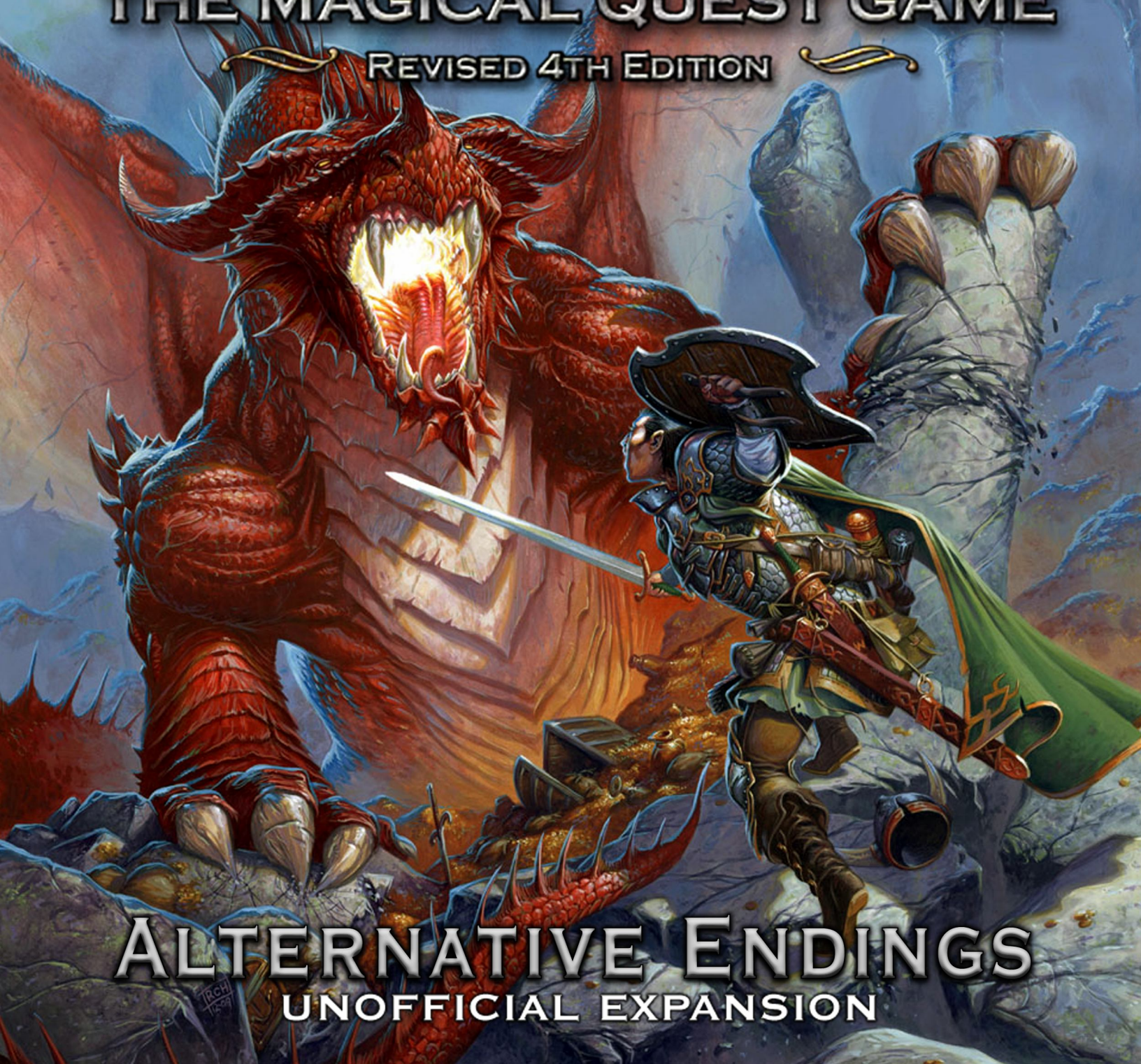




TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



ALTERNATIVE ENDINGS
UNOFFICIAL EXPANSION



TALISMAN

ALTERNATIVE ENDINGS

UNOFFICIAL EXPANSION

WELCOME

Quests, combat, glory, and gold! Welcome back to the magical realm of Talisman®.

The **Alternative Endings** expansion for **Talisman: The Magical Quest Game** features 16 new Alternative Ending Cards to enhance your Talisman experience. This rulesheet explains how to use these Alternative Ending Cards.

OBJECT OF THE GAME

The object of the game remains the same as the **Talisman Revised 4th Edition** base game. Characters must reach the Crown of Command in the centre of the board. Then in the basic game, by casting Command Spells, force the other characters out of the game; or with the Alternative Endings by following the instructions on the Cards.

COMPONENTS

The **Alternative Endings** expansion includes these components:

- This Rulesheet
- 16 Alternative Ending Cards
- 1 Talisman Character Sheet

COMPONENT OVERVIEW

Below is a brief description of each game component.

ALTERNATIVE ENDING CARDS

The use of the 16 new Alternative Ending Cards is optional, and players should agree whether or not to use them before starting the game.



TALISMAN CHARACTER SHEET

The sheet should be copied for every player to enable neat and easy use of abilities, lives, fate, gold, and cards.



CREDITS

Talisman Revised
4th Edition Design
Alternative Endings
Version 3.0 2011

ALTERNATIVE ENDING CARDS

The use of Alternative Ending Cards is optional, and players should agree whether or not to use one before starting the game.

SETUP

Setup for the Alternative Ending Cards variant is determined by which of the two game variants players decide to use. Players can start the game with the card either revealed or hidden (see below for more details).

REVEALED VARIANT

The revealed variant has a greater impact on characters during the course of the game and allows players to use more strategy.

If players use the revealed variant, one player shuffles the Alternative Ending Cards at the start of the game, draws one at random, and places it **faceup** on the Crown of Command at the centre of the board.

HIDDEN VARIANT

The hidden variant adds more mystery and excitement to the game since players do not know what dangers await them at the Crown of Command until they reach it.

If players use the hidden variant, one player shuffles the Alternative Ending Cards at the start of the game, draws one at random, and places it **face down** on the Crown of Command at the centre of the board. The first character who enters the Crown of Command must turn the Alternative Ending Card faceup.

ENCOUNTERING ALTERNATIVE ENDINGS

Alternative Ending Cards replace the base game's victory conditions, offering players new ways to win the game. When an Alternative Ending Card is being used, characters on the Crown of Command must encounter the Alternative Ending Card there and follow the rules printed on the card. They **cannot** cast the Command Spell or encounter other characters on the Crown of Command unless the Alternative Ending Card specifically states otherwise.

All other rules regarding the Inner Region still apply when players are using an Alternative Ending Card:

- None of the creatures in the Inner Region (nor any of the Alternative Ending Cards) can be affected by any Spell. They also cannot be evaded.
- Characters on the Crown of Command cannot move and must remain on that space unless the Alternative Ending Card specifically states otherwise.
- Once any character has reached the Crown of Command, any character who is killed automatically loses the game.

Alternative Ending Cards generally only affect characters on the Crown of Command. However, instructions that have a **star icon** at the start of their text affect all characters, no matter what Region they are in, including characters on the Crown of Command.

