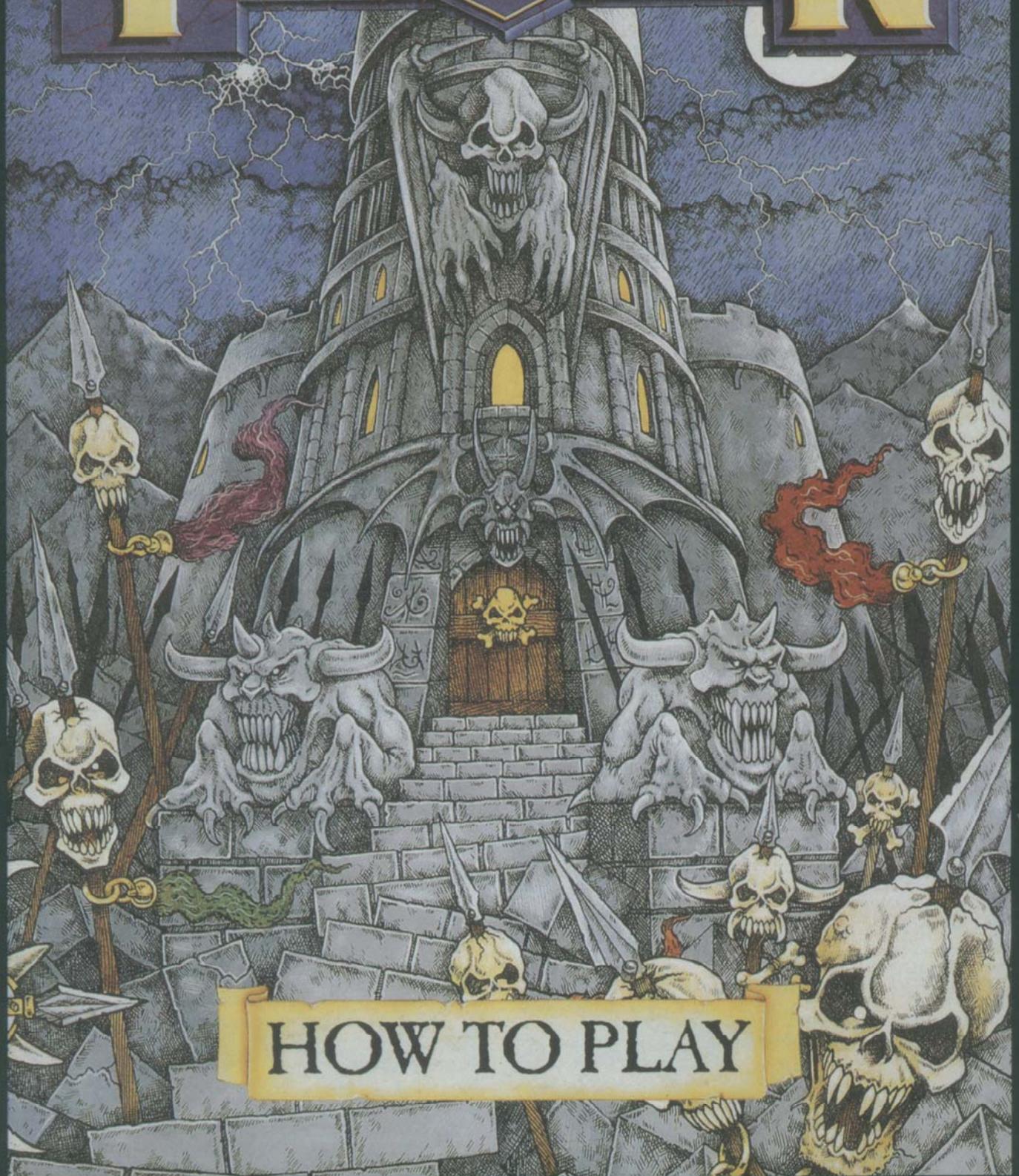


TALISMAN



HOW TO PLAY

THE GAME OF TALISMAN

You are an adventurer on a quest to retrieve the fabled Crown of Command from its fearsome guardian, the Dragon King, so you can become ruler of the land. On your journey you will encounter powerful enemies, discover friends and magical objects, and meet strange beings. Finally, when you have gained sufficient power, you can confront the Dragon King in your bid to secure the Crown of Command.

WINNING THE GAME

The Talisman® fantasy board game can be played by up to six players. The object of the game is to journey to the Wizard's Tower at the centre of the board, defeat the Dragon King and win the game. Players should first spend some time adventuring in the outer and inner regions to build up their abilities until they feel they are powerful enough to enter the Tower. Generally speaking, only characters with a strength or craft of 10 or more should consider entering the Wizard's Tower.

COMPONENTS

Your copy of Talisman should include the following components:

The game board.

