

Talisman 2nd Edition

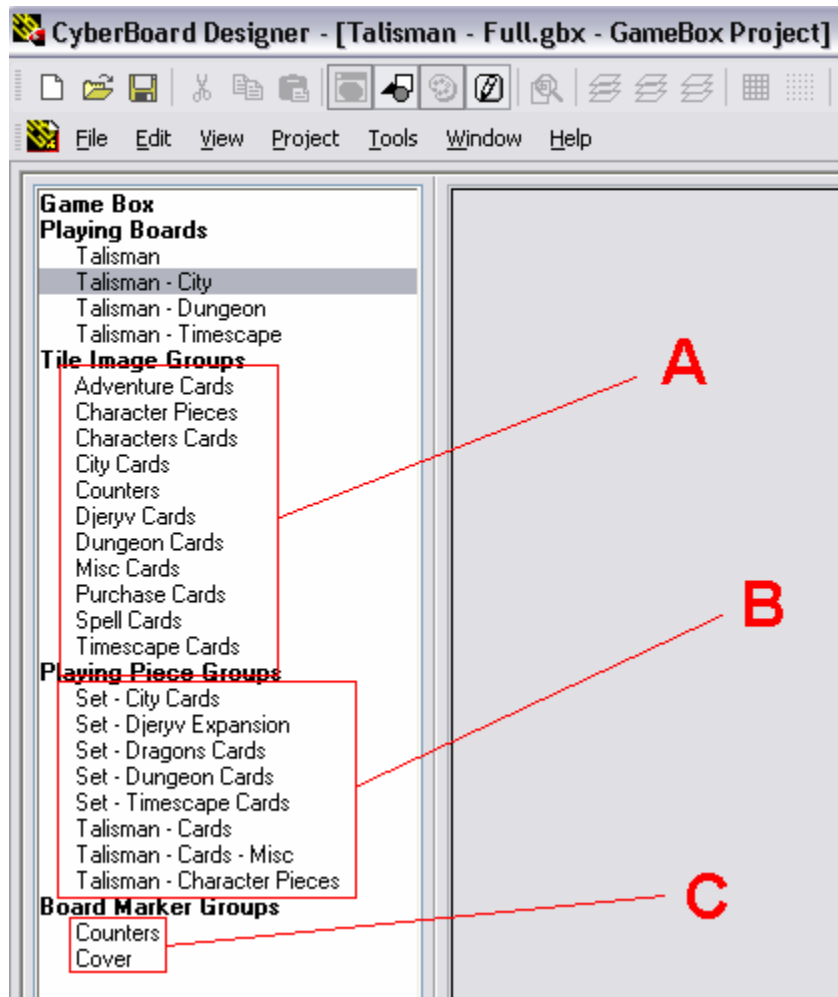
Cyberboard Version

- 2. Gamebox Information
- 4. Creating Scenarios
- 12. Loading & Ending Turns
- 15. Rules For Rolling The Dice
- 18. Working With Spell Cards
- 20. Example Email To Start A New Game

Gamebox Information

There are two gamebox files with this Cyberboard version of Talisman. There is the Basic and the Full. The Basic has only the main Talisman board, Far Outer Region, Djeryv Cards, Adventure & Expansion. The Full has all the Expansions for Talisman (including Dragons), Far Outer Region, White Dwarf Cards & Djeryv Cards.

In the Cyberboard Design program, you will see all of this in the Full version of the gamebox...



- A. These are the tiles used to make the cards in section B & C.
- B. These are the cards used in the game. You will notice they are separated by Expansion set. This helps when planning Scenarios later as you can pick which expansions you want to play with.
- C. These are the Counters (strength, gold, life, craft). They are Board Markers because you are allowed as many as you want while you play Talisman. You don't discard them, but simply right click on them and DELETE them. The Cover Marker is the tile you will use when planning Scenarios. If you do not

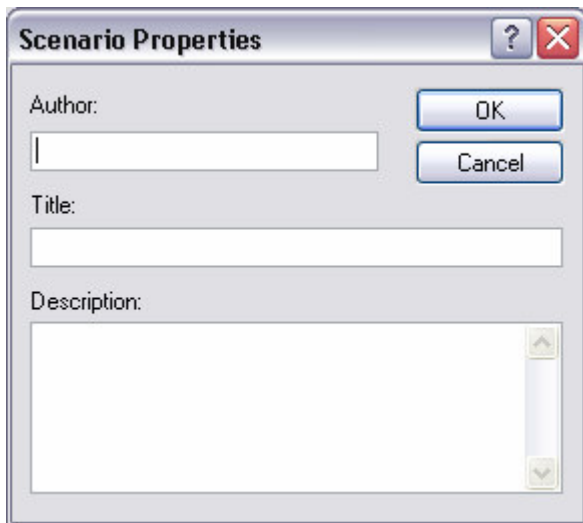
want to use the Far Outer Region, you would use this tile to cover that part of the board.

Creating Scenarios

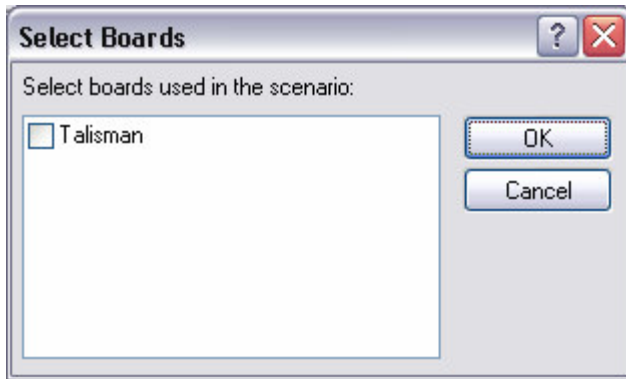
Scenarios are created as a way to determine cards, boards & number of players that can be saved to a Scenario File. This file can always then be used to start new Games.



