



TALISMAN[®]

THE MAGICAL QUEST GAME



RULES OF PLAY



OBJECT OF THE GAME

The object of the game is to reach the Crown of Command in the centre of the board and then, by casting Command Spells, force the other Characters out of the game. Characters should first adventure in the Outer and Middle Regions to build up their Strength, Craft, Lives, until they feel they are powerful enough to tackle the Inner Region. They must also first find a Talisman to permit them to enter the Valley of Fire and so reach the Crown of Command.



TALISMAN® IS A GAME LIKE NO OTHER - INDEED IT IS NO ORDINARY GAME AT ALL BUT A PERILOUS ADVENTURE IN A FANTASTICAL WORLD OF MAGIC AND MONSTERS. AS PLAY PROGRESSES, A STORY UNFOLDS FROM TURN-TO-TURN: A HEROIC EPIC OF BRAVE DEEDS, OF DARING ENCOUNTERS, OF TREASURES AND MAGIC, OF BATTLES FOUGHT AND SOMETIMES LOST, BUT ALWAYS A TALE THAT CHALLENGES AND ENTHRALS!



OUR STORY BEGINS WITH A mighty wizard, now long dead, who once ruled over the land of Talisman using the power of a magical crown, forged in the Valley of Fire by spirits cruelly enslaved to arcane magic. For many centuries the wizard reigned supreme until, after a long life spent amongst his books and spells, he sensed his days were drawing to an end. He resolved to hide his crown in the most perilous part of the most dangerous region in his realm, setting around it such fearsome guardians as his most powerful spells were able to command. Once he had done so he perished, proclaiming with his dying breath that only a person with the strength, wisdom and courage to take his crown would rule in his stead.

Hundreds of years have passed and the realm, long ungoverned and unprotected, has grown ever more dangerous, infested by monsters, and troubled by innumerable evils. To this very day the ancient legend draws gallant heroes to the troubled land - each seeks the Crown of Command and the kingship of the realm of Talisman. So far no-one has proven worthy of the challenge. Their bones lie bleached and broken upon the Plain of Peril or else cast idly aside to be gnawed by wild beasts and monsters.

In the Talisman game you assume the role of a hopeful adventurer – the would-be ruler of the land of Talisman®. Each adventurer is very different – each has their own special abilities, their strengths, weaknesses and special powers. To win the game you must journey to the heart of the land's most perilous region to find the Crown of Command, and use its ancient magic to cast a mighty spell to subdue all your rivals.

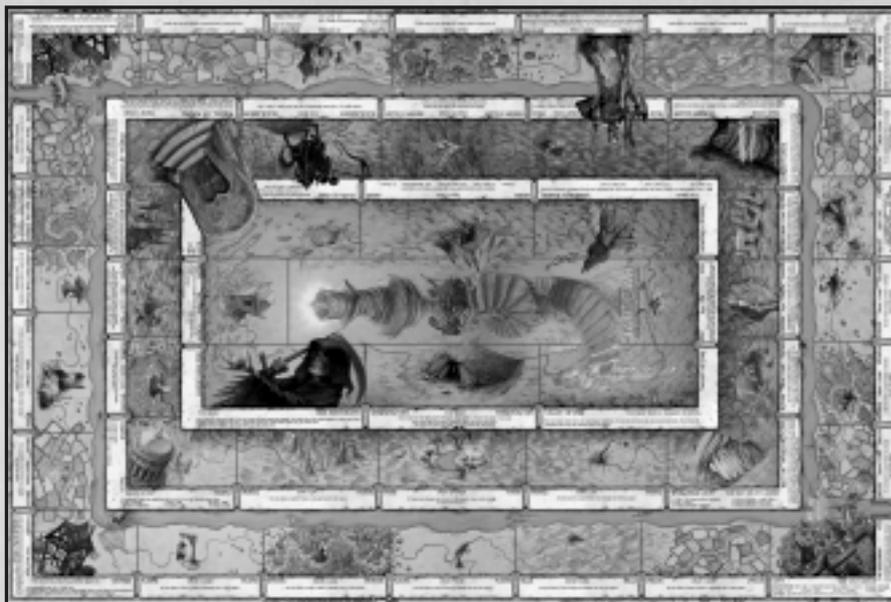
Your travels will be hard and fraught with danger – and it is in overcoming these dangers that the challenge of the game lies. Only by gradually building up your adventurer's powers, gathering valuable allies, and winning potent magical items will you stand a chance of surviving the ultimate test that lies beyond the Portal of Power.



WHAT'S IN THE BOX?

PLAYING BOARD

The playing board is a 6-fold playing board that depicts the magic lands. It is divided into three *Regions*. Each Region is subdivided into *Spaces*. Each Space has its title and Encounter instructions printed along its edge.



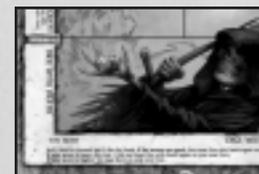
The three Regions are:
THE OUTER REGION

This runs around the outer edge of the board.



THE MIDDLE REGION

This is separated from the Outer Region by the Storm River and from the Inner Region by the Valley of Fire.



THE INNER REGION

This is the centre of the board.

ADVENTURE CARDS

This deck of 104 cards contains the many creatures, events and items you may discover on your quest.



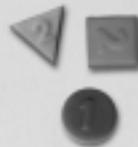
SPELL CARDS

There are 24 of these Spell Cards detailing the various Spells that may be cast during the game.



GEM COUNTERS

There are 120 of these counters in total. These should be separated into their respective colours. They are used to record each Character's Strength (red counters), Craft (blue), Lives (green). For example: a red gem bearing a number 4 represents a Character's 4 Strength points.



TALISMAN AND PURCHASE CARDS

There are 4 Talisman Cards and 28 Purchase Cards provided. These detail Objects that Characters may obtain by means other than the Adventure Cards.



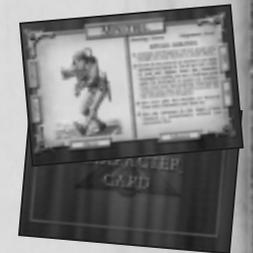
TOAD CARDS

Also included are 4 Toad Cards and 4 Toad Playing Piece Cards used when Characters may be turned into Toads during the game. When this happens, a Toad Card overlays the Character Card and a Toad Playing Piece Card is substituted for that Character's Playing Piece Card on the plastic base provided for the duration of being a Toad.



CHARACTER CARDS

There is a choice of 14 Characters. The Character Cards detail the different Characters in the game and their Special Abilities. Keep your chosen Character Card near you at all times so you have reference to your Special Abilities.



DIE-CUT PLAYING PIECE CARDS

To match your Character Cards there are 14 Playing Piece Cards. These cards bear illustrations of the Character they represent on each side. The Playing Piece Cards slot into the plastic bases provided and are used to represent the various Characters on the board.



