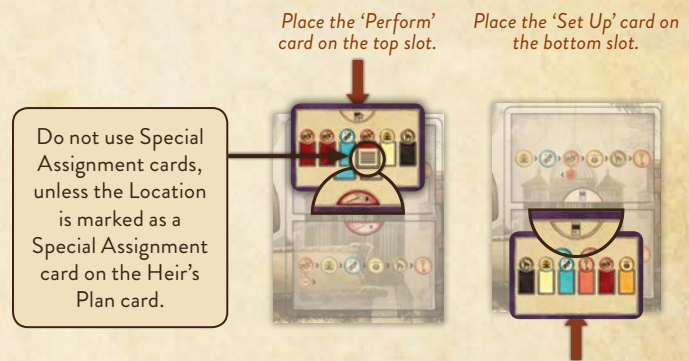
You assign cards first, using the same rules as the multiplayer game. Place the cards face up — there is nobody around to hide them from.

After assigning your own Characters, do the Heir's assignment:

- 1 On Turn II 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 deck.
  - a. If the revealed card has an icon both at the top and the bottom (a 'Perform' card), place it on the **top** slot in the middle of the Heir's board.
  - b. If the revealed card has an icon only at the top (a 'Set Up' card), place it on the **bottom** slot in the middle of the Heir's board.

Then, use the standard 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 the 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 priorities described



below 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 concepts that need defining for understanding the priorities are **stance** and **contested Location**.

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 Level available to it. Mark the Heir's Ready stance by sliding the Plan card to the **top** Plan card slot.
- In every other situation, the stance is Busy. Mark the Heir's Busy stance by sliding the Plan card to the **bottom** card slot.

### EXAMPLE

The Heir has reached Level 2 with 18 Fame. ① With the Level 2 Trick 'Walled' it is considered Ready ② so slide the Heir's Plan card to the top slot. ③ If the Heir's Fame Level would not match the highest Level Trick in its Workshop, the stance would be considered Busy. ④

① The Heir's Fame: ⚡ ★ = 18

②

③

④

NOTE how the icon in the middle shows the 'Perform' icons.

NOTE how the icon in the middle shows the 'Trick' icons.

Changes in stance are evaluated **immediately**. Slide the Plan card up or down to show changes in stance. (Changes are possible at: The beginning of a turn, when crossing 16/36 Fame, or when acquiring a new Trick.)

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 assigned but not yet placed. The Workshop is never contested.

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

- It sends a Character to a contested Location if possible; otherwise, it sends the Character to a non-contested one.
- If multiple Locations are contested (or only non-contested ones remain), the Heir's priority list for selecting which Location to send to is:

Priorities in case of multiple contested Locations for the Heir

Priorities if stance is Busy

Priorities if stance is Ready



- » If stance is Ready: Theater (while preferring the earliest available day)
- » Downtown
- » Academy
- » If stance is Busy: Theater (while preferring the latest possible day)
- » Market Row
- » Dark Alley
- » Workshop

NOTE: This list is also shown on the Heir's board, on the non-covered Plan card slot.

- When multiple Characters are assigned to the same Location:
  - » The Heir always sends Characters from left to right to the Downtown (which means higher ⚡ first).
  - » The Heir always sends Characters from left to right to the Theater, **except** the Magician who 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.



▪ **REMINDER:** The Heir is **not** sending Characters left to right by default, but sends out whichever Character is assigned to the highest priority Location.

Most rules below concerning the Heir's behavior on different Locations are governed by their ⚡. When calculating the Heir's Action Points, use the standard rules of adding the Character's Action Point value to the slot's Action Point modifier.

☞ **EXCEPTION:** The Heir ignores the +/1 ⚡ modifier on the Theater Character slots.

- The Heir never spends Shards.
- The Heir always gains the +1 ⚡ when using a Special Assignment card but ignores its text.
- In the extremely rare situation that the Heir has 6 ⚡, resolve it as if it had 5 ⚡ and it gains 1 Fame.



## DOWNTOWN

When the Heir places a Character in the Downtown, first determine how many dice the Heir will take (and set to X) based on the Action Points and difficulty:

Difficulty/ ⚡	1 ⚡	2 ⚡	3 ⚡	4 ⚡	5 ⚡
<b>Easy</b>	1 die	2 dice	3 dice	4 dice	5 dice
<b>Normal</b>	1 die	2 dice	3 dice	4 dice	5 dice
<b>Hard</b>	1 die	2 dice	3 dice	4 dice	5 dice

If there are fewer dice showing non-X values than the number the Heir can collect, reroll one X die (if multiple dice are showing X, the priority to choose is Trick > Specialist > Money > Apprentice). If it comes up X again (or there are 2 or more dice 'missing'), the Heir will simply collect fewer dice.

