

THE TALISMANORAK

Edition No.3 December 13th 2024 by Katie B.

Welcome adventurers to the special Christmas Edition of the Talismanorak, where we explore all things Talismanininy and hope to answer the questions that keep you awake in the wee hours, drenched in sweat and plagued by doubt and uncertainty.

So, heat up a mince pie, grab a brew and settle back in your favourite chair for another bumper issue, jam-packed with incredulous trivia that will make you go “Ooooh and Aaaah through pastry encrusted teeth.

As 2024 slips away down the Storm River like a disused raft, gosh, crivens and help ma’ bob what a year it has been with the launch of a brand-new Edition of our beloved game.

Thankfully, for those who had been lost in the Maze or enslaved in the Temple for the last 12 months, our on-the-spot reporter and harbour master of the Talisman Island, Jon New, scribbled some notes in an old leather binder as the events unfolded. Here are his musings:-

“Talisman 5th Edition a History of its Release”

30th January 2024

Well, it’s been pretty quiet on the *Talisman* front for quite a while now, but eagle-eyed Talisman fan – *Nicholas Linindoll* – has spotted what looks like a new version of Talisman and an expansion coming from *Avalon Hill*!

Nicholas posted a link over on the *Talisman Boardgame Discussion Group* on *Facebook* (and on *Reddit*!) and you can see the details for yourself.

Interesting to note is that the box sizes are also included. The main game is listed as being the standard size of 30cm x 30cm x 6cm, but the expa(n)sion shows as 27cm x 20cm x 4cm which is totally different to what we are used to, but with plenty of room for extra content!

Exciting times!!

16th February 2024

The tiniest news update on the new Talisman from Avalon Hill?! (It's coming in July!)

Game Avalon Hill - Talisman Core English Version

Suggested retail price: 79.99 \$

Product code: 628F6652



In Stock: No

Expected Date: 16/02/2024 16/02/2024

Technical details +

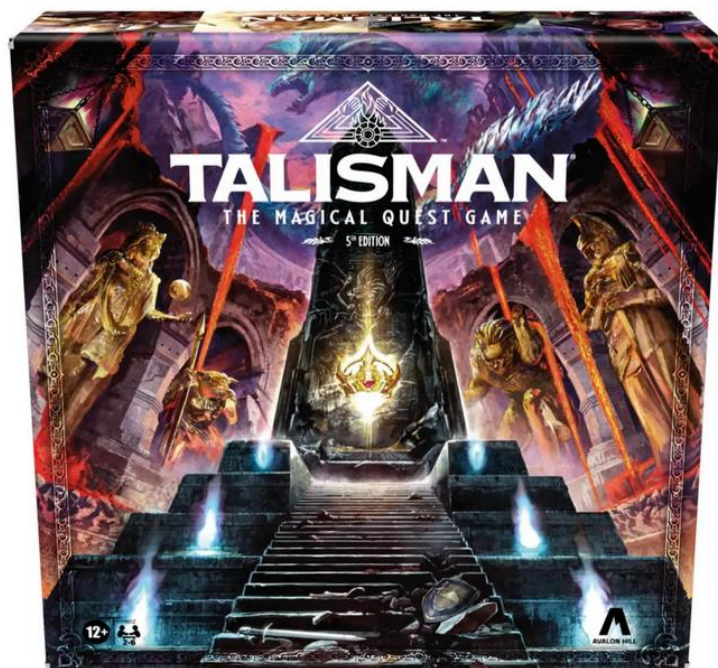
UPC codes +



23rd February 2024

There's been a bit of a wait, but it's finally been confirmed over on the *Avalon Hill Games Instagram* account (and probably Tw*tter) that a *5th Edition of Talisman* will be with us in **July 2024!** From the press release you can glean that it will be available in several languages, and some surprises are promised which are likely to do with the expansion that was previously listed over at *KIDToy!*

"5th Edition maintains what die-hard fans know and love about the Magical Quest Game but features stunning artwork, redesigned figures, and more streamlined and accessible gameplay." It's also clear that the endgame is now to defeat an Elder Dragon to win the game!



