

TALISMAN

The game board represents a land once ruled by a powerful wizard. The wizard is now dead, but legend has it that if anyone can make their way through the perils of the various regions and discover the wizard's Crown of Command, they will be granted the power to become ruler of the land. It is this legend that has drawn here the various adventurers, each of whom seeks the Crown.

You are one of the adventurers, and you will meet powerful enemies, discover friends and magical objects, and meet strange beings on your journey. Finally, when you have gained sufficient power, you can cross the last and most dangerous region to secure the Crown of Command. But no matter how powerful you have become, your journey will have been in vain unless you have first found the TALISMAN.

*******EQUIPMENT*******

PLAYING BOARD

The board depicts the magic lands. It is divided into three *Regions*. Each region is sub-divided into *Spaces*. Each Space has its title (in colour) and Encounter instructions (in black) printed along its edge. The three Regions are:

THE OUTER REGION

This runs around the edge of the board and has green edging.

THE MIDDLE REGION

This is separated from the Outer Region by the Storm River and the Inner Region by the Fire Mountains. It is edged in blue.

THE INNER REGION

This is in the centre of the board. It is edged in buff.

104 ADVENTURE CARDS

These detail the various Events, Enemies, Strangers, Followers, Magic Objects, Objects, and Places that will be *Encountered* in the

various Spaces during the game.

24 SPELL CARDS

These detail the various *Spells* that may be cast during the game.

14 CHARACTER CARDS & 14 PLAYING PIECE CARDS

The Character Cards detail the different Characters in the game and their *Special Abilities*. The Playing Piece Cards bear the illustrations of the Character they represent on each side. The Playing Piece Cards will slot into the plastic bases provided and will be used to represent the various Characters on the board.

4 TOAD CARDS

Characters may be turned into Toads during the game. When this happens, a Toad Card is substituted for that Character's Playing Piece Card.

4 TALISMAN & 28 PURCHASE CARDS

These detail Objects that players may obtain by means other than the Adventure Cards.

140 DIE-CUT COUNTERS

These should be separated into individual counters. They are used to record each Character's Strength (red counters), Craft (blue), Lives (green) and Gold (Yellow). The different denominations are simply to make play easier. For example, a red counter bearing a 4 represents 4 Strength points.

4 ALIGNMENT CHANGE CARDS

These have Evil on one side and Good on the other. They are used to denote any Character that changes Alignment during the game.