GOLD COINS

These antiqued-finish coins represent the bags of gold coins you can gain from Adventure Cards.



ALIGNMENT CHANGE CARDS

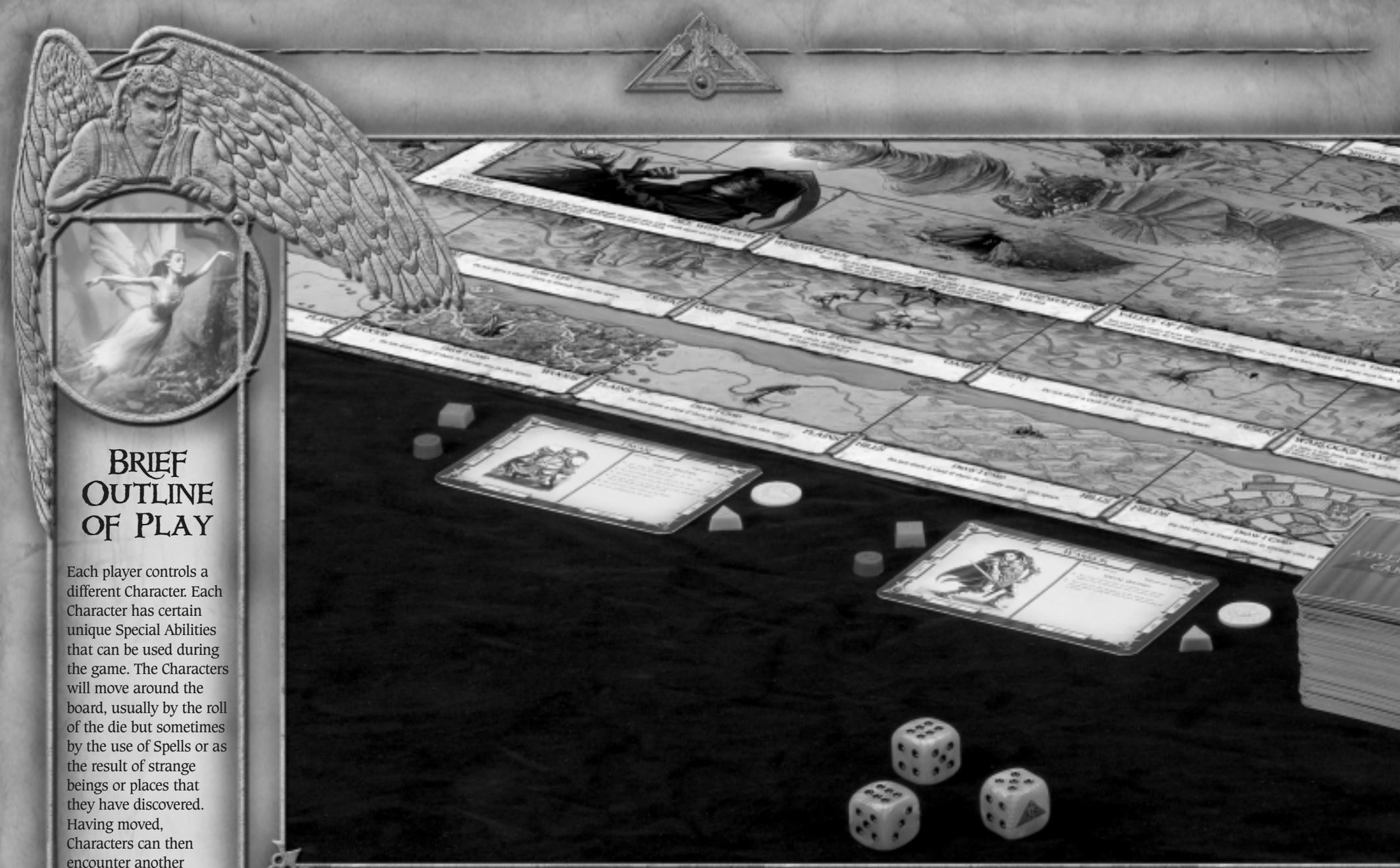
There are 4 of these. They have EVIL on one side and GOOD on the other. They are used to denote any Character who changes Alignment during the game.



SIX-SIDED DICE

There are 6 dice provided. These are used for Movement, Combat, Psychic Combat and also to determine results from some instructions and Spells.





BRIEF OUTLINE OF PLAY

Each player controls a different Character. Each Character has certain unique Special Abilities that can be used during the game. The Characters will move around the board, usually by the roll of the die but sometimes by the use of Spells or as the result of strange beings or places that they have discovered. Having moved, Characters can then encounter another Character in the space they land in or follow the instructions on the space. The instructions are often to draw cards. These are the Adventure Cards which depict all the Objects, Monsters and other things that the Character meets in the space. Characters then fight the Monsters and take the treasures they discover. Gradually they will become more powerful, until they feel that they are strong enough to head for the centre of the board and attempt to reach the Crown of Command.



SETTING UP

Take the Character Cards, shuffle them and deal one, face down, to each player. Each player then turns their Character Card face up in front of them. This is the Character that they will play for the duration of the game. The diagram on page 6 details the information on each Character Card. It also shows how to lay out the Character and record all possessions during play. (*Alternative rule:* If all players agree, each player may specifically select their Character.)

Each player takes the Playing Piece Card corresponding to their Character Card and fits it into a slotted plastic base. The Playing Pieces are then placed on the board according to the Starting Space given on their Character Cards.

Each player receives Strength counters equal to the Starting Strength for their Character. These should be placed alongside the Character Card as shown in the diagram. The same is done for Craft. Each player then receives a total of 4 Lives and 1 Gold Coin, each of which should be placed accordingly. The remaining counters and Gold Coins are placed to one side as stock for use during the game.



BRIEF OUTLINE OF PLAY CONTINUED

Play is quite straightforward. The rules should be read carefully, since with the different Spells, Adventure Cards and Special Abilities of the Characters there is a great variety of instances to be covered. The rules are presented roughly in the sequence that they will be needed during play. Where there are other rules relating to the same point, the number of the other rule(s) is given in brackets as a cross-reference.

The Adventure Cards are shuffled and placed face down beside the board. These form the Adventure Stock Pile.

The Spell Cards are shuffled and placed face down beside the board. These form the Spell Stock Pile.

Any player whose Character who starts the game with any Spells, as detailed on their Special Abilities, now draws the designated number of Spell Cards from the Spell Stock Pile. These should not be revealed to other players.

The Talisman and Purchase Cards are placed face up beside the board in individual piles according to the Object depicted on them. That is: all Helmets go in one pile, Shields in another, etc.

The Toad and Alignment Change Cards should be kept handy, to be used when required.

