

TALISMAN

Places



Many places in the Talisman world long to be explored - more than simply accepting the cards at face value, now you can fully explore some of these locales. Now getting lost can be a little more of a problem than just missing a turn...but who knows what might lurk in these unexplored places or what else you may find...

Components

6 Mini-Boards

Printing & Construction

Print the six boards on heavy cardstock or regular paper and affix to heavy cardstock.

Setting Up

Set the new boards aside until they are needed.

Game Play

During the game, if the Arena, Cave, Market, Marsh, Maze or Shrine place cards are brought into play, any character who encounters these cards (*instead of following the text on the cards*), moves immediately to the Enter space of that board.

In the case of the Shrine board, the player may choose which of the two Enter spaces to begin at.

The player immediately rolls to move on the new board. Players roll 1 die for movement on the new boards. (*Please note: some boards have special movement requirements or rules as listed in the center of each board.*)

A character may not leave the new board until he ends his turn on – and encounters – the Exit space of that board, at which time; his token is moved back to the main board – to the space which contains the appropriate place card.

If at any time, you are required to draw a card – draw cards from the Adventure Deck.

In the event that the place card for a new board is removed from play and characters are on those boards, they are immediately moved back to the main board – to the space where the place card was. Any cards left on the new boards are discarded and out of play.

Any event which affects the region where the place card exists, also affects characters on the new boards (*such as Pestilence, Evil Darkness, Blizzard, etc.*).

	<p>DRAGON LAIR</p> <p>Attacked by Dragon (Strength 7) Fight one Combat against the Dragon.</p>	<p>DRAGON LAIR</p> <p>Attacked by Dragon (Strength 7) Fight one Combat against the Dragon.</p>	
<p>GOBLIN LAIR</p> <p>Attacked by Goblin (Strength 2) Fight one Combat against the Goblin.</p>	<p>GOBLIN LAIR</p> <p>Attacked by Goblin (Strength 2) Fight one Combat against the Goblin.</p>	<p>TREASURE STASH Roll 1 Die 1-3: Gain 1 Gold 3-4: Gain 2 Gold 6: Gain 3 Gold</p> <p>TREASURE STASH</p>	<p>DRAGON LAIR</p> <p>Attacked by Dragon (Strength 7) Fight one Combat against the Dragon.</p>
<p>PASSAGE</p> <p>Do not draw a Card if there is already one in this space.</p>	<p>PASSAGE</p> <p>Do not draw a Card if there is already one in this space.</p>	<p>Talisman Places</p> <p>If you roll a 6 for movement on this board, you are lost. You must remain in the same space you were on - but you do not encounter it.</p> <p>Cave</p>	<p>PASSAGE</p> <p>Do not draw a Card if there is already one in this space.</p>
	<p>PASSAGE</p>	<p>ENTER/EXIT DRAW 1 CARD ENTER/EXIT</p> <p>If you end your turn on this space, move to the main board.</p>	