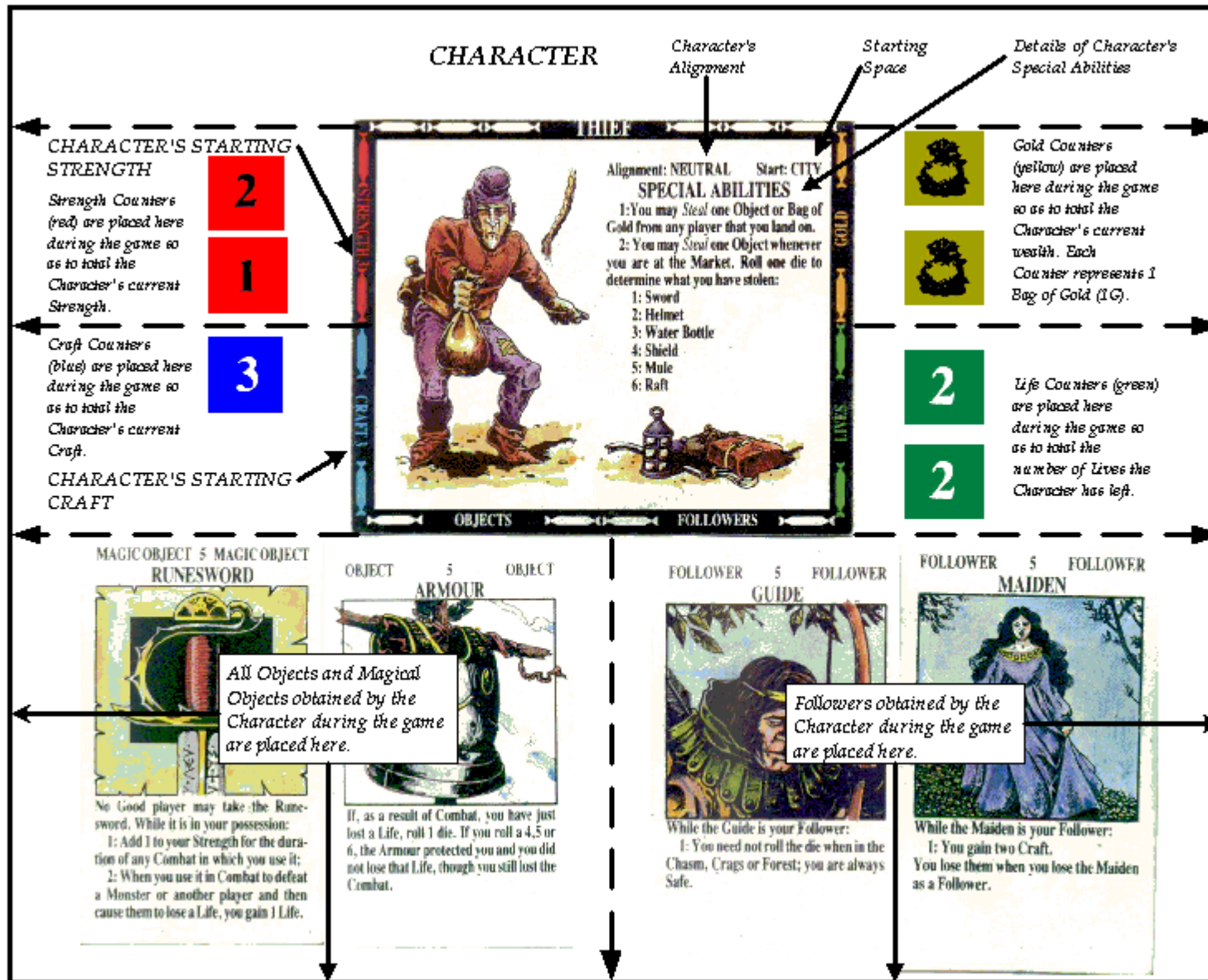
1 SIX-SIDED DIE

This is used for Movement, Combat, Psychic Combat and also to determine results from some instructions and Spells. Where it is required

to roll more than one die, the die should be rolled that number of times and the results totaled.

*******SETTING UP*******

Shuffle the Character Cards and deal one, face down, to each player. (If all players agree, each. Player may select which Character they wish to play for that game.) Each player then turns their Character Card face up in front of them. This is the Character that they will play for that game. The diagram below details the information on each Character Card, it also shows how to lay out the Character and record all possessions during play.



Each player takes the Playing Piece Card corresponding to their Character Card and fits it into a plastic base. The Playing Pieces are then

placed on the board according to the Starting Space on their Character Cards.

Each player receives Strength Counters equal to the Starting Strength for their Character. These should be placed alongside the Character Card as described above. The same is done for Craft. Each player receives a total of 4 Lives and 1 Gold each which should be placed accordingly. The remaining Counters are placed to one side as stock for use during the game.

The Adventure Cards are shuffled and placed face down beside the board. These form the Adventure Stock Pile.

The Spell Cards are shuffled and placed face down beside the board. These form the Spell Stock Pile.

Any player who has a Character who starts the game with any Spells as detailed on their Special Abilities, now draws the designated number from the Spell Stock Pile. These should not be revealed to the other players.

The Talisman and Purchase Cards are placed face up beside the board in individual piles according to the Object depicted on them. That is all Helmets in one pile, Shields in another, etc.

The Toad and Alignment Change Cards are kept handy to be used when required.

Players decide by dicing or any other means which player will have the first Turn. Play will then proceed round the board clockwise from that player.

*******BRIEF OUTLINE OF PLAY*******

Each player will control a different Character. Each Character has certain unique Special Abilities that can be used during the game. The Characters will move around the board, usually by the roll of the die but sometimes by the use of Spells or as the result of strange beings and places that they have discovered. Having moved, Characters can then encounter another Character in the space they land in or follow the instructions on the space. The instructions are often to draw cards. These are the Adventure Cards which depict all the Objects, Monsters and other things that the Character meets in the space. Characters then fight the monster and take the treasures they discover. Gradually they will become more powerful, until they feel that they are strong enough to head for the centre of the board to try and reach the Crown of Command.

Play is quite straightforward. The rules should be read carefully, since with the different Spells, Adventure Cards and Special Abilities of the Characters there is a great variety of instances to be covered. The rules are presented roughly in the sequence that they will be needed

during play. Where there are other rules relating to the same point, the number of the other rule(s) is given in brackets as a cross-reference.

*******OBJECT*******

The object of the game is to reach the Crown of Command in the centre of the board and then, by casting the Command Spells, force the other players out of the game. Players should first adventure in the Outer and Middle Regions to build up their Strength/Craft/Lives until they are powerful enough to tackle the Inner Region. They must also first find a Talisman to permit them to enter the Valley of Fire and so reach the Crown of Command.

*******RULES CONCERNING CHARACTERS*******

1: STRENGTH

Strength represents a Character's strength, stamina and fighting ability. It is used in Combat (16:1 -10) and to overcome certain obstacles that may be Encountered during the game. A Character's Strength is recorded by placing appropriate Strength Counters beside the Character Card.

1:1 Strength Counters are only taken for Starting Strength and for Strength points gained during play. Strength gained from Objects, Magic Objects, or Followers is not recorded by Strength Counters but is added on to the Character's Strength when required or allowed.

