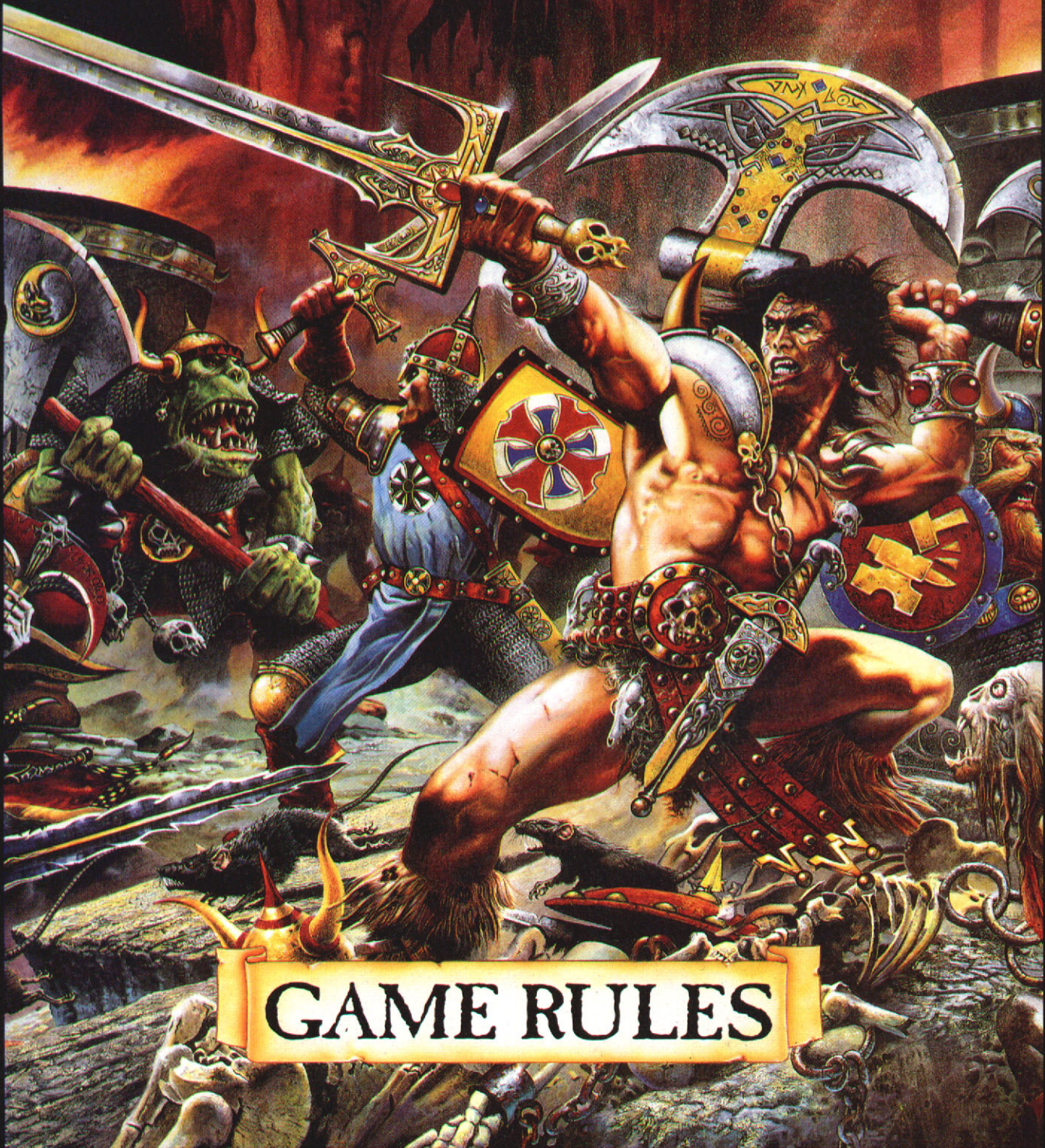


TALISMAN[®] DUNGEON OF DOOM



GAME RULES

DUNGEON OF DOOM

Surrounding the land of Talisman there are four great kingdoms known as the *Realms*. This expansion set allows you to enter two of these realms: the Dungeon realm of the dread Lord of Darkness, and the Mountain realm of the fierce Eagle King. Each of these realms offers great opportunities as well as terrible dangers for those adventurers bold enough to enter them.

COMPONENTS

Your copy of Dungeon of Doom should contain the following components:

- 1 Dungeon board section.
- 1 Mountain board section.
- 6 Character Sheets.
- 6 Character Citadel Miniatures.
- 6 plastic Slottabases® for the above.
- 40 Dungeon cards.
- 37 Mountain cards.
- 3 Adventure cards.
- 3 Runesword special cards.
- 1 Morak's Hammer special card.
- 1 Rules sheet.
- 1 Realm dice.

SETTING UP

Before setting up, shuffle the three extra Adventure cards provided with Dungeon of Doom into the Talisman Adventure card deck, then shuffle the six new character sheets in with the Talisman character sheets. When you have done this, set up all the pieces for the game exactly as you would normally.

Take the two new board sections, or *realms* as they are described from now on, and place them next to the main Talisman board as shown in the diagram below. Shuffle the Dungeon and Mountain card decks and place them near to the appropriate realm, and place the Morak's Hammer and Runesword special cards beside the Mountain realm board.



PLAYING THE GAME

The 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 by the side of the main Talisman board. Special rules apply to entering and moving in the realms, as 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 Dungeon connects at the *Ruins* space, and the Mountains connect at the *Crags* space. 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 IN 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 moves.



The *Realm dice* is different from a normal six-sided die in that it 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 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 die for battles, psychic combat, or anything else that calls for a dice roll.