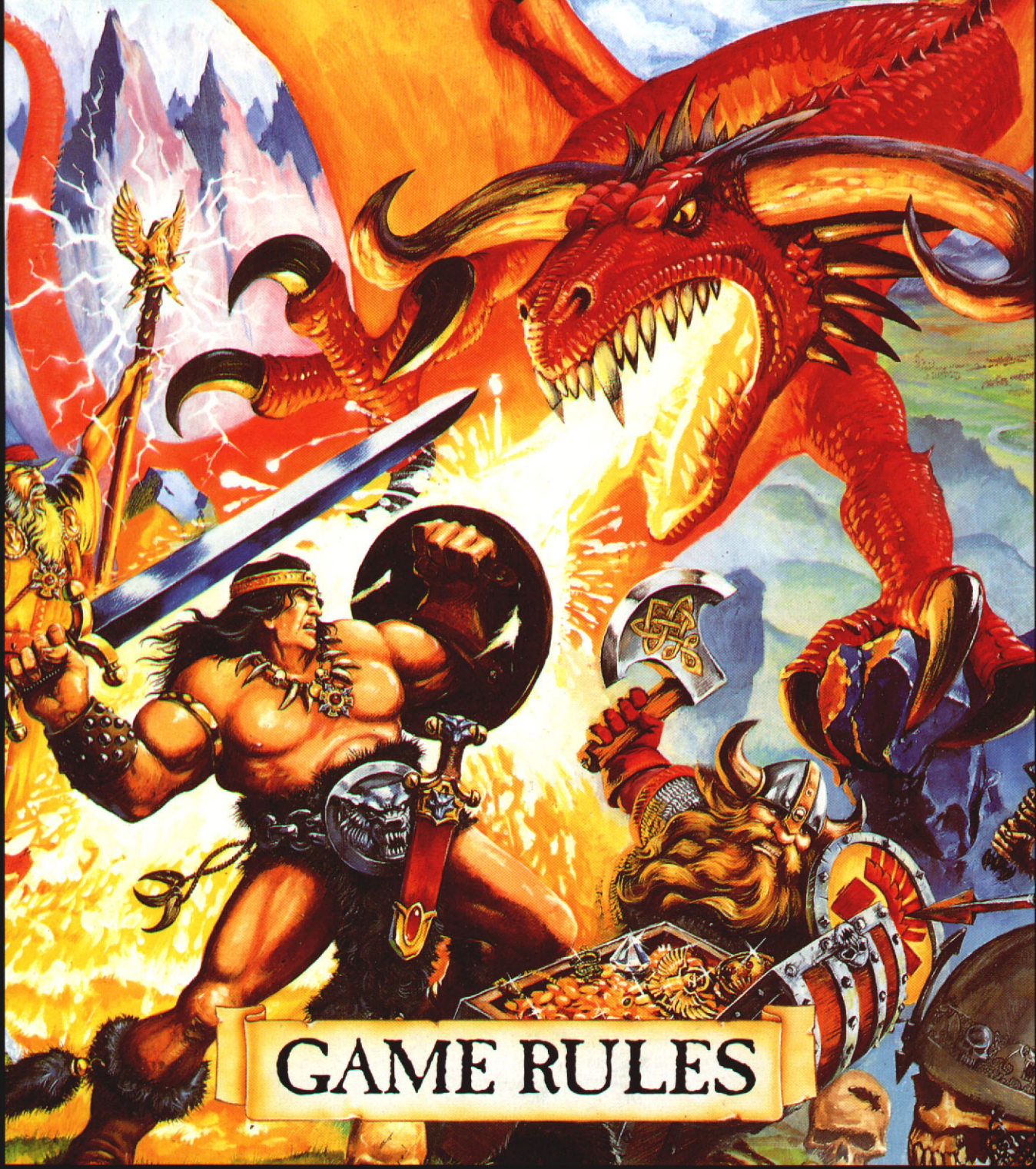


TALISMAN DRAGON'S TOWER



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!

