



Talisman Herald



Special Edition

January 2007

Volume 1, Issue 2

The Return of Talisman

The best laid plans...

Sometime last year, Peter Hansson and myself got to talking about how it seemed that Talisman looked as if it had been ignored by GW and how it looked that the only way it was going to see a re-release was if we did it ourselves.

We penned some suggestions of how it should be handled and put them together in a proposal which was sent off to the licensing department of GW in August.

Not to worry...

A little later I received an email in reply from GW, thanking us for our interest and that we would be unsurprised to hear that Talisman is by far the most sought after out of print game from themselves.

It went on to say that if it was ever re-released it would be done in-house, however there were no plans to do so.

I relayed the information to Peter and we thought that was that, but at least we had tried.

Spindisc is excited...

Fast forward to January 8th this year when I get in from work to see an MSN message from Peter asking if I'd seen my email. He seemed excited.

My email client was being a pain, so Peter forwarded the email in question to me...

...and I was a little taken aback to say the least.

This is what it said...

TALISMAN, THE LEGENDARY FANTASY BOARD GAME, IS BACK!

Black Industries are very excited to announce the launch of a brand new edition of Talisman. Releasing in October 2007, the classic Talisman game is back and it's better than ever!

Talisman is a cult fantasy board game for 2 - 6 people. Players control a myriad of characters from a heroic warrior to a powerful sorcerer. In this perilous adventure, play centres around the journey of these gallant heroes to find and claim the Crown of Command, a magical artefact with the power to destroy all rivals and make the bearer the true ruler of the kingdom. Only with strength, courage, and wisdom will players be able to survive the ultimate test and beat their opponents to victory.

Talisman's enduring appeal is that of a traditional fantasy boardgame and more. Players soon find themselves taking part in an epic quest of brave deeds, daring encounters and death defying battles, which deepens as the game unfolds.

First released in 1983, the game continues to excite and maintains a strong following with a thriving Internet community. The new edition of Talisman will appeal to fans of the timeless original, and will also create a new following of would be adventurers.

Marc Gascoigne, Head of Black Industries, said, "This is the best edition of Talisman we have ever produced. It's the return of a genuine classic fantasy game, and I'm proud to be announcing its comeback. The gameplay is based on the very best aspects of the previous editions, but with added extras such as the all newspeedy play rules written by the legendary Rick Priestley. The game looks fantastic, with fabulous new artwork. I know fans old and new will love this edition."

If you want to know more about the release of this long awaited new edition then visit www.blackindustries.com or e-mail enquiries@blpublishing.com for more information.

Alternately come and see a full mock up of the game at the following places!

London Toy fair	Stand NA10
Nuremberg Toy fair	Hall 10.1 stand A-08
New York Toy Fair	Booth 6021
Canadian Toy Fair	Booth 603

The Quest begins...

"Come and see a full mock up of the game...." -"Hmm...", I thought, "that's going to be a challenge!"

The problem was that London's Toy Fair is a trade-only event, but as luck would have it, a friend of mine has a games shop and wasn't able to make it to the event. So I offered to go and scout for him and report back any new releases and make some contacts for him. So off I go to the website and register for the event.

Less than 12 hours later, I was standing outside the ExCeL exhibition centre in London.



Lost in the Maze...

So after picking up my ID badge at the front desk, I wandered into the maze of stalls looking for stall NA10, home of Esdevium Games.

After wandering around for five minutes I thought to myself that it would probably be much easier if I was to look at the map of the exhibition near the entrance. <sigh>

NA8, NA9, NA10...

I found it! Then realised that I had just walked past the stall not two minutes before... ho hum.

I walked up to the group of Esdevium people and was immediately pounced upon as I think I was the first visitor badge to show up that day.

Well, it was still quite early.

The Quest is over!