26th February 2024

Well, it's been an exciting couple of days since the announcement of a new edition of *Talisman* by Avalon Hill at the *Festival International des Jeux* in Cannes!

I've posted a few bits and pieces over on Facebook, but I realise not everyone uses it, so I figured I'd do a short recap here...


Firstly, those absolute legends at *hasbrofans_fr* on *Instagram* posted the image above as the game appeared in the cabinets on the Avalon Hill/Hasbro stand!



Talisman: Alliances is coming for Talisman 5th Edition from Avalon Hill!

26th March 2024

Talisman: Alliances



Antal spelare: 2 - 6
Speltid: 90 minuter
Rekommenderad ålder: från 13 år
[Läs mer på Boardgamegeek](#)
Tillverkare: Avalon Hill
[Mer från Avalon Hill](#)
Referens: HABF6648UU0

Expansion Konflikt Fantasy Äventyr

449 kr
Kommande

1

Priset som är satt på produkten är preliminärt och kan komma att ändras.

It seems I should have delved a bit more readily when I saw the listing of the new edition of Talisman on the *Alphaspel* web store!

Talisman supersleuth **Nicholas Linindoll** has come up trumps again, and found a listing on the same store for the new Talisman expansion – *Talisman: Alliances*!!

In my defence, it was listed on the third page of the Talisman search!

I wonder if the expansion will introduce some sort of cooperative mode for the game?

The game and expansion also have listings at the *Faraos Cigarer* webstore, and in what appears to be an official Hasbro listing of product EANs that I won't link to, but it's out there!

The EAN codes for the products suggest that the game and expansion will be available in a massive **SEVEN** languages, but there's no information about just which at the moment.

Not long now until the July release date, and the excitement is building! Let's go!

9th May 2024



So, it would seem that *Avalon Hill Games* (or *Hasbro Gaming*) have quite a few events planned for *PLAY: Festival del Gioco* at Modena from the 17th to the 19th of May!

They range from demos of the new edition of the game, to meet and greets with *Doug Hopkins* – who appears to be the designer of this latest iteration, and there's also a chance to snag his autograph on a special Talisman card at the event!

I wonder if some of the old guard at *La Tana dei Goblin* might be able to help out with more information and images (and maybe a promo card or two!) when it all happens as I see they are listed as supporters of the event.

I wonder if this signals that something interesting might happen at *UK Games Expo* at the end of the month?

17th May 2024



Earlier today the lucky visitors to the *Play: Festival del Gioci* in Modena were treated to the global reveal of the new edition of *Talisman* from Avalon Hill!

**Thanks to Federico Burchianti for the top image*

Designer, *Doug Hopkins*, along with the hosts from *Crossover Universo Nerd* showed us just what's in the box and there's certainly a lot to take in.



**Thanks to Riccardo Rognoni for the image above*

The game was then put up for preorder on the *Hasbro Pulse* website slated for release on the 26th of June!



You will be able to play Talisman in English, Italian, French, German and Spanish **PLUS** you can order the Polish localisation direct from *Rebel.pl*.

This begs the question as to what the seventh localisation is, as Hasbro have registered 7 EANs for the game and its expansion *Talisman: Alliances*. Any guesses?

I'm sure there will be a lot more discussion in the coming weeks, and I'll certainly add some thoughts about it all once my brain has settled down a bit from all of the excitement!

In the meantime, just feast your eyes on these minis!



1st June 2024



At *Games Expo UK* this afternoon, *Avalon Hill* announced the first expansion for *Talisman 5th Edition*, that will be making its way to stores in October!

Talisman Alliances – Fate Beckons is, as suspected, bringing cooperative play to *Talisman*, where you will win the game or fail as one!

More news will be forthcoming in time, but this is rather exciting news and I can't wait to get my hands on it.

In other news, the *Asmodee UK* shop in Hall 1 at the Expo has been selling limited numbers of the new *Talisman 5th Edition* ahead of its official release at the end of June (or July if you are further afield) **PLUS** you can grab a demo of the game on the *Avalon Hill* stand in Hall 2!



