

FAR OUTER REGION

Are we there yet?

Rob Wingrove

1 Background

Once secret passages leading to previously uncharted lands have been mapped through the efforts of brave explorers such as yourselves! Now you and your followers are free to explore the far-outer reaches of the Outer Region on your quest for glory!

Rob Wingrove, a multi-talented card and board producer and a darn fine artist to boot, has produced a number of extensions for the main Talisman board. The first to be released to the public is the Far-Outer Region.

Enjoy! :-)

If you have any praise or problems, give Rob a shout.

2 Assembly

To create a high-quality Far-Outer Region board for yourself, follow these steps:

Supplies needed: a large sheet of poster board, some glue (glue sticks work best), several laminating sheets, a hobby knife, and a straight-edge ruler. A half-decent graphics program might be an idea too!

Print out all of the board sections. There are ten files in all, labelled FarOut-AB through FarOut-ST. NOTE - You will have to use a graphics program like Photoshop to do this, otherwise the sections will appear the wrong size.

Cut-out all of the board sections using a straight-edge ruler and a hobby knife and arrange them in order following the printed letters.

Using either SMALL pieces of tape or a glue stick, affix the pieces together where they overlap. You'll get a bit more presentable results if you cut the piece that will be on top directly along the edge of a board space. For example, the second section ends with a Fields space connecting to a Thicket space. Cut the "excess" Thicket space off of this section and affix it to the top side of the third section, so that the Fields from section 2 lead to the Thicket from section 3. Make sure that as you assemble the main board's Outer Region runs evenly along the edges of the Far-Outer Region. Test the alignment with each piece you add to make sure

you get the whole thing to match up squarely with the main board.

Now place the fully assembled paper board atop a large sheet of poster-board. The thicker you can find the better. Use one edge of the poster board to form one edge of your new Far-Outer game board.

Starting with that edge, apply a bit of glue to the paper board and glue it to the piece of poster board. Slowly apply glue to the board and work your way to the opposite side, until the whole paper "ring" is glued evenly to the poster board. This method is easier than trying to glue the whole thing at once - you won't get bubbles or wrinkles and it won't become stuck to itself.

Now, apply your laminating sheets to the surface. These sheets can be purchased from any office supply store, and commonly come in 8x12 inch sizes (sorry, my international friends, I don't know the metric dimensions!). These will not only protect your board, they will give it a shiny, professional appearance. The key to laminating is that you don't need to try to cut the laminating pieces exactly. Overlap them, and have them run over the edge of the poster board, and then just trim off the excess.

Finally, using a sharp utility knife or hobby knife, cut out the board. Leave the "middle section" of the board in tact, so you only need to cut out the outer edge. This will provide more support for your new board. You just set your main board directly on top of it and start gaming!

3 Set Up

Place the main board directly on top of the Far-Outer Region board. Align it so that the Chapel is in the same corner the Monastery of Pure Good space.

You'll see four large yellow arrows pointing down into the Far-Outer Regions, one close to the middle of each side of the board. These are the paths you travel to AND FROM the Far-Outer. The movement rules are simple, you just "walk" down to the space containing the arrow from the space on the Outer Region that it is adjacent to. Nothing special is required to travel to or from the Far-Outer Region - it is simply an expansion of the Outer Region.

The Far-Outer Region is actually played as the SAME region as the Outer Region - so any cards or spells that affect things in the Outer Region also affect the Far-Outer Region. Likewise, if a card says "in this region" and you are in the Far-Outer, it also applies to the Outer Region - and vice versa.

The river also crosses down into the Far-Outer. It flows down through a Woods Space, past a Fields space, and into the Endless Ocean space. Passing into or through any of these spaces also qualifies as "crossing water". One other quick note regarding the Endless Ocean - you draw 1 card in that space even if there is already one there. You ALWAYS draw a card when you land on this space (but that is printed on the space anyway).

All rules are printed on the spaces themselves. While the concept is rather simple - the possibilities for movement are multiplied, so be prepared for a somewhat more involved game - at least with respect to movement. For example, if you are at the Hills space next to the Chapel, and you roll a 3 for movement, instead of just having an option between the Graveyard and the Crag, you'll now have an option between the Graveyard, the Crag, the Flat Lands, and the Fields (the one next to the Forgotten Landing)!