You will see three sections in the left hand menu. The Game Scenario is just information on the scenario; Author, Title & Description.



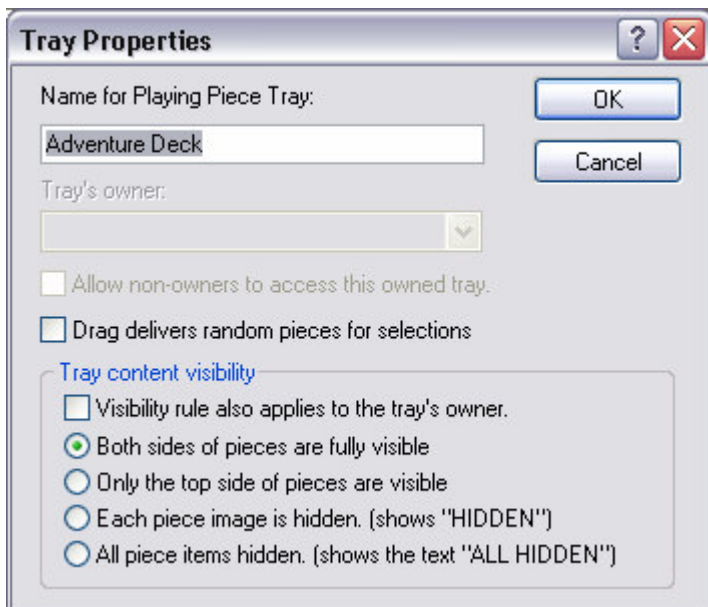
The Playing Boards allows you to specify what boards you will be using. This example is looking at the Basic set. If you were looking at the Full set, you would see boards like City, Timescape & Dungeon. Simply check a box to use a board.



The Playing Piece Trays allow you to make card decks. I simply use a name like “Adventure Deck”. You don’t need to make a Playing Piece Tray for Counters because they are Board Markers and they are already set to use during play.

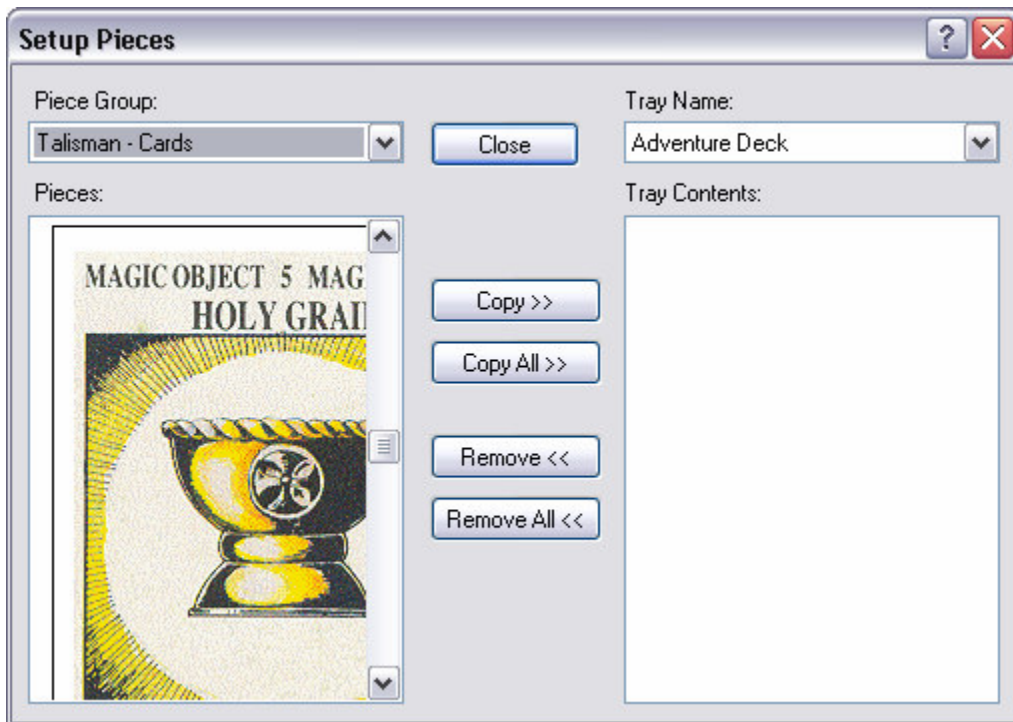


If you right click on the newly created deck and select PROPERTIES, you will see the following window...

