

LEVITATION™

masters of Magic




In the 1800s America had but three great and beloved magicians. Alexander Herrmann, Harry Kellar, and Howard Thurston. They have entertained more than forty million people in all parts of the world, in many strange places and under all kinds of conditions. To attend one of their magnificent shows is to marvel at their wit, logic, and ceaseless energy and ability to entertain!


In Levitation, you are a student of America's three great magicians. You will learn skills from each then add flair to each to make your show stand out and wow the audience. Each time you choose a die from a great master you also activate each illusion you already know and gain the advantage over other magic practitioners who are also learning and performing. No stage of the time was as big as London, so as you make your way to that venue you will learn many secrets and see many places. You will follow in the footsteps of the masters of magic!

Game Setup

1  Shuffle the **illusion cards** and place one on each of the city spaces of the board. Place them randomly face-up. Place the rest of the deck face-down next to the board as a draw pile.

2 Each player chooses a color and takes all **turn tokens** of that color. Each player places their **point token** on the "0" space of the point track. Players are not given eye tokens—those tokens are gained during game play.

3  Each player is given two acclaim cubes.

4  Place the **round token** on the first round space on the upper left side of the board. All other tokens are placed in groups by the side of the board to form the supply. You are now ready to start!



Objective

5 You are creating the best magic stage show possible and gaining as many points as possible in 3 rounds. Each round you will take four turns. At the end of the 4th turn of the 3rd round, the player with the most points wins. The rounds and turns are tracked on the upper left side of the board (see #5).

How to determine turn order

Each player will have 5 tokens of one color and numbers 1 through 5. Each round, including the first, players turn their turn all tokens face down in front of them on the table and mix them up. Simultaneously all players turn one token face-up. The smallest number goes first, placing their turn token on the board. Start in round 1, turn 1. Other players then take their turns in order of numbers, smallest to largest. Stack all tokens for a turn on the same space. When the turn is complete, all players will have placed one token in the stack. Then repeat the process for each turn. When the round is complete, all players will have placed all turn tokens on the board.



If there are two or more of the same number revealed, those players use the smaller number in the blue circle to determine whose turn it is. As before the smallest number goes first until all players with identical numbers have taken a turn.

Roll all Dice



During the game players will roll all **20 dice**, then place them on the teacher with matching icon. There are three icons: The magic wand, the magic hat, and magic cards.

On a player's turn he may roll all **20 dice** anytime there is one master teacher that has no dice. This includes the beginning of the game.

Once all dice are placed, the player takes his action. After placing the turn token on the current space of the board the player chooses one die from one master teacher and removes it from the board. This will allow the player to take the action corresponding that master teacher.

Take an Action



If a player removes a die from the Howard Thurston space (magic card icon) that player takes an **illusion card** from the board. Note that the Howard Thurston space shows a card just below it. The chosen card is placed face-up before the player. The card must have an **icon** matching the die color.



For example: a card with this blue gadget symbol can only be gained with a blue die. Most cards have two colored icons on them and can be gained and activated by either colored die.

This particular icon means the player has learned an illusion that is performed by means of a gadget.



Once the main action is performed, the player may now activate an effect shown on an **illusion card**, but only if the cards activated have the same color icon as the chosen die. To do so, the player first places acclaim cubes equal to the number shown on the card. The player may activate as many cards as he has cubes to do so and that match the die color. He may not activate the same card twice. The cubes are not lost from the player, just spent for the turn. When the turn ends, the player

retains all acclaim cubes. Gaining more acclaim cubes are done when performing shows in certain cities (described later). A card may be activated the same turn it is gained.

TURN EXAMPLE: On turn one of the first round each player turns over one random turn token. The red player has the lowest number (2). She goes first, places her turn token on the "1" space of the board then takes an action. Three players have turned over a 3; namely the blue, yellow and green players. These players refer to the tie breaker number in the small light blue circle on the turn token. The blue player has the smallest (1) and takes the next turn.



The blue player places his token on top of the red player's token on the same space of the board, the "1" space, then takes an action. After that the yellow player takes a turn, then the green player. Last of all the purple player has the largest number (5) and takes the last turn of the group.



EXAMPLE: On the yellow player's turn she removes a green die from the "Howard Thurston" space of the board. This means that she can gain one card from the board with the green (accomplice) icon. She chooses the levitation card and places it face-up in front of her.

Now she can activate all cards with a green icon including the one just chosen.





The effect of the “Rising Card” illusion is that when a new illusion card is gained with a yellow (sleight of hand) icon, the player gains two points. The “Rising Card” illusion is qualifies as that effect. If the player assigns one acclaim cube from his supply, as shown on the card, and has chosen a blue or yellow die (he chose a blue die) he can gain the two points.