Then perform the following Actions for the Heir until as many dice have been set to X as determined.

### ◦◦ **IMPORTANT:** ◦◦

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 fewer than 2 Tricks with the highest Level available to it OR if the Heir has 36 or more Fame: **Set a Trick die to X** (if both available, pick the left one), then:

a. Take all available tricks in Dahlgaard's Residence matching the highest Level available to it from the Trick category matching the icon the dice was showing (use its Favorite Trick category if the dice was showing '?'), shuffle them together and draw one. Return the rest to Dahlgaard's Residence.

☞ **EXCEPTION:** If shuffling Level 1 Tricks, do not include the Trick that only has 1 type of Basic Component as its requirement.

b. If there are no empty Trick slots, return the Trick (and discard its Symbol marker, its Academy marker, if in use, and all its Trick markers, including from the Theater) from the rightmost slot and return it to Dahlgaard's Residence.

c. Place the newly learned Trick onto the Heir's board, while maintaining a **descending order by Yield**, left to right. A Trick is considered to have a higher Yield value if it yields more Fame, then more Shards (if tied), then more Coins (if still tied). Shift Tricks to the right as necessary to maintain order.

d. Prepare the Trick immediately.

e. Place one of each Component type required for it into the Heir's 'Shopping List' box, unless a component of that type is already present there.

2 If the Specialist die is showing a Specialist that the Heir doesn't have: **Set the Specialist die to X**, then add that Specialist's Character disk next to the Heir's board. The new Character will join the available ones during the End Turn phase.

3 If the Apprentice die is available, the Heir doesn't have all 4 Apprentices yet and the Heir has a total of 6 or fewer Character disks: **Set the Apprentice die to X**, then add an Apprentice Character disk next to the Heir's board.

4 If a Bank die is available: **Set the higher valued available Bank die to X**, and gain the corresponding number of Coins 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 number of Coins 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 next to the Heir's board.

If the Heir makes it this far in the list, it simply does nothing more.



1 The Heir's Fame: ★ = 18

The Heir will choose a random Level 2 Trick from its Favorite Trick category



3 Magician placed on the first available Downtown slot



Highest value Bank die set to X



The Heir has no Level 2 Tricks available

2 The Heir's Plan card

Coins placed on the Heir's 'Coin Purse', after setting the Bank die to X



The randomly chosen Trick is Walled, shifting the other Tricks on the Heir's board to the right.

7 Components placed on the Heir's 'Shopping List'

### EXAMPLE

The Heir has currently 18 Fame ① and is playing on Easy difficulty. According to the Heir's Plan card ②, the Heir placed the Magician on the Downtown ③. The first available slot gives the Heir's Magician +1 Action Point, making it a total of 4 Action Points, so the Heir will take two dice. The Heir has not acquired a Level 2 Trick so far ④, so it will set the only available Trick die to X and since the other die shows a '?' ⑤, it will choose a Level 2 Trick from its Favorite Trick category randomly. The randomly chosen Trick is Walled, and it goes to the leftmost place on the Heir's board (because its Yield is higher than Window to the Otherworld's Yield), shifting the other Tricks ⑥. The Trick is immediately prepared, and one of each required Component type is placed onto the 'Shopping List' ⑦. There are no available Specialists, so the Heir will skip to the Bank dice, setting the highest value of 6 to X ⑧. In this case, it will gain 6 Coins, placing them onto the 'Coin Purse' box ⑨.





## MARKET ROW

When the Heir places a Character 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 onto the first empty Order slot (left to right, top to bottom).

Repeat step 2 until there are no more empty Order slots OR every Component in the 'Shopping List' box is present in the Order Area OR the Heir has ordered a number of Components equal to the Action Points it arrived with at Market Row.

### EXAMPLE

There are three Components on the Heir's Shopping list: Metal, Wood and Padlock. Metal and Wood are available, so the Heir discards these Components ①. The Padlock is not available, so the Heir places a copy of that Component onto the first empty Order slot from the supply ②.



