



# TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE TIMESCAPE  
UNOFFICIAL EXPANSION

OCTOBER 2011





# EXPANSION OVERVIEW

Surrounding the land of Talisman are some great kingdoms known as **Regions**. Each Region offers great opportunities, as well as terrible dangers, for adventurers brave enough to enter them. This expansion allows players to enter one of these extraordinary areas – the Timescape. Those who seek the Crown of Command face a new set of perils. Flung through space and time, they may find themselves in alien realms, faced with foes and dangers beyond their imaginings.

## 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 and then, by casting Command Spells, force the other characters out of the game.

## COMPONENTS

The *Timescape* expansion includes these components:

- This Rulebook
- 1 Timescape Board (three parts)
- 60 Timescape Cards
- 12 Timescape Purchase Cards
- 4 Spell Cards
- 8 Adventure Cards
- 4 Alternative Ending Cards

## COMPONENT OVERVIEW

Below is a brief description of each game component.

### TIMESCAPE BOARD

The Timescape board (referred to as a “Region”) depicts the domain and stronghold of the Warp Demon. The Timescape holds many dangers, but also offers great riches and powerful objects to those characters bold enough to enter.



### TIMESCAPE CARDS

This deck of 60 Timescape Cards, features new Events, Enemies, Strangers, Objects, and Followers. Timescape Cards are similar to the Adventure Cards, but are encountered by characters exploring the Timescape.



### ADVENTURE CARDS

The 8 new Adventure Cards feature new Monster, Events and Places. Most of the Adventure Cards work exactly like those in the base game.



## SPELL CARDS

There are 4 new Spell Cards, detailing Spells characters may cast during the game. These Spell Cards work exactly like those in the base game.



## TIMESCAPE PURCHASE CARDS

There are 12 Timescape 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.



## ALTERNATIVE ENDING CARDS

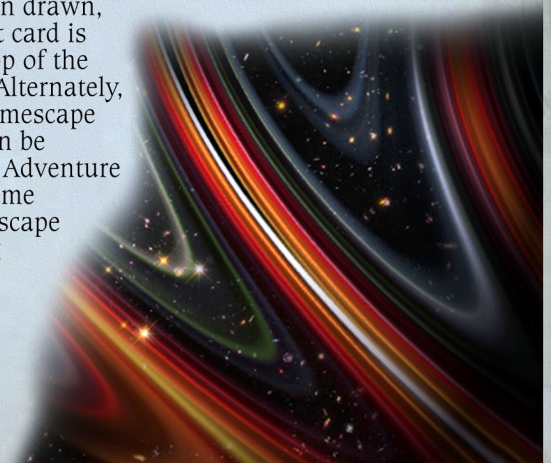
The use of the 4 new Alternative Ending Cards is optional, and players should agree whether or not to use them before starting the game.



## THE TIMESCAPE ICON

Cards in *The Timescape* expansion are marked with an **Expansion Symbol** to differentiate them from the cards in the base game.

Additionally, some of the new Adventure Cards are only used if the Timescape board is being used. In addition to the expansion symbol, these cards are marked with a **Timescape Restriction icon**, which appears near the card's title. If the Timescape board is being used, players encounter these cards as normal. If the Timescape board is not being used (see “Setup” and “Using Only Portions of The Expansion” later on), cards marked with a Timescape restriction icon near their title are discarded when drawn, and a replacement card is drawn from the top of the Adventure deck. (Alternately, all cards with a Timescape restriction icon can be removed from the Adventure deck before the game begins if the Timescape board is not being used.)







## SETUP

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

1. Shuffle the new Adventure, and Spell Cards into their respective decks.
2. All Timescape Purchase Cards are placed faceup beside the board.
3. Take the new Timescape board and place it next to the main Talisman board. Shuffle the Timescape deck and place it next to the Timescape board.
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 Timescape* 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 may be used without including the new other cards or the Timescape board.

## EXPANSION RULES

When playing *Talisman* with *The Timescape* expansion, the basic rules of playing *Talisman* are unchanged, and the game is still won by reaching the Crown of Command and eliminating all other players. The only new rules needed are for entering and exploring the Timescape Region. These rules are found below.