LOSING STRENGTH

1:2 When a Character is required to lose Strength, Counters are removed accordingly.

1:3 A Character's Strength can never drop below that Character's Starting Strength.

GAINING STRENGTH

1:4 A Character may gain Strength by cashing in any Animals, Monsters, and Dragons (15:5) he has killed in Combat. When any of these are Encounters and killed, that Character keeps those Enemy cards. They may be exchanged at any time for extra Strength Counters. The Character gains 1 Strength point for every 7 points of Strength marked on the Enemy cards. Those Enemy cards exchanged are then placed on the Adventure Discard Pile. Excess Strength Points of the Enemies above a multiple of 7 are lost.

1:5 Strength points may also be gained as a result of Encounters.

CHARACTER'S TOTAL STRENGTH

1:6 A character's Strength at any time is the total of Strength Counters *PLUS* any Strength from Followers, Magic Objects and Objects that may be used at that time.

EXAMPLE:

The Warrior has a total of 5 Strength Counters, the Magic Belt (a Magic Object that increases Strength by 1), the Unicorn (a Follower that increases Strength by 1) and a Sword (an Object which increase Strength by 1 in Combat only). So his total Strength is 7 (5 plus 1 for the Unicorn and 1 for the Magic Belt). In Combat his Strength would be 8 since he can then use the Sword. He now lands on the Cursed Glade where Strength from Objects and Magic Objects cannot be counted, Thus while he is there his Strength is 6 (5 plus 1 for the Unicorn) even in Combat.

2: CRAFT

Craft covers such things as intelligence, skill and magical ability. It is a Character's main asset in Psychic Combat (17:1-2) and determines how many Spells he may have. A Character's Craft is recorded by placing appropriate Craft Counters (blue) beside the Character Card.

2:1 Craft Counters are only taken for the Character's Starting Craft and for those gained during play. Craft gained from Magic Objects and Followers is not recorded by Craft Counters but is added to the Character's Craft when required or allowed.

LOSING CRAFT

2:2 When a Character is required to lose Craft, Counters are removed accordingly

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2:3 A Character's Craft can never drop below that Character's Starting Craft.

GAINING CRAFT

2:4 Craft can only be gained as a result of Encounters.

CHARACTER'S TOTAL CRAFT

2:5 A Character's Craft at any time is the total of Craft Counters *PLUS* any Craft gained from any Followers and Magic Objects that may be used at that time.

NUMBER OF SPELLS

2:6 The number of Spells that any Character can have at any one time is limited by the Character's Craft as Follows:

Character's Total Craft:	1	2	3	4	5	6 or more
Maximum Number of Spells:	0	0	1	2	2	3

This limit may only be exceeded by a Character possessing the Wand.

2:7 All Characters may have Spells if their Craft is sufficient to permit any. Only those Characters whose Special Ability allows them to start the game with any Spells do so. Otherwise, Spells are usually acquired as the result of Encounters.

2:8 If at any time a Character has more Spells than their Craft allows, the surplus Spells must be immediately placed on the Spell Discard Pile. They cannot be cast. The Character chooses which Spells to discard.

EXAMPLE

A Wizard with a Craft of 5 has Solomon's Crown (A Magic Object which adds 2 to his Craft), so his Craft is 7. This allows him 3 Spells which he has acquired. He now lands on the Cursed Glade where he cannot count Craft gained from Magic Objects. His Craft drops to 5 while he is there. He is now only allowed 2 Spells, so he must immediately discard one. As soon as he leaves the Cursed Glade, he can count the Craft for Solomon's Crown again and may have 3 Spells if he can acquire another.

3: GOLD

Gold allows the Character to Purchase Objects and pay for services. A Character's wealth is recorded by placing Bag of Gold Counters

(yellow) beside the Character Card. Each Counter represents 1 Bag of Gold. Gold will usually be acquired as the result of Encounters.

3:1 Each Character starts the game with 1 Gold Counter.

3:2 All prices are given in Bags of Gold (G). Thus 3G is three Bag of Gold Counters.

3:3 Payments for ant purchases or services not made to another Character are paid into the unused stock of Gold Counters.

3:4 Any Gold received from any source other than another player is taken from the unused stock of Gold Counters.

3:5 Gold Counters do not count with regard to number of Objects a Character may have (5:3).

4: LIVES

Lives represent the Characters durability. Lives are lost through Combat, Psychic Combat, and other dangers that may be Encountered. A Character's Lives are recorded by placing appropriate Life Counter beside the Character Card.

4:1 Each Character starts the game with 4 Lives.

LOSING LIVES

4:2 When a Character is required to lose Lives, Counters are removed accordingly.