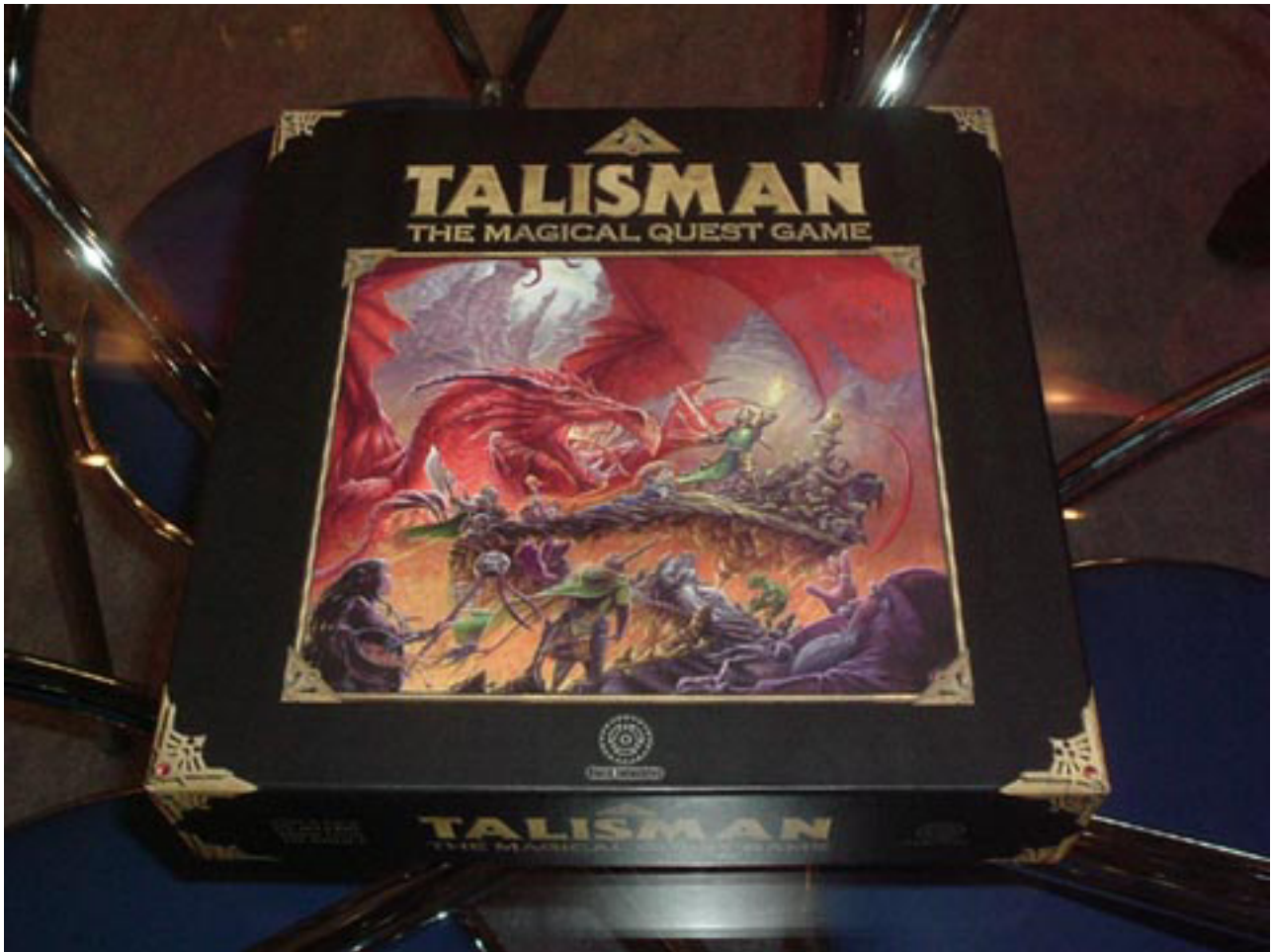
I explained how I was on a scouting mission for my friend and wanted information on any new games etc that they were carrying.

I added that, on a personal note, I was very interested in seeing the mock-up of Talisman they had on display.

They turned and pointed over here...