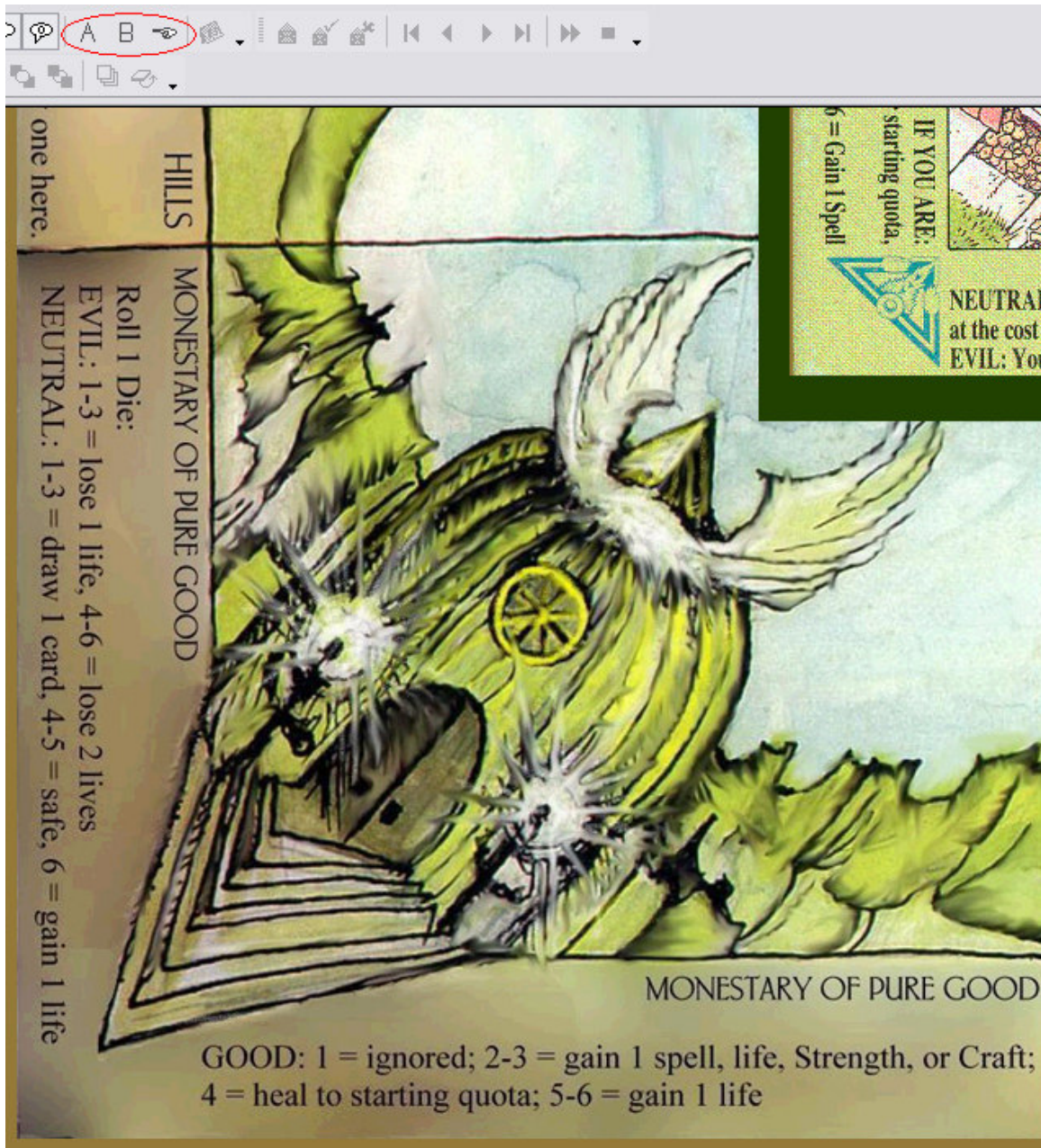


Here is one of my favorite parts of Cyberboard. By checking the “Drag delivers random pieces for selections” will take a random card out of the Adventure Deck when a player takes one. You would obviously not set this on things like a Purchase Deck. The

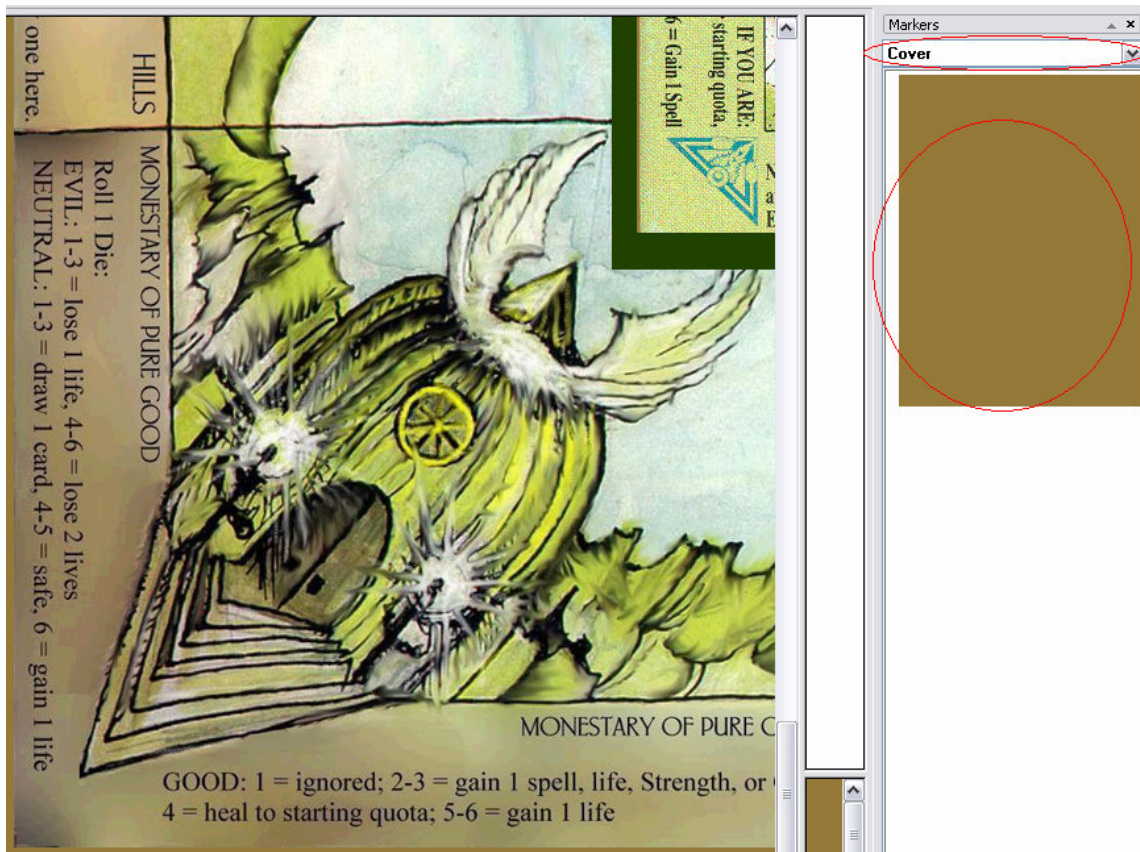
Visibility Rules can be important. They are pretty self-explanatory. I normally don't use these settings unless I am creating Sorting Decks for players to use, which I will explain later. After you create the deck, double click it. You can now add cards to this deck. You may have to go to a couple of places to get cards. For example, you may have to get the regular Talisman Adventure Cards for this deck. You may also have to go to the City Cards and get the River Barge and Patrol Adventure Cards. You may also have to go to the Dungeon Cards and get the Dungeon Doorway Adventure Cards. It depends on the expansions you are playing with.



