



# Design



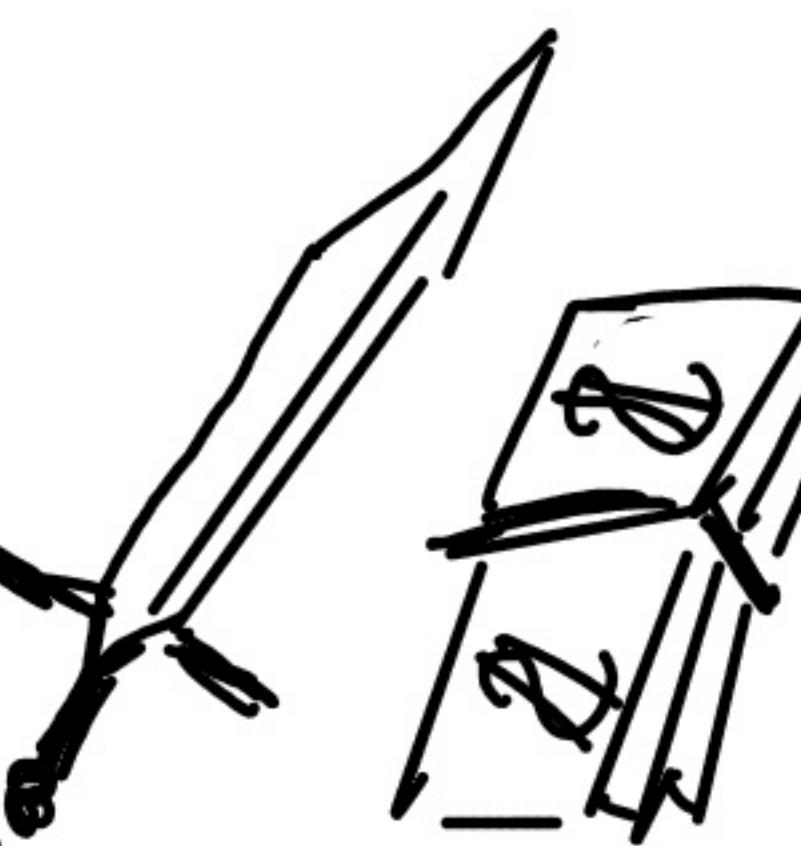
## Tempo



## Goal



## Player interactivity



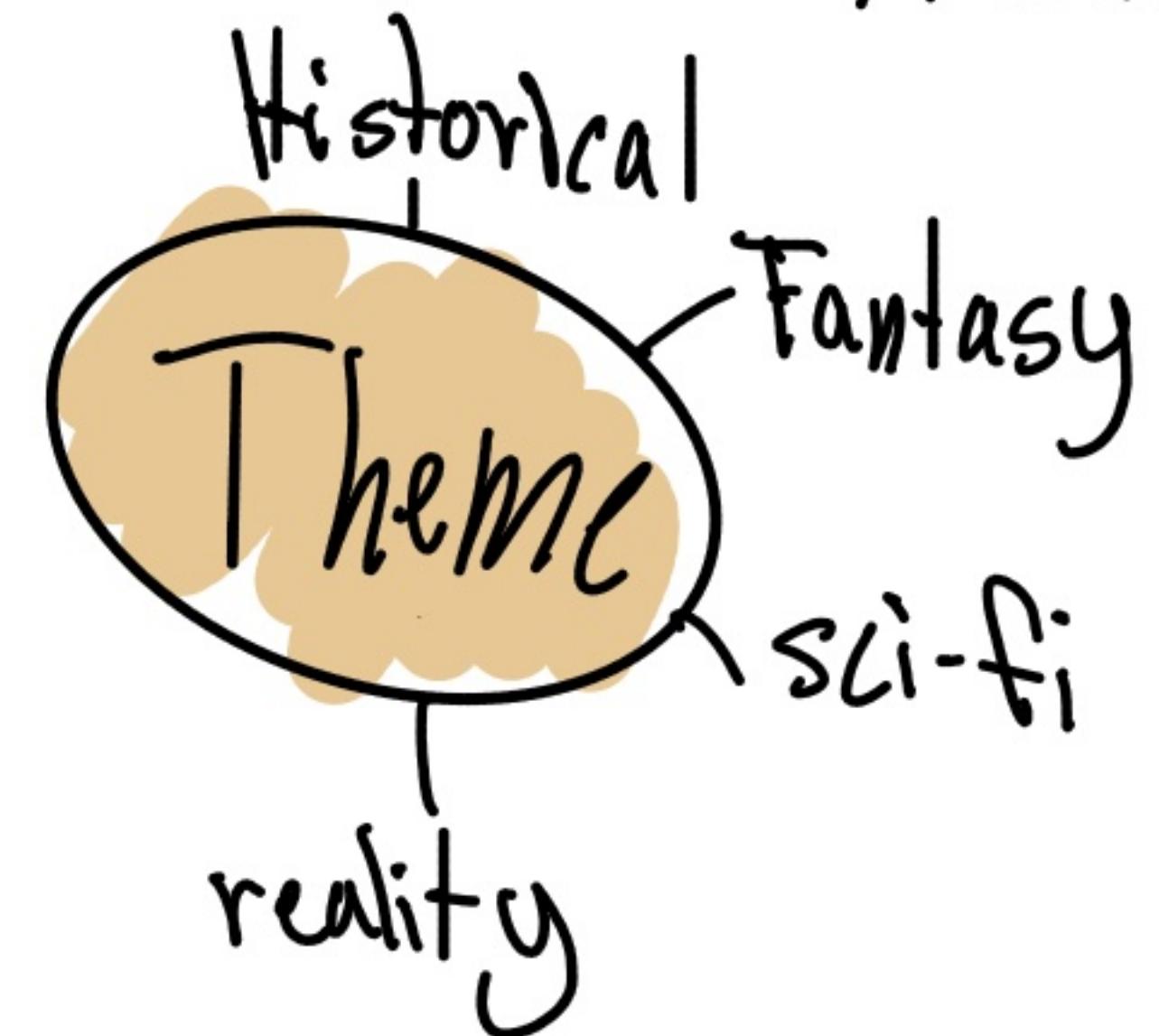
