



TALISMAN



Disney



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INTRODUCTION

Classic Talisman with a Kingdom Hearts twist! Grow, explore, and battle your way across the lands and locations linked together by the Gummi Paths and Corridors of Darkness. In order to reach the end, you'll need to collect various items, gain Followers, and improve your Strength and Magic. Most importantly, you will need to locate a Keyblade that can close the Door to Darkness forever.

KEY COMPONENTS AND CONCEPTS OVERVIEW

This section will introduce new players to the key concepts and components of Talisman. For players who are familiar with Talisman: Kingdom Hearts Edition or the original Talisman game we recommend jumping ahead to 'Game Setup' on page 6.

Game Board

The game board depicts the many worlds of Kingdom Hearts. It is divided into three Regions: Outer, Middle, and Inner Regions.

NUMBER OF PLAYERS

Up to six players can play Talisman: Kingdom Hearts Edition, but the more players that are participating, the longer the game will last. For this reason we suggest using the following rules for faster play. If you have fewer players, or would like to experience the traditional longer Talisman game there are alternative rules provided at the end of this rulebook on page 15.

COMPONENTS

Below is a list of all the components that you will find in your copy of Talisman: Kingdom Hearts Edition:

- ✦ This Rulebook
- ✦ 1 game board
- ✦ 100 Adventure cards
- ✦ 40 Adventure card tokens
- ✦ 24 Spell cards
- ✦ 6 Stat Boards with Health, Strength & Magic dials
- ✦ 36 Fate tokens
- ✦ 28 Purchase cards
- ✦ 6 Keyblade cards
- ✦ 11 Character cards
- ✦ 11 Custom Sculpted Character figures
- ✦ 4 Heartless Character cards
- ✦ 30 Munny
- ✦ 6 Six-sided dice



OUTER
REGION

INNER
REGION

MIDDLE
REGION

Adventure Cards

This deck of 100 cards contains the many Heartless, events, and items that Characters discover on their adventure.



Purchase Cards

There are 28 Purchase cards provided. These detail Objects that Characters may obtain by means other than the Adventure cards.



Adventure Card Tokens

These 40 tokens will help link Adventure cards to corresponding spaces on the board as the game unfolds.



Spell Cards

There are 24 Spell cards detailing the various Spells that may be cast during the game.



Keyblade Cards

There are 6 Keyblade cards. Characters may obtain one of the Keyblades by completing a side quest at the Keyblade Graveyard space.



Stat Dials

There are 6 sets of Character Stat dials which are used to keep track of each Character's Strength (red), Magic (blue), and Health (green). No Character can exceed the maximum values of these dials.



Munny

The 30 Munny represent the money and valuables Characters use to purchase cards or for other purposes during their adventure.



Six-sided Dice

There are 6 dice provided. These are used for moving, resolving Combat, and determining results from instructions on cards and the game board.



Character Cards and Figures

There are 11 Character cards, each detailing a different playable Character and their starting Strength, Magic, Fate tokens, and Health values, as well as a number of special abilities. Each Character card corresponds to a plastic figure that is used to represent that Character on the board.



Heartless Cards

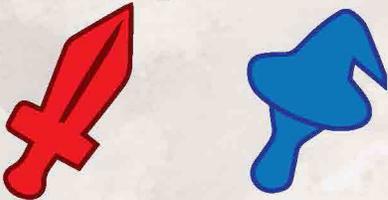
Four Heartless cards are used when a Character is turned into a Heartless during the game. When this happens, a Heartless card is placed over the Character card for the duration of being a Heartless.



Strength and Magic

Strength represents a Character's fighting ability, while Magic represents a Character's ability to outwit opponents. Strength and Magic are used in Combat (see "Combat" on page 9) and to overcome certain obstacles that may be encountered during the game.

When a Character gains or loses Strength, this change is recorded using the red Strength dial. Changes in Magic are recorded using the blue dial. However,



Strength and Magic gained from Objects or Followers are not recorded on the dials, instead they are added to the Character's Strength or Magic when required or allowed.

A Character's Strength or Magic at any time is the value on the corresponding dial, plus any Strength or Magic gained from Followers and Objects that may be used at that time.

