



OFFICIAL COMPONENT ORGANIZING GUIDE



## STEP 1

**SORT OUT THE FOLLOWING COMPONENTS NEXT TO THE PLAYER TRAY:**

- A** Magician Character Disk
- B** Magician Meeple
- C** Permanent Assignment cards for one player (Downtown 2x, Workshop 2x, Market Row 2x, Theater 3x, Dark Alley 1x, Academy 1x)
- D** Protégé Worker Disks x2
- E** Academy Markers x4
- F** Wooden banners x12 and Fame Tracker x1
- G** Apprentice Character Disks 4x and Specialist Character Disks (Assistant 1x, Engineer 1x, Manager 1x)
- H** Trick Markers 4x5
- I** Symbol Markers x4

## STEP 2

**PUT THE COMPONENTS INTO THE TRAY AS SEEN IN THE PICTURE.**







### STEP 3

CLOSE THE TRAY WITH THE MATCHING TOP LID.



### STEP 4


REPEAT THE SAME PROCESS FOR ALL PLAYER COLORS.



## STEP 5

**SORT OUT THE FOLLOWING COMPONENTS AROUND THE BASE TRAY:**

- A** Contraptions Boards x4
- B** Specialist Board Extensions x16
- C** Magician cards with no symbol on one side (Dark Alley sign on the other) x8
- D** Riverside Theater Performance cards x12 and Grand Magorian Performance cards x8
- E** Magician Powers 3x30
- F** Duel of Magicians Turn Setup cards x12
- G** Magnus Pantheon Performance cards x8 and Duel of Magicians Performance cards x12
- H** Player Trays x4

 **NOTE:** Optionally, you can start by placing the base tray into the box.

## STEP 6

**PUT THE COMPONENTS **A** **C** **E** **F** INTO THE TRAY AS SEEN IN THE PICTURE. SPLIT ONE DECK OF THE MAGICIAN POWERS AND PLACE THEM ON TOP OF THE TWO PILES.**







## STEP 7

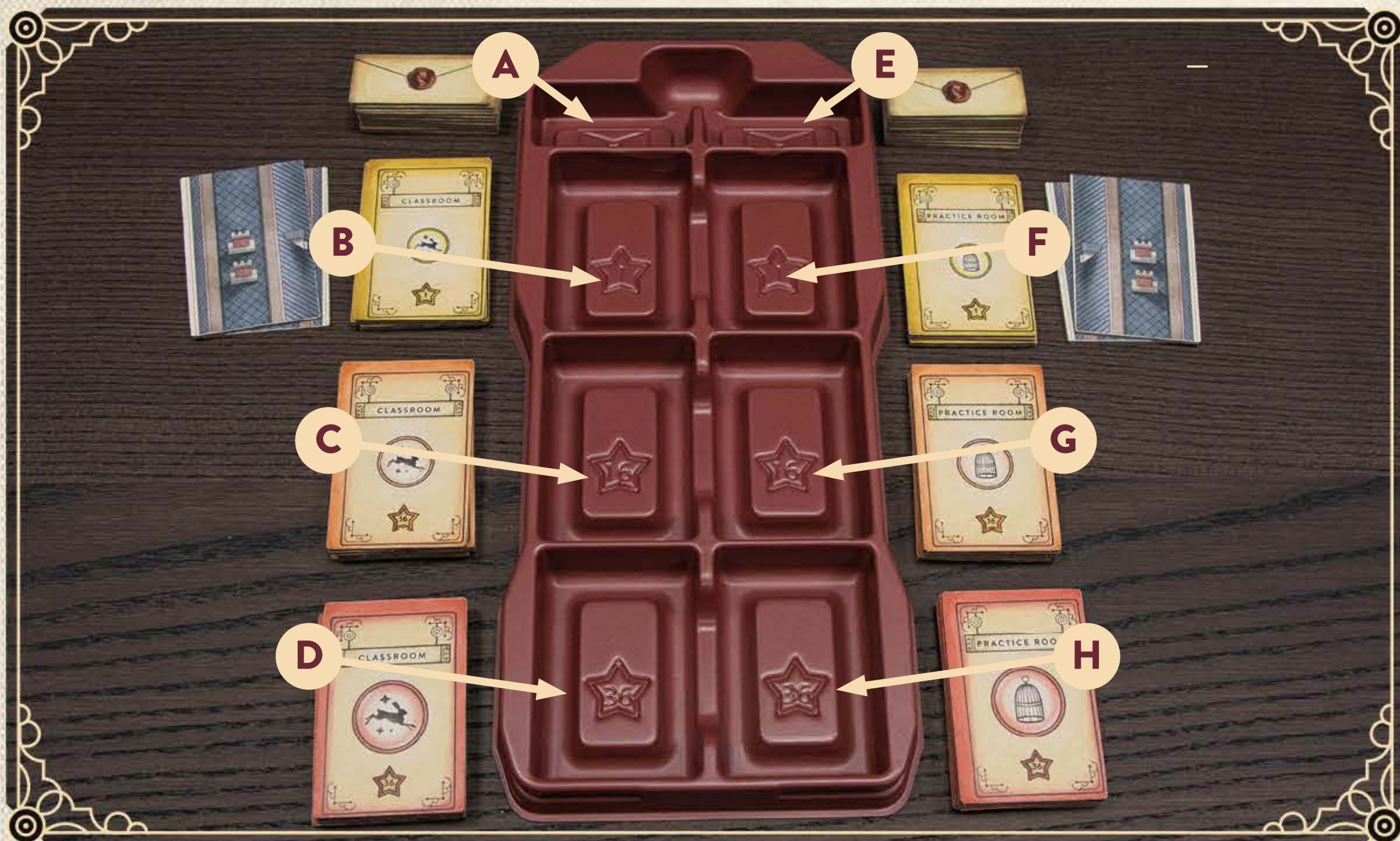
PUT THE COMPONENTS **B** **D** **G** **H** INTO THE TRAY AS SEEN IN THE PICTURE.