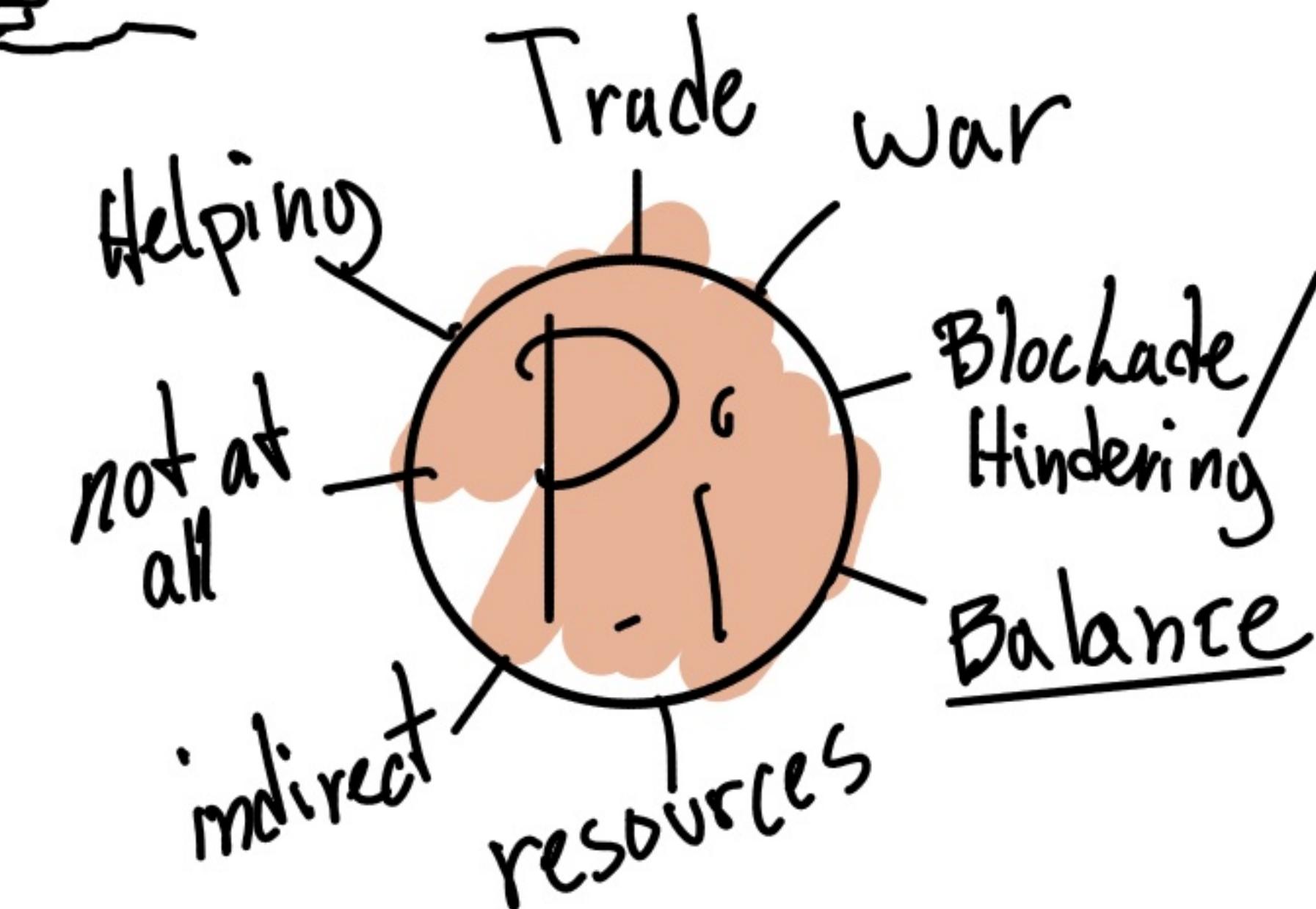
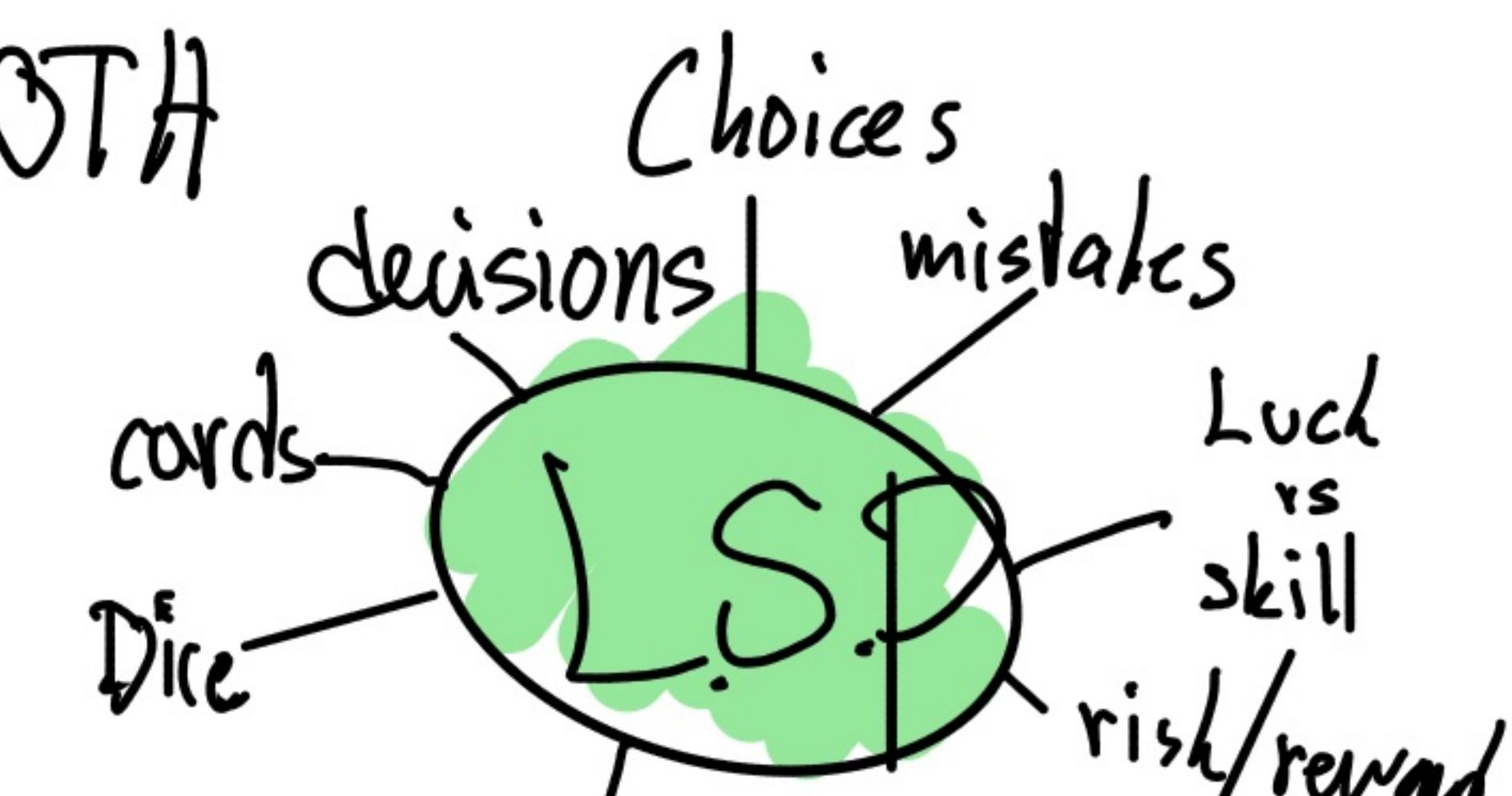
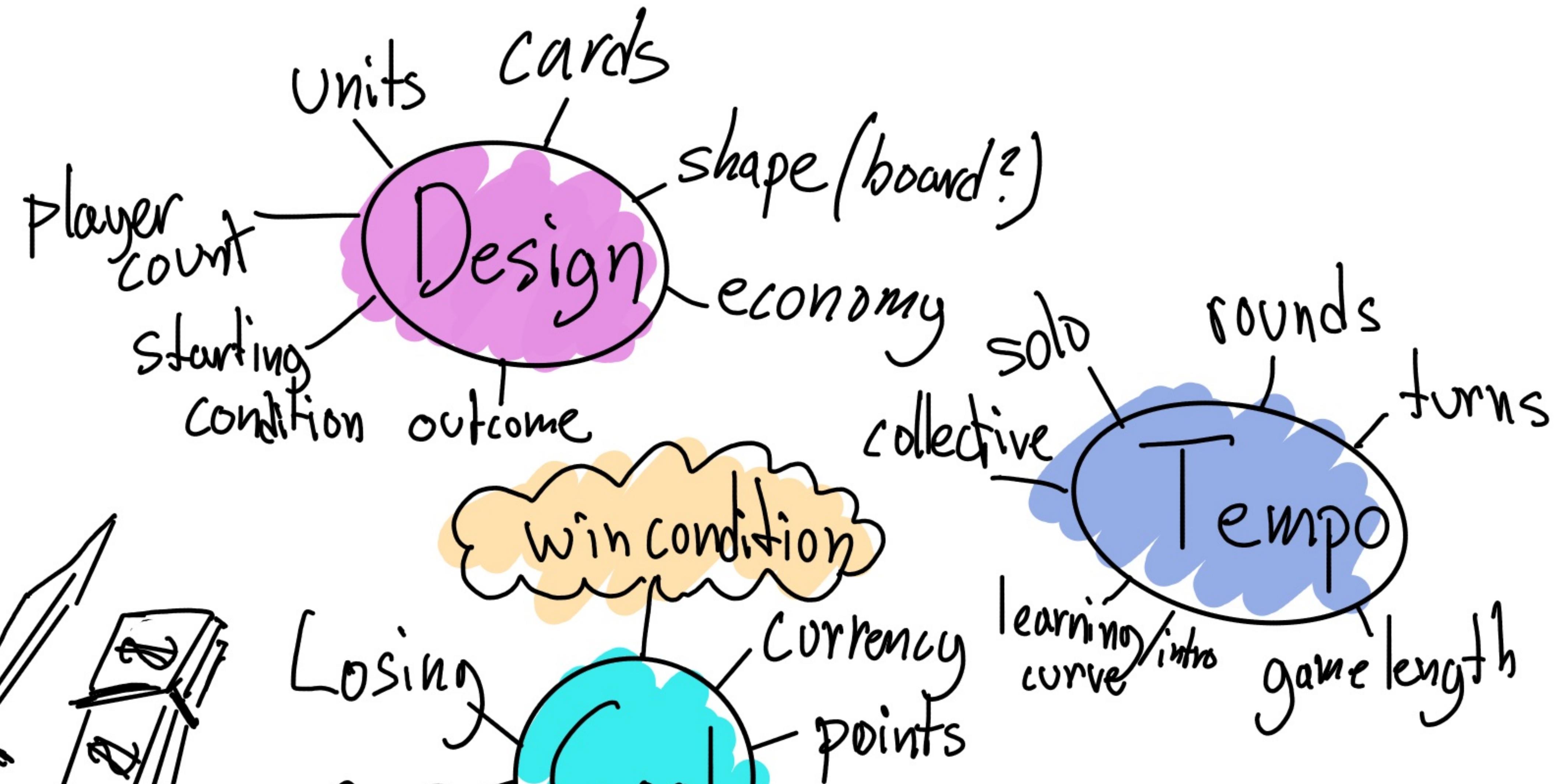
## Luck / skill / politics