A Character's Strength and Magic dials can never drop below the Character's starting values.



Health

Health represents the Character's durability. Health is lost through Combat and other dangers that are encountered. Each Character starts

the game with the number of Health listed on their Character card. A Character's Health is recorded on the green Health dial.

Characters may replenish lost Health by healing or gaining a Health. Each Character's maximum Health is their starting value +2. Any Character who loses all of their Health is immediately Defeated. (See "Defeated Characters and Inherited Items" on page 12).

Fate



Fate is a measure of a Character's luck, and is tracked using Fate tokens. Once per die roll, a player may pay one Fate token (returning it to the stockpile) to reroll one die they have just rolled:

1. for Character movement.
 2. to determine their Character's attack roll or
 3. due to the instructions on a card or board space.
- ✦ If a player pays a Fate token to reroll a die, they must accept the new result; they may not pay another Fate token to reroll the same die again.
 - ✦ If an action or space requires a player to roll multiple dice they may only pay one Fate token to reroll one of them.
 - ✦ A player may not pay Fate tokens to reroll a die used to determine an Enemy's attack roll or to reroll another player's die roll.
 - ✦ Actions that replenish Fate tokens allow a player to gain Fate tokens up to a maximum of their Character's starting Fate value +2.

Character Figures



CHARACTER SETUP

STRENGTH
DIAL



strength

MAGIC
DIAL



magic

HEALTH
DIAL



health

SORA

Start in
Secret Place



Special Abilities

1. You may roll two dice in Combat and use the higher one to determine your Combat Score.
2. You may use two weapons at the same time except when using the Dream Shield or the Brave Warrior.

4 strength 3 magic 4 health 1 fate

followers objects

MUNNY



FATE
TOKEN



FOLLOWER
CARD



OBJECT
CARD



GAME SETUP

1. The board is unfolded and placed in the center of the playing area.
2. The Adventure cards (blue) are shuffled and placed face down beside the board. Place the Adventure card tokens near the cards.
3. The Spell cards (purple) are shuffled and placed face down beside the board.
4. The Keyblade cards (red) and Purchase cards (green) are sorted by type and placed face up beside the board.
5. One player takes the Character cards, shuffles them, and deals one, face down, to each player. The remaining Character cards are returned to the box and may be available if a Character is Defeated. (Alternate: If all players agree, players may choose their Characters from all of the available Characters, starting with the youngest player and proceeding in age order).
6. Each player places their Character card face up in front of them. A player's Character card, Objects, Followers, Stat dials, Munny, Fate tokens, and other game components form their personal play area, which should be laid out as shown in the diagram on page 5.
7. Each player takes the plastic Character figure corresponding to their Character card and places it on the board on the start space indicated on their Character card.





8. Each player takes a set of stat dials and sets the green dial to the number of Health listed on their Character card, the red dial to the starting Strength value, and the blue dial to the starting Magic value. If you are playing the faster game, each player chooses either Strength or Magic and increases that value on their dial by 1.
9. Each player takes a number of Fate tokens equal to the Fate value listed on their Character card and one Munny. The remaining tokens and Munny are placed to one side as stockpiles for use during the game.
10. Any player whose Character starts the game with Spells, as detailed in the Character's special abilities, draws the designated number of Spell cards from the Spell deck. These should not be revealed to other players.
11. Any player whose Character starts the game with any Objects, as detailed in the Character's special abilities, now takes the designated Object cards from the Purchase piles.
12. The Heartless cards can be kept aside until needed.
13. The player who most recently played Kingdom Hearts goes first. Play then proceeds clockwise around the board.

THE GAME TURN

Each player's turn consists of two parts, **in this order**:

1. **Movement** – A Character must always move at the start of their turn.
2. **Encounters** – Once a Character has finished their move, they must encounter the space including any cards that are there. At the end of a Character's turn, play passes clockwise to the player to the left.

MOVEMENT

Movement in the Outer and Middle Regions

The player rolls a die and moves their Character that number of spaces around the board. Characters may move clockwise or counterclockwise in their current region, but may not double-back in a single movement except when passing between the Outer and Middle Regions. Characters can only cross from one Region to an adjacent Region as a result of encounters or card abilities.