Losing All Lives

4:3 Any Characters that lose all their Lives are dead. The Playing Piece is removed from the board. All the Character's Objects, Magic Objects, Followers and Gold Counters are placed on the Space where the Character died. All the Character's Strength and Craft Counters are replaced in stock. The Character's Spell Cards are placed on the Spell discard pile. The Character Card is placed with the unused Character Cards. The player whose Character has died starts again next Turn with a new Character drawn at random from the unused Character Cards *IF, AND ONLY IF*, no Character has yet reached the Crown of Command during the game. If any Character has reached the Crown of Command, any player whose Character dies is out of the game.

GAINING LIVES

4:4 Lives are gained as the result of Encounters or *Healing* (4:6). Lives gained are taken from stock.

4:5 There is no limit to the number of Lives a Character may have.

Healing

4:6 Healing can never restore a Character to more than 4 Lives.

5: OBJECTS

Both Objects and Magic Objects are classed as *Objects* for the purposes of these rules. During the game, Characters will usually acquire Objects as the result of Encounters. Objects in a Character's possession are placed below the Character Card.

5:1 All Objects in a Character's possession must be kept face up.

5:2 No Character may ever possess an Object that they are not permitted to use. It must be left face up in the Space where it was Encountered.

EXAMPLE:

The Assassin discovers the Holy Lance (a Magic Object) which can only be used by Good or Neutral Characters. He cannot use it because he is of Evil Alignment. He must leave it face up in the Space where he Encountered it.

LIMIT TO NUMBER OF OBJECTS

5:3 No Character may possess more than 4 Objects, not counting Gold Counters (3:5), unless they have a Mule.

5:4 A Character may ditch an Object at any time by leaving it face up in the Space they occupy.

5:5 Any Character acquiring more than 4 Objects, must decide which to keep. The remainder are immediately placed face up on the Space which they occupy.

EXAMPLE:

The Wizard has a Mule and is using it to carry 10 Objects. He is Encountered by the Thief who steals the Mule. The Wizard can now carry only 4 Objects and so must immediately place 6 of the Objects in his possession face up on the Space. The Thief may then claim them if possible (12:1).

6: FOLLOWERS

During the game, Characters will usually acquire Followers as the result of Encounters. All Followers accompanying a Character are kept below the Character Card.

6:1 All Followers accompanying a Character must be kept face up.

6:2 All Followers accompanying a Character must be kept face up.

6:2 A Character may have any number of Followers.

LOSING FOLLOWERS

6:3 Any Followers that are killed (eg in the Vampire or Chasm Spaces), or that must be discarded, are placed on the Adventure Discard Pile.

6:4 A Character may ditch a Follower at any time by leaving it face up in the Space they occupy.

7: ALIGNMENT

Each Character has an Alignment, either Good, Neutral or Evil. There are benefits and penalties for Good and Evil Alignments. Those of Neutral Alignment gain none of the benefits but suffer none of the penalties. Alignment may change during the game as the result of Encounters or by use of a Special Ability.

CHANGING ALIGNMENT

7:1 When a Character changes Alignment, an Alignment Change Card is taken and placed beside the Character Card with the appropriate side up to show the Character's new Alignment. When a Character reverts to their Alignment as stated on the Character Card, the Alignment Change Card is discarded.

7:2 No Character, including the Druid, may change Alignment more than once in any Turn.

7:3 If a Character possesses any Magic Objects not permitted by their new Alignment, those Magic Objects must immediately be placed face up in the Space they occupy (5:2).

8: SPECIAL ABILITIES

Each Character has one or more Special Abilities which are detailed on the Character Card along with any restrictions on that Character.

8:1 In any instances where the Special Abilities are at variance with the rules, the Special Ability overrides the rules.

9: SPELLS

The effect of each Spell, *and when it can be cast*, is detailed on the individual Spell Cards.

9:1 All Characters may have Spells if their Craft allows (2:6-8).

9:2 A Character's Spells are kept face down so that other players cannot see them.

9:3 Spells cannot be discarded unless the Character has more Spells than their Craft permits (2:6-8).

GAINING SPELLS

9:4 Spells are usually gained as the result of Encounters. Some Characters start with Spells as stated in their Special Ability.

9:5 Spells Gained are taken from the top of the Spell stock pile. When this is exhausted, the discards are shuffled and placed face down to form a new stock pile.

CASTING SPELLS

9:6 A Spell can only be cast as stated on the Spell Card. Once cast, and its effect ended, it is placed on the Spell discard pile.

9:7 Spells which affect other players affect them wherever they are on the board. Spells which can affect creatures, can only affect those in the Outer and Middle Regions (14:4).

THE COMMAND SPELL

9:8 Any Character who is *alone* on the Crown of Command space (14:9) on their Turn, *must* cast 1 Command Spell at all other Characters. To do so, the caster rolls the die. A 1, 2 or 3 means that the spell had no effect. If a 4, 5 or 6 is rolled, however, each of the other Characters must either lose 1 Life or admit defeat and drop out of the game.

*******RULES OF PLAY*******

10: A CHARACTER'S TURN

10:1 Each Character's Turn consists of two parts in this order:

I: Movement

II: Encounters

10:2 At the end of the player's Turn, play passes to the next player to the left.