## DARK ALLEY

When the Heir places a Character in the Dark Alley, do the following:

- 1 Flip a Coin to decide whether to rotate the Prophecies by one or not.
- 2 Draw Special Assignment cards according to the Action Points and the difficulty level. The Heir will always gather Special Assignment cards of the color it has the fewest of (not counting cards currently assigned to Characters). When presented with multiple options, the priority is Theater > Downtown > Academy > Market Row > Workshop.

Difficulty/ ⚡	1 ⚡	2 ⚡	3 ⚡	4 ⚡	5 ⚡
Easy	1x	1x	1x	2x	2x
Normal	1x	1x	2x	2x	3x
Hard	1x	2x	2x	3x	3x



## ACADEMY

When the Heir places a Character in the Academy, first determine how many Actions the Heir will take, based on Action Points and difficulty:

Difficulty/ ⚡	1 ⚡	2 ⚡	3 ⚡	4 ⚡	5 ⚡
Easy	1x	1x	1x	2x	2x
Normal	1x	1x	2x	2x	2x
Hard	1x	1x	2x	2x	3x

Then perform the following Actions for the Heir until as many Actions have been resolved as determined.

### IMPORTANT:

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 fewer than 2 Secrets, it takes one. Flip a coin to determine whether to take the top or the bottom one. Each Secret that the Heir gains increases the Action Points of its Protégé. When the Heir's Protégé gains its second Action Point, flip its starting Protégé Character disk. When the Protégé gains its third, replace its Protégé disk with the one with 3 Action Points printed on it. The Heir's Secrets only impact the Protégé's Action Point value; its actual ability does not matter.

2 If the Heir has equal or fewer Banners in the Academy than you, it has at least one Banner left, and there is at least one empty open Classroom or Practice Room space, it Renovates once.

- 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, place a random tile of the respective level, and place Banners in the Heir's color (same numbers as you would, according to the current turn).
- Discard all the Coins from the 'Coin Purse' box if it has 9 or less; discard 9 Coins otherwise.

NOTE: The actual printed cost of the selected renovation does not matter for the Heir.

- If multiple renovations tie for cheapest/most expensive, on odd turns (Turn I, III, V, VII) pick Classrooms first, on even turns (Turn II, IV, VI) pick Practice Rooms first. If still tied, pick top to bottom.


3 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 Tricks are available to be placed in the Classroom, pick the **rightmost** one from the Heir's board.
- Choose the Classroom tile with the highest Fame Threshold with an available slot. Among slots, pick the first available one from the top.

NOTE: The Heir does NOT receive placement bonus for matching the Trick's level to the Classroom's Fame Threshold.

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 **leftmost** one.
- If multiple Practice Room slots are available, pick the one with the highest Fame Threshold, and top to bottom if tied, but ignore any slots that decrease Preparation cost (whether Action Point value or Component costs).
- If an  ability is gained, immediately place the additional Trick marker on the Trick.

5 If the Heir still has spare Actions after attempting all the above Actions, keep performing the 3rd and 4th point in alternation. If both of them are impossible to do (because all relevant 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 did before. Then, if the Heir still has remaining Actions, continue to the 3rd and 4th priority.

### IMPORTANT:

On even turns (Turn II, IV, VI), the 3rd and the 4th priority are swapped (i.e. the Heir places into a Practice Room before it places into a Classroom).

### EXAMPLE (STEPS 1-2)

The Heir has 18 Fame ① and places the Protégé onto the first available Academy slot. The Protégé has already learned a Secret, giving the Character 2 Action Points and making it a total of 4 Action Points with the slot modifier. The Heir will take two Actions on Easy difficulty, and since it has fewer than two Secrets, it will take one, decided by a Coin flip ②. It is placed on the Heir's board and increases the Action Points of the Protégé, replacing the Character disk ③.

You have the same number of Banners as the Heir; therefore, the Heir will renovate on an empty space. It has 6 Coins and selects the most expensive available space, in this case a Practice Room tile, renovating a random tile with a 16 Fame Threshold. ④ The Renovate Action will award the Heir with 5 Fame ⑤. Since it is Turn IV, 3 Banners are placed next to the Classroom tile ⑥, and the 6 Coins in its 'Coin Purse' are discarded from the Heir's board ⑦.



