

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:

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| 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.

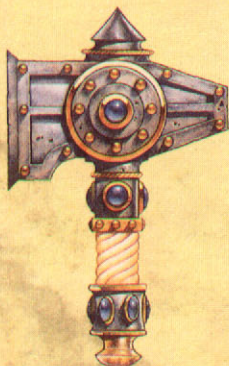
MOVING WITHIN THE REALMS

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