11: MOVEMENT

MOVEMENT IN THE OUTER AND MIDDLE REGIONS

11:1 The Character rolls the die to determine how many Spaces they *must* Move. (Certain Spells, Special Abilities and other events may enable a Character to Move without rolling the die. These instances are detailed on the relevant Cards.) The Character must then Move the full count of the die roll either clockwise or anticlockwise at their discretion.

11:2 Direction may not be reversed during the Move except when passing between the Outer and Middle Regions (11:14).

MOVEMENT IN THE INNER REGION

11:3 The die is not rolled for movement. Characters can Move only 1 space per Turn.

11:4 The Encounter instructions on each Space must be completed before a Character can Move on.

Turning Back

11:5 A Character may decide at any time to Move back towards the Plain of Peril. Movement is still 1 Space per Turn but the instruction for Encounters are ignored when retreating.

Crown of Command

11:6 The Crown of Command can only be reached from the Valley of Fire. The Valley of Fire can only be entered by a Character possessing a Talisman. If a Character does not have one, then they *must* turn back (11:5).

11:7 When on the Crown of Command, a Character does not Move but remains there (14:9).

MOVEMENT BETWEEN OUTER & MIDDLE REGIONS

11:8 A bridge connects the Sentinel Space to the Hills Space opposite (11:10-14).

11:9 The Storm River can be crossed by Raft (11:15-19) or as the result of an Encounter.

Sentinel Space

11:10 Characters may cross the bridge in either direction if their die roll for Movement is sufficient.

11:11 The Sentinel attacks a Character *each* time they attempt to cross the bridge to *enter* the Middle Region. The Character must defeat the Sentinel in Combat (16:1-4) or Evade (18:1-3) to be allowed to pass.

11:12 Character defeating or evading the Sentinel may continue their Move by entering the Middle Region. Character defeated by the Sentinel lose 1 Life and must end their *Move* in the Sentinel Space. Characters in a Stand-off with the Sentinel do not Lose a Life but must end their *Move* in the Sentinel Space.

11:13 The Sentinel does not attack Characters who pass through the Sentinel Space while Moving in the Outer Region, Characters crossing *from* the Middle Region *to* the Outer Region, and Characters who end their Move on the Sentinel Space (unless they attempt to cross the bridge to the Middle region on their next Move).

11:14 When passing from one Region to another, Characters may change the direction of their Move on entering the new Region.

EXAMPLE:

The Thief is on the Graveyard and rolls a 6 for his Move. He decides to Move clockwise to the Sentinel Space to cross to the Middle Region. On reaching the Sentinel Space he is attacked by the Sentinel. However, he casts an Immobility Spell on the Sentinel, thus Evading him. He now Moves on to the Hills in the Middle Region and decides to continue the Move anticlockwise in the Middle Region, so ending his Move on the Portal of Power.

Raft

11:15 Any Character wishing to cross by Raft must either build one or acquire one as the result of an Encounter.

11:16 Any Character in a Woods of Forest Space at the start of their Turn who has an Axe may then declare that they are building a Raft for use that Move (11:18).

11:17 Any Character with a Raft may cross the river at the start of the Turn following that in which they acquired it (11:18).

11:18 A Character with a Raft may cross the river to any Space of their choice directly opposite the one they are in. This is their Move for that Turn. They do not roll the die.

11:19 A Raft can never be left behind or taken as a possession. Whether or not it is used, it must be placed on the Adventure discard pile, or back with the Purchase Cards if it were bought.

MOVEMENT BETWEEN THE MIDDLE & INNER REGIONS

11:20 The Portal of Power connects the Portal of Power Space to the Plain of Peril Space.

The Portal of Power

11:21 The Inner Region can only be entered through the Portal of Power.

11:22 Characters must try to open Portal each time they attempt to *enter* the Inner Region.

11:23 Character may attempt to open the Portal only if their Move is sufficient to carry them beyond.

11:24 Characters attempting to open the Portal follow the instructions on the Portal of Power Space. If successful, the Character's *Turn* ends on the Plain of Peril. If unsuccessful, the Character's *Move* ends on the Portal of Power Space.

11:25 A Character whose Move ends exactly on the Portal of Power Space may not attempt to open it that Turn.

11:26 A Character wishing to pass through the Portal *from* the Inner Region *to* the Middle Region does not need to open the Portal. They simply Move from the Plain of Peril to the Portal Space. This is their Move for that Turn.

12: CLAIMING FACE UP CARDS

12:1 Any Stranger may be visited and any Gold Counters, Magic Objects, Objects (5:3), and Followers in a Space may be taken by any Character whose Move ends on that Space at any time up to the end of their Turn, *EXCEPT WHEN*:

- 1: There is also an Enemy Card on the Space (13:5), *OR*
- 2: The instructions for the Space are to draw Cards (13:4).