1 Heir's Starting Fame: ⚡ = 18

EXAMPLE (STEPS 1-2)

7

10 ⚡ → 7★

2

3

4

6 Place Banners

Randomly chosen tile from the respective Fame Threshold

Heir's Fame after Renovate Action  
→ 5★  
⚡ = 23

Available Academy markers:

1

2

Even turn

Odd turn

EXAMPLE (STEPS 3-4)

The Heir has two Tricks not present on a Classroom or Practice Room slot, and it can place one Academy marker. In case it is an even turn, it will prioritize the Practice Room slots. The Heir will ignore the two available slots that decrease Preparation costs, and it will place the leftmost Trick's Academy marker on the available Practice Room slot with the highest Fame Threshold ①. In case it is an odd turn, the Heir will prioritize the Classroom slots. It will place the rightmost Trick's Academy marker on a Classroom with the highest Fame Threshold, on the first available slot from the top ②.





## THEATER

When sending its Magician to the Theater, the Heir always places it in the Performance spot and does nothing else.

When the Heir places a non-Magician Character in the Theater, **ignore the +/- lightning bolt modifier** on the Theater spots.

First, determine how many Trick markers the Heir will place, based on the Action Points and the difficulty level:

Difficulty/ ⚡	1 ⚡	2 ⚡	3 ⚡
<b>Easy</b>	1x ⚡	2x ⚡	2x ⚡
<b>Normal</b>	1x ⚡	2x ⚡	3x ⚡
<b>Hard</b>	2x ⚡	3x ⚡	4x ⚡

Collect Trick markers from cards in a legal combination, left to right, until the target number is met (or it has no Trick markers left).




### EXAMPLE:

There is **one** Trick marker on the Heir's leftmost Trick (Window to the Otherworld) and two on its second Trick (Stocks Escape). The Heir sent a Specialist to the Theater on Easy difficulty, thus it can place two Trick markers. Normally, it would place **both** Trick markers of its leftmost Trick, but there is only one Performance card left where Window to the Otherworld can be legally placed, so the Heir will place the first marker of Stocks Escape on the Performance card that has already one of its Tricks ①, then it will place one Trick marker from Window to the Otherworld on the rightmost Performance card ②, maximizing in both cases the number of Links it can create.

The Heir picks Performance cards to place these Tricks according to the following priorities:

- ① Performance cards that already have (other) Heir Tricks on them
- ② Performance cards that already have your Tricks on them
- ③ The leftmost available Performance card.

The optimum position of the Tricks to be placed is determined on the selected Performance card:

- The Heir places Trick markers in a way to maximize the 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.
  - » The Heir may use the  Practice Room ability the same as you would.
  - » The Heir does collect Shards. If it can create 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, the Heir 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, use 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! Re-evaluate this the next time a Character needs to be sent out, as it's possible it would now result in one or more Trick markers being placed (for example, if the Heir gained a new Trick in the meanwhile).




### Additional notes:


- The Heir still observes the limit of 1 of each Trick per Performance card.

 **EXCEPTION:** If one of its Tricks has the  Practice Room ability, that Trick may be present twice on a single Performance card, the same as you would use this ability.

- 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 either way.

- If one of the Tricks cannot be placed in a valid way, skip over it and proceed with the next one (left to right).

 **NOTE:** The Solo Performance cards include pre-printed 'neutral' (gray) Trick markers. Both you and the Heir may create Links with these as if they were actual Trick markers. New Trick markers may not be placed on top of the gray ones.



### WORKSHOP

When the Heir sends a Character to the Workshop, nothing happens.



## PERFORMANCE PHASE



Resolve the Performance phase as normal. When it's the Heir's turn to pick a Performance card to perform, it picks the card where the bonus for Links + Performance card bonus is the highest (most Fame, ties broken by most Shards, ties broken by most Money, final ties broken left to right.) The Heir can only pick a card with at least one of their own Trick markers on it.

It receives the bonuses for Links and the Performance card, but it does not receive the usual backstage bonus for its Specialists. Instead, the Heir receives a flat bonus for each Character it has Backstage (Specialist, Protégé or Apprentice) when Performing, based on the difficulty level:

Difficulty	Flat bonus
Easy	Nothing
Normal	2  / Character
Hard	1  / Character

The Heir receives Yields for all of its own Performed Tricks (whether performed by you or it) as usual (Fame, Coins, Shards), including the 'Yield Increase' Practice Room abilities. However, it **ignores the Yield modifier for Thursday or Sunday** (or any Yield modifiers introduced by Prophecies).

The Heir's performed Trick markers are immediately returned to the Tricks, keeping them **perpetually Prepared**.