If the player removes a die from the Alexander Herrmann space, he gains three **eye tokens** of his color. He may then activate any illusion cards that match the die color chosen as described earlier.



If the player removes a die from the Harry Kellar space he may **place an eye token** from those he holds onto an open city space on the board or a point space.



If the player chooses an open city space he has performed a show in that city and gains the reward. An open city space is one that has already had the illusion card removed and has no other eye token. The city chosen must show a die that matches the die color chosen. The player places one eye token on the city. Only one eye token is allowed on each city.

There are 3 rewards possible:



First is one or two **acclaim cubes** as shown on the city. The player takes these into his supply. They are used to activate illusion cards as described earlier.

Now she can activate all cards with a green icon including the one just chosen.



Since she has three acclaim cubes, she can activate both Levitation and Indian Rope Trick cards. She gains 2 points from the Levitation card because there are two green dice and no red dice on the “Harry Kellar” master space. She has two eye tokens. The Indian Rope Trick Card allows her to place an eye token on the point area of the board. She chooses the accomplice space (since she already has two accomplice cards and may have more by the end of the game).



EXAMPLE: On the purple player’s turn he chooses a blue die from the “Harry Kellar” master space.



He has 1 eye token. He has previously placed eye tokens on Naples and Tokyo.





The second is one or two **flair tokens** as shown on the city. A player places these on an illusion card. Each time the effect of that card is used, that player gains one point for each flair token on the card. The maximum number of acclaim cubes that can be placed on a card is shown on the card. The number ranges from 1 to 4. Once an acclaim token is placed on a card it cannot be moved. If a player gains a flair token and there is no room for it on a card, the token is lost.



The third is **points** as shown on the city. In order to claim these points, a player must have two other eye tokens previously placed in cities of the first and second row. (The first two eye tokens may be placed in any order in previous turns). The eyes must connect the cities diagonally or orthogonally. The third row with the points may not be placed until the other two connecting cities have been claimed. Once the player has all three, he gains the points, moves his point token up the number shown on the city, then removes the three eye tokens. He does not keep these eye tokens, they are returned to the general supply. New illusion cards from the draw deck are now placed on those cities.



Note: There is no limit to the number of eye tokens a player may have in the first two rows.

The other place a player may place eye tokens is on the **point area** of the board. These points are not gained immediately but are gained at the end of the game. There can only be one eye on each point space. One player may place eye tokens on multiple spaces. Points gained by this action are shown in the scroll next to the point icons.

In the example here, the red player would gain points for the number of “technology” illusion cards he owns at game’s end.

Note: that the points are only gained for a maximum of 4 illusions (10 points). If a player has more than 4 of any one type, he gains 10 points.



He places an eye token in the empty London space. Now he has an eye in each row of cities and they are connected either orthogonally (Naples to Tokyo) or diagonally (Tokyo to London). He now gains 10 points from his performance in London. He removes those three eyes from the board and replaces the empty spaces with new Illusion cards.

Now he can activate all cards he owns with a blue icon.



He has 5 acclaim tokens, but only one card with a blue (gadget) icon. He places the required two acclaim cubes on the Vanishing Lamp card. He then removes a green cube from the “Harry Kellar” master space (he saw the yellow player gaining points from those dice earlier). He gains one point as part of the card effect then another point for the flair token he previously assigned to the card.

EXAMPLE: At the end of the 4th round the purple player has 59 points, the green player has 62, blue has 63, yellow has 68, and red has 70.



Now all players gain the end-of-game points from the point area of the board. Purple has an eye token on the “gadget” icon. She has 4 illusion cards with the “gadget” icon and so gains 10 points. She also has an eye token on the acclaim cubes. She finished



There are two general categories in the point area. The second gives one point for each token a player has at game end as shown on the scroll. There are three types of tokens that can gain you points if chosen. Flair tokens, eye tokens, and acclaim cubes.

Summary of Points

Each time points are gained, the player moves his point token on the main board.

Points are gained immediately from:

1. Illusion card effects
2. Flair tokens when a card is activated
3. Placing an eye token in cities that award points.



Points are gained at the end of the game for:

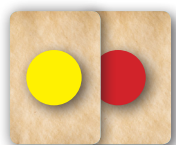
1. Eye tokens in the point area of the board.

Tiebreakers: The player with the most eye tokens on city spaces wins a tie. If cities are also equal the player with the most acclaim cubes wins the second tie breaker.

Illusion Card Effects



When this card is activated one point is gained for each of the specified colored dice currently on the master's space. In this case, the player gets one point for each red and green die on the Harry Kellar space.