In these two instances, the Cards form an Encounter for that Space.

EXAMPLE:

The Minstrel lands on the Desert where there are 2 Gold Counters, the Maiden (a Follower), a Water Bottle, a Sword (Objects), a Wand and a Talisman (Magic Objects) which were deposited there by the Prophetess when she was turned into a Toad.

The Minstrel already has 3 Objects: Armour, an Axe and the Amulet (Magic Object). He can freely claim the Gold Counters and the Maiden. Since he can only carry 4 Objects (5:3), he must choose carefully what to take. The instructions for the Desert are to lose 1 Life unless he has a Water Bottle, so the Water Bottle could be useful, but only here. Since he started with, and still has, no spells but has a sufficient Craft to allow him some, he takes the Wand first and immediately draws a Spell Card from the Spell stock pile. It is a Preservation Spell. A bit of good luck as now he needn't take the Water Bottle. He now ditches the Amulet by placing it face up in the Desert Space and takes the Talisman. He now has his four Objects: Armour, Axe, Wand and Talisman.

He must now follow the instructions on the Space which are to lose 1 Life, but he casts the Preservation Spell to prevent this. He immediately draws a replacement Spell because of the Wand and his Turn ends.

When he moves on the next Turn, the Sword, Water Bottle and the Amulet will remain face up in the Desert for the next Character who lands there.

13: ENCOUNTERS IN MIDDLE & OUTER REGIONS

13:1 Characters can only have Encounters in the Space in which they end their Move or a Space to which they are moved as a result of an Encounter, They may never Encounter anything in the Space where they Start their Move.

13:2 A Character *must* choose to Encounter *either* one Character of their choice who is in that Space *or* the Space itself.

ENCOUNTERING ANOTHER CHARACTER

13:3 Encountering another Character takes one of two forms. The Character whose Turn it is may *either* attack (16:6-10) or use their Special Ability on the other Character.

ENCOUNTERS IN A SPACE

Draw Card(s) Spaces

13:4 A Character *must* follow the instructions. The Cards to be drawn are always Adventure Cards. They are drawn from the Adventure stock pile. If there are already any Cards of any type on the Space, then only enough Cards to make up the given number may be drawn. The Adventure Cards then form the Encounter for that Space (15:1-11).

All Other Spaces

13:5 The Character follows the instructions for the Space. Any Enemy Cards (15:5-6) in the Space must be defeated (16:1-5,171-2) or Evaded (18:1-3). Any Strangers there may then be visited and any Gold Counters, Magic Objects, Objects (5:3) and Followers may be taken. Some instructions *must* be followed others *may* be followed at the Character's discretion.

EXAMPLE:

The Sorceress is on the Temple and rolls a 2. She may therefore Move to either the Runes or the Oasis. However, there is already a Dragon face up on the Runes where the instructions are to draw 1 Card so the Dragon will count as the Card to be drawn. The Dragon has a Strength of 7 and it will also get +2 on its Combat die roll because of the mystic Runes. It therefore has an effective Strength of 9. Since her

current Strength is 3, she will certainly lose a Life there. On the Oasis is a Hex spell card cast by another Character. This will also cause her to lose a Life, but since the instructions there are to draw 2 Cards, the Hex Spell will only count as one of them and she will have the opportunity to draw 1 Adventure card to make up the total of 2 to be drawn. She therefore Moves to the Oasis, loses a Life because of the Hex spell and takes an Adventure Card. It turns out to be another Dragon which will attack her. Not her lucky day at all!

14: ENCOUNTERS IN INNER REGION

14:1 A Character may only Encounter another Character on the Plain of Peril and the Valley of Fire.

14:2 Encounters with other Characters are as in the Outer and Middle Regions (13:3).

14:3 On all other Spaces, the Encounter is detailed in the instructions for the Space. The instructions *must* be followed unless the Character is retreating (11:5).

14:4 None of the Encountered Creatures in the Inner Region can be affected by any Spell, nor may they be Evaded (18:3).

CRYPT

14:5 The Crypt is in ruins and a Character needs Strength to shift the rubble to discover the various exit tunnels. A Character must roll the die 3 times on entering the Space and the results totaled. The Character's Strength (1:6) is subtracted from this total. The result determines where the Character will emerge from the Crypt. The Playing Piece is immediately placed there. This counts as their *Move*. Any Character that emerges on the Crypt itself may move on next Turn.

MINES

14:6 Craft is needed to find the route through the labyrinthine Mines. The instructions are as those for the Crypt (14:5) except that the Character's Craft (2:5) is subtracted from the total of the die rolls.

WEREWOLF DEN

14:7 The die is rolled for a Werewolf's Strength each time any Character enters the Space. That is the Werewolf that attacks that Character. Each Character encounters a different Werewolf.

