

The Sorcerers Tower - Deluxe Expansion

The Introduction

An Undead Sorcerer has seized the Crown of Command! At the centre of the land of Talisman lies an ancient ruined tower, to which the Sorcerer now claims as his lair. In ages past the Tower belonged to an ancient Wizard who ruled the land from this seat of power, but since his passing, the Sorcerer has claimed the Tower for himself, along with all of its inhabitants and magical denizens. It is your task to infiltrate the Tower and reclaim the Crown of Command, dispatch the Sorcerer and any that might stand in your way.

This expansion set contains a three-dimensional game board representing the tower, which is topped by a paper miniature of the Sorcerer. To win the game, you must battle your way to the top of the tower past hideous monsters and cunning traps, to defeat the Sorcerer in mortal combat

The Rules & Setting Up

Your copy of The Sorcerers Tower should contain the following:

- Tower (PDF)
- Cards (PDF) - with or without cutting guidelines.
- Instructions (You're reading them!)
- A copy of the original Tower expansion files & PNG files for the deluxe edition.

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

Before you start playing, you will need to construct the card Tower and Cards
Place the Tower on the main Talisman board so that the base of the model covers the center of the board with the door matching the door on the board.

Do not use any alternate ending cards that have come with any of the official expansion packs such as Talisman the Adventure.

Shuffle the Tower cards and place them on the empty square on the bottom of the Tower.

The basic Talisman rules are unchanged, and the game is won by defeating the Sorcerer, Instead of the normal end game, you now move your character through the Tower to reach the Sorcerer 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.

You may enter the Tower simply by moving from the portal of power space on the main board, to the Tower board ground floor, giving up a talisman to open the door.

YOU DO NOT NEED TO TEST CRAFT OR STRENGTH TO SEE IF YOU CAN MOVE FROM THE PORTAL OF POWER TO THE TOWER ENTRANCE.

However, your move ends as soon as you enter the Tower, even if you have some movement left.

Movement in the Tower has changed from the rest of the board. If your character starts a turn in the Tower, you can use either a special dice to roll for movement (d4) or limit a regular single dice roll to only 4 four moves at the maximum (you could re-roll on a 5 or 6 or assign a different value such as a roll of 5 = 3 moves etc.)

These movement rules only apply in the Tower and do not affect combat or any other rules for that matter. Movement throughout the Tower is intentionally slower than the rest of the game.

The Tower is split into three levels. (Teleport only works on the level you are on) You may only move up or down levels at Stairway spaces. The 'Stairs Up' space on the bottom level connects to the 'Stairs Down' on the first floor. In order to use the stairs you must make the exact roll to land on the square. If you role higher than where the stairs square is located, you will need to move back on the same level using your additional moves.

The 'Stairs Up' on the middle level connects to the 'Sorcerer' space at the top of the Tower.

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 door and crossing back to the main board to the portal of power.

Additional ways to play

There are two suggested ways to play:

1. Each player aims to beat the Sorcerer at the end of the game. The first who is able to do so is able to claim victory and the game is won.
2. Each player aims to beat the Sorcerer at the end of the game. However this is but the first step towards victory. Once you have defeated the Sorcerer, use the Crown of Command to defeat the other players on the board, before they are able to challenge you. Victory is given to the last player standing (Take note of the Crown of Command instructions before placing the Tower expansion over it).

Printing in General

Initially I included only PNG Images for printing (this is the format that I used to create the new images). However after a trip to the local print shop, I learnt a few things. First, print settings vary considerably with industrial printers, so using print settings such as 195% can become problematic, especially if print drivers and software aren't calibrated in the right manner (the images can come out way too large or too small and wastes time and money). Also PNG format isn't the most ideal format for printing (though much better than GIF at least), PNG seems to print a little faded and can pixelate the image slightly. It works well for exceptionally high-resolution images (providing you get your color balance right); low res and medium resolution images seem to suffer though, when it comes time to print.

So to get around this I've created a PDF, which will print everything as intended.

I recommend printing on A4 label paper for the floor sections (with no separations) and then affixing them to either a thick A4 paper (e.g. matte photo paper) or an A4 size card. This will help give the Tower floor the right amount of sturdiness, when it comes to moving pieces around the board.

All the original PNG files are still included, should you wish to alter or enhance them any further and I've included instructions below on how to print them in the right dimensions, straight from the image file.

Printing the Tower

The original creator of the board recommended printing all of the Tower Sheets (not the Tower Cards) at 200%, using any of the following; - Preview, Print Shop Pro, Gimp, Photoshop, Image Viewer, etc. Use A4 paper (With Border)

In editing and recreating the visuals of this expansion, I have stuck to the originals outline, so you can follow the same process of tower assembly.

Tips: I found printing at 195% seem to give a slightly more accurate fit for the board, especially when lining up the door on the board. I used Preview in Mac for the printing, though it should be the same for different platforms albeit with minor differences.

Depending on your software and printer, if you tweak the print percentage range between 193% - 200%, this should lead to an optimal fit for the middle section of the board, with only a small amount of experimentation required (start from 195% etc).

Test It! Use the existing settings to print off a B&W version and match it to the board and see how it fits. Once you're happy, print a color version to append to cardboard.

Printing the Tower Cards

These were made using Strange Eons software, with the Talisman 2nd edition template.

To print these cards, print them at 100%, no border (or Scale to Fit - Fill Entire Page).

There should be 32 unique cards in total, with matching card backs.

Assembly Instructions

You will need a sharp knife and steel ruler and a cutting mat of some sort (or just scissors). Strong adhesive glue is recommended for assembly. (Pritt Glue or Pritt Stick).