Movement in the Inner Region

The die is not rolled for movement in the Inner Region; Characters may only move one space at a time.

Turning Back in the Inner Region

A Character in the Inner Region may decide at any time to turn back and move back towards the End of the World.

A Character who has turned back still only moves one space at a time, but ignores the instructions on all of the spaces on their return to the End of the World. Once a Character has declared their intention to turn back, they cannot change their mind and must go all the way back to the End of the World.

ENCOUNTERS

Encountering Another Character

When a player finishes their movement on a space already occupied by another player or players, they may propose trades with those players. Items that can be traded include Munny, Fate Counters, Objects, and Followers. Players are not required to offer trades or accept trades offered by other players.

Encountering a Space

After a Character has finished their movement, they must encounter the space they land on. Sometimes the encounters are friendly and aid the Character with gifts. Other times the encounters are Heartless that attack the Character!

If encountering a space with the  icon:

- ✦ Draw Adventure cards from the deck.
 - » Draw up to the number instructed on the space, subtracting one drawn card for each card already on or linked to the space, regardless of their type.
- ✦ Resolve cards in order starting with the lowest encounter number. This will typically follow the order below.
 - » Combat with Enemies (see Combat).
 - » Resolve any additional instructions on the space.
 - » Visit Strangers and Places.
 - » Collect any Followers, Munny, and Objects (optional).
 - » Surrender any Followers, Munny, and Objects (optional).
- ✦ Cards with the same encounter number are resolved in the order drawn.

For the Outer Region, Adventure cards are placed next to the board, adjacent to the space where they are encountered. For the Middle Region and the Inner Region, Adventure cards are placed near the game board and a pair of matching Adventure card tokens is placed with one token on the card and one on the associated space on the game board, linking the two.



If the instructions on an Adventure card cause it to be placed elsewhere, it does not affect the Character who drew it at that time.



1. Title
2. Card Type
3. Enemy Stats
4. Card Text
5. Encounter Number

5. Enemy Attack Roll: Another player now rolls a die for the Enemy's attack roll and adds this to the Enemy's Strength or Magic. This total is the Enemy's attack score.

6. Compare Attack Scores:

- a. If the Character's attack score is higher, the Enemy is defeated, and the player collects the Enemy card (see "Trophies" on page 11).
- b. If the Enemy's attack score is higher, the Character loses that combat and loses one Health (use of an Object, Spell, or special ability may prevent this, but for Strength Combat only).
- c. If the attack scores are equal the result is a stand-off and there is no effect. If the Character loses or the Combat ends in a stand-off, the Character's turn ends immediately.

7. When comparing attack scores, the active player may pay one Fate token to reroll their attack roll if they wish, in which case they must accept the new result and use it to recalculate their attack score. Players may not use Fate tokens to reroll the Enemy attack.

COMBAT

Combat occurs when a Character encounters an Enemy.

Resolving Combat

The type of Combat is determined based on the statistic (Strength or Magic) indicated on the Enemy card. Combat against Enemies is resolved in the following steps:

- 1. Evade:** The Character first declares if they are using a Spell or special ability to evade (see "Evading" on page 11). If not, then Combat takes place.
- 2. Spells, Objects, and Abilities:** Any Spells, Objects, Magical Objects, or abilities that a player wishes to use to affect a Character's Strength or Magic must be implemented before the attack roll is made. Characters may only use one Weapon Object per attack roll, unless another ability allows for multiple Weapon Objects to be used (see "Weapons and Armor" and "Using Spells" on page 11).
- 3. Ask for Aid:** If another Character is on the same space, the attacking player may ask for help to defeat the Enemy (see "Asking for Aid" on this page).
- 4. Attack Roll:** The active player rolls one die and adds the result to their Character's Strength or Magic, depending on the type of Combat that is occurring.

More Than One Enemy

If there are multiple Enemies in a space that attack a Character by Strength, or more than one that attack by Magic, and they have the same encounter number, they fight as one during the battle, adding their Strength or Magic together with just one attack roll to make a single, combined attack score. An Enemy with Strength will never attack join in an attack with an Enemy with Magic.

