

Talisman Contracts Rules

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(C)2001 Talismanic Creations

Setting Up

1. Shuffle the Contract Shop City card into the City deck.
2. Shuffle the Contract cards and set them near the City Board.

Using Contracts

1. Characters who land on the Contract Shop can select one of the two options listed on the card - get a contract or withdraw of one.
2. A character may only ever have one contract at any given time. In order to get another, the character must visit the Contract Shop and withdraw from the current contract. He must then leave the space and come back in order to get a new one.
3. Contract payments are made on the spot. A character does not have to move back to the Contract Shop in order to get paid.
4. If a player forgets to take his contract payment before the next player begins his turn, he loses the payment.
5. When all the Contract cards have been drawn, characters may not get any more. When all Contract cards have been withdrawn from and discarded, remove the Contract Shop from the board.