Players decide by each rolling a die, or any other favourite method, which player will have the first Turn. Play then proceeds round the board clockwise from that player.

TALISMAN DRAMATIS PERSONAE



THE ASSASSIN

A man who sneaks in the shadows, waiting for the right moment to strike at the heart of an enemy in his pursuit for wealth & infamy.



THE DRUID

Persists in maintaining the balance between Good and Evil, whilst tending to the plants and animals in the land of Talisman®.



THE DWARF

A stocky, resourceful fellow who travels in search of glory for the Dwarf halls in the mountains.



RULES CONCERNING CHARACTERS

I: STRENGTH

Strength represents a Character's might, stamina and fighting ability. It is used in Combat

(16: 1-11) and to overcome certain obstacles that may be Encountered during the game. A Character's Strength is recorded by placing appropriate Strength Counters beside the Character Card.

- 1:1 Strength Counters are only taken for Starting Strength and for Strength points gained during play. Strength gained from Objects, Magic Objects, or Followers is not recorded by Strength Counters but is added on to the Character's Strength when required or allowed.

LOSING STRENGTH

- 1:2 When a Character is required to lose Strength, Counters are removed accordingly.
- 1:3 A Character's Strength can never drop below that Character's Starting Strength.

GAINING STRENGTH

- 1:4 A Character may gain Strength by cashing in any Animals, Monsters and Dragons (15:5) he has killed in Combat. When any of these are Encountered and killed, that Character keeps those Enemy cards. They may be exchanged at any time for extra Strength Counters. The Character gains 1 Strength point for every 7 points of Strength marked on those Enemy Cards. Enemy cards thus exchanged are then placed on the Adventure Card Discard Pile. Excess Strength Points of the Enemies above a multiple of 7 are lost.
- 1:5 Strength points may also be gained as a result of Encounters.

CHARACTER'S TOTAL STRENGTH

- 1:6 A Character's Strength at any time is the total of Strength Counters *plus* any Strength gained from Followers, Magic Objects and Objects that may be used at that time.

STRENGTH
COUNTERS
GO HERE

CRAFT
COUNTERS
GO HERE

MINSTREL

Starting: Tavern
Alignment: Good

SPECIAL ABILITIES

1) Animals and Dragons will not attack you, though you may choose to attack them.

2) If you do not attack an Animal, you may attempt to Charm it. To do so, roll 1 die: if you roll higher than the Animal's Strength, it joins you as a Follower and adds its Strength to yours in Combat. Once you have successfully Charmed an Animal you may not Charm another for the remainder of the game.

3) You may take the Maiden or Princess from any Character you land on.

4) You are immune to the Hag's Curse. Discard it immediately should you encounter her.

Strength: 2
Gold

Craft: 1
Life

Objects
Followers

GOLD
COINS
GO HERE

LIFE
COUNTERS
GO HERE

MAGIC OBJECT
WAND

OBJECTS
GO HERE

FOLLOWERS
GO HERE

FOLLOWER
ALCHEMIST

2: CRAFT

Craft covers such aspects as intelligence, wisdom and magical ability. It is a Character's main asset in Psychic Combat (17: 1-2) and determines how many Spells he may have. A Character's Craft is recorded by placing appropriate Craft Counters (blue) beside the Character's Card.

2:1 Craft Counters are only taken for the Character's Starting Craft and for those gained during play. Craft gained from Magic Objects and Followers is not recorded by Craft Counters but is added to the Character's Craft when required or allowed.

LOSING CRAFT

2:2 When a Character is required to lose Craft, Counters are removed accordingly.

2:3 A Character's Craft can never drop below that Character's Starting Craft.

GAINING CRAFT

2:4 A Character may gain Craft by cashing in any Spirits (15:6) he has defeated in Combat. When any of these are Encountered and killed, that Character keeps those Enemy Cards. They may be exchanged at any time for extra Craft Counters. The Character gains 1 Craft point for every 7 points of Craft marked on those Enemy Cards. The Enemy Cards thus exchanged are then placed on the Adventure Card Discard Pile. Excess Craft Points of the Enemies above a multiple of 7 are lost.

2:5 Craft points may also be gained as a result of Encounters.

CHARACTER'S TOTAL CRAFT

2:6 A Character's Craft at any time is the total of Craft Counters *plus* any Craft gained from any Followers and Magic Objects that may be used at that time.

NUMBER OF SPELLS

2:7 The number of Spells that any Character can have at one time is limited by the Character's Craft as follows:

Character's Total Craft	1	2	3	4	5	6+
Maximum N ^o .	0	0	1	2	2	3

2:8 All Characters may acquire and use Spells, if their Craft is sufficient to permit this. Only those Characters whose Special Abilities allow them to start the game with Spells do so. Otherwise, Spells are usually acquired as the result of Encounters.

2:9 If at any time a Character has more Spells than their Craft allows, the surplus Spells must immediately be placed on the Spell Discard Pile. They cannot be cast. The Character chooses which Spells to discard.

3: GOLD

Gold allows the Character to Purchase Objects and pay for services. A Character's Wealth is recorded by placing Gold Coins beside the Character Card. Each coin represents 1 bag of Gold. Gold will usually be acquired as the result of Encounters.

3:1 Each Character starts the game with 1 Gold.

3:2 All prices are given in bags of Gold (G). Thus 3G is represented by three Gold Coins.

3:3 Payments for any Purchases or services that are not made to another Character are paid into the unused Stock of Gold Coins.

3:4 Any Gold received from any source other than another Character is taken from the unused stock of Gold Coins.

3:5 Gold Coins do not count towards the total number of Objects a Character may possess (5:3).

EXAMPLE OF A TURN

The Minstrel lands on the Desert where there are 2 Gold Counters, the Maiden (a Follower), a Water Bottle and a Sword (Objects), a Wand and a Talisman (Magic Objects) which were dropped there by the Prophetess when she was turned into a Toad.

The Minstrel already has 3 Objects: Armour, an Axe and the Amulet (Magic Object). He can freely claim the Gold Counters and the Maiden. Since he can only carry 4 Objects (5:3), he must choose carefully what to take. The Water Bottle could be useful as he is about to lose 1 Life to the Desert. However, since he started with, and still has, no spells but has a sufficient Craft to allow him some, he takes the Wand first and immediately draws a Spell card from the Spell stock pile. It is a Healing spell. A bit of good luck as now he can cast it on his next Turn to restore the Life he will lose to the Desert. He decides to ditch the Amulet by placing it face up in the Desert Space and to also take the Talisman. He now has his four Objects: Armour, Axe, Wand and Talisman.

He must now follow the instructions on the Space which are to lose 1 Life. His Turn has now ended.

When he moves on his next Turn, the Sword, Water Bottle and the Amulet will remain face up in the Desert for the next Character who lands there.