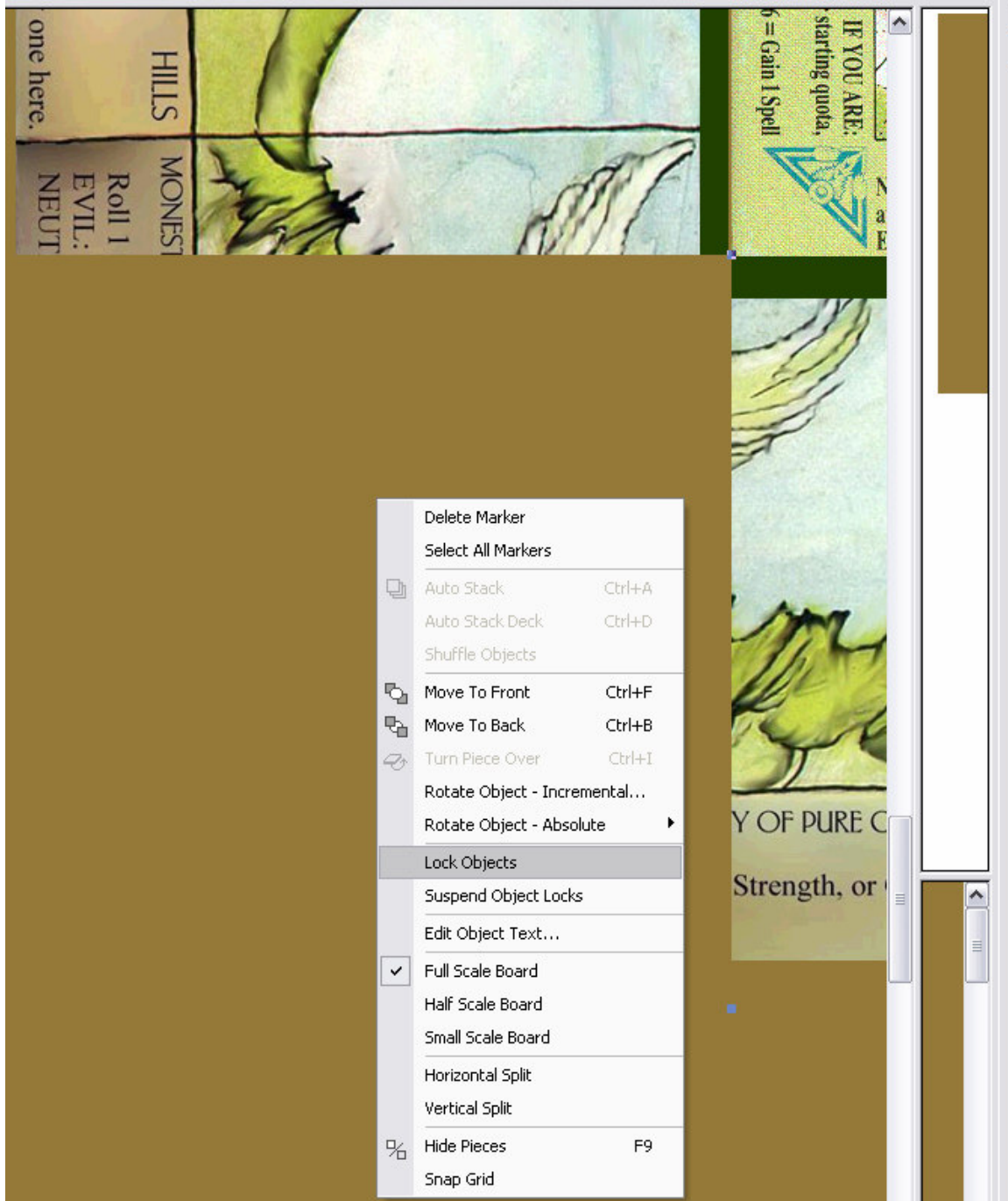
If you open up the Talisman Board, you will see something like this...