Printing the color sheets on label paper (whole and unsectioned) is a good way to get a strong self-adhesive back for the various sheet components. All you will need to do is cut out the section, then peel of the back and stick to the card.

Sheet 4 & 5 should be be glued to a second sheet of plain card to give extra stiffness or alternatively glue them to thicker card if you prefer.

Cut out all parts of tower and glue where necessary (this will be fairly obvious)

The two little tabs at the outer tower upper & lower tuck in to help stop the outer tower pieces sloping around from side to side.



The original expansion – pictured above

Some notes about The Sorcerers Tower - Deluxe Edition

Why make a Deluxe Edition?

Well let's start by saying this isn't my expansion and I didn't par-take in creating the original in any shape or form. However I did rather enjoy discovering the original version of it online, printing it, assembling it and watching the game come to life - It was a blast! (The original designer is quoted as being Tony Barber, on BGG.)

The expansion itself though, looked like it was in desperate need of an overhaul, with muddy low-resolution textures and dodgy looking stairs, both of which were in serious contrast to the rest of the Talisman board. This was definitely a home-brew expansion and although it still looked quite cool, it really didn't blend or resonate well with the rest of the art, as it lacked the visual authenticity needed to fulfill the playing experience.

From chatting with Jon at the Talisman Island website, I came to learn that The Sorcerers Tower had indeed at one point been a commercial third party expansion! It was released after the 3rd edition of Talisman had been on the shelves and was mostly a clone of the Dragons Tower expansion, though visually very different and made to be more suited to the 2nd edition rules and theme. The Games Workshop did eventually put a stop to sale of the product, as it was a little too similar to their own version. However the set did live on through its website and became freely available to anyone who wished to print and assemble it for themselves.

After playing with the Sorcerers Tower for a while, it got me to thinking about how much I enjoyed this version and what shame that nobody had bothered to do an update of the visuals over the years...

So before I even knew what I was doing, I had GIMP open (a Photoshop-like program for visual editing) and was swapping out textures, applying filters and replacing graphics like I'd been sent on some sort of mission! A few days later and you have what you see before you.

I've tried to make the expansion feel as authentic as possible and have resisted the temptation of adding extra visuals to the board (such as swords, skeletons, gold, etc.), in order to give it an open but bleak and eerie feel. All of the cards have been re-made into the second edition style (as close as I could get them to be) and should look right at home with the other 2nd edition cards..

Whilst visually I've altered almost every aspect of the Sorcerers Tower, there have only been minor changes in the expansions cards, as I've tried to stay true to the designer's original vision.

The art from the cards comes mostly from the Dragons Tower expansion for the 3rd edition of Talisman, though all of it has been subtly changed in one manner or another. A few of

the cards contain my own artwork and a couple from free stock images (which I've since altered beyond any possible recognition). The real challenge with using the Dragons Tower images, is that the art style is quite different from the 2nd edition of Talisman and seems to have opted for a penned marker cartoon look (which I personally think was a big mistake by the GW). So what I've done with each of the card images is to use the Gimp software to scale and reshape them so they match the 2nd edition format, apply a paper filter to give each of the images a more pen & pencil style look and then color balanced the images to be more inline with what you expect in the second edition. I also removed things like cartoon eyes in skeletons and other minor touches to make all of the images and monsters feel a bit more severe. Are the cards perfect? No not likely, but seeing that I'm not an artist and would be lucky if I could draw my way out of a paper bag (let alone be blessed with any of Gary Chalk's drawing skills...), I'd say these cards should be ok, if you're not too concerned about the slight differences in art style.

I'd like to thank Tony Barber for designing the original format of the board (If it wasn't great, I wouldn't have used it). Sorry I didn't ask for permission to do this, but (1.) I didn't know how to get in contact with you and (2.) I figured you wouldn't mind, as this is complimentary to your original work.

If there are any problems with this body of work, please take into consideration the following points:

1. This is a fan expansion.
2. No money is being made from this development.
3. I ask that you do not re-print this in a magazine or paid media publication, without the original owners express permission and / or the licensee's approval. (Tony Barber & Games Workshop). Providing the website link and pictures of the Tower being assembled should be enough for most publications, without running into any trouble.
4. If you have a problem with this expansion being distributed then please express this to whoever may be hosting the files. If you have a legitimate and compelling reason, then I have no problem with removing the file from distribution.

And last lastly...

This is a free unofficial Talisman 2nd edition expansion, pitched squarely at the most dedicated of fans, for a game that is more than 30 years old and no longer for sale in the 2nd edition format! It has been made with the greatest respect towards Talisman the game and with its fans in mind.

I hope you enjoy playing the deluxe tower expansion, as much as I've enjoyed re-making it! Fingers crossed it finds its way into a 30th anniversary reissue of the 2nd edition game (by FFG or GW, now wouldn't that be grand!).

If you're not happy with any of the visuals, then please feel free to do your own version (like I did!). If someone comes up with an even better version, I'll be upgrading! In fact it would be awesome to see a little competition here, until an ultimate version of the board emerges!

Different themed Towers, for different moods, lets make it happen people!

+ Make sure you pick up a copy of Fantasy Flight Games version of Talisman (The 4th edition) - it rocks!

Bobski

Here's the links to Tony's original website:

<http://www.roleplay.pwp.blueyonder.co.uk/tower/>

Info at Board Game Geeks:

<http://boardgamegeek.com/boardgame/8105/talisman-sorcerers-tower-expansion-fan-expansion-t>

(Note: I'm fairly sure this was kicking around long before 2002, I believe that was the date it was either uploaded to Tony's page or to BGG.)