The new edition of Talisman, holding it's own very well alongside some of the lines shown at the London Toy Fair.



Looks pretty, doesn't it? The inside looks just as good, but I wasn't allowed to take pictures of the contents.



The back shows the contents of 2nd Edition, but the six pictures to the sides reflect the art used in the game.

The Box

The box is certainly looks very striking with it's black background edged in gold with corner detail.

The central artwork is fantastic and would look great released as a poster or computer wallpaper.

The reverse of the box shows the contents of the 2nd Edition game so as not to give anything away to people taking photographs of it.

The six pictures in circles are however taken from the game and are a nice taster for those who have not seen inside the box.

The Board

The board is a folding one with six (yes six) sections! This makes it rather larger than a standard Talisman board.

The spaces are the same as in 2nd Edition with all new artwork. So yes, the Inner Region is back!

The Crown of Command space is longer than before, but this is probably more to do with the size of the new board.

The Cards

14 Characters, 104 Adventure cards, 24 Spells and 28 Purchase cards is another pointer to the fact that this is indeed a return to Talisman as it was meant to be played.

The artwork on all of the cards is excellent and reminiscent of the Sabretooth Warhammer WarCry CCG cards.

The Character cards are slightly elongated in comparison with 2nd Edition ones, but retain the same information as before.

The Adventure, Spell and Purchase cards are more squat than the original ones and are more the size of 3rd Edition cards, though a little smaller it seems.

I'm not sure why this is as the board looks easily big enough to cope with larger cards.

Character tokens are back!! These are obviously more cost effective, but I wonder if this will be followed up with miniatures being made available in sets. Plastic or metal, I hope they do release something for us mad collectors.

Toad cards are also included and are larger than character cards though I am not sure if that is their final size.

Curiously the back of the cards have legends like "Character Card" and "Adventure Card" written on them.

Personally I would drop the word "card" as it's kind of obvious what they are. Perhaps an icon like those used in 3rd Edition wouldn't go amiss either.

A small gripe, but there you go.

The Bits

Counters in the game have been replaced with "Gems", though I did not manage to see whether there were larger ones for multiples. I hope so as it is likely get very messy quickly without them.

Gold coins are supplied and are made of plastic with a small Talisman logo on one side.

Clear plastic token stands finish up the contents.

Oh yes, I neglected to mention that inside the box is a black vacuum formed tray which holds all of the cards and bits and pieces in place.

It's a nice touch.

The Rules

Goodness me, I wish I had a photographic memory.

I looked through the extensive rules booklet which is laid out nicely with full rules in the centre of each page with some flavour text describing the characters in the margins.

The "Speedy Rules" are nice and clear and will probably do a great job of speeding up play should people wish to use them.

Most of these rules seem to have been adapted from various house rules as I am sure I have encountered the majority of them before.

That said, if people are already using rules like this then it means that they must work!

What I neglected to check were for things like spell casting and the like to see if problems with "spell cycling" had been addressed. DOH!

I have however requested confirmation of this and would think that if this much effort has been put into the game, then I would assume that a simple thing such as limiting the number of spells that can be cast per turn would have been added.

Expansions?

A larger than normal Inner Region and Crown of Command space leads me to think that the expansions (if any) will be very much like those produced for 3rd Edition.

The artwork on the front, though typical of Talisman in that it depicts a struggle against a Dragon, suggests perhaps a return to the use of the Dragon King as an alternative ending for the game.

This is quite an exciting thought as I think battling through the Dragon's Tower in 3rd Edition is even more exciting compared with the random casting of Command Spells.

And that's all I can think of to say about it all for now!

Actually I just thought of something I need to add.....

ROLL ON OCTOBER 2007



TALISMAN

This newsletter is completely unofficial and in no way endorsed by Games Workshop Limited. Talisman and all associated marks, names, characters, locations, units, illustrations and images from the Talisman world are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

It goes without saying that everything presented here is copyright of it's respective creator and is presented free for the greater good of the Talisman Community. So please don't steal anything and try to sell or pass it off as your own work.