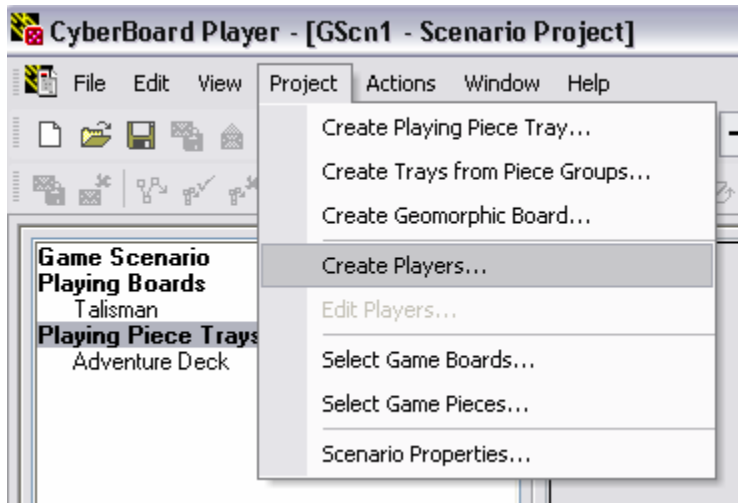
Notice the red circle on the top left. The “A” and “B” allow you to have 2 different card decks open at once. The next symbol represents Board Markers. Press that to get your Board Markers open. Select the COVER Markers at the top right...



Notice the big brown square below that. That is your Cover Marker. You will use this to cover the Far Outer Region if you do not wish to use it. Just drag and drop it over on the board. Position it to where you want it, then right click on the Marker and select Lock Objects. This will keep the Marker in place during play. Keep doing this around the board until the Far Outer Region is covered. It may seem like a pain, but if you save the Scenario File, you don't need to do it again for that Scenario.



To create players, go to PROJECT and select CREATE PLAYERS. You can have a total of 8 players for Cyberboard.



Once you have players created, I like to make Sorting Trays. These trays are used by players for different reasons. Most common are the instructions to go through a deck and pick what you want. For example, you get instructions to go through the Spell Deck and pick a Spell of your choice. You would open 2 trays; the Sorting Tray and the Spell Deck. You would drag all the Spell Cards from the Spell Deck into your Sorting Tray. What this does is then allow you to look through the deck and pick what you want. When you select your Card(s), drag the rest of the cards back into the Spell Deck.



I name the Tray “Zorting Tray” (I know Sorting is spelled with an “S” but using a Z puts it at the bottom of the Tray list, which helps during game play). Set a Tray Owner to one of the players and set the Visibility Rules to “All piece items hidden”. Make one tray for each player. These trays will allow the player to privately go through the deck without the other players seeing the cards.

When you are done, save and close the Scenario. Now you may do a new Game. When you do a new Game, you will be allowed to change the player names to something like “Joe” instead of “Player A”.

Here are some pre-made Scenarios...



These are set for 2 players. You can simply open each one and edit them for more players (be sure to make more Sorting Trays). You will notice the letters after the word “Talisman”. They are deciphered below...

D = Dungeon

C = City

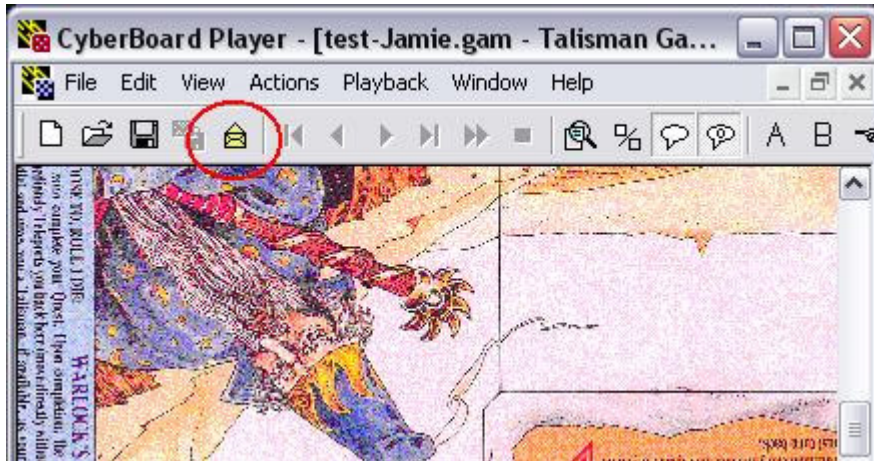
T = Timescape

FO = Far Outer Region

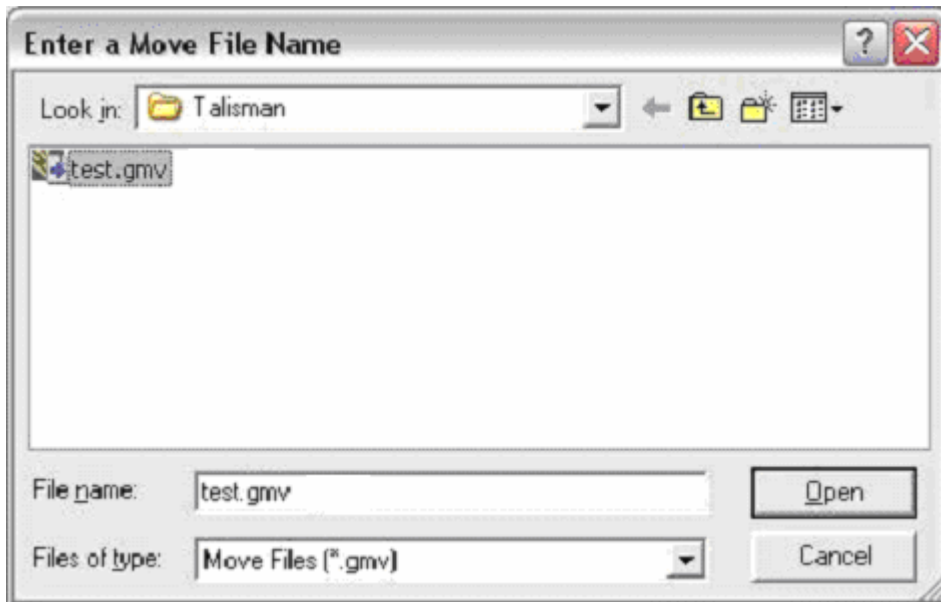
The first one in the list is just plain old Talisman with the Adventure & Expansion.