TALISMAN DRAMATIS PERSONAE



THE ELF

A talented craftsman and master bowman, he is capable of swift evasion throughout the forests and woodland realms.



THE GHOUL

A corrupt creature of evil who lurks within graveyards and crypts, it raises fresh corpses from the dead to serve it in its quest.



THE MINSTREL

A wandering musician of some repute who can charm all manner of animals, maidens and fowl, fire-breathing dragons with dance, song and tune.

4. LIVES

Lives represent the Character's durability. Lives are lost through Combat, Psychic Combat and other dangers that may be Encountered. A Character's Lives are recorded by placing appropriate Life Counters beside the Character Card.

4:1 Each Character starts the game with 4 Lives.

LOSING LIVES

4:2 When a Character is required to lose Lives, Counters are removed accordingly.

LOSING ALL LIVES

4:3 Any Character who loses all their Lives is dead and the Playing Piece is removed from the board. All the Character's Objects, Magic Objects, Followers and Gold Coins are placed on the Space where the Character died. All the Character's Strength and Craft Counters go back into the stock. The Character's Spell Cards are placed on the Spell

Discard Pile. The Character Card is placed with the unused Character Cards. The player whose Character has died may start again, at the next Turn, with a new Character drawn at random from the unused Character Cards *if, and only if*, no Character has yet reached the Crown of Command during the game. If any Character has reached the Crown of Command, the player whose Character dies is out of the game.

GAINING LIVES

4:4 Lives are gained as the result of Encounters or Healing (4:6). Lives gained are taken from stock.
4:5 There is no limit to the number of Lives a Character may have.

HEALING

4:6 Healing may take place at a number of locations during the game. It can never restore a Character to more than 4 Lives.

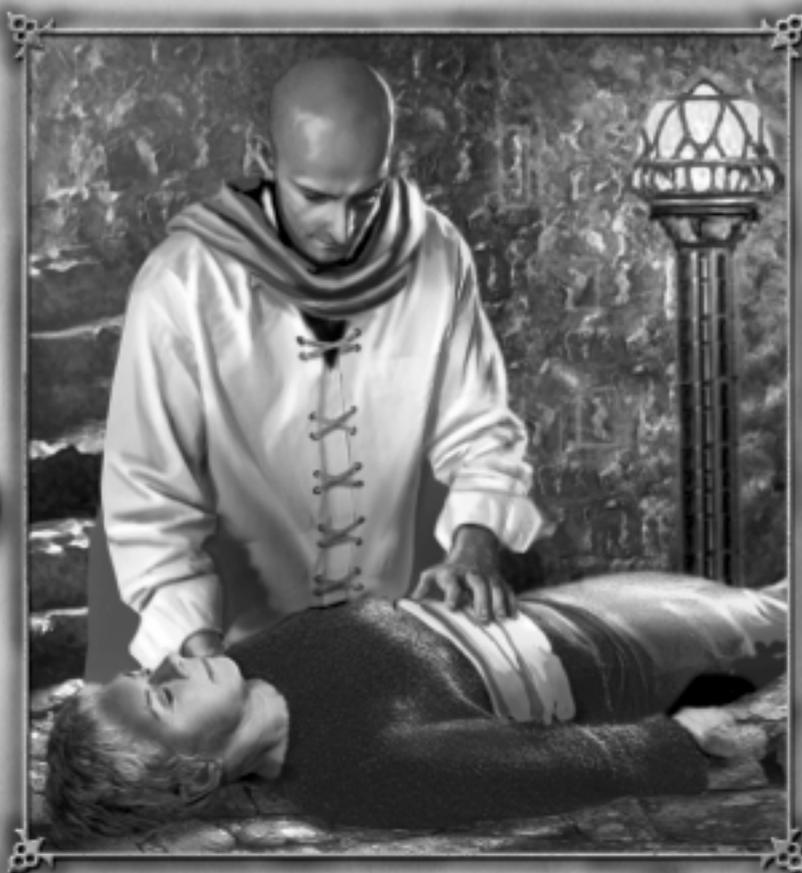
5. OBJECTS

Both Objects and Magic Objects are classed as Objects for the purposes of these rules. During the game, Characters will usually acquire Objects as the result of Encounters. Objects in a Character's possession are placed below the Character Card.

5:1 All Objects in a Character's possession must be kept face up.
5:2 No Character may ever possess an Object that they are not permitted to use. If that is the case, it must be left face up in the Space where it was Encountered.

LIMIT TO THE NUMBER OF OBJECTS

5:3 No Character may possess more than 4 Objects, not counting Gold Coins (3:5), unless they have a Mule.
5:4 A Character may ditch an Object at any time, by leaving it face up in the Space they occupy.
5:5 Any Character acquiring more than 4 Objects must decide which to keep. The remainder are immediately placed face up on the Space which they occupy.





6: FOLLOWERS

During the game, Characters will usually acquire Followers as the result of Encounters. All Followers accompanying a Character are kept below the Character Card (see diagram on page 6).

- 6:1 All Followers accompanying a Character must be kept face up.
- 6:2 A Character may have any number of Followers.

LOSING A FOLLOWER

- 6:3 Any Followers that are killed (e.g. in the Chasm or the Vampire's Tower), or that must be discarded, are placed on the Adventure Discard Pile.
- 6:4 A Character may ditch a Follower at any time by leaving it face up in the Space they occupy.

7: ALIGNMENT

Each Character has an Alignment, whether Good, Neutral or Evil. There are benefits and penalties for Good and Evil Alignments. Those of Neutral Alignment gain none of the benefits but suffer none of the penalties. Alignment may change during the game as the result of Encounters or by use of a Special Ability.

CHANGING ALIGNMENT

- 7:1 When a Character changes Alignment, an Alignment Change Card is taken and placed beside the Character Card with the appropriate side up to show the Character's new Alignment. When a Character reverts to their original Alignment, as stated on the Character Card, the Alignment Change Card must be discarded.
- 7:2 No Character, including the Druid, may change Alignment more than once in any Turn.
- 7:3 If a Character possesses any Magic Objects not permitted by their new Alignment, those Magic Objects must immediately be dropped in the Space they occupy (5:2).

8: SPECIAL ABILITIES

Each Character has one or more Special Abilities which are detailed on the Character Card along with any restrictions on that Character.

- 8:1 In any instances where the Special Abilities are at a variance with the basic rules, the Special Ability overrides the rules.



EXAMPLE OF GAINING STRENGTH

The Warrior has a total of 5 Strength Counters, the Magic Belt (a Magic Object that increases Strength by 1), the Unicorn (a Follower that increases Strength by 1) and a Sword (an Object which increases Strength by 1 in Combat only). So his total Strength is 7 (5 plus 1 each for the Unicorn and for the Magic Belt). In Combat his Strength would be 8 (since he can then use the Sword). He now lands on the Cursed Glade where Strength from Objects and Magic Objects cannot be counted. Thus while he is there his Strength is 6 (5 plus 1 for the Unicorn) even in Combat.