11 Character Citadel miniatures.

10 Slottabase® stands for the above.

11 Character cards.

129 Adventure cards.

30 Spell cards.

40 Purchase cards.

5 Tower cards.

6 Talisman cards.

6 Toad cards.

30 Strength counters (red).

30 Craft counters (blue).

30 Lives counters (green).

20 Experience Point counters (purple).

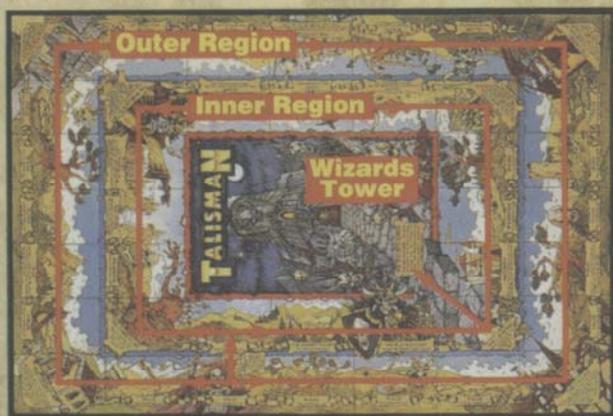
32 Gold (plastic) Coins.

12 Alignment markers.

6 Toad counters.

6 dice.

Game Board: The game board shows the magical land of Talisman. It is split into a number of *Spaces*, and is further divided into three *Regions*. At the centre of the board lies the *Wizard's Tower*. The squares that lie between the Wizard's Tower and the river are the *Inner Region*. The squares on the far side of the river are the *Outer Region*.



Character Cards & Character Playing Pieces: The Character Cards detail the different Characters in the game and their special abilities. Each character card has a corresponding plastic playing piece which is used to represent the characters on the board. Before the game starts the plastic playing pieces should be carefully removed from their sprues and fitted into the plastic 'slotta-bases' provided.



Cards: Talisman includes over 200 different cards. These are split into six different decks: Adventure cards, Spell cards, Purchase cards, Tower cards, Talisman cards and Toad cards. At the start of the game the cards should be carefully sorted into their different decks, and each deck given a good shuffle.



Counters: The cone-shaped counters are used to keep track of the characters' Strength (red), Craft (blue), Lives (green) and Experience Points (purple). They are placed in the appropriately coloured box on the player's character sheet. Each small counter is worth one point, and each large counter is worth 5 points. Different sized counters of the same colour can be swapped at any time (ie, you could swap 5 small green counters for one large green counter, or vice versa, but you may not swap green counters for red ones, etc):



Gold Coins: The Gold Coins are used to record the amount of gold pieces each character has. The value of each coin is shown on it. Coins of different values may be swapped at any time in order to make change (eg, you could swap one coin with a value of 5 for five coins with a value of 1, etc).

Toad pieces & Alignment markers: The Toad counters are used to replace the playing pieces of characters who have been turned into Toads by a magical spell. The Alignment counters are used to show a character's new Alignment if it changes during the game.



SETTING UP

Shuffle the *character cards* and deal one to each player. Each player receives *strength counters* equal to the starting strength for their character. These should be placed on the appropriate space on their character card. The same is done for *craft, lives* and *gold*. Next each player takes the *playing piece* that corresponds to their character, and places it on the starting space listed on their character card.

Shuffle the *adventure cards* and place them face down beside the board, then do the same with the *spell cards*. The *purchase cards* and *talisman cards*, along with the remaining counters, are placed to one side for use during the game.

CHARACTER CARDS

Your character card lists your character's starting strength, craft, lives and gold, as well as a number of special abilities that your character possesses. In any instance where a character's special abilities are at variance with the rules, the special ability takes precedence.

When you gain or lose counters or cards, they are added or removed from the character card as appropriate. With the exception of objects and spells, there is no limit to the number of counters or cards you may have.

Strength & Craft

Strength and craft represent how strong and intelligent your character is. Strength and craft can never drop below their starting levels. Bonuses to strength or craft gained from cards are *not* recorded with counters, but are added to your character's strength or craft when required.

Lives

Your character's lives show how physically fit the character is. If your character loses all its lives, it is dead and you will have to start with a new character in your next turn (see 'Death' below). During the game you will have the opportunity to regain lost lives. However, your character may never have its lives increased to higher than its starting value.

Alignment

Your character's alignment shows their personality. A good character is polite and law abiding, an evil character is a black-hearted villain, and neutral characters fall somewhere between these two extremes. If your character changes alignment, place an alignment counter on the character card to show the new alignment. If your character possesses any objects not permitted to the new alignment, those objects must immediately be placed face up in the space the character occupies.

Spells

In the magical land of Talisman anyone can use spells as long as they have enough craft. Some characters start the game with one or more spells, and new spells can be found by any character as they travel around the board. The maximum number of spells you may have at any one time is shown on the table below. You may *not* pick up a new spell if this would take the number of spells you have above this limit. If at any time you have more than this number of spells, then the surplus spells must immediately be discarded and cannot be cast. This is the *only* time that you are allowed to discard a spell card. The only other way to get rid of a spell is to cast it!

