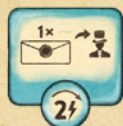




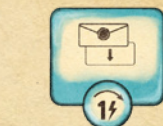
ACADEMY WORKBOOK



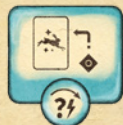
ACTIONS



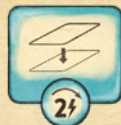
LEARN SECRET



DISCOVER SECRET



TEACH



RENOVATE



PRACTICE

HINT 1: The 'Renovate' Action is a great tool for multiple strategies. Renovating early will award you significantly more Banners than in the late game, making it possible for you to earn extra Fame at the end of the game. The Fame earned from Renovating can also help you learn higher-Level Tricks.

HINT 2: Trick Markers of the Tricks placed in the Classroom are only removed from the game in the 'Classroom' phase, which means you can still perform them in the same turn.

HINT 3: If the Trick and the Classroom it is placed on have the same Fame Threshold, you gain a one-time bonus printed on the Classroom tile. These bonuses can be very helpful in your later Actions.

HINT 4: Secrets are powerful enhancements to your Protégé. You can either develop a generalist, with abilities affecting multiple Locations, or one who has Secrets more focused on a single Location.

NOTE: Classrooms and Practice Rooms have Fame Thresholds. So, to use the 'Renovate' Action, you either need to meet the minimum Fame requirement OR pay Coins equal to the difference between your current Fame and the room's Fame threshold.

NOTE: The Action Point cost of the 'Teach' and 'Practice' Actions depends on the Trick you are placing on the respective slot. For example, a Level 1 Trick costs 1 Action Point, and a Level 3 Trick costs 3 Action Points.

LEVEL 1 ➔ 1⚡

LEVEL 2 ➔ 2⚡

LEVEL 3 ➔ 3⚡

NOTE: You can only learn one secret per Character assigned to Academy.

PROPHECIES



When you take the 'Renovate' Action, gain 2/4/6 additional Fame, respectively to the Fame Threshold of the renovated room.



When you take the 'Practice' Action, you immediately gain 2/4/6 Coins, respectively to the Fame Threshold of the Trick placed.



When you take the 'Learn Secret' Action, instead of choosing a Secret from the slots, you may draw 3 Secrets from the pile, learn one and return the other two to the bottom of the stack.



If you Advertised, skip the 'Assignment' phase. Instead, when it's your turn during the 'Place Characters' phase, place an Assignment card from your hand under one of your Characters and immediately place it on that card's Location.



When you take the 'Teach' Action, you immediately receive the Classroom's Yield.



Gain 1 Coin, 1 Fame and 1 Shard if the Protégé is on a backstage slot during the 'Performance' phase.



You may double the 'Classroom' phase Yield this turn for one of your Tricks.

PRACTICE ROOM BONUSES

Tricks in Practice Rooms are improved in various ways.



The Trick's Fame Yield is increased by 1 (even if it was 0).



The Trick's Fame Yield is increased by 2 (even if it was 0).



The Trick's Coin Yield is increased by 1 (even if it was 0).



The Trick's Fame and Coin Yields are increased by 1 (even if either was 0).



The Trick's Fame and Shard Yields are increased by 1 (even if either was 0).

CLASSROOM MODIFIERS AND BONUSES



Lower this Trick's Component requirement by 1 Basic or Advanced Component of your choice.



Lower this Trick's Component requirement by 1 Basic, Advanced or Superior Component of your choice.



Lower this Trick's Component requirement by up to 2 Basic, Advanced or Superior Components of your choice.



Preparing the Trick costs 1 less Action Point (to a minimum of 0).

NOTE: Even if a Trick's preparation costs 0 Action Points, you still need to assign a Character to the Workshop to prepare it.



When you Prepare this Trick, it gains 1 additional Trick Marker.



If this Trick is part of your own Performance, do not remove it from the Performance card after the 'Performance' phase.

NOTE: This ability stacks with the Engineer's ability and other effects granting extra Trick Markers, to a maximum of 5.

NOTE: If (due to some other effect) you have 2 Trick Markers of this Trick in your Performance, you still remove one of the two.



When you place this Trick's Marker on a Performance card, the corner corresponding to the Trick's category does not have to be in a Link circle. In other words, the Trick Marker can be oriented freely.



