

THE TWILIGHT ZONE

Talisman Twilight Zone is a non-profit project, by fans for fans of Talisman the Magical Quest Game, by Games Workshop.

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Content

2 Adventure cards (print out 5 copies of the "Enter the Twilight" cards)

4 Spells (print out 2 Undead Ravage spells)

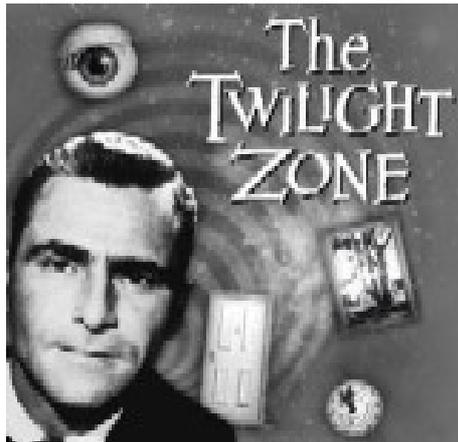
56 Twilight Zone cards, of which the following are multiple: Gold Coins (2), Skeleton (2), Shadow Goblin (3), Time Warp (2), Master of Twilight (4).

Rules Sheet

INTRODUCTION

In the outer consciousness of the world, in a flash between dream and reality, lies the Twilight Zone. On a dusky ridge, in a dark forest or at and old an rugged rune stone, there sometimes opens a gateway into the twilight. If you cross over the shadowed border, beware! Terrible dangers await you, enemies lie in ambush everywhere, time and space are set aside. Only the bravest dare to dwell for long in the Twilight Zone, and you may find getting out a hard thing to do. But if you use your skills wisely, and have some luck, you may also lay your hands on great rewards.

So now my friend, if you have the courage, let's cross over and enter.....



CROSSING OVER

Players can enter the Twilight Zone, hereafter called the TZ, in the following ways:
as a result of adventure cards, TZ cards and Spells in this set. If you use expansions with separate card sets, create some cards that make players enter the TZ.

by rolling a 5-6 at any Runes space or the Cursed Glade. You must always make a roll at the end of your turn on these spaces, unless you lost a Life or turn. If you use multiple boards, decide a space or two on each board where players can enter the TZ by making this roll at the end of their turn.

by using a Special Ability (only the new Characters in this set).

Players can enter the TZ on any board except Faerieland, Hell and any water board, for example the Talisman Island and Seafarer expansions.

MOVEMENT

Players in the TZ move on the board as normal, but do not interact with the space they land on. Instead, they must always draw a TZ card, or confront any such card already lying there. They do not confront any Real World, hereafter called RW, cards except Enemy-Spirits. Spirits attack every player, both in the TZ and RW. More about Spirits later.

Extra movement: you cannot add extra movement in the TZ, but you can still keep Objects like Horses and Horse and Carts. You can only add movement if you have the Elf Guide as your Follower.

Alignment spaces: while in the TZ, players do not lose a Life on the Graveyard or Chapel depending on Alignment. Instead, they must miss a turn if they land there. They draw TZ cards as normal on these spaces.

Similar places on other boards, such as the Tower of Ultimate Evil and Monastery of Pure Good are treated the same.

Desert: players in the TZ need not lose a Life in the Desert.

Enemies: Enemies add to their Combat roll on the Runes, and on any space on other boards as normal.

Evading spaces: it is **NOT** possible to use Special Abilities to evade spaces or cards in the TZ. For example the Ninja and the Dwarf cannot use theirs. Players must **ALWAYS** draw a TZ card or encounter any card already on the space he lands on. Spells can be used as normal to Evade anything.

T Z CARDS

When a player draws a TZ card, everyone can see it as normal. But if it is not discarded after the player has encountered it, it is to be put **FACE DOWN** on the space. No player can look at it again before a TZ player lands on that space, including other players in the TZ.

Spirits: Enemy-Spirits are excluded from the "face down" rule. They are left face up as normal, and they attack every player who lands on that space, both in the TZ and the RW.

If a player in the RW loses a Psychic Combat against a Spirit, not only TZ Spirits but any, he crosses over to the TZ and must immediately draw a TZ card (even if the Spirit he fought was a TZ.card).

Objects: any Object including Magic work in the RW as well as the TZ.

BOARDS & REGIONS

Players can not switch between boards while they are in the TZ. If you are instructed to, simply ignore it.

Exception: you can enter the Far Outer Region as they are considered to be the same. Concerning the City and other expansion boards that also are considered to be a part of the Outer Region, make House Rules.

Inner Region: players in the TZ cannot enter the Inner Region. Ignore any such instruction. Neither can you enter Regions on other boards that is considered to be an "Inner Region", for example the Temple on the Desert Board.

The idea is that you cannot gain the "high prize" of any board as long as you are in the TZ. If you use boards where this rule is questionable, make House Rules.

SPELLS

Spells work as normal in the TZ. But the only work on players that are also in the TZ, and players in the RW cannot cast Spells at anyone in the TZ.

Exception: some of the TZ cards, Spells and Special Abilities in this set that specifically say otherwise.

LEAVING

Players can leave the TZ in the following ways:

as a result of encounters on the TZ cards

by rolling a 6 at the Runes or Cursed Glade (or any other space of your decision on other boards) at the end of their turn, if they have not lost a Life or turn. You must always make that roll when landing on those spaces.

When you leave the TZ, you immediately encounter the space you are in as normal. Draw a card, attack another player, visit places and so on.

OPTIONAL

There are many cards, in the official expansions as well as the unofficial, that could be argued to be cards that affect the TZ as well as the RW. For example the Magical Vortex, Mefisto, The Spirit Stranger that gives a reward to Evil players, and so on. I don't have the time energy to make exceptions for every possible card, especially since there are dozens and dozens of fan created cards that I don't even know about yet.

You are of course free to make any House Rule you like concerning any card you are using, or simply follow the basic rule that no RW card (again, except from Spirits) have any effect on the TZ.