Asking for Aid

If a Character lands on a space already occupied by another Character and encounters an Enemy during their turn, the player may ask for aid in defeating the Enemy. If the other player agrees to aid in Combat, they add up to three Strength or Magic to add to the attacking Character's score. If the assisting Character currently has less than three of the necessary attributes, they may only add what they have.

Once a player agrees to aid in Combat, the Combat is resolved. If the Enemy is defeated, the assisting Character receives 1 Munny. If the Enemy is victorious, the assisting Character also loses 1 Health (use of an Object, Spell, or special ability may prevent this).

COMBAT EXAMPLE

strength 3 **magic** 5 **health** 4

XION Start in Traverse Town

Special Abilities

1. You begin the game with one card
2. You may take any from another Character when you Land in the same space
3. You may always return to Traverse Town instead of taking your normal move.

strength | magic | health | fate

followers objects



ENEMY

DARKSIDE HEARTLESS

A Darkside Heartless appears before you. It will remain here until it is defeated.

2

OBJECT

DREAM SWORD

WEAPON

While you have the Dream Sword, you may add 1 to your for the duration of any Combat in which you use it.

5

SPELL

DODGE ROLL

This spell may be cast as required to allow you to dodge and evade the attack of any Enemy.

SPELL

THUNDARA

Cast this spell on yourself when you are about to engage in Combat. For that one Combat only, Thundara allows you to add your to your total.

Xion has a Dream Sword in addition to the Dodge Roll and Thundara Spell cards. Xion already increased her Strength to 3 and her Magic to 5 as shown on the red and blue dials. On her turn Xion moves to a Gummi Path space and draws 1 Adventure card. It is a Darkside Heartless, who has a Strength of 6.

Xion could choose to evade the Darkside Heartless by using the Dodge Roll Spell, but decides to attack the Darkside Heartless instead. Since the Darkside Heartless has a Strength value, Xion must also fight with Strength.

Xion chooses to use the Thundara Spell, allowing her to add her Magic of 5 to her Strength of 3 for the Combat. Additionally, she uses the Dream

Sword to add one more to her Strength, making a total of 9 (3+5+1). The Darkside Heartless rolls a 6 for its attack and Xion rolls a 3.

After adding their Strength values to their attack rolls both Xion and the Darkside Heartless have an attack value of 12, which would result in a stand-off. Xion decides to spend one of her 3 Fate tokens to reroll her attack roll. The new result is a 5, which makes her attack score a 14. Since Xion's attack score is now higher than the Darkside Heartless's, she defeats the Darkside Heartless and collects its card for Trophy points. If Xion's attack score had been lower than the Darkside Heartless's she would have lost the battle and lost 1 Health, ending her turn. In this case the Darkside Heartless would have remained on the Gummi Path space.

Trophies

When a Character defeats an Enemy, they keep the Enemy card to track their Trophies. A Character may exchange these Trophy cards at the end of their turn to gain either Strength or Magic, which is recorded on the appropriate dial.

A Character gains 1 Strength for every five points of Strength, or 1 Magic for every 5 points of Magic marked on the Trophy cards they turn in. Trophy cards exchanged are then placed on the Adventure card discard pile. Excess Strength or Magic points on the Trophy cards above a multiple of 5 are lost.

Evading

Characters sometimes have the option to evade Enemies by using Spells or Character abilities. The evading Character cannot affect or be affected by the attacking Enemy.

Encounters that may be evaded are:

1. Anything that attacks a Character (Outer and Middle Regions only)
2. Enemies that appear as a result of an Event, Place, or Stranger card (Outer and Middle Regions only)

OBJECTS

Objects and Magical Objects are considered to be Objects. Any Object cards Characters have are placed below their Character card and must be kept face up.

Object Carrying Limits

No Character may have more than four Objects unless they have an Accessory Slot Pack or Huey, Dewey, or Louie. Any Character acquiring more than four Objects must decide which to keep. The remainder are immediately placed face up on the Character's current space. Munny and Fate tokens do not count as Objects.