Loading & Ending Turns

You should get a GMV file emailed to you that you would load into your game session with the circled button below.



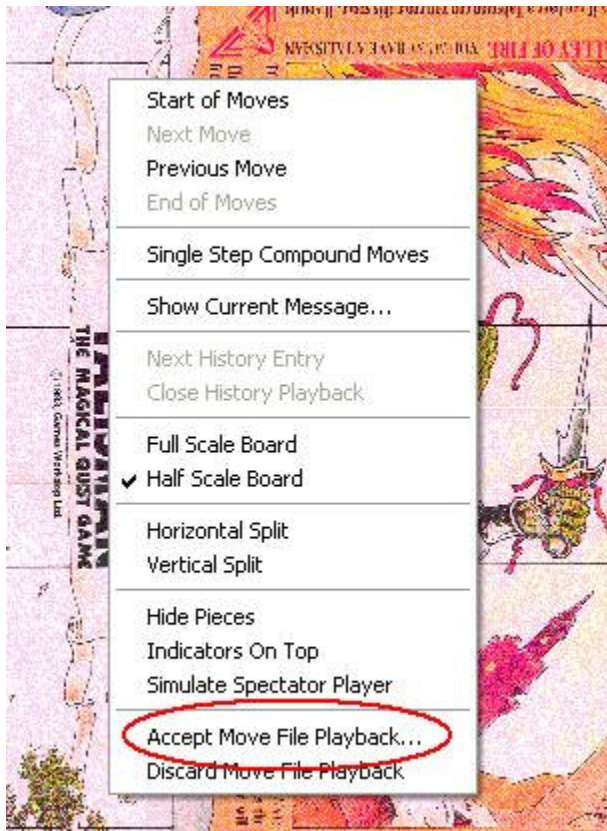
After you click the button...select the GMV emailed to you.



After you load the file...these two options will be available. The one on the left is the “play one at a time” button and the other is the “play immediately to the end of the turn” button. To get an accurate portrayal of the moves made by the player, use the left one.



After you are done watching the moves, you have to accept the move file. Right click on the game board and select "Accept Move File Playback".



It will ask you if you are sure. Click YES.



Now...if it is your turn...you may take it. Otherwise, wait for the next player's GMV file and repeat the steps. If it is your turn, take your moves and click on the button below.



This will create a GMV file that you need to email everyone in the game. Select a name like the example below.



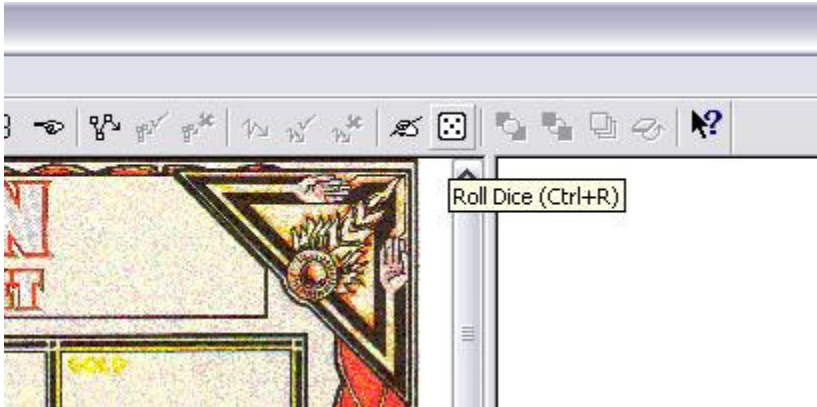
After you save your move file, you may close Cyberboard. It will ask you if you want to save your game...click YES.

Remember:

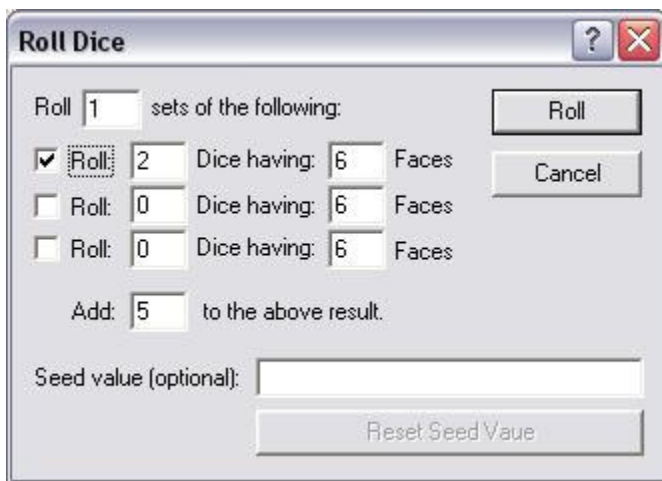
1. Always load all GMV files in the order you get them.
2. Always email your GMV files to EVERYONE in the game.