You'll be able to sample the new expansion for the first time at *Gen Con* in Indianapolis this Summer in games hosted by *Baldman Gaming* before its official release date, which is given as October, so maybe a *Spiel Essen* release?

We now know that the expansion is cooperative, and the blurb from the event pages could hint at something new for the Inner Region as it states that the "Portal of Power opens once more..." The box art shows six existing characters from the core game of *Talisman*, so the box does seem a little big just for cards and maybe a few new characters, and could certainly contain a new board section.

From the EAN 'leaks' we knew the name of the expansion, but with this "Fate Beckons" subtitle, does it mean that this is a series of expansions, all named *Talisman Alliances*? So many questions!!!

What do you hope for from this new expansion?"

Thanks, Jon, for that keen eyed reporting. Having played the first of the two co-operative adventures in the *Alliances* expansion we thoroughly enjoyed them and, not wanting to spoil anything for anyone, will say no more in the matter. If you want to know more, then belt on your sword, strap on your back pack and go find out for yourself.

There was also a promo set of dice for the game given away at an American games convention this year.

Talisman Towers, here in the UK, at great expense, managed to acquire a set for the museum though they did not arrive in the *Talisman* branded plastic bag festooned with exciting serial numbers and product codes which was a shame. For those with the dice but no bag here is what you are missing.



Box Serial Numbers

Talking of serial numbers (Who was? -Ed) there is not much to report on the exciting saga of box serial numbers (I can hear the groans of disappointment from here) though with this new 5th edition we do have exciting new prospects ahead of us. I purchased my game from Expo in May this year so it is from the first print run. There are no numbers on the side of the box, though on the rear in very small digits is the code C-3709A and below that 40751. This second number also features in small silver digits on the rear corner of the board. Is this unique to my set or are they all the same and will they change with future print runs? Serial numbers on boards are something we haven't seen before and could certainly open up a whole new world of exciting possibilities. Worth buying the game just for that. (You really must get help- Ed)

The Alliances expansion which I purchased in October direct from Hasbro also features a code on the back of the box, C-3709A 41651. This second number appears to have been added afterwards as the font is slightly different so could be a print run number.



Missiletoad.

Launching ourselves back through the Timescape lets head back to simpler and happier days where High Streets had game shops and things took 28 days for delivery. Its 1983 and our beloved 1st/2nd edition is on the shelves and still throwing up the odd surprise.

An Alternative Timescape

A new arrival in the Talismanorak Towers was a copy of Timescape as part of a job lot. Upon opening the box I was immediately struck by something unusual about the rule sheet and the inclusion of a flyer showing all of the miniatures. Sensing a glitch in the Matrix I dug out one of my other sets and well, knock me down with a red pill, if it wasn't different.

Rear page of the rule book that we all know and love:

TALISMAN™

— RANGE OF FIGURES —

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TROLL 95p

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Orders over £15.00 are Post Free.
USA: Credit Card Orders only, sent Airmail at cost
OVERSEAS (ex.USA): Add 35% for Carriage
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WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

The alternative universe.

Rear of alternative rule book. Note the lack of Timescape figures.

TALISMAN™

RANGE OF FIGURES

WATCH OUT FOR TALISMAN TIMESCAPE FIGURES (AVAILABLE SOON)

ZULU TOAD TOAD SAMURAI

SATYR SOLDIER SWORDSMAN AMAZON LEPRECHAUN GLADIATOR PHILOSOPHER HOBGOBLIN WOODSMAN CONJURER

PIRATE MARTIAL ARTIST ORC GHOUL BARBARIAN MONK KNIGHT DRUID SWASHBUCKLER

SARACEN DARK ELF HIGHLANDER NINJA MERCHANT WIZARD GYPSY WARRIOR SPRITE HALFLING

TROLL WITCH DOCTOR THIEF SORCESS ROGUE RANGER CENTAUR PROPHETESS ASSASSIN

INQUISITOR DWARF CHAOS WARRIOR MINSTREL NECROMANCER SPY SCOUT ELF PRIEST PILGRIM

THE TALISMAN RANGE

The Talisman Timescape is the fourth expansion set for the world's most popular fantasy boardgame. Look for the other Games Workshop *Talisman* products:

Talisman Expansion Set: The first expansion set for *Talisman* contains 36 new Adventure Cards including new monsters, spirits, strangers, places, objects, followers and events; 6 new Spell Cards; 14 new Character Cards with more special abilities and 14 playing piece cards; plus a full-colour *Talisman* poster.