Weapons and Armor

Objects with the Weapon or Armor keyword increase a Character's fighting or defensive abilities. A Character may only use one Weapon during an attack, unless their special abilities state otherwise.



FOLLOWERS

During the game, Characters may acquire Followers as the result of encounters. All Followers accompanying a Character are kept below the Character card and must be kept face up. A Character may have any number of Followers. Any Followers that are lost in any way are placed on the Adventure card discard pile.



Surrendering Followers and Objects

A Character may surrender any of their Followers or Objects at the end of their turn by leaving them face up in the space they occupy.

SPELLS

Characters may acquire and use Spells from the Spell deck, if their Magic is sufficient to permit this, as indicated in the table below.

Total Magic	1	2	3	4	5	6
Max. Spells	0	0	1	2	2	3

If at any time a Character has more Spells than their Magic allows, the player chooses which Spells to discard. Spells cannot be discarded unless the Character has more Spells than their Magic permits. The only other way to get rid of a Spell card is to use it!



If the Spell deck is exhausted, all of the discarded Spell cards are shuffled and placed face down to form a new deck. Spells are kept secret from other players. The effect of each Spell, and when it can be used, is detailed on the individual Spell cards.

Using Spells

A player may use any number of Spell cards from their hand on their turn. However, they may only use one Spell during another Character's turn. Spells are always resolved immediately when played or when encountered on the board and are discarded once used.

ADDITIONAL RULES

Heartless Characters



When a Character becomes a Heartless the effect lasts for three turns. The player lays a Heartless card on top of their Character card. At the end of the third turn remove the Heartless card as the Character reverts back to their original form.

A Heartless has a Strength and Magic of 1 and cannot gain or lose either value. When a Character becomes Heartless, players should leave their Strength and Magic dials at the pre-transformation values, as Strength and Magic will revert to normal when the effect wears off.

Heartless Characters can only move one space per turn. They do have encounters when landing on a space like any other Character, but they cannot use Objects, Munny, or Followers, nor can they gain or cast Spells. Once a Character returns to their original form, they may use these things again.

If a Character is already a Heartless and is turned into one again, the Character remains a Heartless for three more turns starting from the second transformation. When the Character reverts back to their original form, remove the Heartless card at the end of the turn.

Losing A Turn

Any instructions that result in the loss of a turn causes the player to lose their next turn. The current turn is resolved as normal.

Defeated Character and Inherited Items

When a Character is Defeated, remove the Character card and playing piece from the game. Place any Objects (including Magic Objects), Munny, and Followers to one side. Return any Spells, Trophies, and Fate tokens to the appropriate discard piles or stockpiles.

On the player's next turn, they start with a new Character drawn at random from the unused Character cards. Follow steps 6-12 from the game setup section to start the new Character.

The Objects, Munny, and Followers that were put to one side are inherited by the player's new Character and may be used as normal. Unwanted cards, or cards that may not be kept based on the new Character's special abilities, should be left on the Character's starting space.

Having and Using Cards

Using cards is always optional.

Characters may hold cards that they are not permitted to use or hold multiple copies of the same card, unless a given card or ability specifically states otherwise.

Keyblade Cards and Purchase Cards



Unlike the Adventure cards and Spell cards, Keyblade cards and Purchase cards are not placed into a discard pile when not needed, they are instead returned to their appropriate piles and are available to other Characters once more.

Limited Resources

All Munny, Fate tokens, Purchase cards, and Keyblade cards are limited to the number of components provided with the game.

Keyblade Graveyard

A Character who lands on the Keyblade Graveyard space may choose to accept a side quest. If a Character chooses to accept a quest, they must roll a die to determine what the quest will be, as instructed on the space.



A Character may not accept more than one quest at a time.

A Character must complete the assigned quest immediately if they are able to do so. In addition, no Character who has accepted a side quest may open Gate to the Dark until they have first completed the quest at which time they take a Keyblade from the supply.

Crossing Between the Outer and Middle Regions

There are multiple ways to cross between the Outer and Middle Regions of Kingdom Hearts: by defeating 1,000 Heartless, by using a Corridor of Darkness, by using a Gummi Ship, or as a result from an encounter.