## Theme



Game loop decisions  
interesting



Necessary  
vs  
unnecessary

complexity

# Talisman +

- Feel:
  - ↳ art work
  - ↳ immersiveness
  - ↳ characters
- interesting tradeoff / decis.
- cool stuff / gathering
- relaxed tempo
- simplicity
- risk vs reward
- alignment
- character improvement

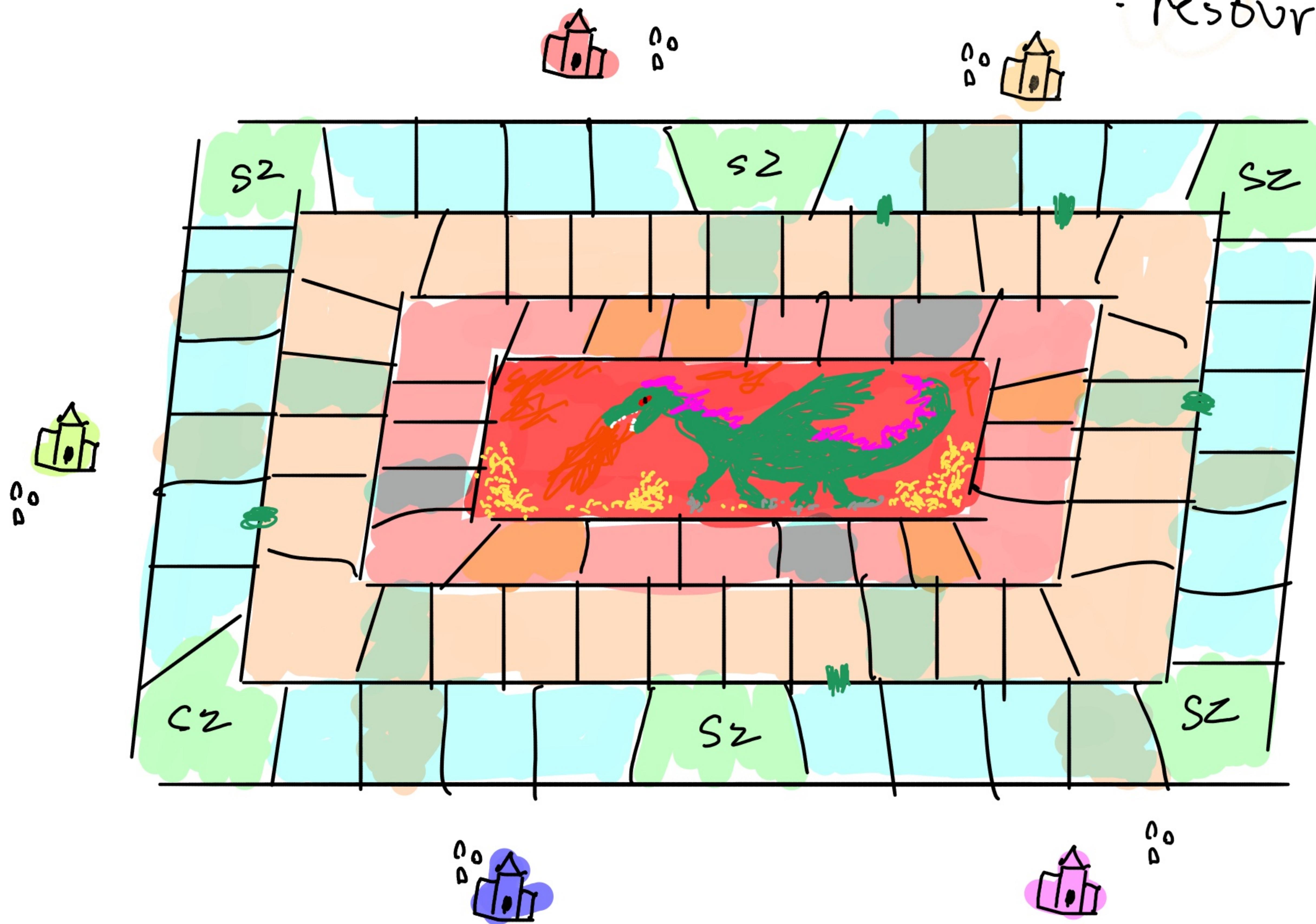
# Talisman -

- simplicity

## 3-6 Kingdoms

SZ = startzone / safezone

— = passage



### tiles:

- forest
- beasts
- mountain
- resource
- village
- field
- event

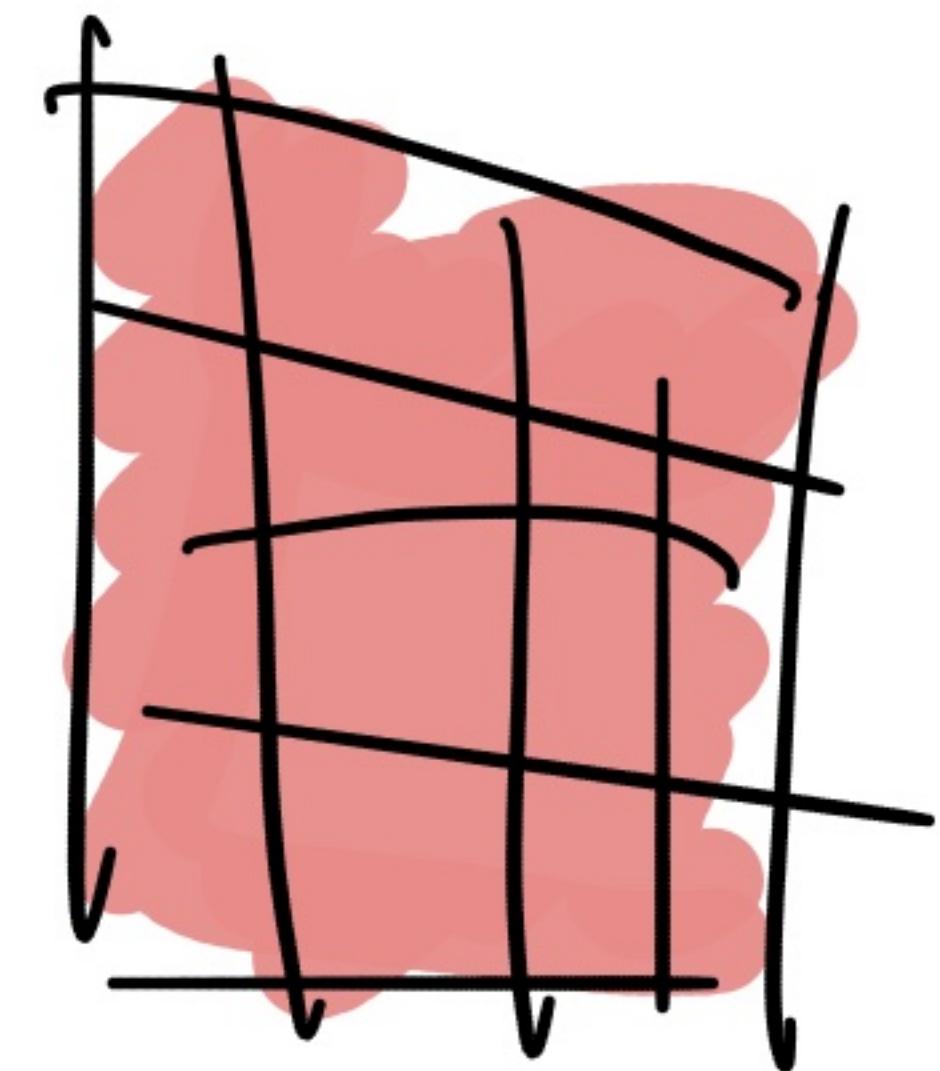
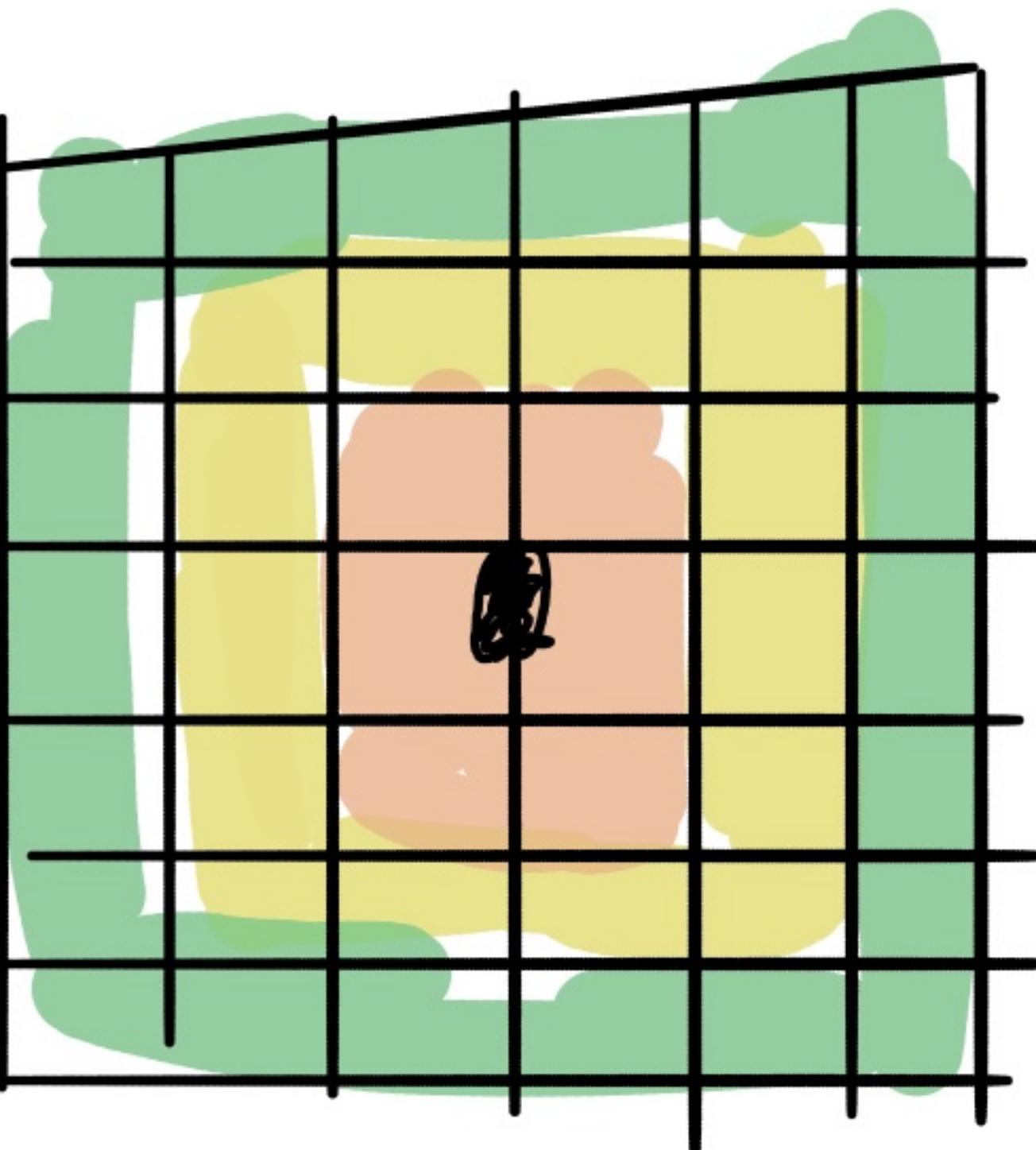
"Catan  
Jiles"

• 1-3 Knights per Kingdom

• Knocked Knight  
Back to SZ and medical cost \$

## Kingdom uniques

- weak knights (x2 can't fight)
- elven (can turn wood into gold)
- quick (+1 to all D6)
- terror (can sacrifice knight for gold)  
or automatic win.
- Big (never move more than 2)



• Relic of doom?

# Goal / end?

- relic of doom
- "talisman"
- simplest: center = win

early game:

mid game:

late game: fight conquer and  
go for dragon/fame

# Loop

- gather
- build
- evolve



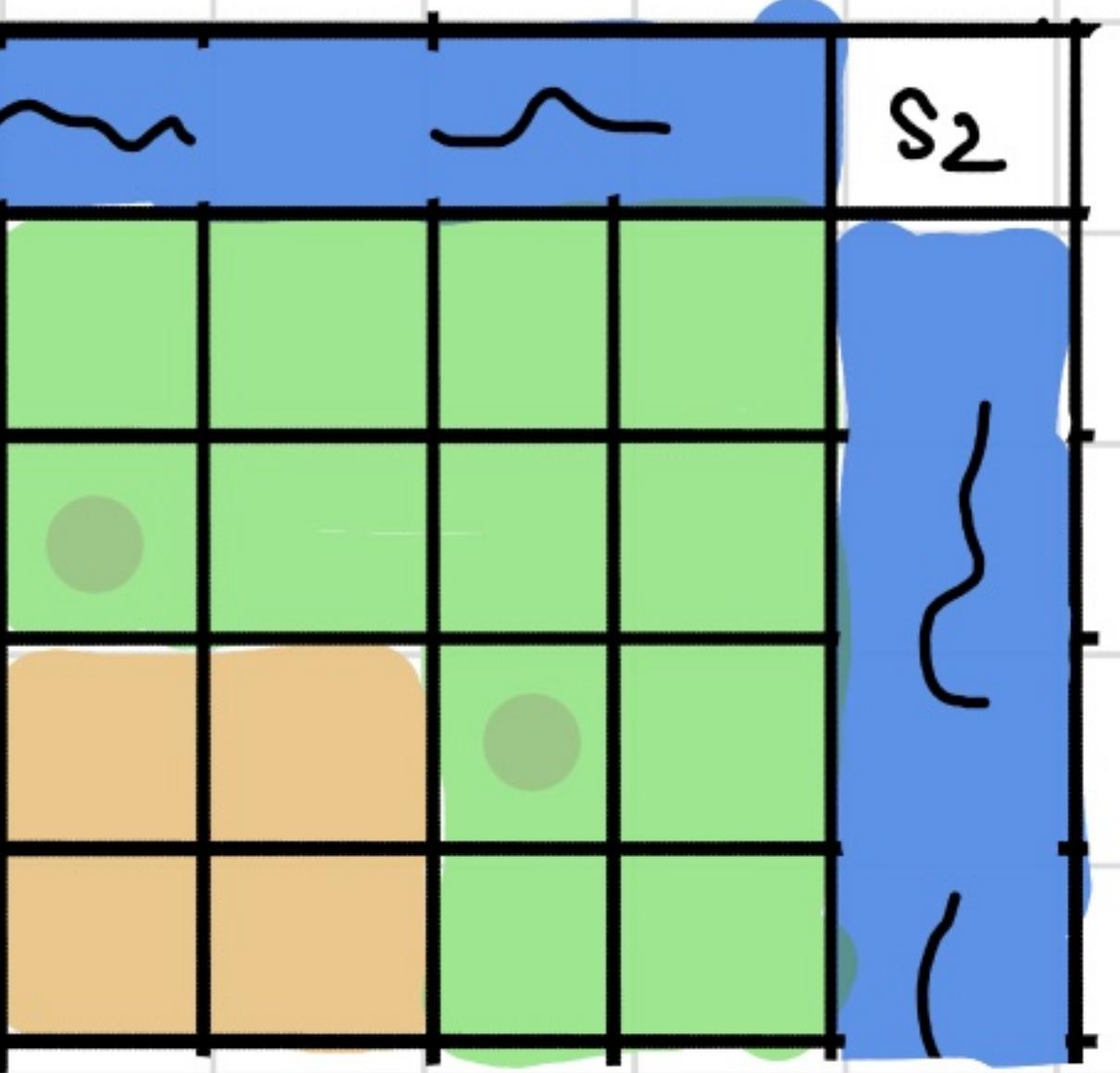
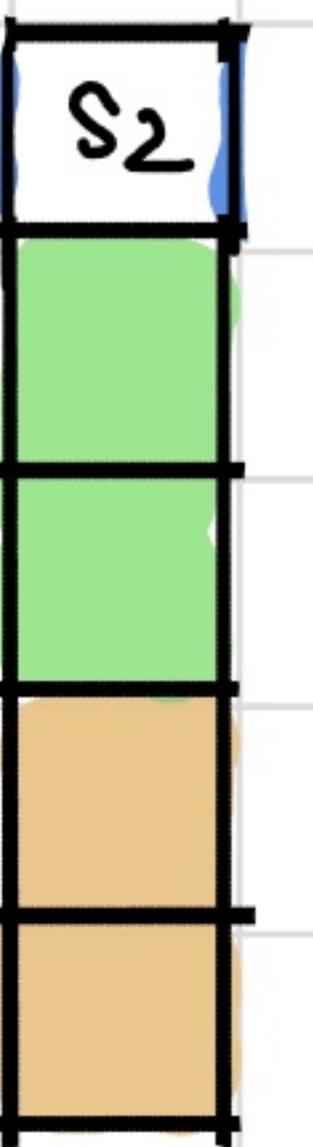
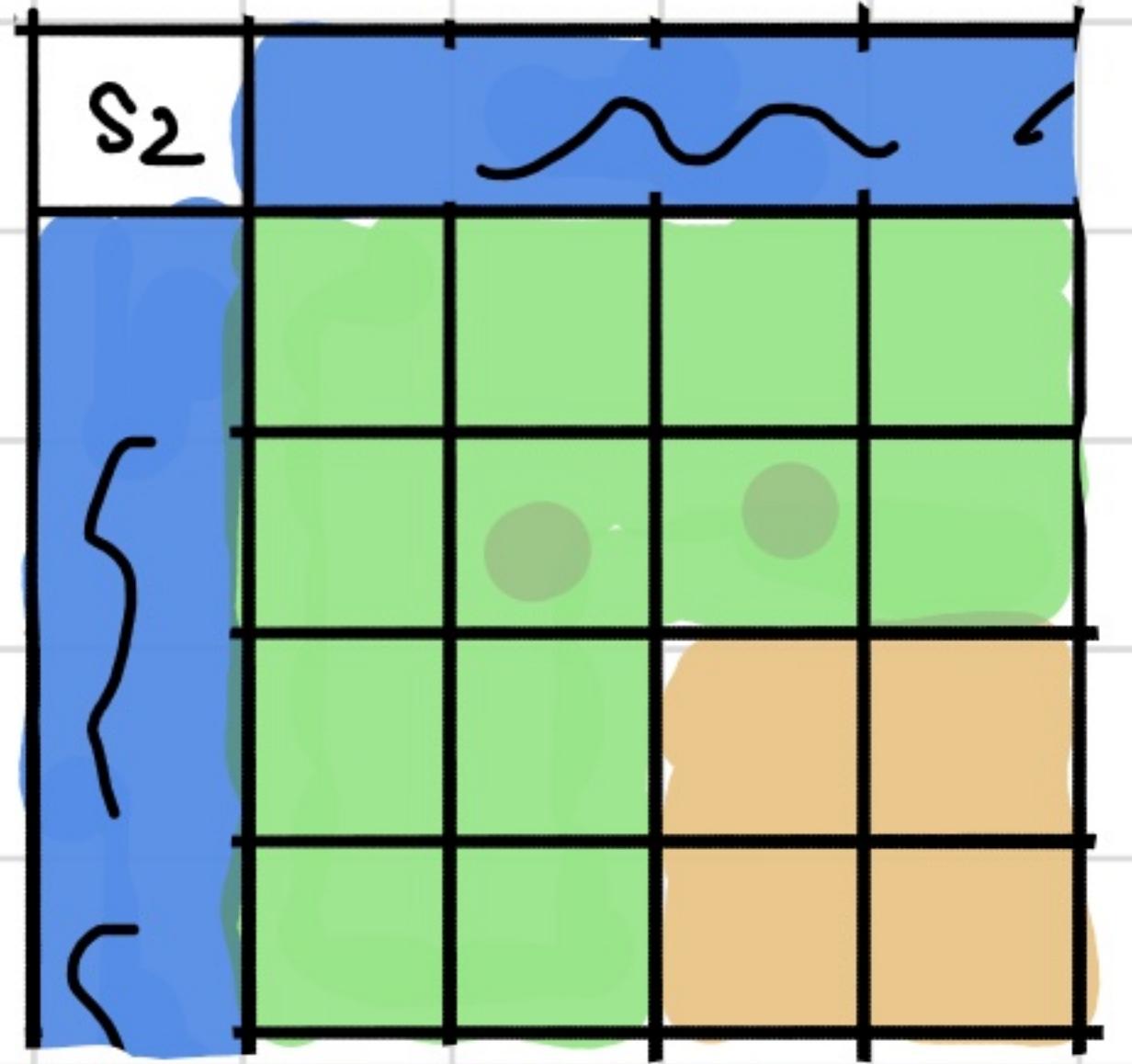
- fight
- help/backstab