TALISMAN DRAMATIS PERSONAE



THE MONK

A man of faith who can harness his own inner strength and combat his enemies' with a combined power of mind and body.



THE PRIEST

He draws on the might of his god to guide him in his devout quest and send his demonic and undead enemies back to their realms of evil.



THE PROPHETESS

Seeking to overcome the evils of the land, she is aided by the ability to predict the future and probe the minds of others for their inner secrets

9. SPELLS



The effect of each Spell, and when it can be cast, is detailed on the individual Spell Cards.

- 9:1 All Characters may have Spells if their Craft allows (2:7-9).
- 9:2 A Character's Spells are kept *face down* so that other players cannot see them.
- 9:3 Spells cannot be discarded unless the Character has more Spells than their Craft permits (2:7-9).

GAINING SPELLS

- 9:4 Spells are usually gained as the result of Encounters. Some Characters start with Spells as stated in their Special Ability.
- 9:5 Spells gained are taken from the top of the Spell stock pile. When this is exhausted, all the discarded Spell Cards are shuffled and placed face down to form a new stock pile.



CASTING SPELLS

- 9:6 A Spell can only be cast as stated on the Spell Card. Once cast and its effect has ended, it is placed on the Spell Discard Pile.
- 9:7 Spells which affect other Characters affect them wherever they are on the board. Spells which can affect creatures, however, can only affect those Encountered in the Outer and Middle Regions (14:4).
- 9:8 In their turn, the maximum number of Spells a Character may cast is equal to the number of Spells they possessed at the start of that Turn. A Character may only cast one Spell during another Character's Turn. This does not apply to the Command Spell (9:9).

THE COMMAND SPELL

- 9:9 Any Character who is alone on the Crown of Command space (14:9) on their Turn, *must* cast 1 Command Spell at all other Characters. To do so, the caster rolls one die. If a 1, 2, or 3 is rolled, the spell had no effect. On a 4, 5, or 6, all of the other Characters must lose 1 Life. Follow the normal rules for any Characters who lose all of their Lives.



RULES OF PLAY

10. A CHARACTER'S TURN

10:1 Each Character's Turn consists of two parts, in this order:

- I: Movement
- II: Encounters

10:2 At the end of a Character's Turn, play passes to the player to the left.

II. MOVEMENT

MOVEMENT IN THE OUTER AND MIDDLE REGIONS

- 11:1 The Character rolls one die to determine how many Spaces they *must* Move. (Certain Spells, Special Abilities and other events may enable a Character to Move without rolling the die. These instances are detailed on the relevant Cards.) The Character then Moves the full count of the die roll, either clockwise or anti-clockwise at their discretion.
- 11:2 Direction may not be reversed during a Move except when passing between the Outer and Middle Regions (11:14).



MOVEMENT IN THE INNER REGION

- 11:3 The die is not rolled for Movement. A Character can Move only 1 Space per Turn.
- 11:4 The Encounter instructions on each Space must be completed before a Character can move on.

TURNING BACK

- 11:5 A Character may decide at any time to move back towards the Plain of Peril. Movement is still 1 Space per Turn but the instructions for Encounters are ignored when retreating.

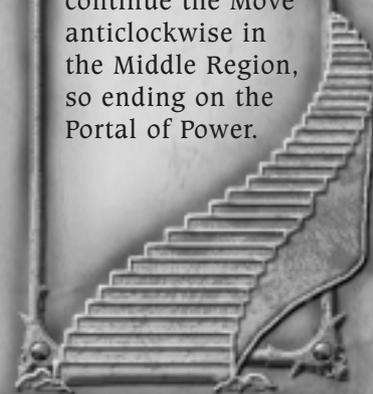
CROWN OF COMMAND

- 11:6 The Crown of Command can only be reached from the Valley of Fire. The Valley of Fire can only be entered by a Character possessing a Talisman. If a Character does not have one, then they *must* turn back (11:5).
- 11:7 When on the Crown of Command Space, a Character does not Move but remains there (14:9).



EXAMPLE OF MOVEMENT AND EVADING

The Thief is on the Graveyard and rolls a 6 for his Move. He decided to Move clockwise to the Sentinel Space to cross to the Middle Region. On reaching the Sentinel Space he is attacked by the Sentinel. However, he casts an Immobility Spell on that mighty guardian, thus Evading him. He now Moves on to the Hills in the Middle Region and decides to continue the Move anticlockwise in the Middle Region, so ending on the Portal of Power.



TALISMAN DRAMATIS PERSONAE



THE SORCERESS

A silver-tongued woman who uses her gift to beguile and persuade other travellers to follow in her path.



THE THIEF

Nimble-fingered and keen-eyed, the thief deftly pilfers the pockets of passers-by, The Crown of Command and kingly riches are his goal.



THE TROLL

Throughout the land lumbers this ugly brute, his limited intelligence more than compensated for by his immense strength.



MOVEMENT BETWEEN OUTER AND MIDDLE REGIONS

- 11:8 A bridge connects the Sentinel Space to the Hills Space opposite (11:10-14).
- 11:9 The Storm River can be crossed by Raft (11:15-19) or as the result of an Encounter.

SENTINEL SPACE

- 11:10 Characters may cross the bridge in either direction if their die roll for Movement is sufficient.
- 11:11 The Sentinel attacks a Character *every* time they attempt to cross the bridge to *enter* the Middle Region. The Character *must* defeat the Sentinel in Combat (16:1-4) or Evade (18:1-3) to be allowed to pass.
- 11:12 Characters defeating or Evading the Sentinel may continue their Move by entering the Middle Region. Characters defeated by the Sentinel lose 1 Life and *must* end their Move in the Sentinel Space. Characters in a Stand-off with the Sentinel do not lose a Life but must end their Move in the Sentinel Space.

11:13 The Sentinel does not attack Characters who pass through the Sentinel Space while Moving in the Outer Region, Characters crossing back from the Middle Region to the Outer Region, nor Characters who end their Move on the Sentinel Space. (He *will* attack if they attempt to cross the bridge to the Middle region on their next Move.)

11:14 When passing from one Region to another, a Character may change the direction of their Move on entering the new Region.

RAFT

- 11:15 Any Character wishing to cross the river by Raft must either build one or acquire one as the result of an Encounter.
- 11:16 Any Character in a Woods or Forest Space at the start of their Turn who has an Axe may then declare that they are building a Raft for use that Move (11:18).
- 11:17 Any Character acquiring a Raft may cross the river at the start of the Turn following that in which they acquired it (11:18).