Battle of 1,000 Heartless



The Battle of 1,000 Heartless space provides an opportunity for Characters to pass between the Outer and Middle Regions.

If a Character's movement on the Outer Region is sufficient to carry them to or past Battle of 1,000

Heartless, they may choose to attempt to pass through it to the Middle Region. In order to do so they must

fight 1,000 Heartless (treated as a single Heartless with a Strength of 9). 1,000 Heartless does not roll a die in Combat to modify this value.

A Character that defeats or evades 1,000 Heartless must continue their movement by entering the Middle Region and continuing to move in either direction to the full value of their movement roll. If their movement ended in the Battle of 1,000 Heartless space, they will continue their movement to the Middle Region on their next turn.

A Character defeated by 1,000 Heartless loses one Health (which may be saved by use of an Object or Spell), and their turn ends immediately. A Character in a stand-off with 1,000 Heartless does not lose a Health, but their turn still ends immediately.

1,000 Heartless does not attack Characters passing through the Battle of 1,000 Heartless space if they choose to remain in the Outer Region, nor does it attack Characters who move from the Middle Region back to the Outer Region. Additionally, a Character who lands on the Battle of 1,000 Heartless space may choose to encounter the space by drawing any cards from the Adventure deck that would be drawn there. If they choose this option they may not pass to the Middle region.

Corridor of Darkness



When a player decides to use a Corridor of Darkness, they must sacrifice 1 Health. If a player only has 1 Health, they may not use a Corridor of Darkness. To cross using a Corridor of Darkness, a player must start their turn on the space. Players may not use a Corridor of Darkness to go backward

from the Middle to the Outer Region, these only work in one direction.

Gummi Ships

Any Character wishing to cross between the Outer and the Middle Regions without passing the Battle of 1,000 Heartless space or using a Corridor of Darkness must have a Gummi Ship card.



Gummi Ships can be acquired as the result of an encounter, by purchasing one, or by trading a Dream Rod for one while in a Gummi Path space. In the last case, instead of moving, the Character takes a Gummi Ship card from the Purchase deck (if available) and discards the Dream Rod, which uses the entire turn.

On the next turn, a Character with a Gummi Ship may cross from the Outer to the Middle Region (or vice versa) to the space directly opposite the one they are in. This is their move for that turn; they do not roll the die to determine additional movement. The Character must encounter the space they moved onto.

At the end of the turn after it is acquired, a Gummi Ship must be placed on the Adventure card discard pile or back with the Purchase cards whether the Character has decided to use it or not.

Crossing Between the Middle and Inner Regions

Gate to the Dark is the only connection to the Inner Region.

Gate to the Dark

The Inner Region can only be entered by passing through the Gate to the Dark space. A Character can try to open Gate to the Dark if they end their movement on it, or if their movement is sufficient to carry them beyond it. A Character must attempt to open the Gate each time they wish to pass into the Inner Region, but may pass freely through it when leaving.



A Character attempting to open the Gate follows the instructions on the Gate to the Dark space. If successful, the Character's turn ends on the End of the World space. If unsuccessful, the Character's turn ends immediately and they remain on the Gate to the Dark space.

Movement in the Inner Region

A Character may move only one space per turn in the Inner Region and each space must be encountered and overcome before a Character can move on toward the Door to Darkness space. Each Character can choose whether to travel clockwise or counter-clockwise. At any time a Character can turn back. A Character who has turned back still only moves one space per turn, but ignores the instructions on all of the spaces on the return to the End of the World space. Once they have reached the End of the World space, they once again have the choice to move clockwise or counter-clockwise, or they can even return through the Gate to the Middle Region.

Clockwise Spaces in Detail:

World of Chaos

This space offers a choice of how to battle.

Fight: Using Strength, a Character will battle Ansem in the World of Chaos and must win to proceed to the Final Rest space. Two dice are rolled for Ansem's Strength each time a Character lands on the space. After calculating the Strength, Ansem rolls to attack, and the Strength is added to the attack roll.