Total Craft	1	2	3	4	5	6 or more
Number of Spells	0	0	1	2	2	3

Spells are kept face down so that the other players cannot see them. The effect of each spell, and when it can be cast, is detailed on the individual spell cards.

Gold, Objects & Followers

As you travel around the Talisman board you will get the chance to collect gold, objects and followers by taking *adventure cards*. Your character can only carry a total of *four* objects, and any excess must be left in the space that the character occupies. You may choose which objects your character decides to keep. There is no limit to the amount of gold or followers your character may have.

Unless a card states otherwise, you may ditch gold, objects or followers at any time. Any items ditched are placed, face up, in the space occupied by your character and can be picked up by the next player to end a move on that space. Note that a character is *not* allowed to ditch spells.



PLAYING THE GAME

The owner of the game has the first turn. Play then proceeds round the board clockwise. When each player has had a turn, a complete round has been played. Each turn is split into two parts: first *movement* and then *encounters*.

Movement

The first thing you do in your turn is roll a dice to determine how many spaces your character *must* move. A character *must always* move, even if it starts the turn in a space with an adventure card or another character. The character may move either way round the board, but must be moved the full count of the dice roll. You are not allowed to back-track and enter a square for a second time when you move.

You may only cross between the outer and inner regions via the toll bridge, or if a card or space states that you may do so. For example, if you started at the chapel and rolled a 4, you could move four spaces to the hidden valley, crossing the toll bridge as you did so. However, every time you cross the toll bridge you must pay 1 gold. If you do not have the gold you may not cross!

You may only enter the Wizard's Tower from the causeway space. You must stop moving upon entering, even if you have some spaces of movement left over. If you start a turn in the tower, you *must* leave and travel round the inner region for a turn. You may not re-enter the tower on the same turn that you leave it.

Encounters

The second thing you do in each turn is resolve any *encounters*. You only have encounters in the space in which your character *ends* its move, or a space where it is moved as the result of an encounter. You *must* choose to either encounter the space itself *or* one other player who is in the space. If there are no other players on the space, you *must* encounter the space.

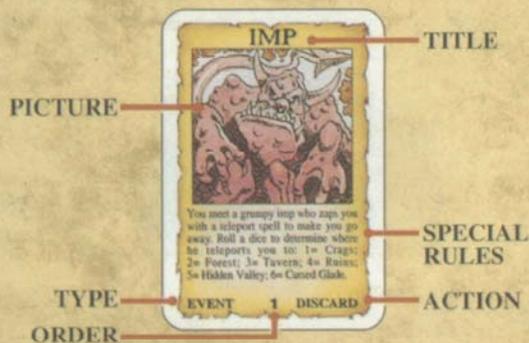
When you encounter a space, you follow the instructions on the space. If the space has one or more adventure cards already in it, follow the instructions for the space *first*, and then follow the instructions on the cards. Some instructions *must* be followed; others *may* be followed at your discretion.

If there is another character on a space where your character ends a move, you may choose to encounter them instead of the space and any adventure cards in it. Encountering another player takes one of two forms. You may either attack them (see 'Attacks' below) or use one of your character's special abilities on the other player.

ADVENTURE CARDS

Most of the spaces on the Talisman board instruct you to draw one or more *adventure cards*. Adventure cards are taken from the top of the adventure card deck and placed, face-up, in the space where they are encountered.

If there are any adventure cards already in a space, draw only enough new cards to take the **total** to the number indicated for the space. For example, if a space said 'Draw two adventure cards', but there was already one there, then you would only draw one new card to bring the **total** to two cards.



Adventure cards should be dealt with in the order determined by the number at the bottom centre of the card. The lowest number is tackled first, then the next lowest, and so on. In the case of a tie, you may choose what order to encounter the cards in.

The action in the bottom right corner of the card tells you what you must do:

Attack: The creature shown on the card attacks you (see 'Attacks' below). It remains in the space until it is killed.

Discard: Place the card on the discard pile after resolving its effects.

Keep: You may take and keep the card, subject to any restrictions printed on it (the Holy Lance may not be taken by evil characters, for example). Remember that you may not carry more than four objects at a time. If you do not take the card for any reason it remains in the space and will be encountered by the next player to land there.

Leave: Follow the instructions on the card and leave it in the space. It will be encountered again by the next player to land there.

ATTACKS

Attacks are split into two types: battles and psychic combats. A battle occurs when you are attacked by a creature whose strength is given, and a psychic combat occurs when you are attacked by a creature whose craft is given. If you decide to attack another player, then you can choose to either fight a battle or a psychic combat.

Battles

To resolve a battle against a monster, roll a dice and add your character's strength, plus any strength bonuses from followers or objects to the total. You may use any number of followers in the battle. You may also use any number of objects, though you may not use more than ONE of the following objects per battle: broadsword, battleaxe, doomsword, holy lance, bow.

Another player rolls a dice for the monster, and adds its strength to the score. If you have encountered more than one monster, they fight as one opponent adding their strengths together and adding one dice roll to the score.