## STEP 8

PLACE THE INSERTS INTO THE BOX.





## STEP 9

PLACE THE FOLLOWING COMPONENTS INTO THE ACADEMY TRAY AS SEEN IN THE PICTURE:

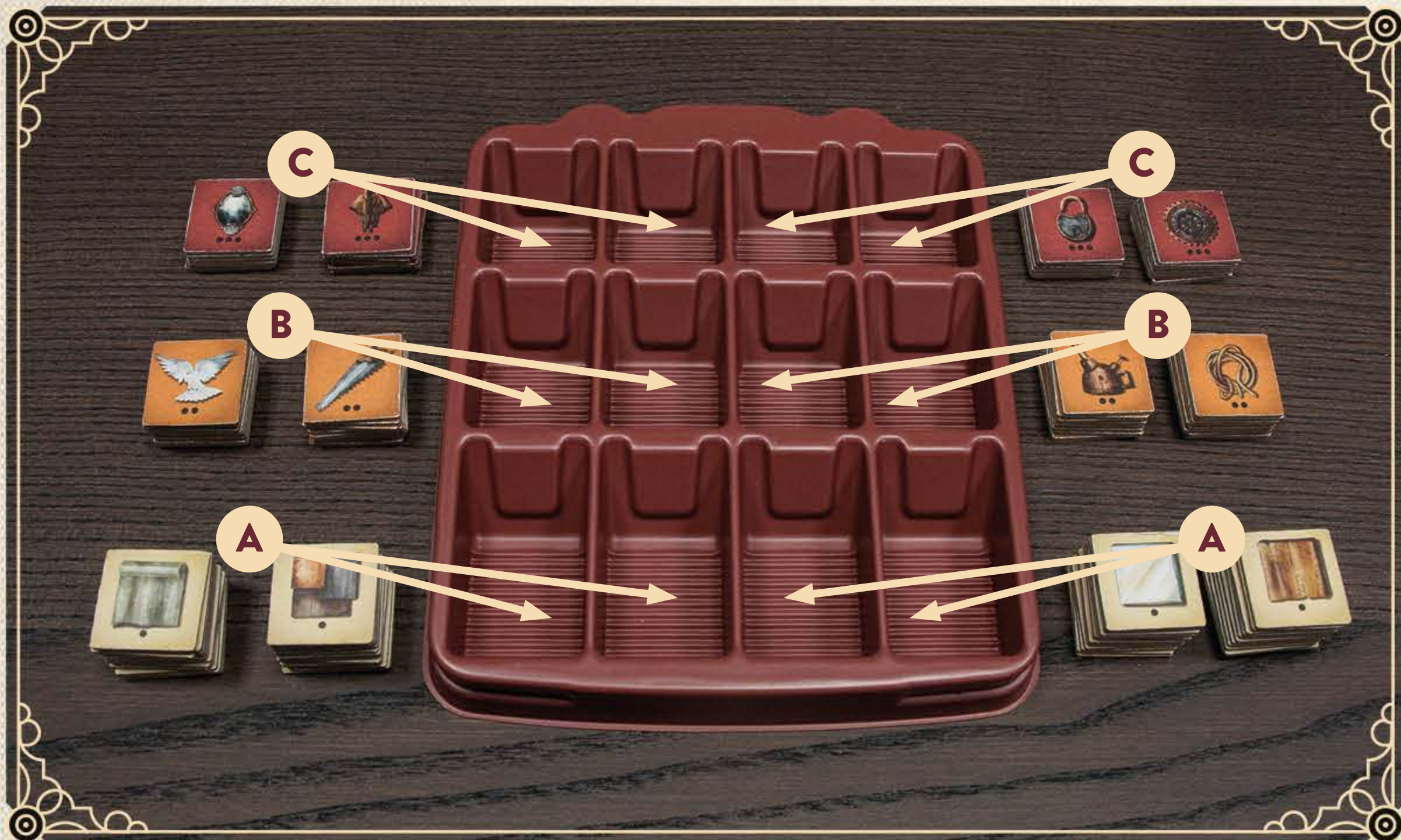
- |   |   |
|---|---|
| <b>A</b> Secrets x10                                      | <b>E</b> Secrets x10  |
| <b>B</b> Level 1 Classroom tiles and Closed Room tiles x2 | <b>F</b> Level 1 Practice Room tiles and Closed Room tiles x2 |
| <b>C</b> Level 2 Classroom tiles                          | <b>G</b> Level 2 Practice Room tiles                          |
| <b>D</b> Level 3 Classroom tiles                          | <b>H</b> Level 3 Practice Room tiles                          |