Flight: Or a Character may choose Magic to best Ansem in the World of Chaos space. Roll three dice for Ansem. The Character's Magic is subtracted from this total (the Character does not roll dice) and the result indicates where the Character will emerge from the World of Chaos. The Character is immediately moved to the indicated space. If you remain, you may move on your next turn.

Volcanic Crater



When a Character lands on the Volcanic Crater space, a die is rolled. This is the number of Heartless that invade the space each with a Strength 4. Place the die on the space as a reminder. The Character fights the Heartless one at a time, in succession, until the Character is either defeated

or defeats all of the Heartless, whereupon that turn ends. If a Character is defeated, he must then continue to fight the remaining Heartless next turn or turn back. A Character can move on the turn following that in which the last of the Character's allotted Heartless is defeated.

Counter-Clockwise Spaces in Detail:

World Terminus

World Terminus is a giant Corridor of Darkness, and a Character needs Strength to withstand the volatile portal to not be thrown into an unexpected world! The Character must roll three dice upon entering the space and the results are totaled. The Character's Strength is subtracted from this total and the result indicates where the Character will emerge from the World Terminus space. The Character is immediately moved to the indicated space. A Character who remains on the World Terminus space may move forward on their next turn.



Evil Grounds

Two dice are rolled for Chernabog's Strength each time a Character lands on the space. After calculating the Strength, Chernabog rolls to attack, and the Strength is added to the attack roll. The Character then rolls their attack roll as normal, and scores are compared.



Final Rest



A Character must stop when they reach this space. If they have a Keyblade they must discard it to enter the Door to Darkness. If they do not have a Keyblade they must turn back (see "Turning Back in the Inner Region" on page 8).

Door to Darkness

The last space on the board is the Door to Darkness. The first player to reach the Door to Darkness space rolls a die to seal it and gains Victory Points equal to the die roll. This die roll may be rerolled by using a Fate Counter.

Once the Door is sealed, the game is over, and the player with the most Victory Points wins.



COUNTING VICTORY POINTS

Score Points as follows:

If Character token is in the Outer Region	0
If Character token is in the Middle Region	1
If Character token is in the Inner Region	3
If Character token is at The Door to Darkness	5
Bonus Victory Points for sealing The Door to Darkness (see the Door to Darkness)	X
Each Follower, Spell, Object, and Magical Object	1
Every 2 Munny	1
Subtract your Starting Magic and Strength stats from your final stats	X

Add this all up to get your final score!

RULES FOR TRADITIONAL PLAY

Talisman: Kingdom Hearts Edition uses the faster play rules from the Talisman Revised 4th Edition game. It is possible to adjust the rules back to the original game length using the changes listed below.

If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

No Inheritance

For a more challenging game, remove the inheritance rules for when a Character is Defeated. Instead, when a Character is Defeated, all the Character's Objects, Magical Objects, Followers, and Munny are placed on the space where the Character was Defeted. All the Character's Fate tokens are returned to their stockpiles. All other cards (including the Character's Adventure cards and Spells) are placed in the appropriate stock or discard piles. The Character card and Character figure are removed from the game. The Defeated Character's player may start again, on their next turn, with a new Character drawn at random from the unused Character cards, following steps 6–12 from the "Game Setup" section (see page 6).

Strength and Magic

Decrease the rate at which Strength and Magic are earned. A Character has to exchange Trophy cards with a combined value of seven or more to gain the point (see "Trophies" on page 11).

No Starting Bonus

During the set-up phase players do not gain one additional Strength or Magic. Instead start the game with only the values listed on the Character card.

ALTERNATIVE PLAY RULES

Surrender Cards before Encounters

Adding this rule allows a player to surrender Followers or Objects onto a space before drawing cards. This allows them to avoid drawing cards, as the surrendered cards count towards the number of cards on the space. These cards may not be taken back this turn.

ICON GUIDE

Roll Dice	
Draw Adventure card	
Adventure cards	
Purchase cards	
Spell cards	
Fate	
Followers	
Health	
Magic	
Munny	
Objects	
Strength	

Based on Talisman 4th Edition by Games Workshop

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TALISMAN ENCOUNTER SEQUENCE