If your score is higher, the monster is killed (discard the card). If the monster's score is higher, your character loses a life and your turn ends. If the scores are drawn, neither side is harmed and your

turn ends. Note that if you lose or draw, your turn ends *immediately*. Any adventure cards you have not yet encountered will be left in the space (guarded by whatever it was that you were fighting) to be encountered by the next player to land on the space.

Battles between players are resolved in exactly the same way. However, the winner of the combat can choose to take one object or one bag of gold from the loser instead of making them lose a life.

If you or any other player want to cast spells that will affect a battle, the spell must be cast *before* the battle is resolved.

Psychic Combat

Psychic combat is resolved in exactly the same way as a battle, except that craft is substituted for strength.

Experience Points

Every time you defeat an opponent in battle or psychic combat, you receive a number of experience point counters equal to the opponent's strength or craft. Take the appropriate number of counters and place them on your character sheet. Experience points are *not* gained for defeating another player.

Experience points may be exchanged at any time for an extra strength, craft, gold or life counter. You gain *one* counter of your choice for every *seven* experience points discarded. You may choose which type of counter to take.

TOADS

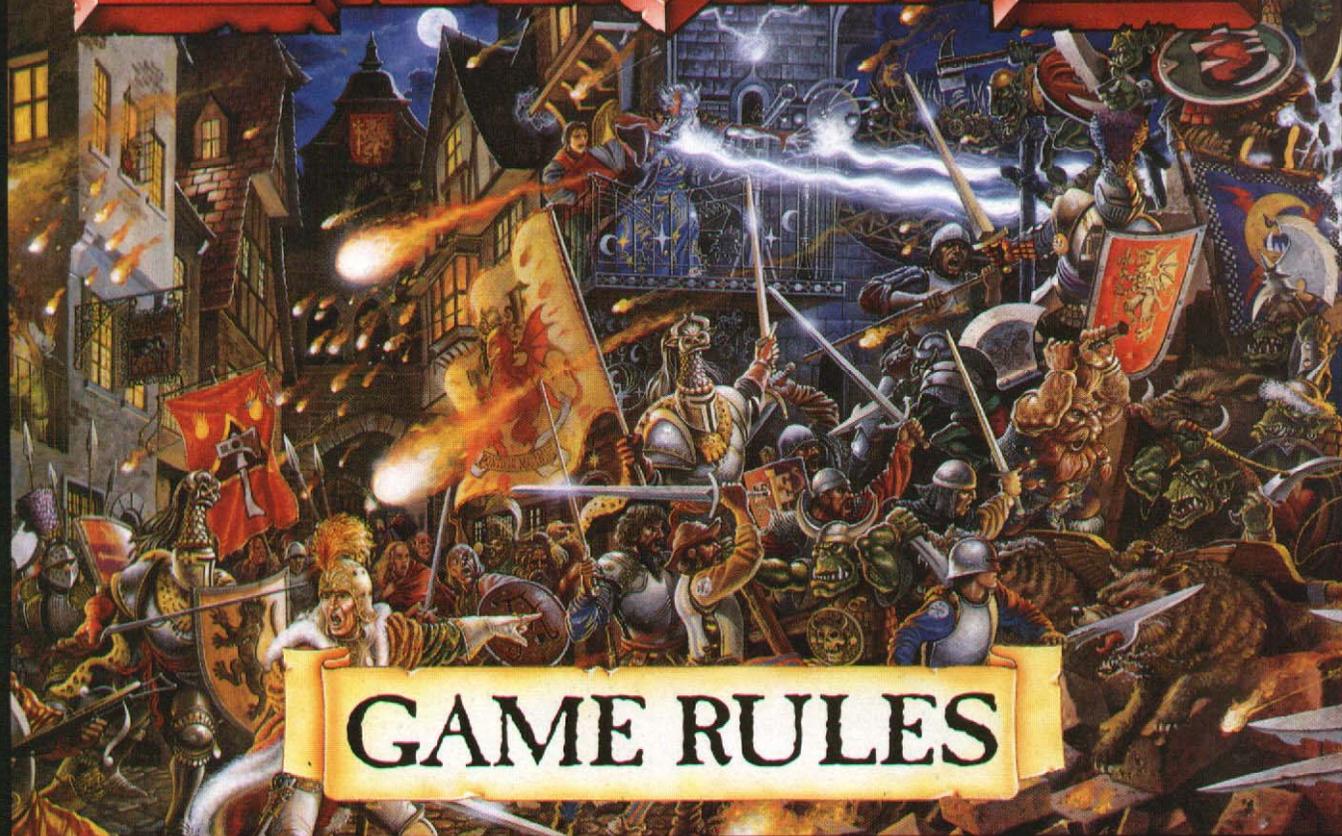
If you are turned into a toad you must take a toad card and place it on your character card. Follow the instructions on the toad card for as long as your character is a toad. When your character reverts to normal it regains its original strength and craft, but any lives it has lost are not regained.

