

# TOWER OF VITTORIO

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## 1 BACKGROUND

Vittorio wrote to me some time last year with these new boards for use with Talisman Third Edition. Unfortunately it's taken me half a lifetime to get an update done! (SORRY!)

It comes with TWO boards. One for normal play and the other for a shortened endgame. Which we all know can be a blessing :-)

For any comments or queries regarding the Tower of Vittorio expansion, please contact Vittorio via e-mail.

## 2 RULES FOR BOARD "A"

- The Portal of Power is a classed as a single space. When you enter this space you must stop. If you have a Talisman, you are safe, but you must discard it. If you do not have a Talisman, roll a dice and lose that many lives (not saved by armour).
- The Tower uses the existing Tower cards from the original Talisman game. The numbers in the spaces are the number of cards you must draw as you progress through the Tower.
- The Skull Room is a special room. You place the Dragon King Card (Strength 12 or Craft 12) here or an Alternate Ending (from 2nd Edition).
- The Dragon King must be defeated in the same way as the normal game.

## 3 RULES FOR BOARD "B"

- This is an alternate design of the Tower to place in the Inner Region. It is the old Vampire's Tower from the 2nd Edition expanded to fit. This allows you to play the Tower of Vittorio outside the Talisman board so you can exchange this board with a larger, round board (in production) or to play shortened version of the game.
- The idea is simple. With many expansions the game could be very long, so you can enter the Portal by simply paying with a Talisman.
- If you enter the Tower you have won. That's it!!