PITS

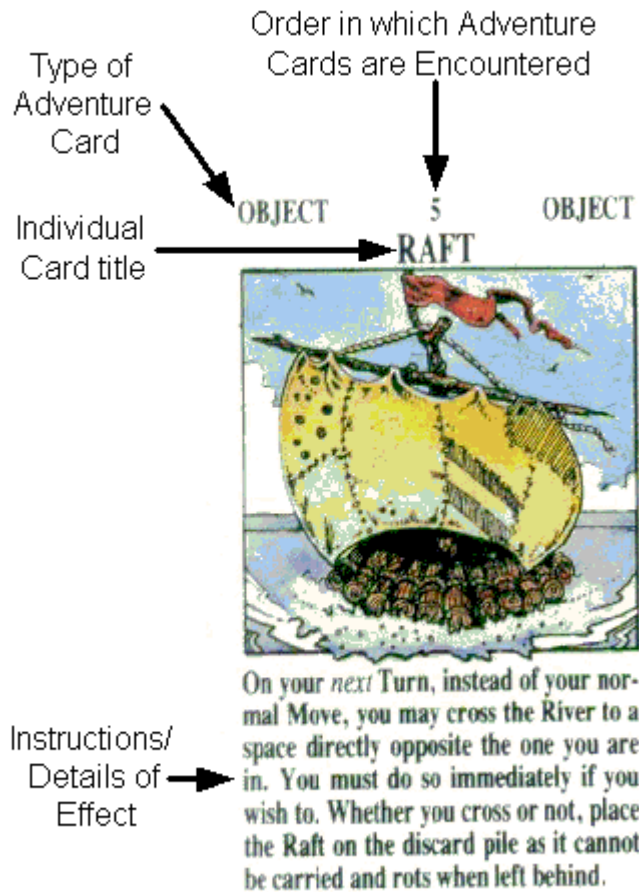
14:8 The die is rolled each time any Character enters the Space. This is the number of Pitfiends that attack that Character. The Character fights them one at a time, in succession, until the Character loses a Life whereupon that Turn ends. The Character must then continue to fight the remainder next Turn. The Character can Move on the Turn following that in which the last of the Character's allotted Pitfiends was killed.

THE CROWN OF COMMAND

14:9 If there is already a Character on the Crown of Command when a Character lands on it, the Character there must be Encountered (13:3). Once two (or more) Characters are on the Crown, those Characters' Turns consist only of Encountering one of the others. A Character alone on the Crown of Command *must* cast a Command Spell each Turn (9:8).

15: ADVENTURE CARDS

The information on each Adventure Card is as follows:



15:1 Adventure Cards with instructions that result in them being placed in a Space other than the one where they were drawn are dealt with first. If placed elsewhere, they do not affect the Character drawing them at that time.

15:2 Adventure Cards Encountered are then dealt with strictly in order determined by the number at the top centre. The lowest number is tackled first, then the next lowest, etc.

TYPES OF ADVENTURE CARD

15:3 The different types of Adventure Cards and their effects, in the order in which they are Encountered, are:

1: Event:

15:4 The instructions on the Card must be followed. Any that result in the loss of a Turn by the Character Encountering them, end the Characters Turn there and then. This counts as the missed Turn for that Character.

2: Enemy - Animal, Monster or Dragon:

15:5 The creature will immediately attack any Character Encountering it (16:1 -5). Defeated Enemies of this type may be kept to be exchanged for Strength (1:4).

3: Enemy - Spirit:

15:6 These will immediately attack any Character Encountering them by Psychic Combat (17:1 -2).

15:7 Only after any Events on the Space have occurred and any Enemies on the Space have been defeated (16:1 -5) or Evaded (18:1 -2) may the following Adventure Cards be Encountered.

4: Strangers:

15:8 The instructions on the Card are followed.

5: Objects, Magic Objects, Followers:

15:9 These may be taken if permissible (5:2-3_ and all Enemies on the Space have been defeated or Evaded.

6: Places

15:10 The instructions on the Card are followed.

ADVENTURE CARDS THAT REMAIN ON THE BOARD

15:11 Any Cards that remain after an Encounter must be left face up in the Space.

EXAMPLE OF ADVENTURE CARD ENCOUNTER:

*The Dwarf lands on the Hidden Valley and is instructed to draw 3 Adventure Cards. He draws the IMP (1: Event), a BEAR (2: Enemy), and a BAG OF GOLD (3: Object). The Imp must be tackled first. The Dwarf rolls a 4. The Imp has therefore Teleported the Dwarf to the Ruins **before** he has a chance to fight the Bear and take the Gold. The Bear and Gold Cards are left face up in the Hidden Valley and will constitute 2 of the 3 Cards for the next Character to land there. The Dwarf, however, will continue his Turn with a new Encounter in the Ruins.*

16: COMBAT

16:1 Combat occurs when:

- i. A Character is attacked by an Enemy - Monster, Dragon, or Animal (15:5), or by any creature whose *Strength* is given.
- ii. A Character decides to attack another Character unless their Special Ability allows them to attack by Psychic Combat (17:1-2).