DEATH

If your character loses all of his lives, he is dead. Remove your playing piece from the board, put any objects, followers and gold to one side for the moment, and return any other cards and counters to the appropriate stock piles. In your next turn you start with a new character drawn at random from the unused character cards. The objects, followers and gold that were put to one side are 'inherited' by your new character and may be used by them as normal. Any objects or followers that may not be taken by the new character must be placed on the discard pile.



TALISMAN[®] CITY OF ADVENTURE



GAME RULES

CITY OF ADVENTURE

Surrounding the land of Talisman are four great kingdoms which are known as the *Realms*. This expansion set allows you to enter two of these realms: the City realm of the Emperor, and the Forest realm of the deathly Wraith Lord. Each of these realms presents great opportunities as well as terrible dangers for those adventurers bold enough to enter them.

COMPONENTS

Your copy of City of Adventure contains the following components:

1 City board section	37 City cards
1 Forest board section	40 Forest cards
6 Character sheets	4 Adventure cards
6 Citadel miniatures	10 Special cards
6 plastic Slottabases [®] for the above	7 Purchase cards
1 Rules sheet	1 Realm dice

SETTING UP

Set up all the pieces from the Talisman game exactly as you would normally, then shuffle the extra Adventure cards provided with City of Adventure into the Adventure card deck from the Talisman game. Add the new Purchase cards to the Purchase deck, and also make sure that the new Character sheets are shuffled in with the Talisman character sheets.

Take the two new board sections, or *realms* as they are called from now on, and place them next to the main Talisman board as shown in the diagram overleaf. Shuffle the City and Forest card decks and place each near to the appropriate realm. Finally take the 10 Special cards and place them face-up beside the City board.

PLAYING THE GAME

The basic Talisman rules are unchanged, and the game is still won by defeating the Dragon King at the centre of the board. The only difference is that players may now move their characters into the new realms on the corners of the main Talisman board. Special rules apply to entering and moving within the realms. These are described below. In addition, when in a realm you must draw cards from the appropriate realm card deck, rather than the normal Talisman Adventure card deck.

ENTERING AND LEAVING THE REALMS

Each realm is connected to the main Talisman board at a specific space: the City connects at the *City Gates* space, and the Forest connects at the *Forest* space on the Talisman board. You may enter a realm simply by moving from the main board to the realm from the appropriate connecting space. However, your move ends as soon as you enter the realm, even if you had some spaces of movement left over.

To leave a realm, simply reverse the procedure, moving from the entry/exit space in the realm back to the connecting space on the main board. You do not have to stop moving when you move back to the main board, and must use up your full move as normal.

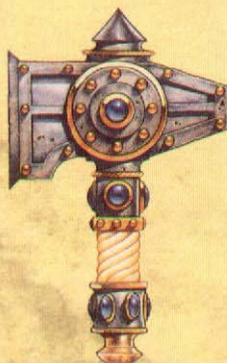
MOVING WITHIN THE REALMS

If your character starts a turn in a realm you must roll the special *Realm dice* to see how many spaces the character may move. The *Realm dice* is different from a normal six-sided dice in that it bears the numbers 1, 1, 2, 2, 3 and 4 instead of the normal 1-6 pips. You will notice that this means you move more slowly in the realms, which is as it should be because each realm is, in its own way, more difficult to move through than the normal board. Note that you only roll the *Realm dice* for movement. Use the normal six-sided dice for battles, psychic combat, or anything else that calls for a dice roll.



RED LINES

Some spaces on the City and Forest boards are divided from each other by red lines. A red line means that it is impossible to move directly from one space to the other – in other words your character may *not* cross a red line when it moves.



MOVING IN THE CITY

The following special rules apply to moving within the City realm.

1. Normally you are not allowed to change direction when you move. However, there are two squares in the City – The Wharf and Guild Street – where you *may* reverse direction if you wish. For example, if you were on the Street of Temples and rolled a 2 on the Realm dice, you could move one space into Guild Street, and then reverse direction and move one space back onto the Street of Temples.

2. If you enter any of the Building spaces on the City board you must stop moving, even if you have some spaces of movement left over. The following spaces are Building spaces: Doctor's Surgery, Armoury, Enchantress, High Temple, Horse Market, the Palace, Alchemist, Wizards Guild and Pawn Broker's.

3. You may never voluntarily move into the Jail space, though you may be *sent* there as the result of an encounter.

TITLES

In the City it is possible to be given special *titles* by landing on certain spaces or encountering certain City cards. The four titles are: King's Champion, High Mage, Sheriff and Master Thief. Each title is represented by a special card. Take the card if you are given the title. You may keep the card until another player is given the post. If this happens you must pass the card on to the new title holder.