11:18 A Character with a Raft may cross the river to any Space of their choice directly opposite the one they are in. This is their Move for that Turn. They do not roll the die.

11:19 A Raft can never be left behind or taken as a possession. Whether or not it is used, it must be placed on the Adventure Discard Pile, or back with the Purchase Cards if it had been bought.

MOVEMENT BETWEEN MIDDLE AND INNER REGIONS

11:20 The Portal of Power connects the Portal of Power Space to the Plain of Peril Space.

THE PORTAL OF POWER

11:21 The Inner Region can only be entered through the Portal of Power.

11:22 Characters *must* try to open the Portal each time they attempt to enter the Inner Region.

11:23 Characters may attempt to open the Portal only if their Move is sufficient to carry them beyond.

11:24 Characters attempting to open the Portal follow the instructions on the Portal of Power Space. If successful, the Character's Turn ends on the Plain of

Peril. If unsuccessful, the Character's Move ends on the Portal of Power Space.

11:25 A Character whose Move ends exactly on the Portal of Power Space may not attempt to open it that Turn.

11:26 A Character wishing to pass through the Portal from the Inner Region to the Middle Region does not need to open the Portal. They simply Move from the Plain of Peril to the Portal Space. This is their entire Move for that Turn.

12: CLAIMING FACE UP CARDS

12:1 Any Stranger may be visited and any Gold Coins, Magic Objects, Objects (5:3) and Followers in a Space may be taken by any Character whose Move ends on that Space at any time up to the end of their Turn, *except when*:

- 1) There is also an Enemy Card on the Space (13:5) *or*
- 2) The instructions for the Space are to draw Cards (13:4).

In these two instances, the Cards form an Encounter for that Space, which must be played before the Character can claim any face up Cards.

13: ENCOUNTERS IN THE MIDDLE AND OUTER REGIONS

13:1 Characters can only have Encounters in the Space in which they end their Move or a Space to which they are moved as the result of an Encounter. They may never Encounter anything in the Space where they start their Move.

13:2 A Character *must* choose to Encounter *either* one Character of their choice who is in that Space *or* the Space itself.

ENCOUNTERING ANOTHER CHARACTER

13:3 Encountering another Character takes one of two forms. The character whose Turn it is may either attack (16:6-10) or use their Special Ability on the other Character.



EXAMPLE OF ADVENTURE CARD ENCOUNTER

The Dwarf lands on the Hidden Valley and is instructed to draw 3 Adventure Cards. He draws the Imp (1: Event), a Bear (2: Enemy), and a Bag of Gold (3: Object). The Imp must be tackled first. The Dwarf rolls a 4. The Imp has therefore Teleported the Dwarf to the Ruins before he has a chance to fight the Bear and take the Gold. The Bear and Gold Cards are left face up in the Hidden Valley and will constitute 2 of the 3 Cards for the next Character to land there. The Dwarf, however, will continue his Turn with a new Encounter in the Ruins.

TALISMAN DRAMATIS PERSONAE



THE WARRIOR

A fighter skilled in the art of combat and master of an array of weapons, he travels the land besting all who stand before him.



THE WIZARD

A master practitioner of the arcane art, he uses his spell expertise and cunning to find his way to the Valley of Fire.



THE TOAD

The unfortunate event that befalls many who tempt fate too often, usually at the hands of an aged crone or City-bound temptress.

ENCOUNTERS IN A SPACE - DRAW CARD(S) SPACES

13:4 A Character must follow the instructions. The Cards to be drawn are always Adventure Cards, drawn from the Adventure Stock Pile. If there are already any Cards of any type on the Space, then only enough Cards to make up the given number may be drawn. The Adventure Cards then form the Encounter for that Space (15: 1-11).

ALL OTHER SPACES

13:5 The Character follows the instructions for the Space. Any Enemy Cards (15: 5-6) in the Space must first be defeated (16: 1-5, 17: 1-2) or Evaded (18: 1-3). Any Strangers there may then be visited and any Gold Counters, Objects (5:3) and Followers may be taken. Some instructions *must* be followed, others *may* be followed at the Character's discretion – see the specific instructions for details.

14. ENCOUNTERS IN THE INNER REGION

- 14:1 A Character may only Encounter another Character on the Plain of Peril and the Valley of Fire.
- 14:2 Encounters with other Characters are as in the Outer and Middle Regions (13:3).
- 14:3 On all other Spaces, the Encounter is detailed in the instructions for the Space. The instructions *must* be followed, unless the Character is retreating (11:5).
- 14:4 None of the Encountered Creatures in the Inner Region can be affected by any Spell, nor may they be Evaded (18:3).

CRYPT

14:5 The Crypt is in ruins and a Character needs Strength to shift the rubble to discover the various exit tunnels. A Character must roll three die on entering the Space and the results

are totalled. The Character's Strength (1:6) is subtracted from this total and the result indicates where the Character will emerge from the Crypt. The Character is immediately placed there. This counts as their Move. Any Character who emerges on the Crypt itself may move away on their next Turn.

MINES

14:6 Craft is needed to find the route through the labyrinthine Mines. The instructions are as those for the Crypt (14:5) except that the Character's Craft (2:5) is subtracted from the total of the die rolls.

WEREWOLF DEN

14:7 The die is rolled for the Werewolf's Strength each time a Character enters the Space. This is the Werewolf that attacks that Character, until they escape. Each Character encounters a different Werewolf.

PITS

14:8 The die is rolled each time any Character enters the Space. This is the number of Pit Fiends that attack the Character. The Character fights them one at a time, in succession, until the Character loses a Life, whereupon that Turn ends. The Character must then continue to fight the remainder next Turn. The Character can Move on the Turn following that in which the last of the Character's allotted Pit Fiends was killed.

THE CROWN OF COMMAND

14:9 If there is already a Character on the Crown of Command Space when a Character lands on it, the Character there must be Encountered (13:3). Once two (or more) Characters are on the crown, those Characters' Turns consist only of Encountering one of the others. A Character alone on the Crown of Command *must* cast a Command Spell each Turn (9:9).

15. ADVENTURE CARDS

The information on each Adventure Card is as follows:



- 15:1 Adventure Cards with instructions that result in them being placed in a Space other than the one where they were drawn are dealt with first. If placed elsewhere, they do not affect the Character drawing them at that time.
- 15:2 Adventure Cards are then dealt with strictly in order, determined by the number at the bottom of each card. The lowest number is tackled first, then the next lowest, etc. If two of the same number are present, handle them in alphabetical order. It is quite rare to Encounter more than 3 Adventure Cards.