Talisman the Adventure: The second expansion set takes the game to new heights of adventure with five alternate endings. When you get to the Crown of Command, you can never be quite sure whether you will find the Crown, or something else - like the dreaded Horrible Black Void... As well as the alternate endings, there are 37 new Adventure Cards, 11 new Spell Cards, 8 new Character Cards with corresponding playing piece cards, 6 Character Sheets for easy record-keeping, and a sheet of additional rules.

The Talisman Dungeon: Adds a whole new dimension to your *Talisman* games with the addition of the Dungeon board. Dare you enter the Dungeon? If you survive its perils, you may find yourself closer to the Crown of Command - or you may find yourself further away... The set contains 1 dungeon game board, a sheet of additional rules, 4 'Doorway' adventure cards linking the Dungeon to the main board, 36 Dungeon Adventure Cards, and 14 new Character Cards with playing pieces.

The Flyer that came with the above rules.

TALISMAN™

— 3 RANGE OF FIGURES —

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Orders over £15.00 are Post Free
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OVERSEAS (ex-USA): Add 35% for Carriage
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My conclusion is that this was a very early Timescape. The game was launched in January 1988 with the painted minis appearing on page seven of the 100th edition of White Dwarf magazine, in April 1988. The rules must have been printed and then suddenly the minis became available, were quickly photographed and a flyer put in each box. Fascinating.

A little review from an early Games magazine.

Look out for more of these early magazine reviews in future editions of the Talismanorak.

Talisman (Games Workshop, around \$20)

A marvelous combination of old-fashioned board game and role-playing adventure, Talisman is a delight to the eye and a pleasure to play.

The board depicts three realms—an outer region of villages and woods, a middle area of warlocks and temples, and a deadly inner region, strewn with dangers that lead to the goal, the powerful Crown of Command. Each player selects one of 14 characters, such as Thief, Wizard, Troll, or Giant, each possessing a different combination of strength, craft (which covers intelligence and magic skill), gold, extra lives, and special abilities. The characters start by moving along on the outer squares, seeking a safe way to the middle region. Many spaces require players who land on them to draw adventure cards, which can produce, among other things, dangerous monsters, helpful allies, and bad weather, as well as treasure, spells, and curses. In an unusual twist, the cards can stay on the board spaces—which means that, for instance, undefeated monsters still lurk about, or lost treasures wait to be claimed.

Once in the middle area, players must either carry out a quest for the Warlock or get lucky at the Temple. Then they can attempt to cross to the inner region, where the game really gets tense. Unless a player has the right allies and a



magical weapon or two, he won't last long in the Mines, the Werewolves' Den, or—the game within a game—the Dice with Death. The first player to reach the center of the board obtains the Crown of Command. That usually spells defeat for the other players—unless they can wrest the Crown away very quickly.

Talisman is loaded with surprises that can upset anyone's carefully organized gameplan. But such shifts of fortune add to the thrill of the adventure. Playing time is from one to two hours.
—Matthew J. Costello



Ketchup with the Sauceror coming to this region soon.

Spells on HP.



THE TALISMAN DUNGEON
Talisman Boardgame
Expansion Set
Games Workshop
£7.95

The first thing that needs to be said about **The Talisman Dungeon** is that it is not just another Talisman expansion set. This is clear as soon as you open the box, for what do you find inside but... a new board!

The Talisman Dungeon adds a complete, self-contained new board area to the game, complete with its own deck of 36 *Dungeon* cards, 4 *Doorway* cards linking the *Dungeon* to the main board, and a sheet of special rules for action in the *Dungeon*.