Rules For Rolling The Dice

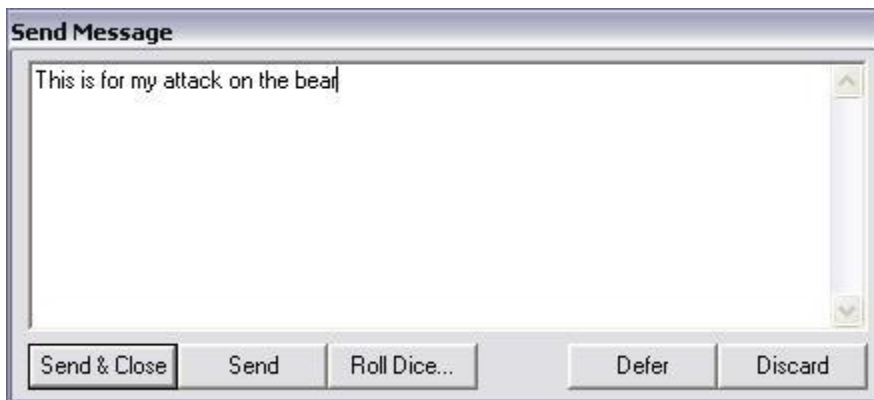
Step 1: Click on the Roll Dice button at the top of the screen.



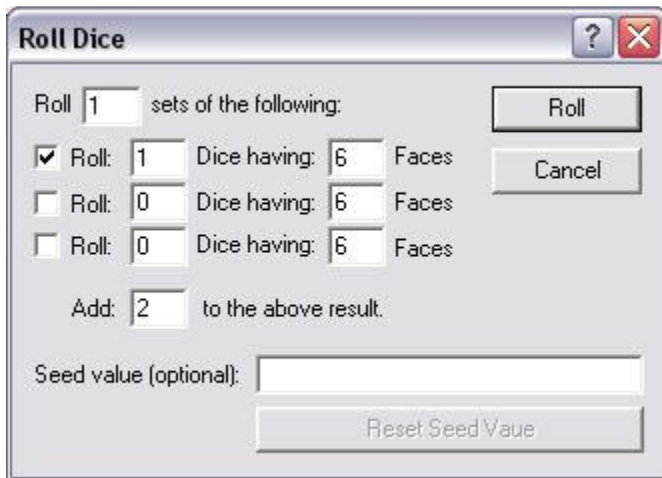
Step 2: Press the CANCEL button.



Step 3: Type in a message stating what the roll is for. Then click the ROLL DICE button.

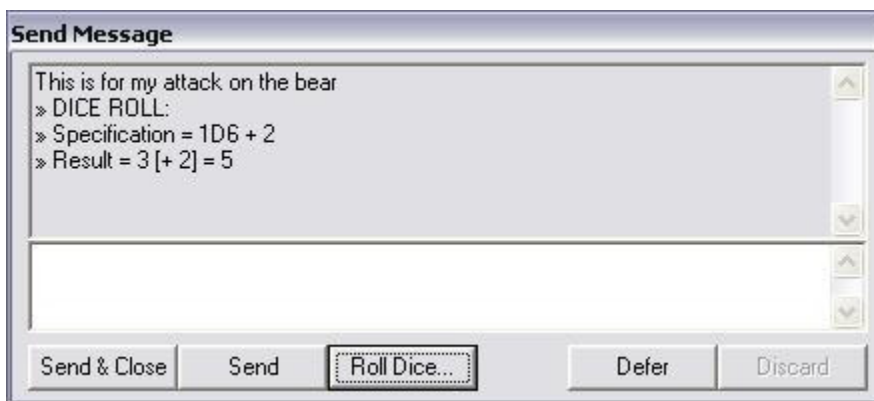


Step 4: If you need to...change the number of dice you are rolling and put any Strength or Craft bonuses into the ADD field at the bottom. Then click on the ROLL button.



The 'Roll Dice' dialog box has a title bar with a question mark and a close button. It contains a 'Roll' button and a 'Cancel' button. The main area has a 'Roll' field with the value '1' and the text 'sets of the following:'. Below this are three rows of dice specifications, each with a checkbox, a 'Roll' field, a 'Dice having' field, and a 'Faces' field. The first row is checked and has '1', '6', and 'Faces' respectively. The second and third rows are unchecked and have '0', '6', and 'Faces' respectively. Below these is an 'Add' field with the value '2' and the text 'to the above result.'. At the bottom is a 'Seed value (optional):' field and a 'Reset Seed Value' button.

Step 5: That's it. Now you may continue rolling for other situations starting from Step 3. When you are done, click the SEND & CLOSE button. If after you do a SEND & CLOSE you find out you need to do another roll...start from STEP 1.



The 'Send Message' dialog box has a title bar. It contains a text area with the following text: 'This is for my attack on the bear', '» DICE ROLL:', '» Specification = 1D6 + 2', and '» Result = 3 [+ 2] = 5'. Below the text area is an empty text field. At the bottom are five buttons: 'Send & Close', 'Send', 'Roll Dice...', 'Defer', and 'Discard'. The 'Roll Dice...' button is highlighted with a dashed border.