When this card is activated a player may duplicate the effect of a card of another player. Flair tokens are not duplicated.

the game with 6 acclaim cubes for 1 point each giving her a grand total of 75. (59+16)
 The yellow player ends the game with 5 accomplice illusion cards and 2 medium small (the rabbit icon) sized illusions. Since you can only get a maximum of 10 in any one illusion icon category she gets 10 for the accomplice cards and 3 for the rabbit cards. She ends the game with 81 points. (68+13)
 The blue player has 3 slight of hand cards for 6 points and 2 medium sized illusions (the dog icon) for 3 points. This gives a total of 72 points. (63+9)

The green player ends the game with 8 eye tokens that are not on the board and gains 8 extra points for a total of 70 points. (62+8)

The red player has no eye tokens in the point area.

The point summary at the end of the game is:

- Yellow: 81
- Purple: 72
- Blue: 72
- Red: 70
- Green: 70



Blue has no eyes on cities spaces and purple has one. Purple will be considered 2nd place in the resolution of the tie. Neither red nor green have any eye tokens on city spaces. Red has more acclaim cubes and claims 4th place.



When this card is activated a player may place one eye token from his hand to any space in the point area.



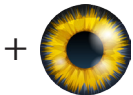
When this card is activated a player may move one eye token from one city space on the board to another open city space. The player gains the bonus from the newly occupied space.



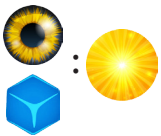
When this card is activated a player may remove any die from the board and gain one point.



When this card is activated a player may go first next turn.



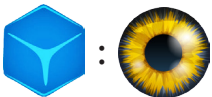
When this card is activated a player may gain one eye token to his hand.



When this card is activated a player may discard one eye token from his hand and one acclaim cube to gain one flair token. The acclaim cube may have already been assigned to a card this turn.



When this card is activated a player may gain one acclaim cube.



When this card is activated a player may discard any number of acclaim cubes and gain the same number of eye tokens to his hand.



When this card is activated a player may gain one point for each illusion card owned of the specified kind (in this case slight of hand).



When this card is activated a player may gain three points for each illusion card gained this turn of the specified kind (in this case slight of hand).



When this card is activated a player may gain double points from points gained from performing in a city this turn.

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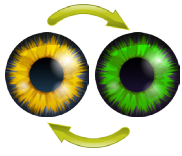
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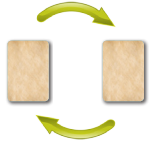
Editing: Christopher Doehling



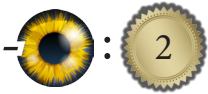
When this card is activated a player may trade places with another player in a city space. Both players must currently have an eye token on the city spaces traded. The active player gains the bonus from the newly occupied space.



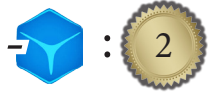
When this card is activated a player may change the color of the active die until the end of the turn. The player chooses the order of card effects.



When this card is activated a player may trade two illusion cards' positions on the board, or move one illusion card to an open space on the board.



When this card is activated a player may discard one eye token for two points. This can be done any number of times.



When this card is activated a player may discard one acclaim cube for two points. This can be done any number of times.



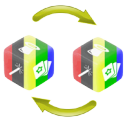
When this card is activated a player may remove any eye token of his own from the board to gain one illusion card of any type.



When this card is activated a player may discard one eye token to repeat any one card ability already activated this turn.



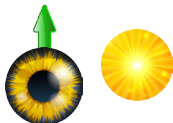
When this card is activated a player chooses an illusion card of another player. That card cannot be used on the target player's next turn.



When this card is activated a player may move 1 or 2 dice to a new master.



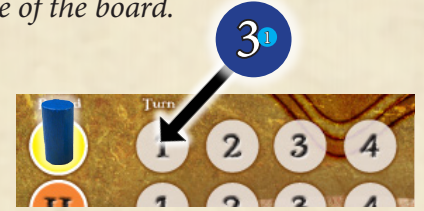
When this card is activated a player may re-roll any number of dice on the board of his choice.



When this card is activated a player may remove one eye token from the board to gain one flair token.

Game Play Summary

- 1 Each player places turn tokens face down and chooses one at random to determine turn order. Tokens are stacked on turn space of the board.



- 2 On a player's turn he chooses one die from one of the masters. If one master has no dice, the player re-rolls all 20 then draws.

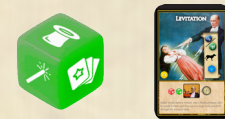


- 3 Take an action based on the die icon and master.

Wand: place one eye token on the board either on open city space or open point space.



Cards: Choose one Illusion card from the board. Card must contain same die color.



Top Hat: Gain 3 eye tokens of your color.



- 4 Activate all cards you own with the same color icon as the die chosen. Cards can be activated only if player has enough acclaim cubes shown on target cards.