The *Doorway* cards are shuffled into the main *Adventure* deck, and play carries on as normal. When a player encounters a *Doorway*, it remains on the space where it is found, and any player landing there has the option to enter the *Dungeon* rather than carrying on round the main board. The *Dungeon* has its own deck of encounter cards, and when a player reaches the end of the *Dungeon*, a die is rolled to see where he or she has re-emerged onto the main board. This may be closer to the Crown of Command, or further

away from it, but the mechanism is nicely balanced so that the addition of the *Dungeon* board doesn't simply make the game longer, and doesn't unbalance the game by providing too much of a short-cut.

The artwork on the board and cards is well-done and maintains the feel of the basic game, and there are several interesting locations within the *Dungeon* - a torture chamber, a cell, and several others. There are some special rules to do with the *dungeon* - certain events, such as the *Blizzard*, don't affect characters in the *Dungeon*, while the special abilities of some characters are ignored or amended in the *Dungeon* environment. The extra rules set all this out clearly and they are soon picked up. The *Dungeon* encounters can vary from Rats to a Bronze Dragon, and all work well - as you would expect in an expansion game from Bob Harris, the game's inventor. There's even a rules option to play short games using the *Dungeon* on its own, simply racing from one end to the other.

As well as the *Dungeon* and all the cards and rules needed to make it work, *The Talisman Dungeon* also includes 14 new characters, including the Inquisitor, the Swashbuckler, the Sprite and the Martial Artist, all with their own special abilities. These, of course, can be used in any *Talisman* game, with or without the addition of the *Dungeon* board.

All in all, *The Talisman Dungeon* is a significant addition to the game. Hardened *Talisman* fans will probably agree that it's the best expansion set yet, and if you own the game, it's definitely worth looking at.

Graeme Davis



More blistering Talisman Toads

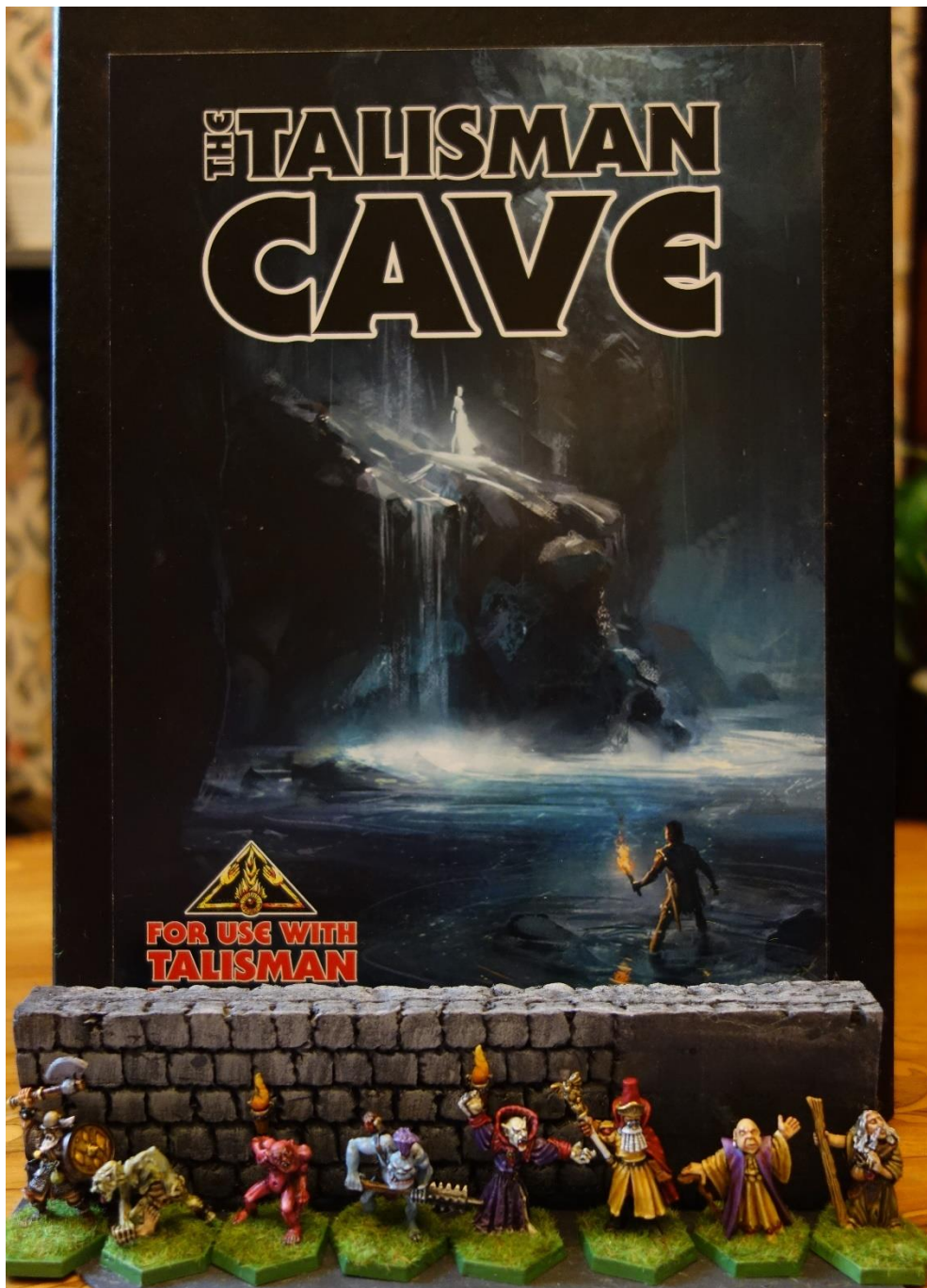
As an update from the last edition here are some more toads and how they hopped into our lives back in the day with their respective adventurers. Here we have a mixed bag of main game and Adventure figures with the Wizard Toad being squashed by the Chaos Warrior and Samurai. I don't know the wizard toad's name but the fez rings a bell.