## STEP 10

CLOSE THE TRAY WITH THE MATCHING LID.





## STEP 11

PLACE THE FOLLOWING COMPONENTS INTO THE COMPONENTS TRAY AS SEEN IN THE PICTURE:

- A** Basic Components 4x10
- B** Advanced Components 4x8
- C** Superior Components 4x6



## STEP 12

CLOSE THE TRAY WITH THE MATCHING TOP LID.





## STEP 13

**SORT OUT THE FOLLOWING COMPONENTS NEXT TO THE CUSTOM POUCHES AND PUT THEM INTO THEIR RESPECTIVE POUCHES AS SEEN IN THE PICTURE:**

- A** Metal Coins  
(Academy Coins x2, Golden Coins x8,  
Silver Coins x12, Bronze Coins x40)
- B** Contraptions 4x4
- C** Trickerion Shards  
(without the Trickerion Stone)



## STEP 14

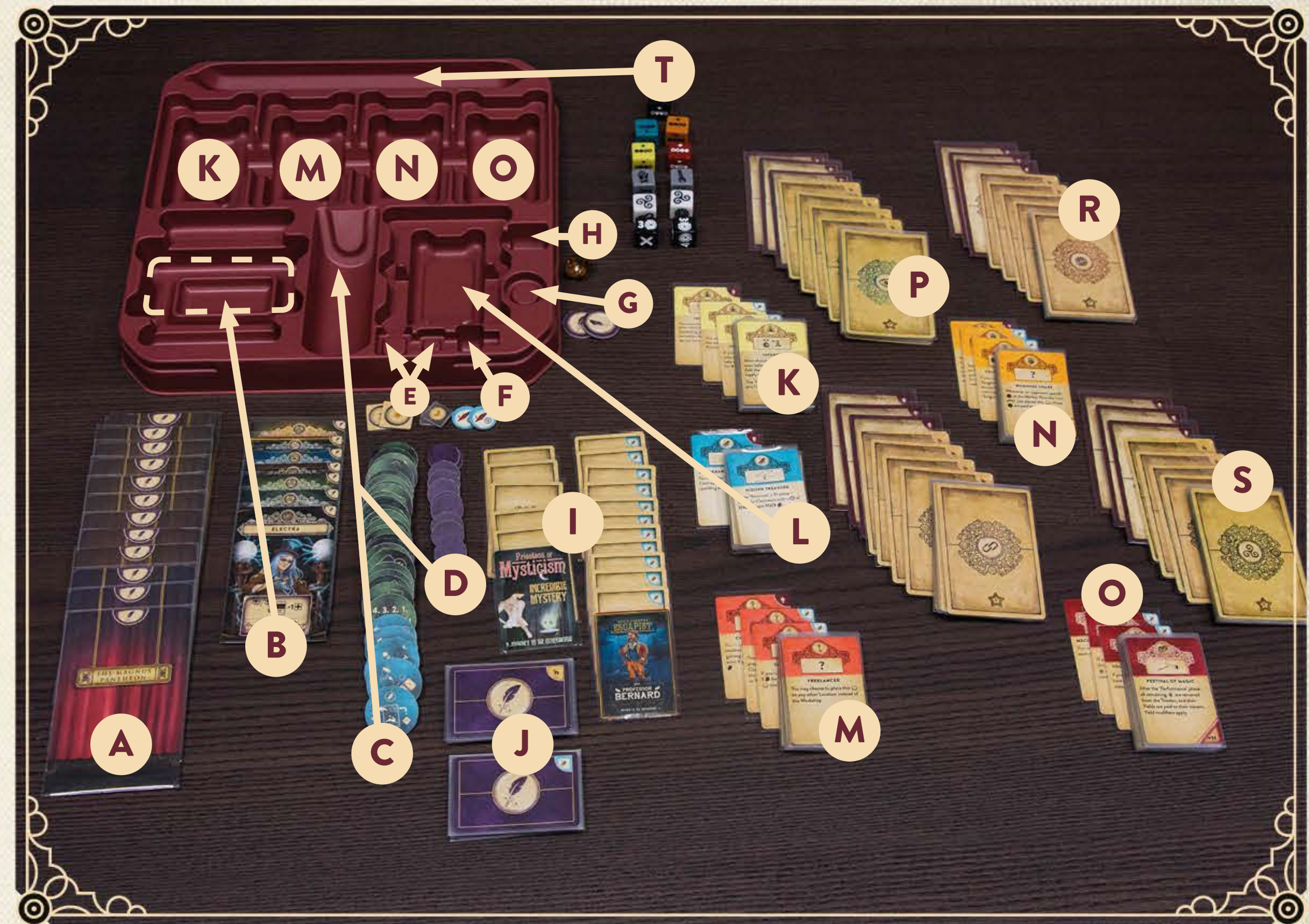
**BUILD A NEW LAYER IN THE BOX WITH THE ACADEMY TRAY, COMPONENTS TRAY AND THE THREE POUCHES.**