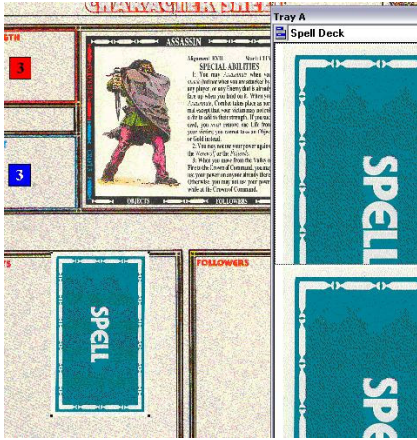
Rules:

1. Specify what creature you are attacking during your roll.
2. Specify what creature is attacking you during a roll.
3. If you have to roll for items, followers, strangers, ect...specify which roll is for which card.
4. When combating another player...first email the player that you are attacking them and ask if they want to perform any special actions that may help them in combat. You will ultimately roll for the other player so specify which roll is for which player. This is also for any spells you cast at someone. If it requires the other player to roll the dice...you will do so for them – specifying what the roll is for.

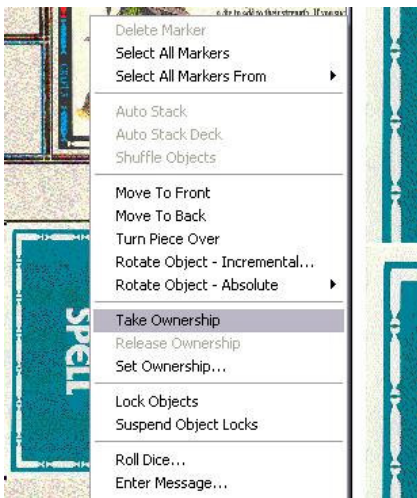
5. If, during your turn, you have a card that would affect someone else's followers, items, or spells (which require a roll of the dice)...you will perform the roll for each of their cards that are affected. Remember to specify which roll is for which card.
6. Remember to use the ADD field during a roll. You can use this with either a whole number or a negative number. It would be easier if you just use whole numbers. For example...if you have a Strength of 6 and the bear has a Strength of 2 – that would mean that you have a +4 for that combat roll ($6 - 2 = 4$). If you have a Strength of 6 and the giant has a strength of 8 – that would mean the giant has a +2 for that combat roll ($8 - 6 = 2$).

Working With Spell Cards

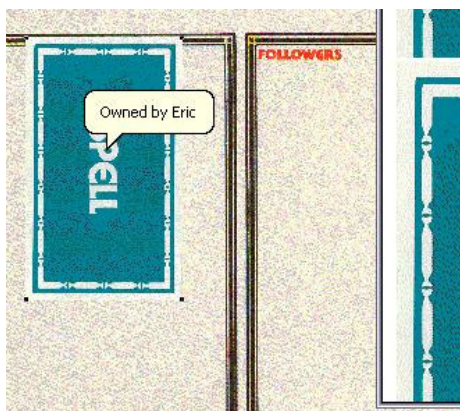
Open the Spell Deck and drag and drop a spell onto the game board (preferably next to your character sheet).



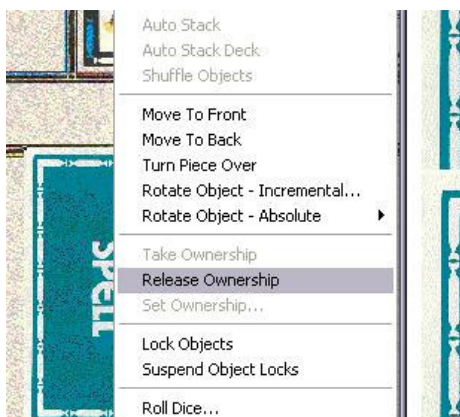
Before turning it over, right click on the card and choose “Take Ownership”



Now when you hover over the card, you will see that you own it (or in this example, Eric owns it).



Now you can flip the card over and keep it face up because everyone else will see the back side of the card no matter what. When you are going to cast it, right click on it and select “Release Ownership”. Then make sure that it is face up (if it is not already) so everyone can see what spell you are casting.



After you are done, discard the spell.

If you lose the spell for some reason and have to put it on the discard pile, just discard it without changing ownership. It will change to “no one” after you put it on the Spell Deck.

If someone gets to take the spell from you to keep, release ownership and slide it next to the player’s character sheet so they may take ownership at their turn. No player is allowed to turn over other player’s spell cards.

Example Email To Start A New Game

All,

Attached are each of your game files. Take the one that belongs to you. Then take the Djeryv.GMV file - that is my move file. Use the CBPLAY.EXE to open up the GAM file that belongs to you and load up my GMV file to watch my moves and dice rolls.

I started the game by choosing my character. Here is what you do:

- 1. Jamie goes next. He picks his character, sets him up, and saves his move, then emails us the move file.*
- 2. Brian goes next. He picks his character, sets him up, and saves his move, then emails us the move file.*
- 3. Then Eric goes. He picks his character, sets him up, and saves his move, then emails us the move file.*

Everyone gets emailed your move file.

Here is the order of events when it is your turn.

*Take 5 character cards and pick the one you want. Then discard the rest.
Choose all the counters you need for Strength, Craft, Gold, & Lives
Choose your Character Piece and place him in their starting point.
Roll a set of 2 six sided dice.
Roll another set of 2 six sided dice.
Save and send your move file to the rest of us.*

The dice roll is to see who goes first. The first roll is the major concern. Whoever gets the highest number goes first. If there is a tie, then the second number will be used between the players that are tied to determine who goes first. Whoever gets the highest, take the first turn and we will go in alphabetical order from there (using first name). So if Eric wins the roll, then he goes first, Jamie goes second, Brian goes third, then Djeryv goes last...then back to Eric.

NOTE!!!

You must discard cards to the appropriate piles. If it is a City card, discard in the City Deck, ect. If the cards in the deck are face up, discard the card face up. If the cards in the deck are face down, discard face down.