A Pirate Toad with a mixed bag of landlubbers. Hahaaaaar.



If 5th edition didn't set our pulse's racing there was also the translation of the 2nd edition Cave Expansion from Polish to English and a set of minis carefully chosen by the Talismanorak Towers team to accompany it.



This expansion was just ripe for a 3D board and after being scrutinised by the TT's design team a board was built. Their efforts can be seen in a separate article pinned on the notice board in the main square on Talisman Island. The expansion can be downloaded from [here](#) also. Our resident expansion tester and all-round tough girl Red Sonja recently entered The Cave to test its lethality. Having lost all her gold and weapons after avoiding being crushed in the Narrow Passage, she was asked what it was like: *"By Erlik's studded codpiece, I ain't going in there again"* she replied, spat on the floor and strode off to the Tavern to drown her sorrows. Well, there you have it folks. Enter if you dare.

2nd Edition/R4th Reaper Expansion

This little set appeared on an online auction site. It is beautifully made, all the cards were sleeved and came with a full set of rules and even a little plastic Reaper mini. It has been tried and tested. It's amazing how easy the 'Fate' dynamic from R4th bolts onto 2nd edition. Characters are allowed a maximum of two fate that can be obtained from the Chapel or Graveyard or from Adventure cards.





The plastic Reaper, though a nice mini, did not really fit with the 2nd Edition look so this Wraith from Citadel's 1980's Night Horrors range was purchased and used as Mr D. Here he can be seen pointing Sonja towards another potential customer. She's always happy to oblige.



Spell Cards.