## STEP 15

**SORT OUT THE FOLLOWING COMPONENTS NEXT TO THE MAIN TRAY:**

- A** Solo Performance cards x12
- B** Magician cards marked with the Heir's symbol (quill) x12
- C** Prophecy Tokens x27 and Academy Prophecy Tokens x7
- D** Solo blocking tiles x10
- E** Professor Bernard Teach Symbol Markers x2 and Academy Markers x2
- F** Open Room tokens x2
- G** Solo Turn Setup Markers x2
- H** Trickerion Stone turn marker
- I** Poster cards x8 and Academy Poster cards x12
- J** Heir's Plan cards (with and without Academy) x17
- K** Downtown Special Assignment cards (with Academy and Dawn of Technology) x15
- L** Academy Special Assignment cards (with Dawn of Technology) x15
- M** Workshop Special Assignment cards (with Academy and Dawn of Technology) x15
- N** Market Row Special Assignment cards (with Academy and Dawn of Technology) x15
- O** Theater Special Assignment cards (with Academy and Dawn of Technology) x15
- P** Optical Trick cards (with Dark Alley and Signature Tricks) x15
- Q** Escape Trick cards (with Dark Alley and Signature Tricks) x15
- R** Mechanical Trick cards (with Dark Alley and Signature Tricks) x15
- S** Spiritual Trick cards (with Dark Alley and Signature Tricks) x15
- T** Downtown Dice x6 and Solo Dice x5



## STEP 16

**PUT THE COMPONENTS **B C D E F G H K L**  
**M N O T** INTO THE TRAY AS SEEN IN THE PICTURE.**





## STEP 17

PUT THE COMPONENTS

**A I J P Q R S**

INTO THE TRAY AS SEEN IN THE PICTURE.



## STEP 18

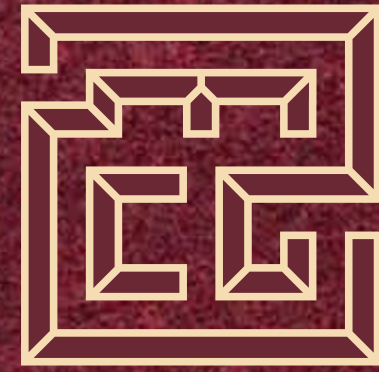
CLOSE THE TRAY WITH THE MATCHING LID AND PLACE THE MAIN BOARD AND THE ACADEMY BOARD INTO THEIR SLOTS.



## STEP 19

PLACE THE MAIN TRAY INTO THE BOX, FOLLOWED BY THE PLAYER GAME BOARDS, THE RULEBOOKS AND BOOKLETS THEN CLOSE THE BOX WITH THE BOX LID.





**MINDCLASH**  
**GAMES**