



SPACE EXPANDERS

BOARD SPACE MODIFYING CARDS FOR TALISMAN "REVISED" 4TH EDITION

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1. PURPOSE

Space Expanders modify spaces on the standard game board for *Talisman, the Magical Quest* board game, 4th edition "revised" (4ER). Though they are cards, once placed they become part of the board spaces. They are not treated as cards and are not subject to rules or game effects governing other types of game cards.

2. INVENTORY

The following components are included in this package for home construction by your preferred method.

- 29 *Space Expander* card fronts.
- 1 *Space Expander* card back.
- 8 Purchase cards (to use with certain *Space Expanders*).
- 1 Purchase card back.
- This manual.

If any components are missing, first notify the owner / operator of the distribution point through which you acquired this package. Please note that you should not have paid anything for this package, including being required to provide any information in order to download it. If that is not the case, notify J.C. so that this violation can be addressed.

NOTE: No printable tableside rules cards are included with this expansion.

sion. Once the rules of usage herein are reviewed, they are easy to remember.

2.1 About included Purchase Cards

These are standard Adventure cards converted to Purchase card format or custom cards created by some of this expansion's contributors. File names ending in "x2", "x3", etc. indicate the recommended number that card to create for game play. All others should be printed once. You are of course free to print as many as you prefer.

For easy of use, non-standard Object and Follower cards have their price listed directly on the card.

3. MAKING YOUR EXPANSION COMPONENTS

Use any method you prefer for printing and assembling the cards and other components. Drop by [Talisman Island](#) to learn about options. The most popular method is to print them on card stock, fronts and backs separately, then trim them out and slip them into "Mini USA Game Card Sleeves" (41 x 63 mm, or slightly larger). Sleeves can be found in the game accessories section of [Fantasy Flight Games](#) web site or at other locations such as [Mayday Games](#). Note that thickness of sleeve material varies and affects height of decks when cards are stacked. The ones from Mayday are the thinnest at 40 microns, while the ones from FFG are among the sturdiest at 100 microns.

3.1 Printing the Graphics

You can print them out one at a time or in a multi-card layout on your home printer. The best option is to print or save a multi-card layout to a PDF or graphic at 300ppi and take it to a copy/print shop in your area. Standard color copy technology produces a longer lasting, higher quality image than a home printer.

Either way, do a test print first. Different printers (and different paper) produce a lighter or darker output compared to what you see on your computer screen. Adjust output to match your other cards by using a graphics program that allows for changing the Gamma setting of an image (or full sheet of images). This is the better approach vs. changing Contrast, Brightness, or Curves, which do not uniformly adjust hue, saturation, and lightness of an image.

Photo "stock" produces the best quality of printout but can be costly. White card stock is less costly but may lose image detail. Again, test results before printing all cards.

4. OPTIONS VS. REPLACEMENTS

At first glance, all *Space Expander* cards will seem the same; you place them on the space indicated below the card's title.



For example, “The Storehouse” is placed on the “Village” space. For the rest of the game, it is an additional option to choose along with other standard options at the Village.

There are other cards that change a whole space. It is not truly necessary to understand the difference between option-based cards (like The Storehouse) and replacement-based cards. The cards themselves will show you how they operate when they are used. Replacement-based cards are identified in their description area by the opening phrase: *This replaces space instructions*. These cards override and replace all instructions for the space on which they are placed.

5. PLACING THE SPACE EXPANDER CARDS IN THREE OPTIONS

Essentially, you choose whichever cards you and your group prefers to use. The only requirement is that they are placed before a game begins and they are not removed in any way until the game ends. They *are* board spaces or board space additions as if the board itself has changed. They are not treated as cards in game play, but there are some fun options for which ones to place from game to game.

First, review all cards with your group before play. The cards are quite diverse, and some may not appeal to all groups. Once you have set aside those not to your group’s current taste, the rest become a “space card deck” for the following options in setting up the board before the game begins!

5.1 Special Note: Placing cards for Woods, Hills, and Plains

Three cards in the deck are not for unique spaces; they are for spaces that occur multiple times on the board and in multiple regions. These should always be placed in one such space in the Outer Region. They should be placed on the space of that type that is closest to the player who is dealt one of these cards.

NOTE: though these three cards have other terrain titles, they are still considered Woods, Hills, and Plains, according to what is listed under their title. All game rules and effects listed on standard cards, including character cards, still apply to these spaces by their original type.

For example: the Elf may teleport between Woods spaces. “The Tanglewoods” space card is play on a Woods space. The Elf may therefore teleport to the Tanglewoods from any Woods space, and visa versa.

5.2 Player’s Choice

1. Before selection of characters, all players collectively agree on the number of *Space Expanders* to use for the game. It is recommended that at least 1 space card per player be the minimum count, while 2 per player is probably a good maximum. Once you decide on a number, all players collectively choose the cards.
2. Shuffle the selected cards and deal them out to the players face up.

3. Each player places its Space cards are the appropriate spaces noted below their titles and according to any special considerations (see 5.1).
4. Selection of characters now takes place.
5. The game now begins.

5.3 Character's Choice

1. All players chose a character by the group's preferred method, but they keep the chosen characters to themselves, face down and hidden.
2. Starting with the last player to choose a character, that player secretly chooses a card from the space card deck and keeps it hidden as well. Selection of a space card can be based on what might be beneficial for the previously selected character.
3. Selection of space cards proceeds in reverse from the order in which characters were chosen. Thereby the player who chose a character first is the last one to choose a space card.
4. Once all players have a selected character and a space card, they flip over their character cards at the same time. Space cards are then flipped and placed upon their referenced spaces noted below their titles and according to any special considerations (see 5.1). The Land and cast of characters for this game's adventure are now revealed.
5. The game now begins.

5.4 The Land's Choice

1. Based on whatever preference the group has, determine ahead of time the number of space cards you will use for the night. The best range is from 1 to 2 per player present.
2. All players chose a character by the group's preferred method.
3. Shuffle the space cards deck and deal out the agreed number face up to the players.
4. Space cards are placed upon their referenced spaces noted below their titles and according to any special considerations (see 5.1).

OPTION: If during the placement process the group finds that too many cards are building up on one space, you may:

- play that as is, or
 - if *all* players agree, discard the last card placed on the loaded space and deal out another card.
5. When the count of space cards for the game has been fulfilled, the game now begins.