## PLAYING IN THE TIMESCAPE

There are three very important differences between the Timescape and the other Talisman boards. These are explained in detail in the body of the rules, but here is a summary:

1. Cards only ever affect the Character who draws them; they never affect any other Characters.
2. Cards are always discarded after they have affected the Character who drew them; they are never left on the board. This does not apply to cards which a Character is allowed to keep.
3. Characters never encounter other Characters in the Timescape; if you land on the same space as another Character, follow the rules for the space rather than encountering them.

## ENTERING THE TIMESCAPE

There are five ways to enter the Timescape:

1. You may use a Warp Gate Spell.
2. If you draw the Horrible Black Void card when using the Alternative Ending cards from Talisman the Adventure, you must move your Character immediately to the Warp Gate space on the Timescape board. All Followers and Objects are retained. Return the Void card to the Alternative Ending Card stock pile.

3. You may attempt to enter the Timescape with the help of the Mystic, Enchantress or Warlock on the main board:

If you visit the *Mystic* or *Enchantress* and wish to enter the Timescape, roll two dice instead of the normal one. If the score is equal to or less than the sum of your starting quotas of Strength and Craft, you are found worthy and a Warp Gate is opened for you. Move your Character immediately to the Warp Gate space. If you fail, end your turn.

The Warlock may open a Warp Gate for you for a fee. Instead of rolling for a Quest, roll on die:

- 1-3) Ignored
- 4) Pay 1 Follower
- 5) Pay 1 Magic Object
- 6) Pay 2 gold

If you have the fee, you must pay it and move your Character immediately to the Warp Gate space. If you do not have it, you are ignored and end your turn.

You may visit the Mystic, Enchantress or Warlock any number of times to attempt to enter the Timescape, but may only have one attempt per visit.

Characters who have been transformed into Toads may visit the Mystic or Enchantress, but must roll a 2 on two dice to enter the Timescape. The Mystic or Enchantress will only send you to the Timescape once each. The Warlock will send you there any number of times - as long as you can pay his fee!

Any character who enters the Timescape must leave behind any *Mule*, *Horse and Cart*, *Warhorse*, or *Riding Horse*, in the space they entered from. *The Poltergeist* must likewise be discarded.

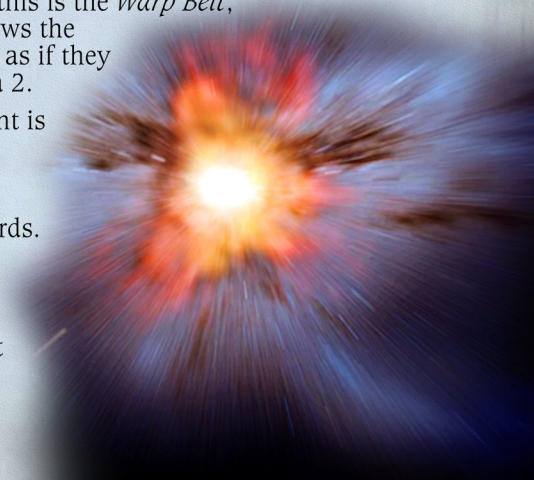
## MOVEMENT IN THE TIMESCAPE

The Spaces in the Timescape are joined by different coloured Warp Lines. In your turn, roll a die and consult the **Movement** table on the board to see which Warp Line you move along. Note that movement along the Warp Lines is one way only (in a clockwise direction).

Characters have no control over their movement; they are being randomly drawn to different locations by forces they cannot control or understand. No Character may use Followers, Objects, Spells or Abilities to affect where they move. The only exception to this is the *Warp Belt*, which always allows the character to move as if they had rolled a 1 or a 2.

No other Movement is possible except as instructed on the Timescape Board and Timescape Cards.

If you draw an Adventure card, ignore any instructions about movement.







## LEAVING THE TIMESCAPE

Some Timescape encounters grant characters the opportunity to exit the Timescape and return to the main game board. Other than these encounters, the only way to leave the Timescape is to reach the **Vortex**, and roll a die.