◦ trade

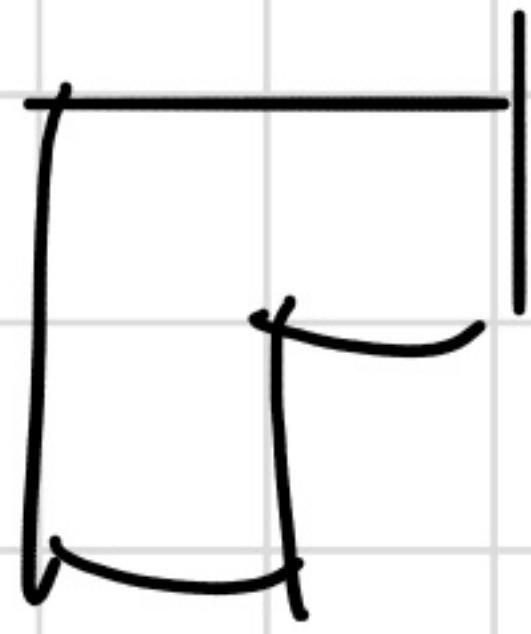
◦ explore



conquer



$$9 \times 9 = 81$$



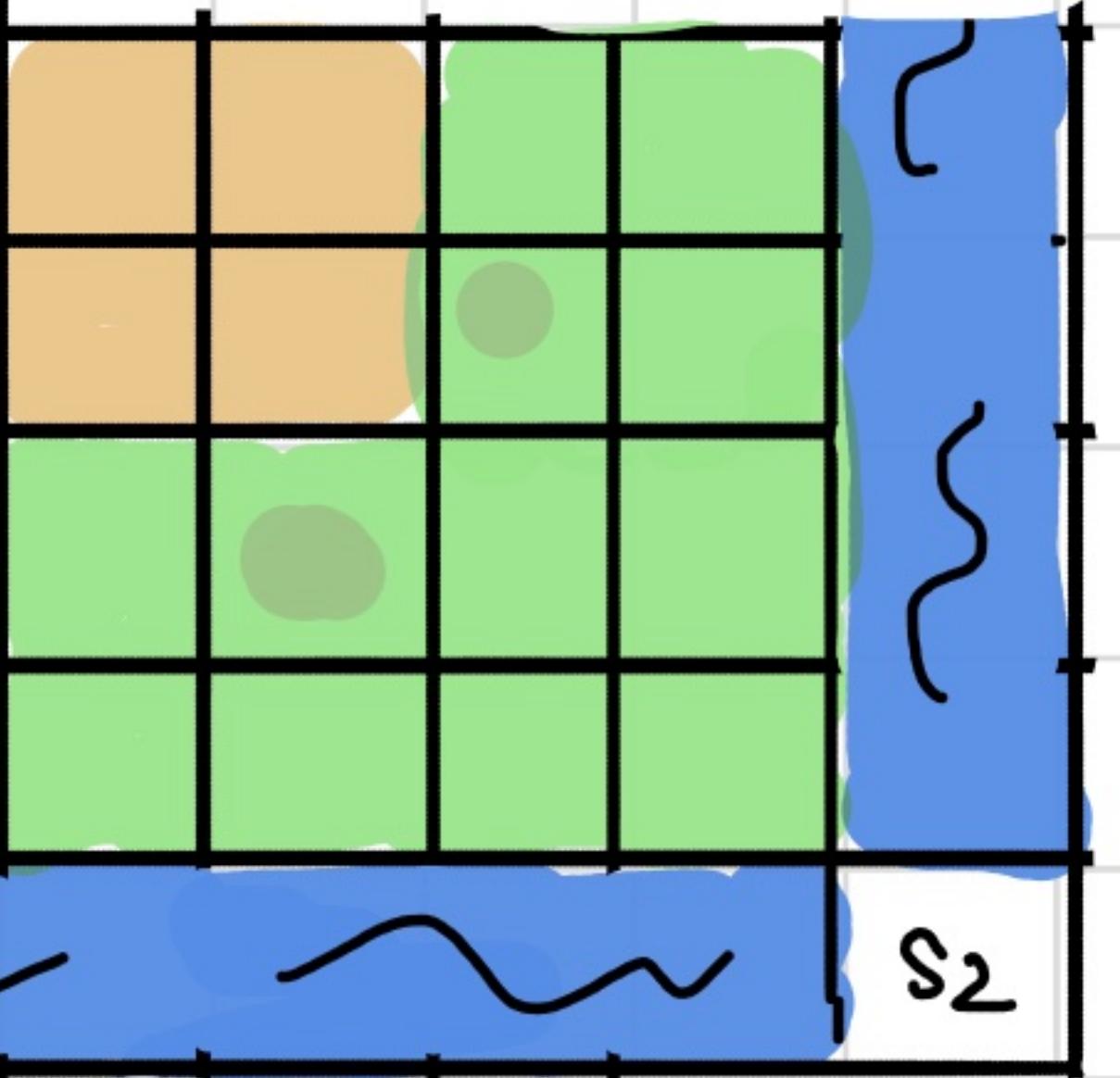
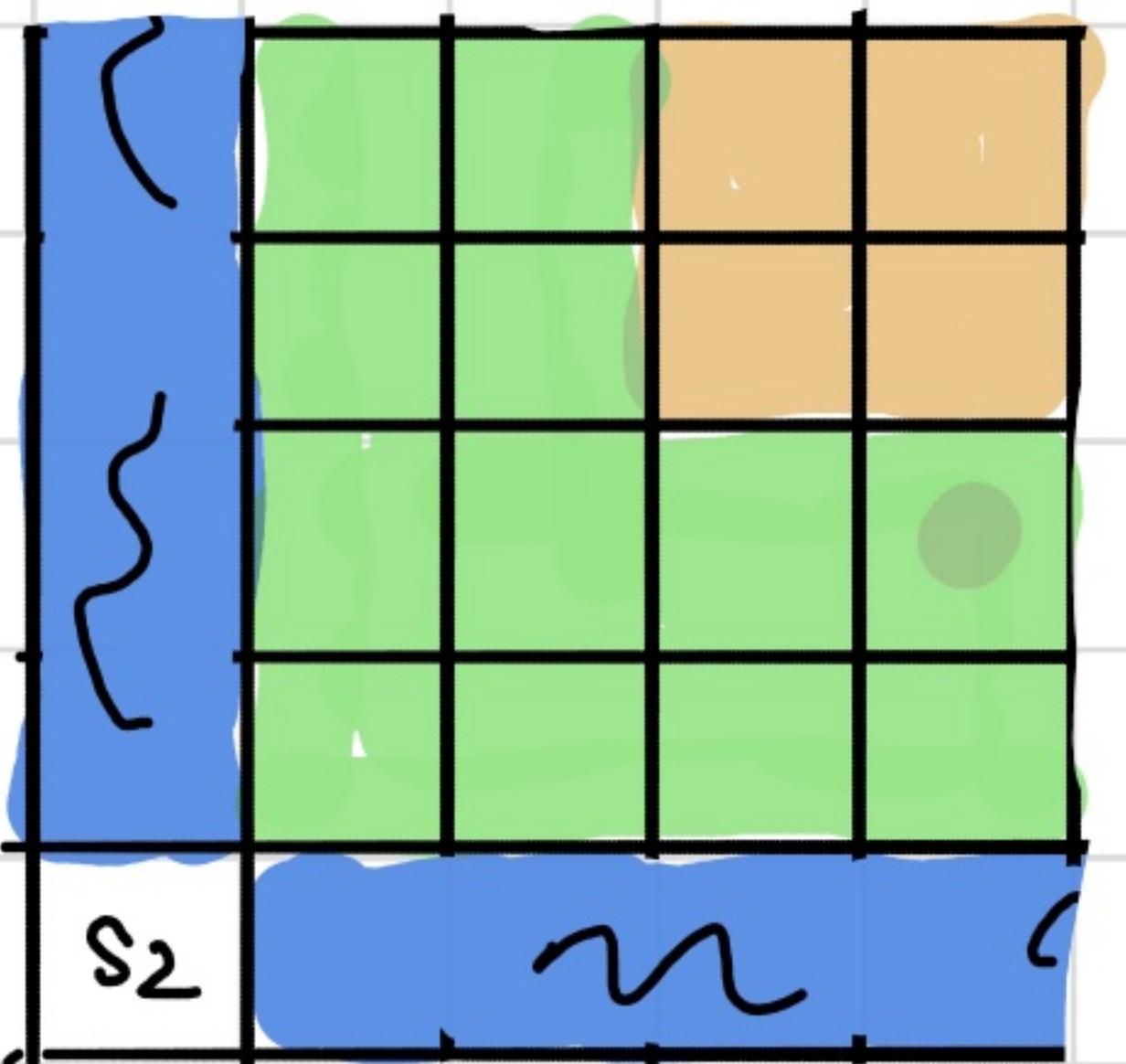
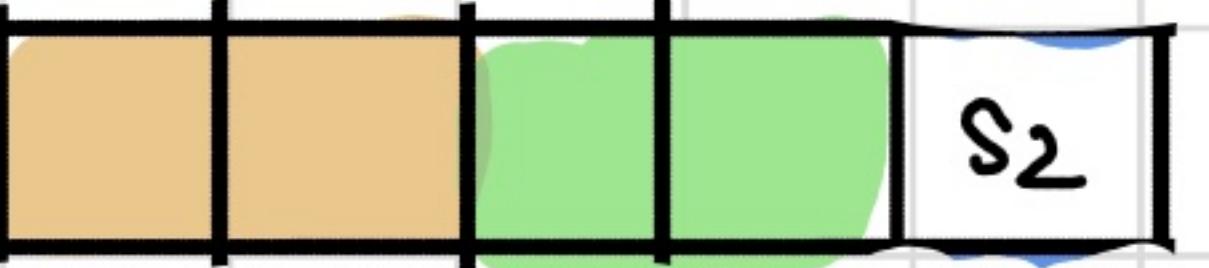
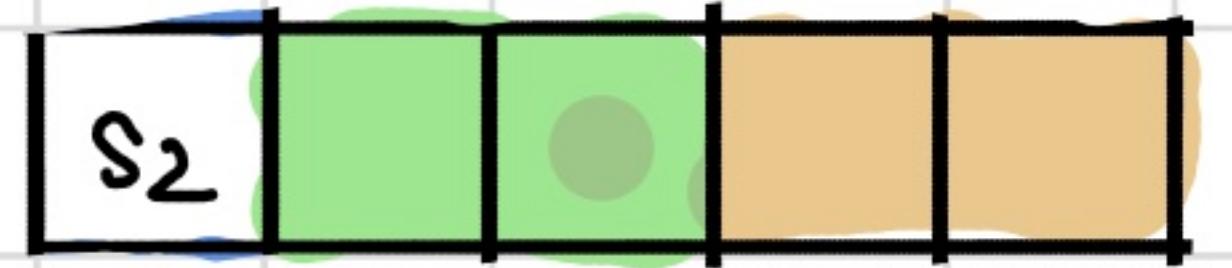
Outer green :  $28+4$

inner green :  $20+4$  ( $4-8$  orange)

outer orange :  $12+4$

inner orange :  $4+4$

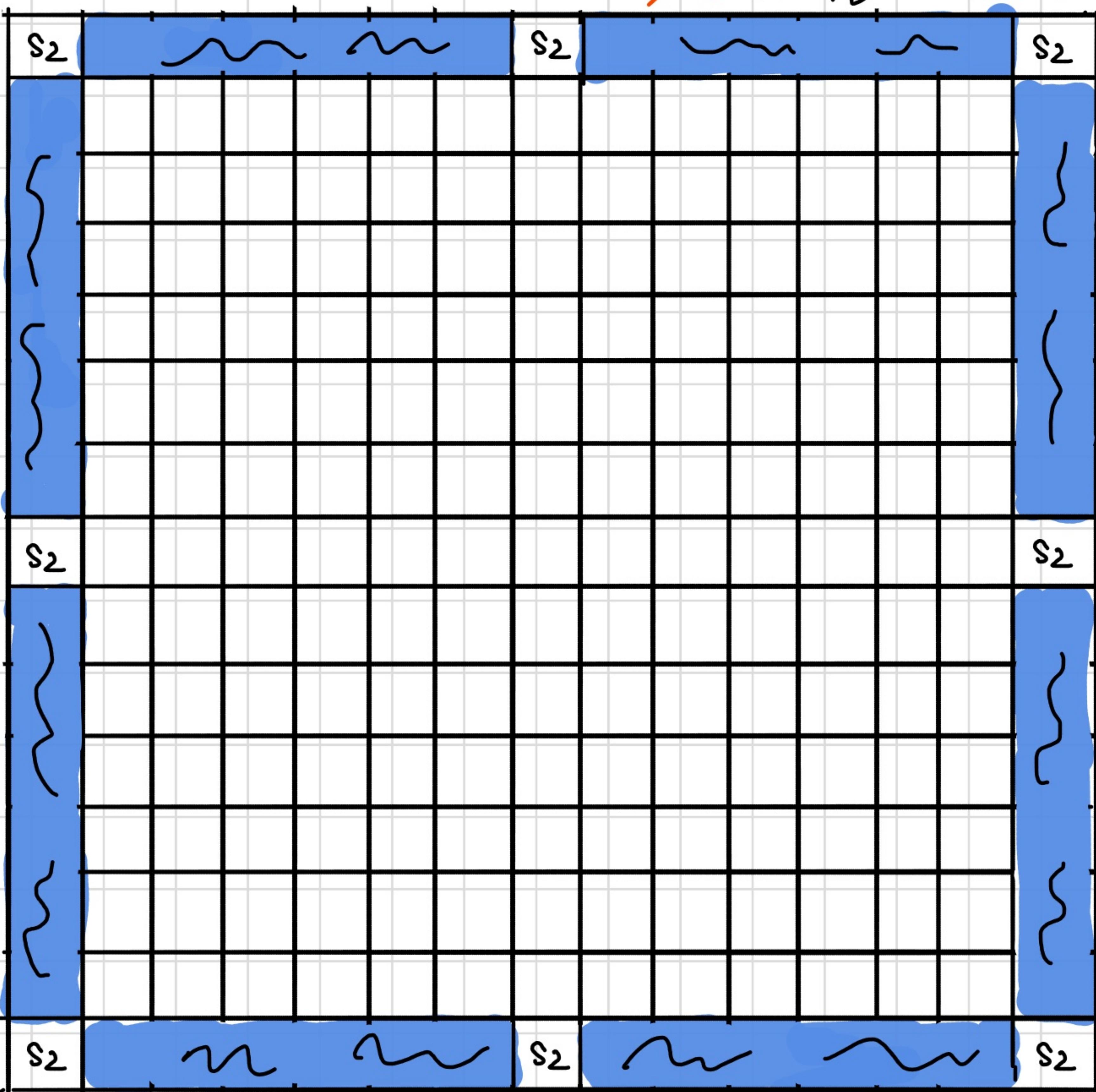
~~$\times 13 \times 13 = 169$~~



2-4 players:

$28+16$  green tiles

$16+4$  orange tiles (-4 for dimension tile.)