RESOLVING COMBAT VS CREATURES OR ENEMIES

16:2 The Character first declares whether he is Evading or not (18:1-3). If not then Combat takes place.

16:3 Any Spells that the player wishes to cast must be cast before the die is rolled.

16:4 The Character rolls 1 die. The Character's Combat Score is the die roll plus the Character's Strength (1:6 -- only 1 Weapon may be used). Another player now rolls a die for the Creature and adds this to the creature's Strength. This is the creature's Combat Score. If the Character's Score was higher, the creature is killed (15:7, 1:4). If the creature's Score was higher, the Character loses 1 Life (use of an Object or Spell may prevent this) and the Character's Turn ends. If the Scores were equal the result is a *Stand-off* (16:10).

More than One Enemy

16:5 If there is more than one Enemy that attacks by Strength, they fight as one creature adding their Strength together and adding one die roll for their Combat Score.

RESOLVING COMBAT BETWEEN TWO CHARACTERS

16:6 The Character being attacked first has the opportunity to Evade (18:1 -2). If they do not, then Combat takes place.

16:7 Both Character's have the opportunity to cast any Spells before the die can be rolled.

16:8 The attacking Character's Combat Score is determined as in 16:4. The defender does the same. The Character with the higher Combat Score wins the Combat. If the Scores are equal, the result is a Stand-Off (16:10).

16:9 The victor may now either force the loser to lose 1 Life (this may be saved by the use of an Object or Spell) or take one (Magic) Object or Bag of Gold Counter from the loser to add to their own, That Turn then ends.

STAND-OFF

16:10 In a Stand-Off, neither side is harmed and that Turn ends.

17: PSYCHIC COMBAT

17:1 Psychic Combat occurs whenever:

- i. A Character is attacked by an Enemy - Spirit (15:6) or another creature whose Craft is given.
- ii. A Character whose Special Ability permits it, attacks another Character by Psychic Combat.

RESOLVING PSYCHIC COMBAT

17:2 Psychic Combat is resolved in exactly the same manner as Combat (16:2-10), *except*:

- i. Craft is substituted for Strength.
- ii. No Object can prevent the loss of a Life.

18: EVADING

18:1 A Character may, by using a Special Ability or an Immobility or Invisibility Spell, *Evade* an unfriendly creature or Character. The Evading Character cannot then affect or be affected by them in any way. With the exception of the Immobility Spell, all creatures on the Evading Character's Space may be Evaded.

18:2 Creatures that may be Evaded are:

- i. Anything in the Outer or Middle Regions that attacks a Character.
- ii. Any Character attempting to attack or use a Special Ability.
- iii. Any creature depicted on an Adventure Card that the Character does not wish to Encounter, for example the Hag, Imp or Witch.

18:3 Only other Character can be Evaded in the Inner Region.

19: TOADS

19:1 When a Character is turned into a Toad for three Turns, a Toad Card is substituted for the Character's Playing Piece on the board. The Character reverts back at the end of their third Turn.

19:2 Toads cannot have Objects, Magic Objects, Gold or Followers. Any in the Character's possession must immediately be placed face up in the Space where the transformation occurred.

19:3 Toads have a Strength of 1 and a Craft of 1; but the original Character retains all Strength and Craft Counter for when they change back. All Strength and Craft gained and lost while a Toad affects the Toad's Strength and Craft only, not the original Character's.

19:4 A Toad does not roll the die for Movement, but must Move one Space per Turn.

19:5 Toads can neither gain nor cast Spells. The original Character retains all the Spells they had for when they revert to normal.

19:6 The Toad's Lives are those of the original Character. Thus any Lives lost or gained by the Toad affect those of the original Character.

19:7 Toads must Encounter on a Space as would any other Character.

19:8 The Toad has no Special Abilities. Those of the original Character cannot be used while the Character is a Toad.

20: TALISMAN and PURCHASE CARDS

20:1 Whenever a Character is given or purchases one of these Objects, the appropriate Purchase or Talisman Card should be taken.

20:2 They are in all aspects as Adventure Card Objects, and Magic Objects, except that instead of being placed on a discard pile, they are replaced in their appropriate pile and are again available. Should there be no Purchase or Talisman Cards left of a particular Object, then that Object is not available at that time.

20:3 Purchase and Talisman Cards can be left face up in a Space on the board as are other Objects.

***** **WINNING** *****

21:1 The Winner is the last Character left in the game.

CREDITS

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***** TURN FLOW CHART *****

This is a general sequence of events only. Spells may be cast at various times during a Turn by any Character. The details of the individual Spells are detailed on the Spell Cards. Also when attempting to pass from one Region to another, the sequence may change (11:8-14). For example, when passing through the Sentinel Space to enter the Middle Region, the Sentinel will be fought before any Space or Cards are Encountered.