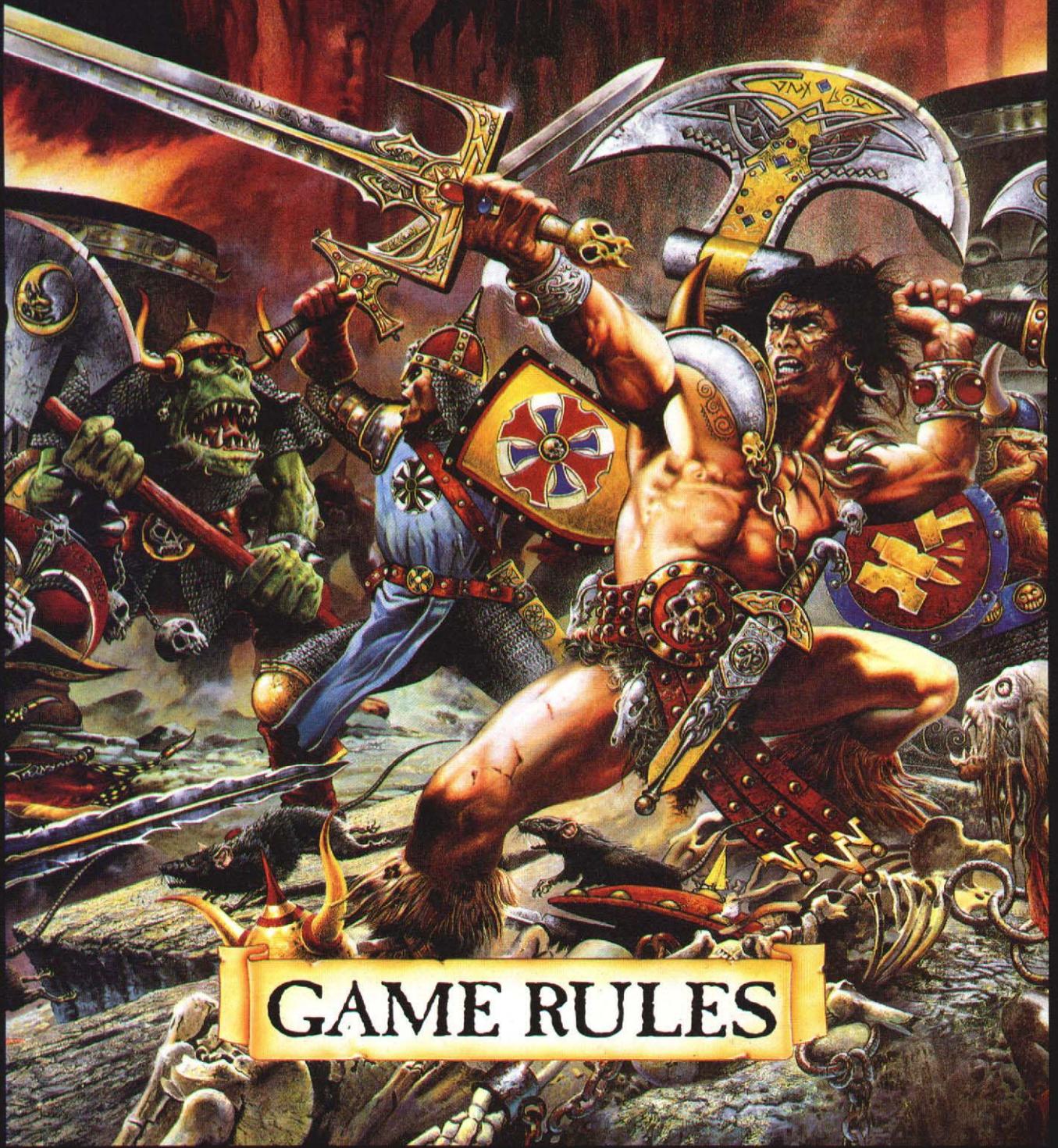
PURCHASE CARDS

City of Adventure includes new Purchase cards. Add these to the Purchase card deck at the start of the game. A number of spaces and cards allow you to purchase items from the Purchase card deck. In order to purchase an item simply pay the amount of gold listed below or shown on the space, and take the card from the deck. If there are no cards of the appropriate type in the deck then you may not purchase that item.

Purchase cards cost the following amounts of gold :

Water Bottle	1 gold	Helmet	2 gold
Broadsword	2 gold	Shield	3 gold
Battleaxe	2 gold	Armour	4 gold
Great Axe	3 gold	Mule	2 gold
Bow & Arrows	2 gold	Horse	3 gold
Quiver of Arrows	1 gold	Horse & Cart	4 gold

TALISMAN[®] DUNGEON OF DOOM



GAME RULES

DUNGEON OF DOOM

Surrounding the land of Talisman there are four great kingdoms known as the *Realms*. This expansion set allows you to enter two of these realms: the Dungeon realm of the dread Lord of Darkness, and the Mountain realm of the fierce Eagle King. Each of these realms offers great opportunities as well as terrible dangers for those adventurers bold enough to enter them.