## Win conditions:

- Slay the dragon
- Reach Fame threshold
- Defeat the other kingdoms

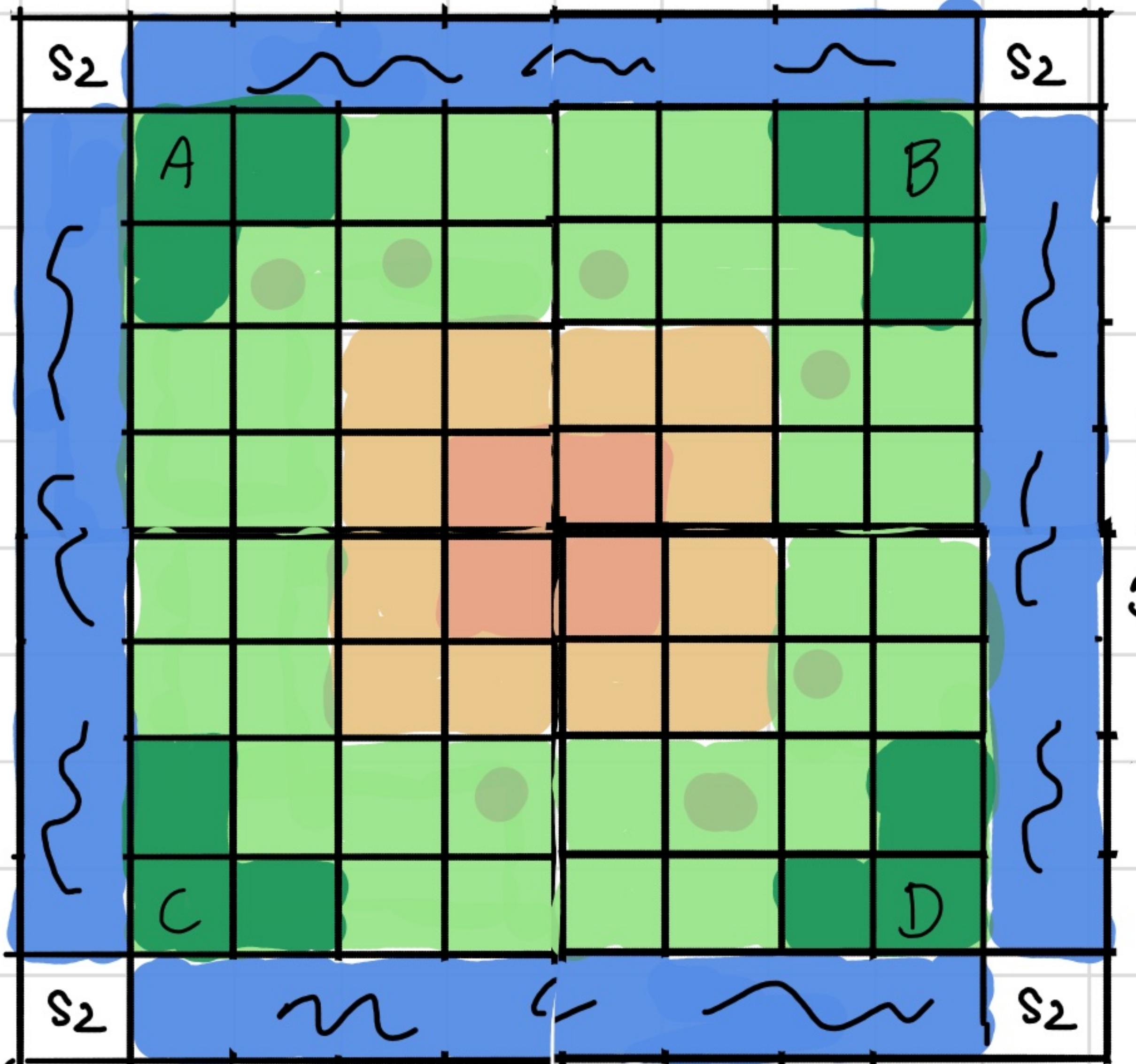
## Potential:

- Economical win ex:

X amount of claimed tiles of each kind.

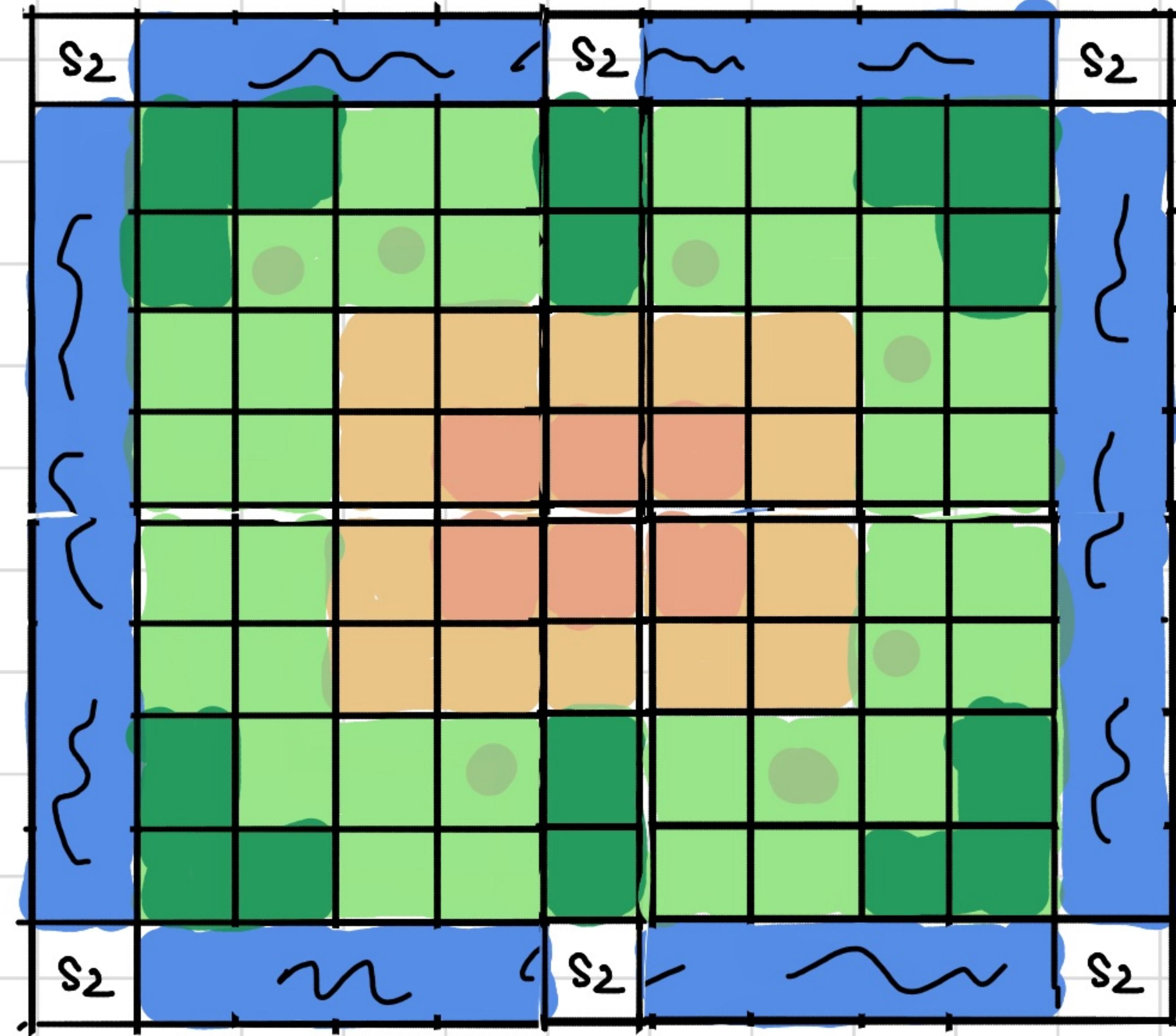
X% of all available tile-claims

Double the amount of claimed tiles than any one player, minimum X tiles (Promotes successful players to fight each other rather than a weak player)

