

TALISMAN

GOTHIC HORRORS

Let the Horrors begin!

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1. Summary of Play

Talisman: Gothic Horrors is designed for use as an expansion of Games Workshop's *Talisman* boardgame, and cannot be played without the *Talisman* rules. While traveling around the conventional *Talisman* board, players may discover *Roadways* leading to Gothic Horrors. Those who choose to do so may use the roadways to travel to Gothic Horrors, where they will find all manner of new perils and adventures. Gothic Horrors is filled with all manner of classic horror creatures, and can only be conquered by facing them all and living to tell the tale!

2. Components

This set consists of the following:

- 1 Gothic Horrors Game Board (4 .JPGs)
 - UL (Upper Left), LL (Lower Left)
 - UR (Upper Right), LR (Lower Right)
- 4 Road To Gothic Horrors' Adventure cards
- 81 Gothic Horrors cards
- 15 Character cards
- 3 Master Character Cards
- 18 playing piece cards
- 15 Science Cards
- 30 Purchase Cards
- 4 Curse Cards
- 4 Blessing Cards
- 1 Board Rules Sheet
- 1 Rules Sheet (You are reading it!)

3. Setting Up

- 3.1 Set up the main game as normal, and shuffle the four *Road to Gothic Horrors* cards into the deck of Adventure cards.
- 3.2 Place the *Gothic Horrors* board beside the main board.
- 3.3 Shuffle the deck of *Gothic Horrors* cards and place them face down beside of Gothic Horrors board.

4. Discovering Roadways

- 4.1 When a *Road to Gothic Horrors* card is drawn from the Adventure deck, it is treated as a Place card and placed face up on the space where it was found. When there are two *Road to Gothic Horrors* cards on the board, any subsequent *Road to Gothic Horrors* cards which are drawn are ignored; they are placed on the discard pile and a new card is drawn in their place.
- 4.2 *Road to Gothic Horrors* cards are not affected by the *Destruction* spell or the *Earthquake* card, and remain on the board.

5. Traveling to Gothic Horrors

- 5.1 To travel to Gothic Horrors you must first land on a *Road to Gothic Horrors*.
- 5.2 On your next turn you may move onto the *Road to the Outer Region* space of the Gothic Horrors board. You must stop there and encounter that space as your turn. Traveling to Gothic Horrors is optional, and you may always choose to carry on round the main board if you wish.

6. Movement in Gothic Horrors

- 6.1 The Gothic Horrors board is laid similar to the main board with an Outer Region, Middle Region, and Inner Region.
- 6.2 Characters in Gothic Horrors move by rolling one die and moving the indicated number of spaces in the same way as movement on the Outer and Middle Regions of the main board.
- 6.3 Movement in Gothic Horrors must follow the arrows to other spaces, on the board; characters may not move between Regions except where indicated by the Board Rules sheet or other cards.
 - 6.3.1 You may move from the Outer region to the Middle region only by passing through the Portal as indicated on the Board Rules sheet. Other board spaces or cards may also allow you to cross to the Middle region; follow those instructions. You may freely pass from the Middle region to the Outer region without stopping as is the case with the main *Talisman* game.
 - 6.3.2 You may move from the Middle region to the Inner region only by passing through the Mausoleum space as indicated on the Board Rules sheet. You may freely pass from the Middle region to the Outer region without stopping as is the case with the main *Talisman* game.
- 6.4 Movement in the Inner region is only 1 space per turn following the arrows. You must encounter each of the 4 spaces in order, one per turn. You may need to stay on the same space for more than 1 turn, refer the Board Rules sheet for details.
 - 6.4.1 If you decide to turn back, you may do so by retreating 1 space per turn until you reach the Mausoleum space. You do not re encounter the Inner region spaces while retreating.

6.4.2 All other rules of movement for the Inner region of the main Talisman game apply to Gothic Horrors' Inner region.

7. Encounters in Gothic Horrors

Encounters in Gothic Horrors are dealt with in precisely the same way as encounters on the main board.

8. Leaving Gothic Horrors

You may not travel to Gothic Horrors and leave it on the next turn. You must make a move as described in 6.2 above. However, if you find yourself back at the Road to the Outer Region space on any subsequent turn, you may leave Gothic Horrors as indicated on the Board Rules sheet. Once you have done this, you *must* move around the main board for at least the next turn.

9. Spells in Gothic Horrors

While in Gothic Horrors you may cast Spells on players, cards and spaces on the main board, and Characters on the main board may cast spells on you and on spaces in Gothic Horrors. The following clarifications may be helpful:

- 9.1 The *Destruction*, *Displacement*, *Metamorph* and *Divination* spells may be used on Gothic Horrors cards.
- 9.2 The *Hex* and *Barrier* spells may be played on Gothic Horrors spaces.
- 9.3 The *Misdirection* spell may be played on a player who is in Gothic Horrors.
- 9.4 Otherwise, the Gothic Horrors counts as a Region for the purposes of casting spells.

10. Science in Gothic Horrors

Gothic Horrors is full of Doctors, Scientists and the like. These are men of Science, and as such they have developed technologies that may be used in fascinating ways.

- 10.1 Science is treated exactly as Spells are having the same Craft limitations and maximum allowable Science.
- 10.2 A player may possess Science and Spells at the same time.

10.3 Science can only be used in Gothic Horrors. It cannot be used against characters on other boards. If you leave Gothic Horrors with Science it will not function until you return to Gothic Horrors.

11. Events in the Gothic Horrors

- 11.1 The following Events do affect characters in Gothic Horrors: *Blizzard*, *Evil Darkness*, *Halloween*, *Magic Vortex*, *Market Day* and *Taxation*.
- 11.2 The *Astral Conjunction* does affect spirits in Gothic Horrors.
- 11.3 Otherwise, Gothic Horrors counts as a Region for the purposes of Events.

12. Special Abilities in the Gothic Horrors

- 12.1 *Assassin*: You may not Assassinate the Enemies in the Inner Region.
- 12.2 *Ninja*: You must encounter all the spaces in the Inner region, and may not Evade Enemies there.
- 12.3 *Martial Artist*: You may not use a Killer Blow against the Enemies in the Inner Region.
- 12.4 *Philosopher*: While in Gothic Horrors, you may only see the next Gothic Horrors card. While on the main board, you may only see the next Adventure card.

13. **The Short Play Gothic Horrors Game:** This is an option allowing you to play a short game in Gothic Horrors alone. The main board and Adventure cards are not used. All Characters are set up in the normal way, but begin together either on their starting space (if they are from the Gothic Horrors expansion) or at the Road to the Outer Region space. Characters may not encounter each on their first turn. Play follows the normal rules for Talisman and Gothic Horrors, and the first character to defeat Count Dracula is the winner.

TALISMAN: GOTHIC HORRORS

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 11. www.junglewalk.com/info/Bat-information.asp
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