



TALISMAN

Talis: A game of cards



You have now collected over 100 Talisman expansions and your Adventure deck contains 11,239 cards (*or maybe a few more*)...what is one to do with so many cards? Play a game!

When to Play

Talis can be against another player instead of attacking them. Simply let the other player know that you wish to engage them in a game of Talis instead of Combat.

How to Play

Both players begin by anteing up 1 Gold each into the pot. If at any time a player does not have enough Gold, he may ante or bet objects and followers as at the following values:

- Any Object = 1 Gold
- Magic Object = 2 Gold
- Follower = 2 Gold

After the ante, the attacking player draws one card from the Adventure deck followed by the defending player. Players do not see each others cards during the game.

The attacking player draws a second card from the Adventure deck followed by the defending player. Now the attacking player may bet up to 2 Gold, pass or fold. If he bets, the defending player must match the bet or fold. Any player who folds immediately loses 1 Life and all bets go to the other player. If the attacking player passes, the defending player may bet up to 2 Gold, in which case, the attacking player must match or fold.

After betting is complete, the attacking player draws a third card from the Adventure deck, followed by the defending player.

Starting with the attacking player, a player may discard up to 2 cards from his hand and replace them from the Adventure deck – but it costs him 1 Gold per card which is added to the pot. After both players have finished, the hands are scored.

Scoring

Possible scoring hands are as follows (highest ranking hands are highest on the list):

- Talis: 3 Talismans (if you get this, you can keep one)
- Royal 3: Three of the exact same card
- Royal 2: Two of the exact same card
- Flush 3: Three of the same exact type of cards (Magic Object, Enemy-Monster, etc.)
- Flush 2: Two of the same exact type of cards (Magic Object, Enemy-Monster, etc.)
- Straight: Three sequenced cards (1-Event, 2-Enemy & 3-Enemy or 4,5,6 etc.)
- 3 of a kind: Three of the same type of cards (Enemies, Objects, Events, etc.)
- 2 of a kind: Two of the same type of cards (Enemies, Objects, Events, etc.)

Talismans are always wild and can be substituted for any card. The player with the highest scoring hand wins. If no player has a scoring hand, the highest point total of all three cards wins (events=1, enemy=2, place=6, etc.). If there is a tie, both players share the pot – odd amounts go to the attacking player.

In the event that a character cannot carry all his winnings, all extra cards go to the discard pile.

Bonus Adventure Card

EVENT	1	EVENT
TALIS TOURNAMENT		
<p>Any characters in the Middle or Outer Regions may move to the Tavern and engage in a Talis Tournament. Characters do not encounter the Tavern space. All players play one hand. The winner takes the pot and gets one Talisman. If there is a tie, all tying players get a Talisman.</p>		
<small>CREATED WITH TCC 1.2</small>		

ADVENTURE

Stand-Alone Games

Shuffle the Adventure deck, divide up the Gold counters, give each player 4 Lives and play just the Talis game.

Players take turns dealing the cards. The dealing player takes the role of the attacker. Game play is exactly as per the rules except that multiple players may bet, pass or fold each hand. Each player who folds loses one Life. If a player loses his last Life, he is out of the game – his Gold is divided up between the remaining players. If a player loses all his Gold, he is also out of the game. The last player remaining wins the game.