You may have up to two of this Trick's Markers on **one** of the Performance Cards.

Tricks in Classrooms award Fame, Coins and/or Shards during the 'Classroom' phase at the end of each turn. These Tricks' Yields are modified by the Classroom tile. The higher the Fame Threshold on a Classroom tile, the better its Yield modifiers are.

Fame Threshold 1 modifiers:



The Trick only yields Fame.



The Trick only yields Shards.



The Trick only yields Coins, but its Coin Yield is increased by 1.



The Trick only yields Fame and Coins (no Shards), with each decreased by 1.

Fame Threshold 16 modifiers:



The Trick only yields Fame and Coins (no Shards).



The Trick only yields Shards, but its Shard Yield is increased by 1.



The Trick only yields Coins, but its Coin Yield is increased by 3.



The Trick only yields Fame, but its Fame Yield is increased by 1.

Fame Threshold 36 modifiers:



The Trick yields Fame, Coin and Shards, as printed on the card.



The Trick only yields Fame, but its Fame Yield is increased by 2.



The Trick only yields Fame and Shards, but its Fame Yield is increased by 1.



The Trick only yields Coins and Shards, but its Shard Yield is increased by 1.



Workshop: When your Protégé takes the 'Prepare' Action, you gain 1 Coin for each Trick Marker placed.



'Performance' phase: When your Protégé is on a backstage slot during your Performance, you may choose to gain either 1 Shard, 2 Fame or 3 Coins.



Downtown: When you take the 'Take Coins' Action with your Protégé, you gain +3 Coins.



Market Row: When you place your Protégé at the Market Row, you gain 3 Coins before you take any Actions.



Theater: Gain an additional Action Point when you place your Protégé at the Theater.



Dark Alley: When you place your Protégé at the Dark Alley, immediately gain a Shard. The 'Fortune Telling' Action costs 0 Action Points.



'Place Characters' phase: You may use both the ability and the +1 Action Point of the Special Assignment card placed below your Protégé.



'End Turn' phase: Your Protégé's wage is 0 Coins.



Downtown: When you take the 'Learn Trick' Action with your Protégé, you gain the learned Trick's Coin Yield immediately.



Downtown, Market Row, Academy, Dark Alley: If you place your Protégé on the +0 Action Point slot, you gain a Shard.



Downtown: When you hire a Specialist with your Protégé, you may spend 2 Coins to immediately assign an Assignment card to them and place them during this 'Place Characters' phase. You have to pay their wage at the end of the turn.



Market Row: Your Protégé may also buy Components that are not available in the Market Row. The Coin cost of each Component you buy this way is increased by 1.



Academy: If you spend 4 or more Action Points at this Location, gain 2 Shards.



Academy: After you take a 'Renovate' Action with your Protégé, you gain up to 4 Coins. You cannot gain more Coins than the amount you spent on the 'Renovate' Action.



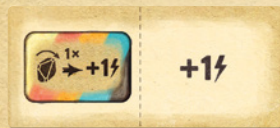
'End Turn' phase: You may pay 1 Coin to keep the Special Assignment card assigned to your Protégé during the 'Discard Special Assignment cards' subphase.



Place Character Phase: You may place your Protégé to the Theater, regardless of their Assignment card. If you do, ignore the Abilities on non-Theater Special Assignment cards.



Dark Alley: Gain an additional Action Point when you place your Protégé at the Dark Alley. If you take the 'Draw First Card' or 'Draw Further Cards' Action, you may draw one additional card to choose from.



Enhance Character: If you enhance your Protégé by spending a Trickerion Shard, they gain an additional Action Point (on top of the usual one granted by the Shard).




Workshop: Gain two additional Action Points when you place your Protégé at the Workshop.



Advertise: If you Advertised this turn, you may copy one Secret of any other Protégé for this turn.

TURN ORDER

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

- ➔ Pay Wages ( ➔ -2★)
- ➔ Return Characters
- ➔ Orders Arrive
- ➔ Move Performance cards
- ➔ Remove Posters
- ➔ Move Turn Counter
- ➔ Move Prophecies
- ➔ Discard Special Assignment cards
- ➔ Discard any unclaimed Secrets and place two new tiles

GAME END

DARK ALLEY + DAHLGAARD'S ACADEMY