COMPONENTS

Your copy of Dungeon of Doom should contain the following components:

- 1 Dungeon board section.
- 1 Mountain board section.
- 6 Character Sheets.
- 6 Character Citadel Miniatures.
- 6 plastic Slottabases® for the above.
- 40 Dungeon cards.
- 37 Mountain cards.
- 3 Adventure cards.
- 3 Runesword special cards.
- 1 Morak's Hammer special card.
- 1 Rules sheet.
- 1 Realm dice.

SETTING UP

Before setting up, shuffle the three extra Adventure cards provided with Dungeon of Doom into the Talisman Adventure card deck, then shuffle the six new character sheets in with the Talisman character sheets. When you have done this, set up all the pieces for the game exactly as you would normally.

Take the two new board sections, or *realms* as they are described from now on, and place them next to the main Talisman board as shown in the diagram below. Shuffle the Dungeon and Mountain card decks and place them near to the appropriate realm, and place the Morak's Hammer and Runesword special cards beside the Mountain realm board.



PLAYING THE GAME

The Talisman rules are unchanged, and the game is still won by defeating the Dragon King at the centre of the board. The only difference is that players may now move their characters into the new realms by the side of the main Talisman board. Special rules apply to entering and moving in the realms, as described below. In addition, when in a realm you must draw cards from the appropriate realm card deck, rather than the normal Talisman Adventure card deck.

ENTERING AND LEAVING THE REALMS

Each realm is connected to the main Talisman board at a specific space: the Dungeon connects at the *Ruins* space, and the Mountains connect at the *Crags* space. You may enter a realm simply by moving from the main board to the realm from the appropriate connecting space. However, your move ends as soon as you enter the realm, even if you had some spaces of movement left over.

To leave a realm, simply reverse the procedure, moving from the entry/exit space in the realm back to the connecting space on the main board. You do not have to stop moving when you move back to the main board, and must use up your full move as normal.

MOVING IN THE REALMS

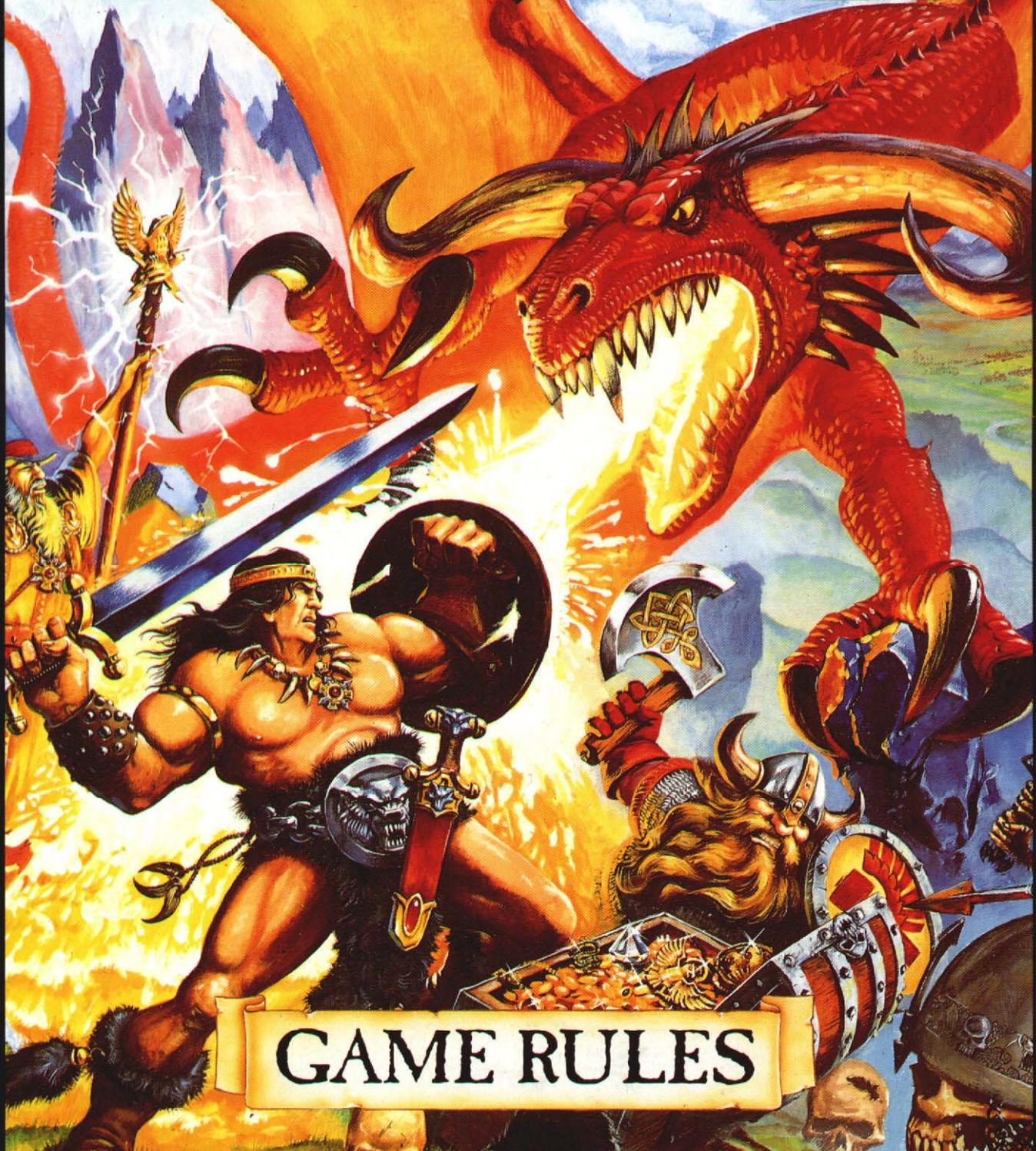
If your character starts a turn in a realm you must roll the special *Realm dice* to see how many spaces the character moves.