 **EXCEPTION:** If one of the Tricks performed by the Heir has the  Practice Room ability, the Trick marker is left on the Performance card as it would be for you.

## CLASSROOM PHASE

The Heir receives the Trick's **full** Yield (regardless of modifiers shown on the Classroom spot) for Tricks in the Classroom tiles; furthermore, its Trick markers are **NOT** removed from the Theater or the Trick, allowing it to keep performing Tricks while teaching them.

## END TURN 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 the 'Coin Purse' box is reduced to below 10. Then, based on the difficulty, it scores Fame for each set of 10 Coins discarded:

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



### EXAMPLE:

The Heir has 23 Coins at the pay Wages subphase, on Normal difficulty. It spends 20 Coins and scores 6 Fame.

Then, if there are any Characters next to its board, move them into their slots, maintaining the Magician ▶ Protégé ▶ Specialists ▶ Apprentices order, sliding Apprentices to the right if necessary. If the Heir has more than 6 Characters, place excess Apprentices in the 'Additional Apprentices' area.

### MOVE PERFORMANCE CARDS

During the Move Performance Cards step, if 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.

### END GAME SCORING

At the end of the game, the Heir receives the Yield of all Tricks left on any Performance cards minus 1 Coin and 1 Fame. Then the Heir scores 1 Fame per collected Shard and 2 Fame per collected Special Assignment card (maximum 20 Fame for each category), just like you. It does not score points for leftover Coins. It scores a fixed amount of Fame for each Level 3 Trick 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 Level 3 Trick	End Game bonus per 7th+ Character
Easy	5 ★	0 ★
Normal	7 ★	1 ★
Hard	10 ★	2 ★

## APPENDIX

### DAHLGAARD'S HEIR AND PROPHECIES

As mentioned in the setup, remove the following Prophecies when playing with the Heir:



Also, the following Prophecies only affect you; the Heir ignores them:



### ADDITIONAL DIFFICULTY ADJUSTMENTS

To make the game easier (within a difficulty level), ignore the Heir's ability.

To make the game harder (within a difficulty level), ignore your Magician's ability, and/or add 8 starting Coins to the Heir.

### 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 but with the following small changes:

#### SETUP CHANGES

- Use the other side of the Heir's board (the one with 5 Character slots).
- Do not include the Protégé Character disk when giving the Heir its Characters.
- 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, and put it on the bottom of the deck.
  - » Shuffle 1 Set Up and 2 Perform cards together, and put two of them on top. Remove the other one without looking at it.
  - » 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 the Apprentice die is available, the Heir checks whether it has a total of 5 (not 6) or fewer Character disks before deciding to take a new Apprentice.

#### CLASSROOM PHASE

Skip this phase.



## HEIR'S MAGICIAN ABILITIES

### ESCAPE SCHOOL



**Master of Chains** — The first Trick placed by the Heir each turn can be oriented freely: the corner corresponding to the Trick's category does not have to be in a Link circle.



**Red Lotus** — When the Heir performs, it gets +1 Fame for each Trick you have on its selected Performance card.

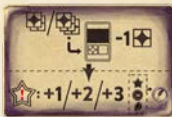


**Professor Bernard** — During the Classroom phase, the Heir gains 3 Coins for each marker in the Classrooms (regardless of the owner).

### MECHANICAL SCHOOL



**The Mechaniker** — The first Apprentice the Heir places every turn has +1 ⚡.



**Elektra** — All of the Heir's Tricks that have 2 or 3 Trick markers are Prepared with one less Trick marker, but all of its Tricks score +1/+2/+3 on all Yields (Fame, Coin and Shard), based on their Level.



**Geert van Augustin** — When Renovating, the Heir will always choose the most expensive renovation where its Fame exceeds the renovation's Fame Threshold, regardless of how many Coins the Heir has. It also gains 1 Shard each time it renovates.

### OPTICAL SCHOOL



**The Great Optico** — The first X non-Apprentice Characters (Specialists, Protégé) that the Heir places every turn gain +1 ⚡, where X is the number of Special Assignment cards you used that turn.



**Gentleman** — Whenever the Heir places its Magician on a Downtown, Market Row, Dark Alley or Academy slot, it receives Fame equal to the number of Trick cards it has.



**Lumenia the Radiant** — The Heir receives 1 additional Fame (but not Shard) for each Link it creates when setting up Tricks in the Theater.