## ADVENTURE CARDS

When you land on a Timescape space you may be instructed to draw an Adventure card. In this case, draw the top card from the Adventure card deck used in the normal Talisman game. You cannot use a Special Ability to draw extra or look at Adventure Cards. The following rules apply to the instructions on the card:

- Ignore any instructions to do with the movement of your playing piece.
- Adventure cards drawn in the Timescape only affect the Character who draws them. They never affect any other Characters, even if they are in the same space.
- All Adventure Cards which are drawn in the Timescape and not kept by the Character are discarded after the instructions have been followed - no matter what the card may say. Cards which are abandoned in the Timescape are also discarded.
- If you draw a Horse, Mule, Horse and Cart, Warhorse, Poltergeist, Arena or Blizzard, discard it. Do not draw another card.
- If you draw a Dungeon Door, discard it and draw another card.
- If you draw the Hermit, discard him and gain 1 Talisman.
- If you draw the Pool of Life, Magic Stream or Fountain of Wisdom, discard it and add one to your appropriate attribute.
- If you draw the Raiders, discard it along with all of your Objects and gold.

## TIMESCAPE CARDS

Timescape Cards and Adventure Cards are kept separate. Make sure that you draw from the right deck whenever you are instructed to draw a card.

Also, note that Timescape Card Enemies are all designated as Aliens. Therefore, items or abilities which pertain to some other specific type of Enemy (Monster, Spirit, etc) will not work on them. Aliens which fight with Strength, or Craft however, can be saved for trophies by any Character who defeats them. Timescape cards are encountered in the following order:

1. Hand of Fate
2. Enemy-Alien (Strength)
3. Enemy-Alien (Craft)
4. Object
5. Follower

As with Adventure cards, any Timescape cards must be discarded after the instructions on the card have been followed, unless the Character is allowed to keep the card.

## SPELLS AND MAGIC OBJECTS

You may only use Spells in the Timescape against Adventure cards that you have drawn. You may not cast spells at any other time. Similarly, Magic Objects will only work against Adventure cards, and may not be used at any other time.

If you find a Magic Object in the Timescape you may keep it, and it will work normally when you return to the main board.

## IMPRISONMENT

During play you may find yourself Imprisoned by the Sentinels. In order to escape, you must roll equal to or less than your Craft on 2 dice. The roll is made at the start of your turn. If you succeed, take your turn as normal. If you fail, try again next turn.

Regardless of the result of the roll, you will be released after you have missed 3 turns.

## 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, special abilities, and space instructions for the Timescape.

While playing (or playing against) a Character in the Timescape, the following restrictions apply:

- If you land on a space containing another Character you may not encounter them. Follow the instructions for the space instead.
- Character in the Timescape cannot affect or be affected by other Characters in any way. Nor can they be affected by the main Talisman Board or by cards drawn there. Only the Timescape cards and those cards which are drawn as instructed by the Timescape Board may affect characters in the Timescape.
- Characters may not use ranged weapons to attack other characters in the Timescape.
- The *Dragon King* or similar Alternative Ending Creatures cannot Teleport into the Timescape. If there are no Characters on the main board, these cards must remain at the Crown of Command space until a Character returns to the main board.

- When using the Timescape, the *Ancient Artifact* is considered an Object, not a Magic Object.
- The Transmute spell will affect any Object card if the Transmute spell is cast upon it.
- If a Follower fights the *Warp Demon*, or *Aliens* encountered on Death World, the Character does not receive the trophy to their Strength or Craft.
- When a Toad enters the *Fourth Dimension*, he immediately reverts to normal. If, while in the Fourth Dimension, you are turned into a Toad, you will remain a Toad only until the end of that turn.
- A Warp-Belt or Jet Pack may be taken into the Dungeon but will not work there.
- An Anti-Grav Platform may be taken into the Dungeon and will work as normal.
- Timescape Purchase Cards are only available in the Timescape; on the Timescape Board, by cards drawn there, or by Timescape cards which are drawn as instructed in the main game.
- If any rule problems occur, the official rules apply.

## CREDITS

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

