

Instructions for Sorcerers Tower

The crown of command has been stolen by an evil Sorcerer. And at the centre of the land of Talisman stands his ancient, ruined tower. In ages past it belonged to the Wizard who ruled the land, but now it is the lair of the Sorcerer. This expansion set contains a new three-dimensional game board representing the tower, which is topped by an awesome paper miniature of the Sorcerer. Now, to win the game, you must battle your way to the top of the tower past hideous monsters and cunning traps, and defeat the Sorcerer in mortal combat

Your copy of The Sorcerers Tower should contain the following cardboard and paper components:
1 self-assembly card Tower playing board, 32 self-assembly Tower cards, 1 Rules sheet

Set up all the pieces from the Talisman game as normal.

Discard the alternate ending cards if you have them that came with the expansion adventure, the Tower and Tower cards provided with this expansion set replace them

Before you start playing, you will need to construct the card Tower and Cards

Place the Tower on the main Talisman board so that the base of the model covers the centre of the board with the door matching the door on the board.

The basic Talisman rules are unchanged, and the game is won by defeating the Sorcerer, Instead of the normal end game you now move your character through the Tower to reach the Sorcerer at the top, which will probably take several turns.

There are special rules for entering the Tower, and for moving in it. In addition, when you are in the Tower, you must draw cards from the new Tower card deck, rather than the normal Talisman Adventure card deck.

You may enter the Tower simply by moving from the portal of power space on the main board to the plain of peril on the Tower board and give up a talisman to open the door. **YOU DO NOT NEED TO TEST CRAFT OR STRENGTH TO SEE IF YOU CAN MOVE FROM THE PORTAL OF POWER TO THE PLAIN OF PERIL.** However, your move ends as soon as you enter the Tower, even if you have some movement left.

If your character starts a turn in the Tower you must roll the special dice (d4) to see how many spaces your character may move.. You will notice that this means you move more slowly in the Tower, which is as it should be because the Tower is, in its own way, more difficult to move through than the normal board. Note that you only roll the d4 dice for movement; use the normal six sided dice for battles, psychic combat, or anything else that calls for a dice roll.

The Tower is split into three levels. (teleport only works on the level you are on) You may only move up or down levels at Stairway spaces. The 'Stairs Up' space on the bottom level connects to the 'Stairs Down' Space on the middle level. The 'Stairs Up' on the middle level connects to the 'Sorcerer' space at the top of the Tower.

Note that you are allowed to move in either direction in the Tower, you do not have to keep on climbing until you reach the top. You may leave the Tower if you wish by going back down to the door and crossing back to the main board to the portal of power.

Building the Tower

You will need a sharp knife and steel ruler and a cutting mat of some sort (or just scissors)

The glue recommended is Pritt stick

The colored sheets are self-adhesive and all you need to do is peel of the back and stick to the card. You only need to stick sheets 4 & 5 to card as the rest can be used as is leaving the peel off paper in place.

Please be careful as you stick the self adhesive paper to the card as once it is stuck it is hard to unstuck if you make a mistake, The pack includes a spare blank sheet for you to practice with.

Sheet 4 & 5 may be glued to a second sheet of plain card included to give extra stiffness alternatively glue them to thicker card if you like.

Cut out all parts of tower and glue where necessary (this will be fairly obvious)

The two little tabs at the outer tower upper & lower tuck in to help stop the outer tower pieces sloping around from side to side.

The cards sheets are best cut down the middle so you have two long strips of cards, fold the card strips, peel the back and stick. Then cut into individual cards.

