

1. Lightly score along all crop lines; do not cut through.
2. Cut through all black crop lines.
3. Fold along the score made with the red crop lines
4. Glue the folder card halves together if desired.

## THE SEEK

In myth and legend, adventurers sometimes abandoned their wandering ways when dire need required reaching a location known by all throughout the land. *Talisman* lacks rules or movement mechanics for this other than luck of a movement roll or a spell, even when a space represents such a well-known destination.

### 1. DECLARING A SEEK

1. At the end of your turn, you may declare to **seek** one uniquely-named, non-draw space in the Outer or Middle Region. You are now committed to that destination.
2. On your next turn, if you are allowed to move, roll movement die or dice normally. You may apply modifiers to your movement roll result based on Special Abilities, Spells, Followers, Objects, etc.
3. You must move along the shortest, most direct route (by count of spaces) to your declared destination. You may not change your mind on a turn directly following one in which you declared a **seek**.
4. If your movement takes you to or beyond your declared destination, then you must stop short on that space. You may not use your movement result to move farther to a different space. Your **seek** now ends.

### 2. ALONG THE WAY

Because of your hurry, you sacrifice options along the way until reaching your destination.

1. **Required Space Instructions** must be applied, but you may not use options of choice on any space except at your destination.
2. **Other Characters** you meet may not be encountered by you. However, they may encounter you normally during their turns.
3. **Your Spells & Special Abilities** may only be used for what you do encounter directly.
4. **Drawn Cards** are always encountered, including keeping Objects, Followers, etc. that you draw during your turns.
5. **Enemies in play** on a space are always encountered unless you can *evade* them.
6. **Objects, Magic Objects, & Followers in play** on a board space, or any card that can be kept by choice, cannot be taken unless required (see Poltergeist, Hag, etc.). You do not have time to find them in your rush.
7. **Strangers & Places in play** on a space are encountered if required (Cave, Witch, etc.). All others offering opportunities of choice cannot be encountered.

