



TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE ADVENTURE
UNOFFICIAL EXPANSION

OCTOBER 2011



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WELCOME

Quests, combat, glory, and gold! Welcome back to the magical realm of Talisman®.

The **Adventure** expansion for **Talisman: The Magical Quest Game** features a lot of new cards to enhance your Talisman experience.

OBJECT OF THE GAME

The object of the game remains the same as the **Talisman Revised 4th Edition** base game. Characters must reach the Crown of Command in the centre of the board. Then in the basic game, by casting Command Spells, force the other characters out of the game; or with the Alternative Endings by following the instructions on the Cards.

COMPONENTS

The **Adventure** expansion includes these components:

- This Rulesheet
- 36 Adventure Cards
- 12 Dungeon Cards
- 12 Highland Cards
- 18 Purchase Cards
- 12 Spell Cards
- 12 Dragonland Cards
- 18 Crown Trophy Cards
- 6 Timescape Cards
- 6 Character Cards
- 2 Alternative Ending Cards

COMPONENT OVERVIEW

Below is a brief description of each game component.

ADVENTURE CARDS

The 36 new Adventure Cards feature new Events, Objects, and Places. Most of the Adventure Cards work exactly like those in the base game.



DUNGEON CARDS

The 12 new Dungeon Cards feature new Events, Objects, and Places, and more. Most of the Dungeon Cards work exactly like those in the Dungeon game.



HIGHLAND CARDS

The 12 new Highland Cards feature new Events, Objects, and Places, and more. Most of the Highland Cards work exactly like those in the Highland game.



PURCHASE CARDS

There are 18 Purchase Cards provided. These detail Objects that characters may obtain by means other than the Adventure Cards. These Purchase Cards work exactly like those in the base game.



SPELL CARDS

There are 12 new Spell Cards, detailing Spells characters may cast during the game. These Spell Cards work exactly like those in the base game.



TIMESCAPE CARDS

The 6 new Timescape Cards, feature new Events, Objects, and Enemies. Timescape Cards are similar to the Adventure Cards, but are encountered by characters exploring the Timescape.



DRAGONLAND CARDS

The 12 new Dragonland Cards feature new Followers, Objects, and Places, and more. Most of the Dragonland Cards work exactly like those in the Dragonland game.



CROWN TROPHY CARDS

There are 18 new Crown Trophy Cards. When a character kills an Enemy, he may take it as a trophy. A character may exchange trophies at the end of his turn to gain Crown Trophy Cards.





ALTERNATIVE ENDING CARDS

The use of the 2 new Alternative Ending Cards is optional, and players should agree whether or not to use them before starting the game.



CHARACTER CARDS

There are 6 character cards, each detailing a different character and his special abilities.



CHARACTER FIGURES

Each character card corresponds to a plastic figure that is used to represent that character on the board. All figures are taken from the FFG game *Drakon*.



SETUP

When playing with *The Adventure* expansion, add the following steps to the base game's setup:

1. Shuffle the new Adventure, Dungeon, Highland, Timescape, Dragonland, Spell, and Character Cards into their respective decks.
2. All Purchase Cards are placed faceup beside the board.
3. Leave the new Crown Trophy Cards in the game box until they are needed.
4. If players wish to use the optional Alternative Ending Cards, one player shuffles those cards, draws one at random, and places it on the Crown of Command.

USING ONLY PORTIONS OF THIS EXPANSION

While *The Adventure* expansion, is intended to be used as a whole, players are welcome to play *Talisman* using only some of the elements of the expansion. Specifically, the new Alternative Ending Cards and the new Crown Trophy Cards may be used without including the new other cards.

TWO-HANDED WEAPONS

Two-handed Weapons are special Objects that appear in the expansion. They are distinguished with a **Two-handed Weapon** keyword printed above the card's special ability.

Two-handed Weapon are treated in all respects like normal Weapons. If you use a Two-handed Weapon during any battle, it is not possible holding another Object in your hand. E.g. you cannot use a Two-handed Weapon and a Shield.

ALTERNATIVE ENDING CARDS

The use of Alternative Ending Cards is optional, and players should agree whether or not to use one before starting the game.

SETUP

Setup for the Alternative Ending Cards variant is determined by which of the two game variants players decide to use. Players can start the game with the card either revealed or hidden (see below for more details).