### SPIRITUAL SCHOOL



**Priestess of Mysticism** — If the Heir rotates the Dark Alley Prophecies, it will swap the next turn's Prophecy with a randomly drawn one.



**Yoruba Spiritmaster** — The Heir always performs first, regardless of Theater workday assignment.



**Anjali** — At the beginning of the End Turn phase (before the pay Wages subphase), the Heir gains 2 Coins for each Secret its Protégé has.





# SOLO PLAYER AID

## THE HEIR QUICK REFERENCE GUIDE

### CHANGES IN PHASES

**NOTE:** The following changes refer to the Heir's Actions only, you will act for the Heir as if it was an active player.

#### ROLL DICE

Reroll 2 Solo Setup Dice without Turn Setup markers, Theater first.

#### ADVERTISE

Advertise at no Coin cost.

#### ASSIGNMENT PHASE

Reveal Heir's Plan cards after yours.

#### PLACE CHARACTER PHASE

Place on contested Locations first, then non-contested, see stance on board for preference. **(Tiebreaker:** Higher  $f$  of Characters)

#### PERFORMANCE PHASE

Pick the Performance card with the most Fame from Links and Performance Bonus. **(Tiebreaker:** Shards  $\blacktriangleright$  Money  $\blacktriangleright$  Left to Right)

Instead of the Backstage Bonus, pay a flat bonus as follows:

Difficulty	Flat bonus
Easy	Nothing
Normal	2  / Character
Hard	1  / Character

#### CLASSROOM PHASE

Pay full Yield, then do **not** remove Trick markers from the taught Trick.

#### END TURN PHASE

Pay Yield with -1 Fame / -1 Coin for the Heir's Tricks on discarded Performance card.

Instead of paying Wages, spend Coins for Fame as follows:

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

### END GAME SCORING




Score Fame for Shards and Assignment cards as usual, but score no Fame for leftover Coins.

Score reduced Yield (-1 Fame, -1 Coin) for each remaining Trick marker. Finally score additional Fame for the following:

Difficulty	End Game bonus per Level 3 Trick	End Game bonus per 7th+ Character
Easy	5 	0 
Normal	7 	1 
Hard	10 	2 



### DOWNTOWN

Difficulty/ $f$	1 $f$	2 $f$	3 $f$	4 $f$	5 $f$
Easy					
Normal					
Hard					

**Preference:** Learn Trick (if  $<2$  Tricks of matching Level)  $\blacktriangleright$  Hire Specialist  $\blacktriangleright$  Hire Apprentice (if  $<6$  Characters)  $\blacktriangleright$  Take Coins (Higher Amount first, then the other if able)  $\blacktriangleright$  Hire Apprentice (if able)



### DARK ALLEY

1. Flip a coin to decide if Prophecies are moved.
2. Draw Special Assignment cards, least owned first, as follows:

Difficulty/ $f$	1 $f$	2 $f$	3 $f$	4 $f$	5 $f$
Easy					
Normal					
Hard					

**Tiebreaker:** Theater  $\blacktriangleright$  Downtown  $\blacktriangleright$  Academy  $\blacktriangleright$  Market Row  $\blacktriangleright$  Workshop



### ACADEMY

Take Actions as follows:

Difficulty/ $f$	1 $f$	2 $f$	3 $f$	4 $f$	5 $f$
Easy	1x 	1x 	1x 	2x 	2x 
Normal	1x 	1x 	2x 	2x 	2x 
Hard	1x 	1x 	2x 	2x 	3x 

**Preference:** Learn Secret (if  $<2$  Secrets)  $\blacktriangleright$  Renovate (if  $\leq$  Banners). With 0-4 Coins: cheapest, with 5+ Coins: most expensive  $\blacktriangleright$  Teach (if able)  $\blacktriangleright$  Practice (if able) (On Even Turns take Practice before Teach)



### THEATER

Magician always performs.

Ignore  $f$  modifiers backstage, place Trick markers as follows:

Difficulty/ $f$	1 $f$	2 $f$	3 $f$
Easy	1x 	2x 	2x 
Normal	1x 	2x 	3x 
Hard	2x 	3x 	4x 

Optimize Links, always pay Fame Bonus.

**Preference:** Heir's Presence  $\blacktriangleright$  Player's Presence  $\blacktriangleright$  Left to Right



### MARKET ROW

1. Discard all Components from the Shopping List that are available to buy.

2. Order 1 Component /  $f$  from Shopping List.



### WORKSHOP

Do nothing.