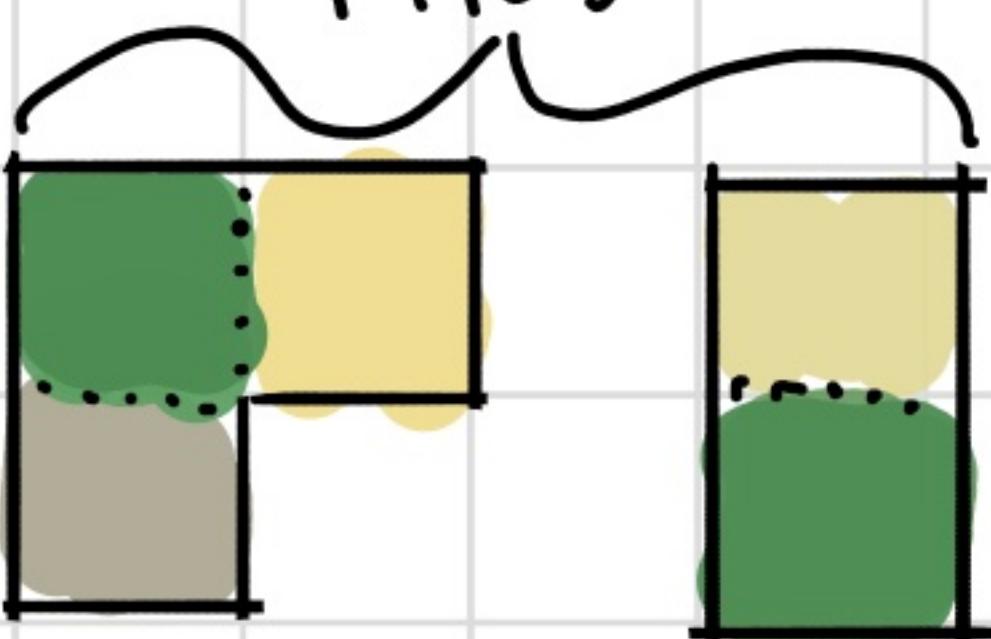


Unexplored  
Dragons Den

50cm

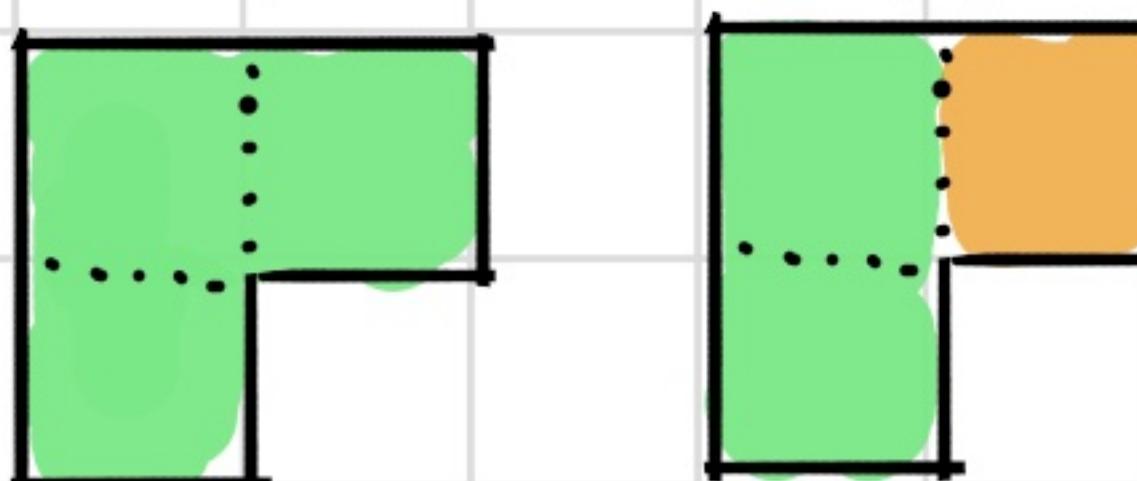


Starting  
Tiles



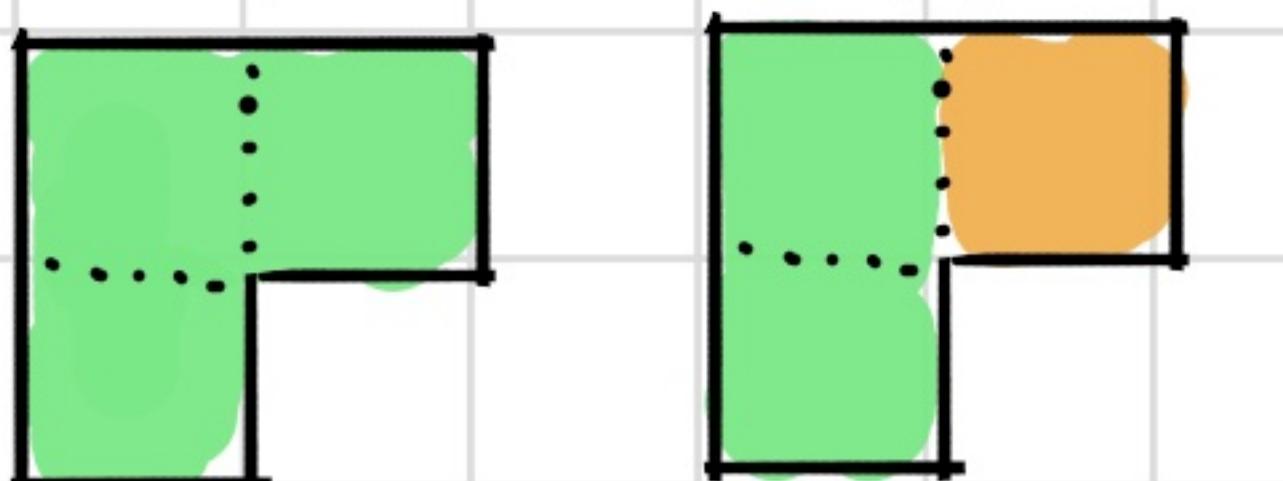
1

1.1



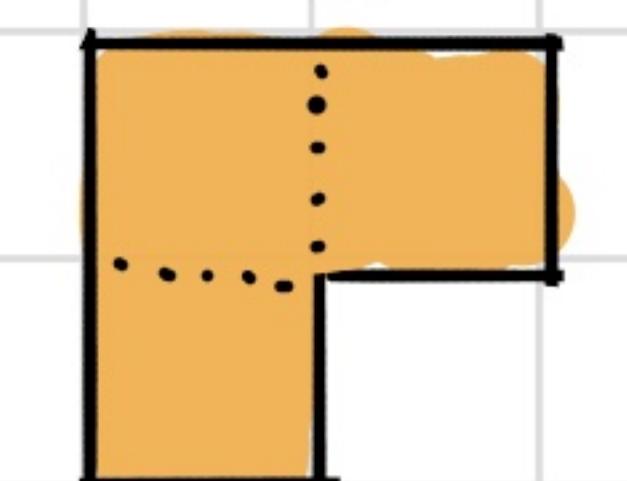
2

3



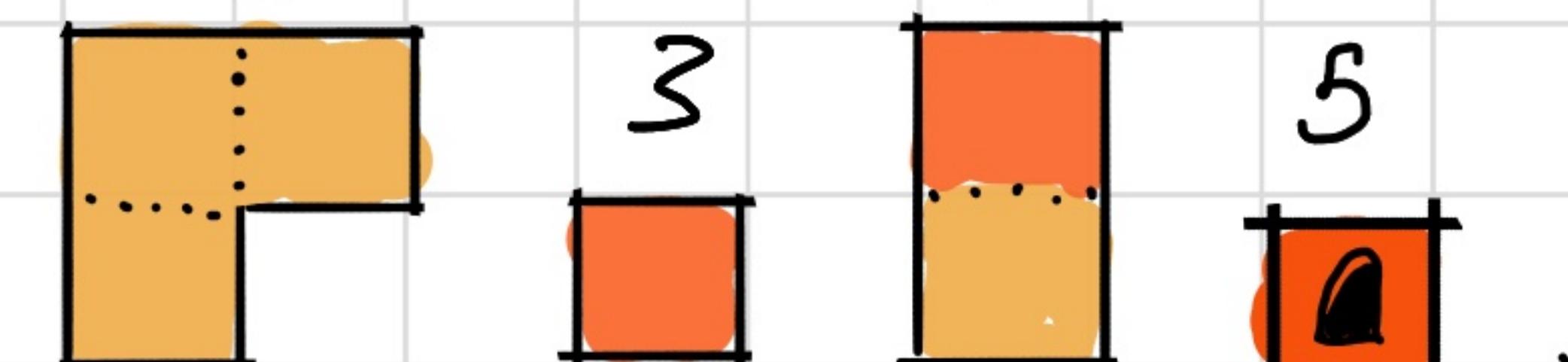
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3