The *Realm dice* is different from a normal six-sided die in that it bears the numbers 1, 1, 2, 2, 3 & 4 instead of the normal 1-6 pips. You will notice that this means you move more slowly in the realms, which is as it should be because each realm is, in its own way, more difficult to move through than the normal

board. Note that you only roll the *Realm dice* for movement; use the normal six-sided die for battles, psychic combat, or anything else that calls for a dice roll.

TALISMAN DRAGON'S TOWER



GAME RULES

DRAGON'S TOWER

At the centre of the land of Talisman stands an ancient, ruined tower. In ages past it belonged to the Wizard who ruled the land, but now it is the lair of the ferocious Dragon King. This expansion set contains a new three-dimensional game board representing the tower, which is topped by an awesome plastic Citadel miniature of the Dragon King. Now, to win the game, you must battle your way to the top of the tower past hideous monsters and cunning traps, and defeat the Dragon King in mortal combat..



COMPONENTS

Your copy of Dragon's Tower should contain the following cardboard and plastic components:

1 self-assembly card Tower playing board

1 multi-part plastic Dragon King miniature

4 Character sheets

28 Tower cards

1 Rules sheet

1 Realm dice

4 Citadel miniatures – Alchemist, Astronomer, Sorceress and Chaos Sorcerer

4 plastic Slottabases® for the miniatures below

SETTING UP

Set up all the pieces from the Talisman game as normal.

Replace the Tower cards that came with the main Talisman game with the new deck of Tower cards provided with this expansion set. Put the original Tower cards to one side, you won't need to use them when you're playing with the Dragon's Tower expansion.

Shuffle the new Character sheets in with the other Talisman character sheets.

Before you start playing, you will need to construct the card Tower and assemble the plastic Dragon model. You will find full assembly instructions for both these models in the box.

Place the Tower on the main Talisman board so that the base of the model covers the Dragon's Tower space at the centre of the board. The Portal of Power space on the bottom layer of the Tower should adjoin the Causeway space on the main board. The Dragon King sits on top of the Tower.

PLAYING THE GAME

The basic Talisman rules are unchanged, and the game is still won by defeating the Dragon King. In the normal Talisman game, you fight the Dragon King on the turn that you enter the Wizard's Tower space. When you play with the Dragon's Tower rules, you now move your character through the Tower to reach the Dragon King at the top, which will probably take several turns.

There are special rules for entering the Tower, and for moving in it. In addition, when you are in the Tower, you must draw cards from the new Tower card deck, rather than the normal Talisman Adventure card deck.

ENTERING AND LEAVING THE TOWER

The Dragon's Tower is connected to the main Talisman board at the Causeway space. You may enter the Tower simply by moving from the Causeway space on the main board to the Portal of Power space on the Tower board. However, your move ends as soon as you enter the Tower, even if you have some spaces of movement left over.

MOVING IN THE TOWER

If your character starts a turn in the Tower you must roll the special Realm dice to see how many spaces your character may move. The Realm dice is different from a normal six sided dice, and bears the numbers 1, 1, 2, 2, 3 & 4 instead of the normal 1-6 pips. You will notice that this means you move more slowly in the Tower, which is as it should be because the Tower is, in its own way, more difficult to move through than the normal board.

Note that you only roll the Realm dice for movement; use the normal six sided dice for battles, psychic combat, or anything else that calls for a dice roll.

The following special rules apply to movement in the Tower:

1. The Tower is split into three levels. You may only move up or down levels at Stairway spaces. The 'Stairs Up' space on the bottom level connects to the 'Stairs Down' space on the middle level. The 'Stairs Up' on the middle level connects to the 'Dragon King' space at the top of the Tower.
2. Each level is divided by walls. You may only move through a wall if there is an open doorway. You may not move through a solid wall to the space on the other side.

Note that you are allowed to move in either direction in the Tower, you do not have to keep on climbing until you reach the top. You may leave the Tower if you wish by going back down to the Portal of Power and crossing back to the main board via the Causeway space.

WINNING THE GAME

In order to win Talisman you must battle your way to the top of the Tower, then defeat the Dragon King in battle or psychic combat (you may choose which). If you defeat the Dragon King you have won the game!