TYPES OF ADVENTURE CARDS

- 15:3 The different types of Adventure Cards and their effects, in the order in which they are Encountered, are:

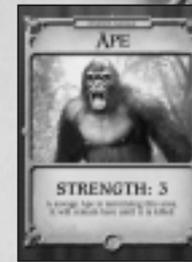
I. EVENTS

- 15:4 The instructions on the Card must be followed. Any that result in the loss of a Turn by the Character Encountering them, end the Character's Turn there and then. This counts as a missed Turn for that Character if there are other cards to be Encountered, otherwise, they miss their next Turn instead.



2. ENEMY - ANIMAL, MONSTER OR DRAGON

- 15:5 The creature will immediately attack any Character Encountering it (16:1-5). Defeated Enemies of this type may be kept to be exchanged for Strength (1:4). Enemies that defeat Characters remain in the Space (15:11)



3. ENEMY - SPIRIT

- 15:6 These will immediately attack any Character Encountering them by Psychic Combat (17:1-2). Defeated Enemies of this type may be kept to be exchanged for Craft (2:4). Enemies that defeat Characters remain in the Space (15:11)
- 15:7 Only after any Events on the Space have occurred and any Enemies on the Space have been defeated (16:1-5) or Evaded (18:1-2) may the following Adventure Cards be Encountered.



4. STRANGERS

- 15:8 The instructions on the Card are followed.



5. OBJECTS, MAGIC OBJECTS AND FOLLOWERS

- 15:9 These may be taken, if permissible (5:2-3) and all Enemies on the Space have been defeated or Evaded.

6. PLACES

- 15:10 The instructions on the Card are followed.



ADVENTURE CARDS THAT REMAIN ON THE BOARD

- 15:11 Any Cards that remain after an Encounter must be left face up in the Space.

EXAMPLE OF AN ENCOUNTER IN A SPACE

A Wizard with a Craft of 5 has Solomon's Crown (a Magic Object which adds 2 to his Craft), so his Craft is now 7. This allows him 3 Spells which he has acquired. He now lands on the Cursed Glade where he cannot count Craft gained from Magic Objects. His Craft drops to 5 while he is there. He is now only allowed 2 Spells, so he must immediately discard one. A soon as he leaves the Cursed Glade, he can count the Craft for Solomon's Crown again and may have 3 Spells if he can acquire another.



16. COMBAT

- 16:1 Combat occurs when:
- 1) A Character is attacked by an Enemy - a Monster, Dragon or Animal (15:5), or by any creature whose Strength is given; *or*
 - 2) A Character decides to attack another Character, unless their Special Ability allows them to attack by Psychic Combat (17:1-2).

RESOLVING COMBAT VS CREATURES OR ENEMIES

- 16:2 The Character first declares whether he is Evading or not (18:1-3). If not then Combat takes place.
- 16:3 Any Spells that the player wishes to cast must be cast before the die is rolled.
- 16:4 The Character rolls 1 die. The Character's Combat score is the die roll plus the Character's Strength (only 1 Weapon may be used, 1:6). Another player now rolls a die for the Enemy and adds this to the creature's Strength. This is the creature's Combat Score. If the Character's Score was higher, the creature is killed (15:7, 1:4). If the creature's Score was higher, the Character loses 1 Life (use of an Object or Spell may prevent this) and the Character's Turn ends. If the Scores were equal the result is a Stand-Off (16:11).

MORE THAN ONE ENEMY

- 16:5 If there is more than one Enemy that attacks by Strength, they fight as one creature adding their Strength together. then adding just one die roll for their Combat Score.

COMBAT BETWEEN TWO CHARACTERS

- 16:6 The Character being attacked first has the opportunity to Evade (18:1-2). If they do not, then Combat takes place.
- 16:7 Both Characters have the opportunity to cast any Spells before the dice can be rolled.
- 16:8 The attacking Character's Combat Score is determined as in 16:4. The defender does the same. The Character with the higher Combat Score wins the Combat. If the Scores are equal, the result is a Stand-Off (16:11).
- 16:9 The victor may now either force the loser to lose 1 Life

(this may be saved by use of an Object or Spell) or take one (Magic) Object or one Gold Coin from the loser to add to their own. That turn then ends.

- 16:10 If victorious, any face up Cards on the Space can be claimed by the Character who initiated the Combat, as long as they can carry more Objects.

STAND-OFF

- 16:11 In a Stand-Off, neither side is harmed and that Turn ends.

17. PSYCHIC COMBAT

- 17:1 Psychic Combat occurs when:
- 1) A Character is attacked by an Enemy - Spirit (15:6) or other creature whose Craft is given.
 - 2) A Character whose Special Ability permits it attacks another Character by Psychic Combat.

RESOLVING PSYCHIC COMBAT

- 17:2 Psychic Combat is resolved in exactly the same manner as Combat (16:2-10), except:
- 1) Craft is substituted for Strength.
 - 2) No Object can prevent the loss of a Life.

18. EVADING

- 18:1 A Character may, by using a Special Ability or an Immobility or Invisibility Spell, Evade an unfriendly creature or Character. The Evading Character cannot then affect or be affected by them in any way. With the exception of the Immobility Spell, *all* creatures on the Evading Character's Space may be Evaded.
- 18:2 Creatures that may be Evaded are:
- 1) Anything in the Outer or Middle Regions that attacks a Character.
 - 2) Any Character attempting to attack or use a Special Ability.
 - 3) Any creature depicted on an Adventure Card or Space that the Character does not wish to Encounter, for example, the Hag, the Witch or the Black Knight.
- 18:3 Only other Characters can be Evaded in the Inner Region.



EXAMPLE OF ADVENTURE CARDS THAT STAY ON THE BOARD

The Assassin discovers the Holy Lance (a Magic Object) which can only be used by Good or Neutral Characters. He cannot use it because he is of Evil Alignment. He must leave it face up in the Space where he Encountered it.



19. TOADS



- 19:1 When a character is turned into a Toad for three Turns, a Toad Playing Piece is substituted for the Character's Playing Piece on the board and the player overlays a Toad Character Card on their current Character Card. The Character reverts back at the end of their third Turn.
- 19:2 Toads cannot have Objects, Magic Objects, Gold or Followers. Any in the Character's possession must immediately be placed face up in the Space where the transformation occurred.
- 19:3 Toads have a Strength of 1 and a Craft of 1; but the original Character retains all Strength and Craft counters for when they change back. All Strength and Craft gained and lost while a Toad affects the Toad's Strength and Craft only, not the original Character's.
- 19:4 A Toad does not roll the die for Movement, but must Move only 1 Space per Turn.
- 19:5 Toads can neither gain nor cast Spells. The original Character retains all the Spells they had for when they revert back to normal.
- 19:6 The Toad's Lives are those of the original Character. Thus any Lives lost or gained by the Toad affect those of the original Character.
- 19:7 Toads will have Encounters when landing on a Space like any other Character.
- 19:8 The Toad has no Special Abilities. Those of the original Character cannot be used while the Character is a Toad.