REVEALED VARIANT

The revealed variant has a greater impact on characters during the course of the game and allows players to use more strategy.

If players use the revealed variant, one player shuffles the Alternative Ending Cards at the start of the game, draws one at random, and places it **faceup** on the Crown of Command at the centre of the board.

HIDDEN VARIANT

The hidden variant adds more mystery and excitement to the game since players do not know what dangers await them at the Crown of Command until they reach it.

If players use the hidden variant, one player shuffles the Alternative Ending Cards at the start of the game, draws one at random, and places it **facedown** on the Crown of Command at the centre of the board. The first character who enters the Crown of Command must turn the Alternative Ending Card faceup.

ENCOUNTERING ALTERNATIVE ENDINGS

Alternative Ending Cards replace the base game's victory conditions, offering players new ways to win the game. When an Alternative Ending Card is being used, characters on the Crown of Command must encounter the Alternative Ending Card there and follow the rules printed on the card. They **cannot** cast the Command Spell or encounter other characters on the Crown of Command unless the Alternative Ending Card specifically states otherwise.





All other rules regarding the Inner Region still apply when players are using an Alternative Ending Card:

- None of the creatures in the Inner Region (nor any of the Alternative Ending Cards) can be affected by any Spell. They also cannot be evaded.
- Characters on the Crown of Command cannot move and must remain on that space unless the Alternative Ending Card specifically states otherwise.
- Once any character has reached the Crown of Command, any character who is killed automatically loses the game.

Alternative Ending Cards generally only affect characters on the Crown of Command. However, instructions that have a **star icon** at the start of their text affect all characters, no matter what Region they are in, including characters on the Crown of Command.

OTHER RULES

This section clarifies rules regarding new cards, new special abilities, and more. If any rule problems occur, the official rules apply.

TRINKETS

Trinkets are special Objects that appear in the new expansion and are distinguished with a **Trinket** keyword printed above the card's special ability.



Trinkets are treated in all respects like normal Objects, except that they do not count towards a character's carrying capacity. A character may have four normal Objects in addition to any number of *Trinkets*.

Trinkets may be ditched, discarded, stolen, or sold like normal Objects.

TROPHIES

When a character kills an Enemy, he may take it as a trophy. A character may exchange trophies at the end of his turn to gain additional Strength and Craft counters.

Exchanging trophies

1. Gaining Strength and gaining Craft
2. Gaining Crown Trophy Cards

GAINING STRENGTH OR CRAFT

A character gains one Strength/Craft counter for every seven points of Strength/Craft marked on the trophies he turns in. Enemy cards thus exchanged are then placed on the Adventure Card discard pile. Excess Strength/Craft points of the trophies above a multiple of seven are lost. Strength/Craft counters may also be gained as a result of encounters.

CROWN TROPHY CARDS

Crown Trophy Cards are treated in no respects like Adventure Cards. They are never in a character's possession. They must be discarded immediately after use, they are placed on the discard pile. A character gains one Crown Trophy Card for every seven points of Craft, Strength, or combined value marked on the trophies, he turns in by discarding them to the Adventure Card discard pile. Excess Craft or Strength points turned in above a multiple of seven are lost. After all Crown Trophy Cards are discarded, the Crown Trophy Cards are shuffled and placed facedown beside the board again.

ALTERNATIVE RULES FOR FASTER PLAY

Talisman is an epic game of adventure – a gradually unfolding story that usually takes several hours to play to completion. Repeat games will run faster, but the more players who take part, the longer a game will last. A typical game is likely to take two to three hours to complete, and possibly longer.

GAINING CROWN TROPHY CARDS

If players find themselves a little short on time, they can increase the rate at which Strength and Craft is earned. This speeds up the game by making characters more powerful more quickly. The alternative rule is that to gain a Crown Trophy Card, a character has to exchange trophies with a combined value of seven or more to gain one card. To speed up play, players can simply change this value to six, or to speed things up even further they can change it to five.

STARTING BONUS

If players wish to cut to the action more quickly, each player can be allowed to gain one Crown Trophy Card at the start of the game.

CREDITS

Talisman Revised 4th Edition Design
The Adventure - Version October 2011