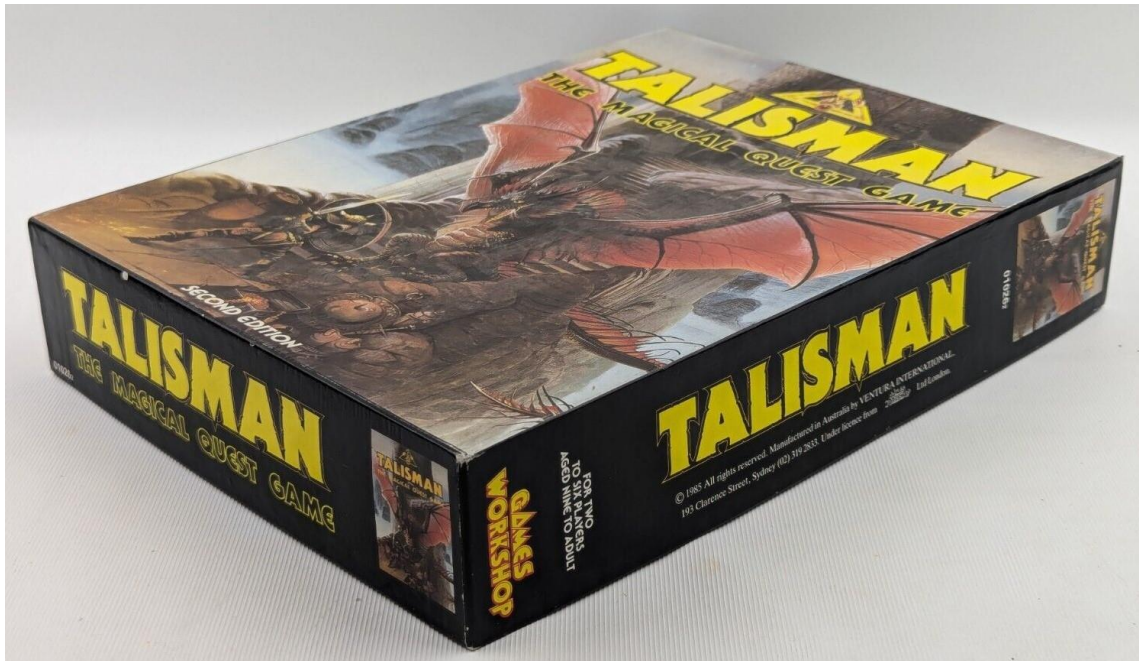
Talking of death, (You may meet yours sooner rather than later if you continue with this drivell -Ed) I am always a little sad when an adventurer dies during a game. The piece being removed from the board and their effects strewn for all and sundry to pillage. Nothing remains but a broken sword and a memory. I wanted something to remember them by and these are perfect. They are from the early Citadel FS range and are dead adventurers. Hex bases were made from plasticard and their attire suggests different classes, perfect for the Talisman human classes. Despite the subject they are nice miniatures and were a joy to paint.



This is just beautiful. The original Dungeon artwork courtesy of the great Trish Carden.

I come from a realm down under

Here's a little cork-wobbling heads up to our Australian friends down under seeking the Crown of Command whilst fighting off rampant Roo's and killer Koala's. We all know the Australian base game edition had yellow writing on the box lid rather than gold but what of the expansions? Well, they appear to have been the same as the UK versions. These three came up for sale as a bundle a wee while ago from an Australian seller.



Box serial numbers 010262 for the base game with 010274 and for the Expansion and 010080 for the Adventure.