20. TALISMAN AND PURCHASE CARDS



- 20:1 Whenever a Character is given or purchases one of these items, the appropriate Purchase or Talisman Card should be taken.
- 20:2 They are treated in all aspects like Adventure Card, except that instead of being placed on a discard pile when not needed, they are instead returned to their appropriate stock and are available to other Characters once more. Should there be no Purchase or Talisman Cards left of a particular item, then that item is not available at that time.
- 20:3 Purchase and Talisman Cards can be left face up in a Space on the board, like any other Object (5:4) or Follower (6:4) cards.



EXAMPLE OF CARRYING TOO MUCH

The Wizard has a Mule and is using it to carry 8 Objects. The Thief casts Mesmerism on him and steals the Mule. The Wizard can now only carry 4 Objects and so must immediately place 4 of the Objects in his possession face up on the Space (the Wizard's choice). The Thief may then claim them if possible (12:1).





ALTERNATIVE RULES FOR SPEEDY PLAY

Talisman is an epic game of adventure – a gradually unfolding story that usually takes several hours to play through to completion. Repeat games will run faster, but the more players who take part, the longer a game will last – and with more than six players a typical game is likely to take 2-3 hours to complete, often longer.

Because people who enjoy playing Talisman don't always have time to finish a big game, it's possible to adjust the rules to speed things up a little. We have gathered together a selection of these changes, and hope that other players will also find them useful.

If you want to use any of the rules discussed here you *must* make sure that *all* players understand and agree before the game begins. The adjustments are especially recommended for games with five or more players, but will work equally well for games of any size where a shorter game is desired.

STRENGTH AND CRAFT

If you find yourself a little short of time you can increase the rate at which Strength and Craft is earned. This speeds up the game by making Characters more powerful more quickly.

The normal rule is that to gain a point of Strength or Craft, a Character has to cash in any Enemies to a value of 7 or more (1:4 and 2:4). To speed up play simply change this value to a 6 – to speed things up even further change it to a 5.

Although this might not seem like a major change you'll find it makes quite a difference and games will progress much more quickly.

STARTING BONUS

The first half an hour of play is often spent building up sufficient Craft or Strength to confront the various Monsters or Animals that have been Encountered. If you wish to cut to the action more quickly then allow each player to take 1 bonus Strength or Craft (their choice) at the start of the game. This doesn't affect the Characters' normal values - it's just an extra point of Strength or Craft as if earned in the usual way.

THE COMMAND SPELL

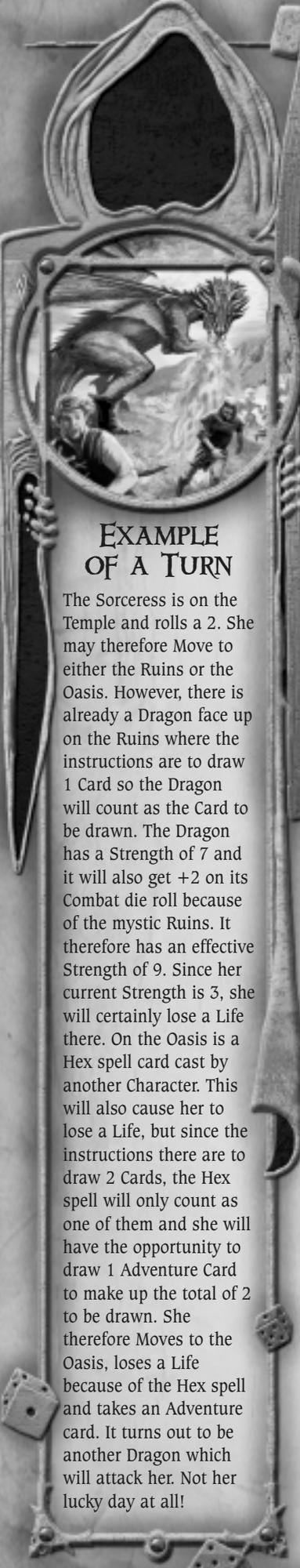
A further way of speeding up play in this final stage of the game is to allow the Command Spell to be cast more easily. This is especially effective where you have a lot of players involved, and therefore more opportunities to stop the character who is casting the spell! Normally the spell is cast on the dice roll of 4, 5 or 6 (9:8). If playing with five or more Characters, we suggest that the spell is cast as follows:

5 players	3, 4, 5 or 6
6 players	2, 3, 4, 5 or 6
7 or more players	Casts automatically

SUDDEN DEATH

In *Sudden Death Talisman* the first player to reach the Crown of Command wins! Reaching the Crown of Command is no easy task and if you really don't have time to play a full game then this is a good way to end the adventure.

Another way of playing a Sudden Death game is to agree to stop the game at a certain time and then count up the total number of bonus Strength, Craft, Lives and Gold held over the Character's starting values, plus Spells, Followers, Objects and Magic Objects held in addition to the number the Character started with. The player with the highest total has won. If you are obliged to stop the game before it is properly finished this is a satisfactory way of deciding who has won.



EXAMPLE OF A TURN

The Sorceress is on the Temple and rolls a 2. She may therefore Move to either the Ruins or the Oasis. However, there is already a Dragon face up on the Ruins where the instructions are to draw 1 Card so the Dragon will count as the Card to be drawn. The Dragon has a Strength of 7 and it will also get +2 on its Combat die roll because of the mystic Ruins. It therefore has an effective Strength of 9. Since her current Strength is 3, she will certainly lose a Life there. On the Oasis is a Hex spell card cast by another Character. This will also cause her to lose a Life, but since the instructions there are to draw 2 Cards, the Hex spell will only count as one of them and she will have the opportunity to draw 1 Adventure Card to make up the total of 2 to be drawn. She therefore Moves to the Oasis, loses a Life because of the Hex spell and takes an Adventure card. It turns out to be another Dragon which will attack her. Not her lucky day at all!



RULES QUESTIONS

ONLINE

If you have any questions or queries regarding the rules of Talisman, please visit the Talisman Rules Q&A Forum on our dedicated website:

www.blackindustries.com/talisman

There you will find answers to all the frequently asked questions about the rules. If that doesn't cover your query, there's also a moderated forum for asking new questions. The Talisman website is also the home to alternative rules, downloadable new characters and events, and of course the latest news about the game.

BY MAIL

If you do not have internet access, feel free to send us your query in a letter, accompanied by an SAE (within the UK only) or two International Reply Coupons so we can send your answer back. Where possible, it'll help us give you a quicker reply if you can phrase your question so it can be answered with a Yes or No.

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TALISMAN® ENCOUNTER SEQUENCE

If you wish to cast any Spells that must be cast before moving, do so now.