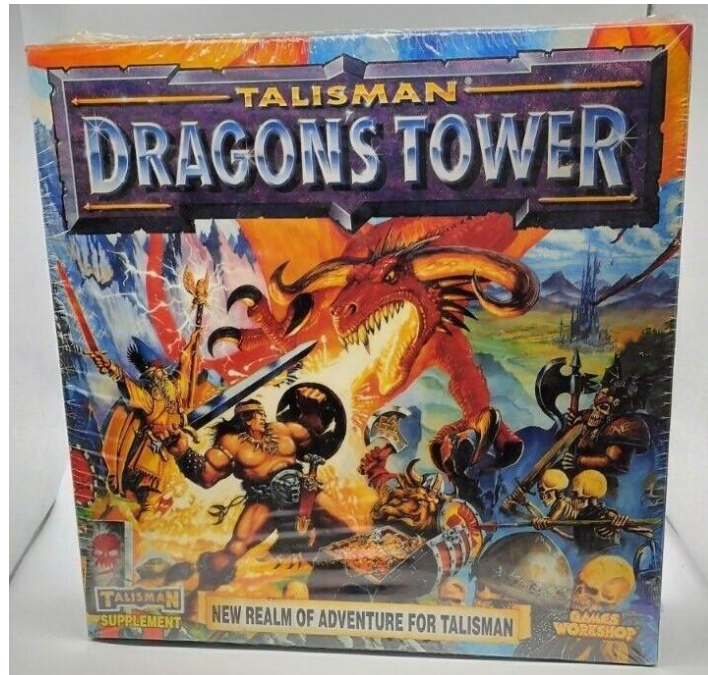
Third Edition

Seems some of our 3rd edition friends ended up as GW Combat Card outcasts.



The Tower that reached a new high

Spotted earlier this year on a well-known auction site. Shrink wrapped 3rd edition Dragon's Expansion Yours madam for a mere £1200. There were gasps round the Talismanorak Towers office when we saw this. Not sure if it sold or was stolen when the armoured car with its armed escort was ambushed. Have any readers seen anything priced higher? If so let us know.



Metal Minis

From across the pond in the grand old U.S. of A. some enterprising chap was advertising these metal 3rd Edition minis.

Their provenance is unknown, probably being home brews. In the name of research for our loyal reader, a set was purchased and closely examined. The detail is really crisp and they are nicely made. They will remain unpainted to show off all their shiny, loveliness.



A Brussel Sprout induced hazard for adventurers at this time of the year.

The R4th Edition Frozen Wastes Expansion

This cute little expansion was another that was thawed out from the freezer compartment and hit our plates this year courtesy of those dedicated Polish fans at Talisman Magia i Miecz. It can be ordered from them and comes with two lovely miniatures or downloaded at Talisman Island. It slots in between the Highlands and City if you get my drift. Survivability is yet to be tested. When it was mentioned to Sonja she replied *“Frozen Wastes in this get up? You must be joking.”*



Talismanorak top tip – Save space in your freezer by storing your frozen peas in the individual holes found in your Birds Eye potato waffles.

Sock it to 'em

Have you ever been in that frustrating predicament when you are about to enter the Hidden Valley in the middle region and are not sure what socks to wear. Well fret no more for Yorkshire Trading sell these wonderful Hidden Valley socks. Just the thing for the Adventurer who has it all. Leave this page lying about this Christmas for a loved one to see as these would be the perfect stocking filler. (NO, NO, NO ???-Ed)



Well, that's about it folks for this edition and this year.

On the spot reporters will keep you up to date in 2025 with all that is happening in the world of Talisman and there will be regular posts on Talisman Island, Board Game Geek and a new realm that has recently been discovered, The Talismanaemum (<https://talismanaemum.com/2024/06/01/hello-world/>) hosted by Wally the Monk.

The Talismanorak also has some exciting new projects in the pipe line. Coming up in the New Year will be an exciting report on a recently uncovered Black Industries 4th edition test set that appeared at a UK games show back in 2007. Featuring a lot of peculiarities, it gives us a rare glimpse into the mindset of the game designers who pulled Talisman out of its cartoony, skull infested 3rd edition slumber, thus giving birth to the black hole consuming mighty monster that is R4th edition. There will also be updates about a 2nd Edition Sorcerer's Tower that is being restored, a guide to the type of hat to wear when visiting the Vampire's Tower, Vintage Talisman adverts in Citadel postal flyers, unpunched city sheets and much, much more.

Don't give your adversaries the upper hand, visit your local newsagent and subscribe toaday. "Ha see what I did there? (Have you been at the sherry again? -Ed)

Why not switch off the telly, throw your accursed smartphones into the goldfish bowl, disconnect the computer and enjoy some quality family time together sitting round the table playing Talisman.

It's a cracker of a game, the novelty of which never wears off, that always goes with a bang and never disappoints (and the hat's much better too.)

Well Happy Christmas everyone from all of the Talismanorak team and God Bless in the New Year.