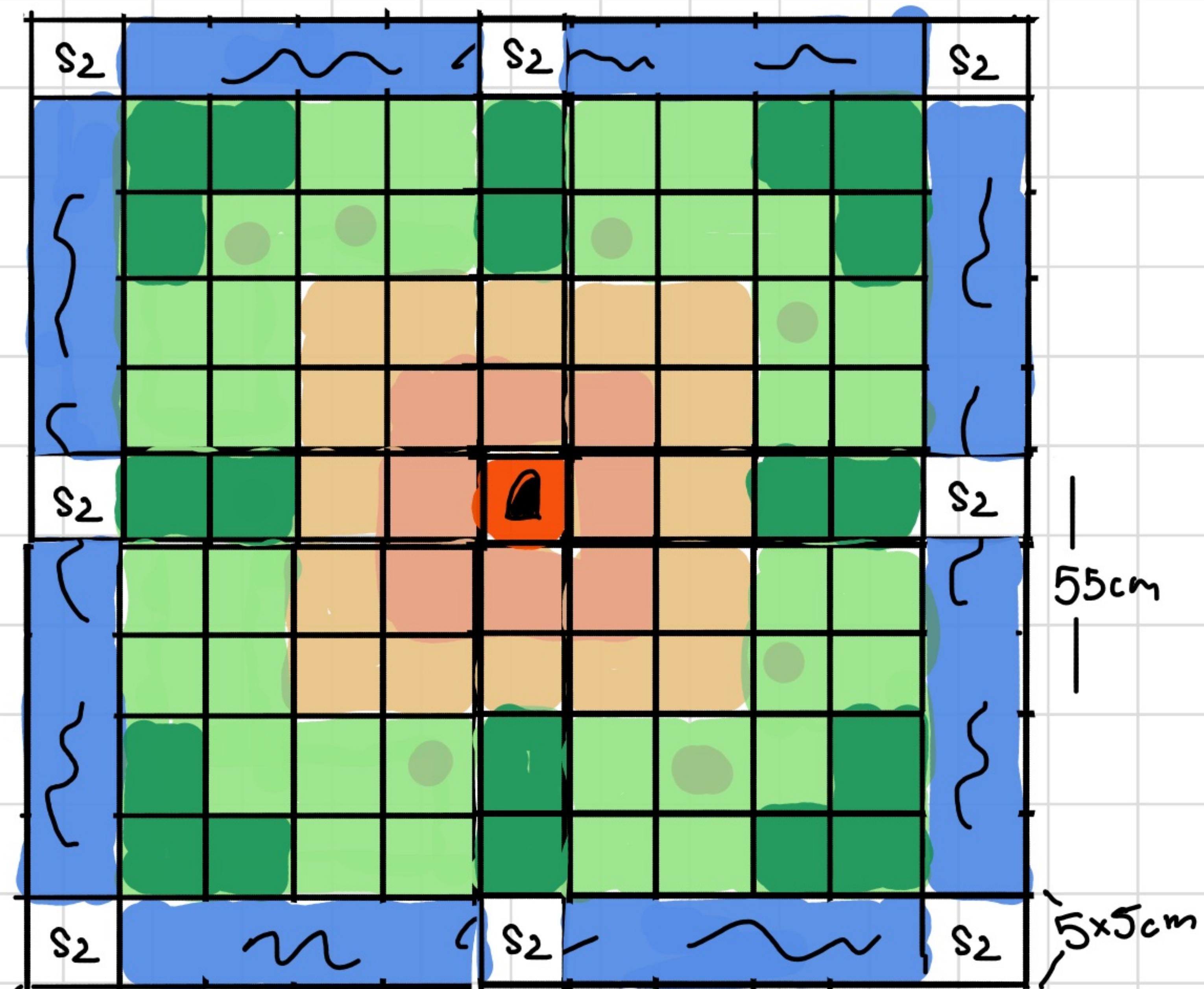


4

5



Building tiles



55cm

5x5cm

# 4 player map

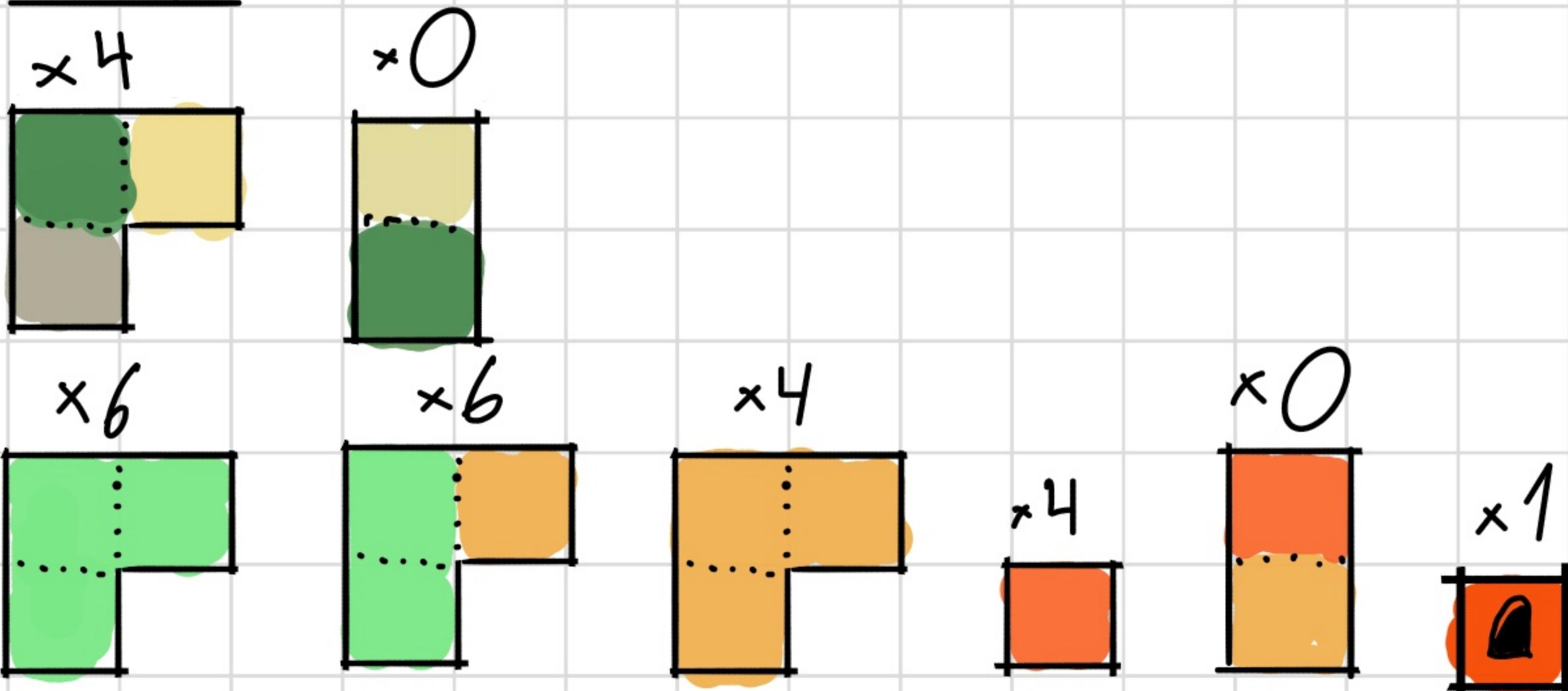
## Gear

3x knights 2x boats  
1x Castle  
10x Flags

## Cards/resources/tokens

12x knights      Xx monsters  
Xx eventcards    Xx villages  
Xx resource cards  
Xx wheat  
Xx wood  
Xx ore  
Xx arms  
Xx coins

## Tiles



## **Actions /Consequences**

Dice: D6 (2x1, 2x2, 2x3)

City = 1 Dice

Knight = 1 Dice

- Move > Explore tile, Claim tile, Gain resource card, Cause Event
- Build city > Gain production/benefits, gain fame, gain defensive power
- Conflict > Blockade, conquer tile (Pay 1x arms)

### **Explore Tile**

- Turn a previously unturned tile upright
- 1x “Explore” per knight, on the tile it lands

### **Claim Tile**

- Places tile under your kingdoms control (Place marker)
- 1 x “Claim” per knight, on the tile it lands
- Claimed resources are available on your next turn

### **Cards (Card Tiers: 1, 2, 3, 4)**

- Resource card
- Event card (Meeting, event, monster)

### **Conflict**

- Monster encounter = Fight and win > Reward+fame, Fight and lose > Hurt, Flee > Fame deduction

## **Resources**

- Arms (Sword/Spear/Shield/Axe etc.)
- Wood (For building)
- Grain (For expanding, hiring knights, claiming)
- Ore (For arms production, hiring knights, building defenses)
- Stockpiled resources, or resources from monsters/pillaging is accessible the same turn
- Tier 2 resources are guarded by beast (tier 1 in green, tier 2 in orange)

Ideas:

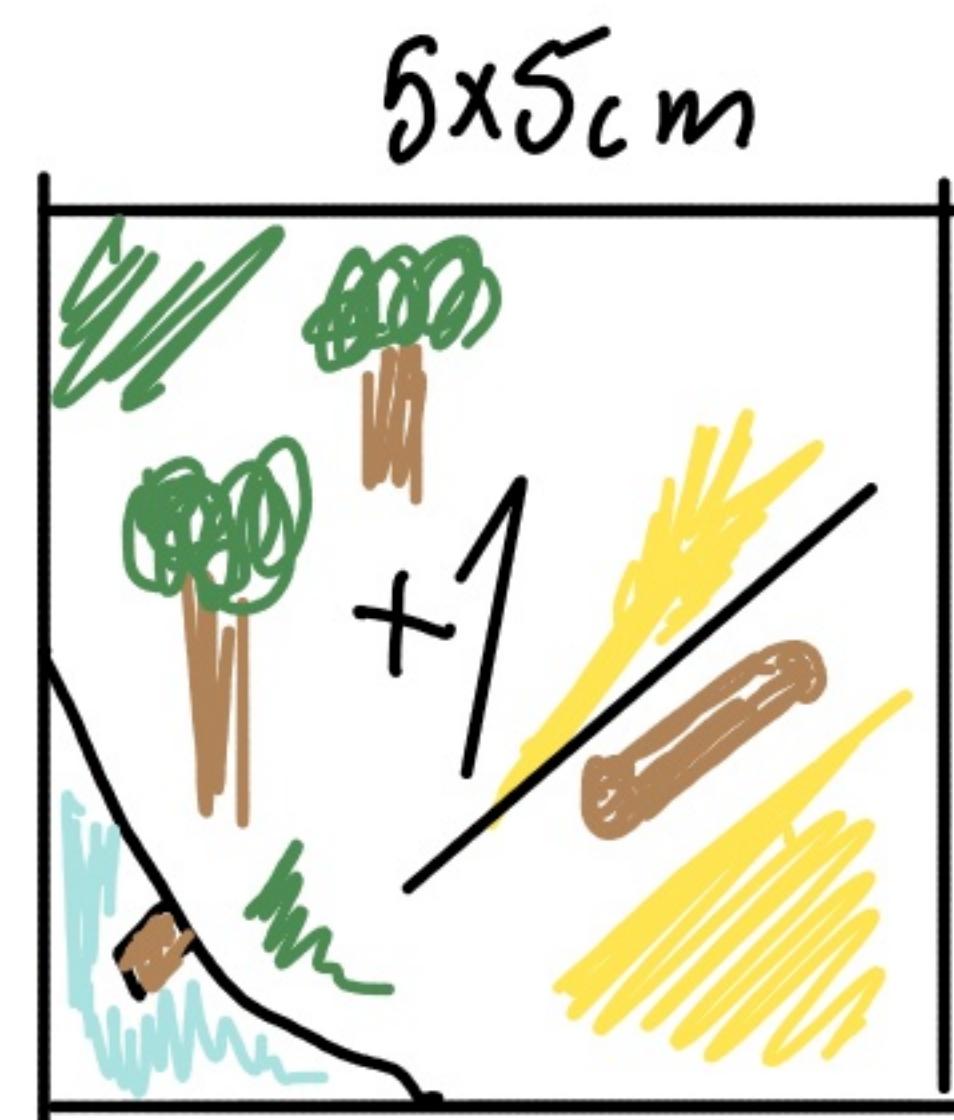
Search action?

Claim vs pillage - shortsighted vs farsighted

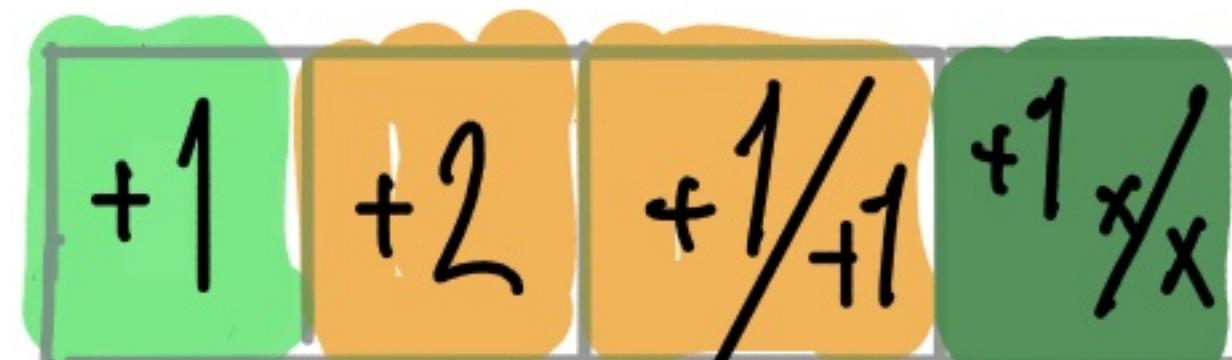
Fame vs infame

Timeframing? - ex. Research timer?

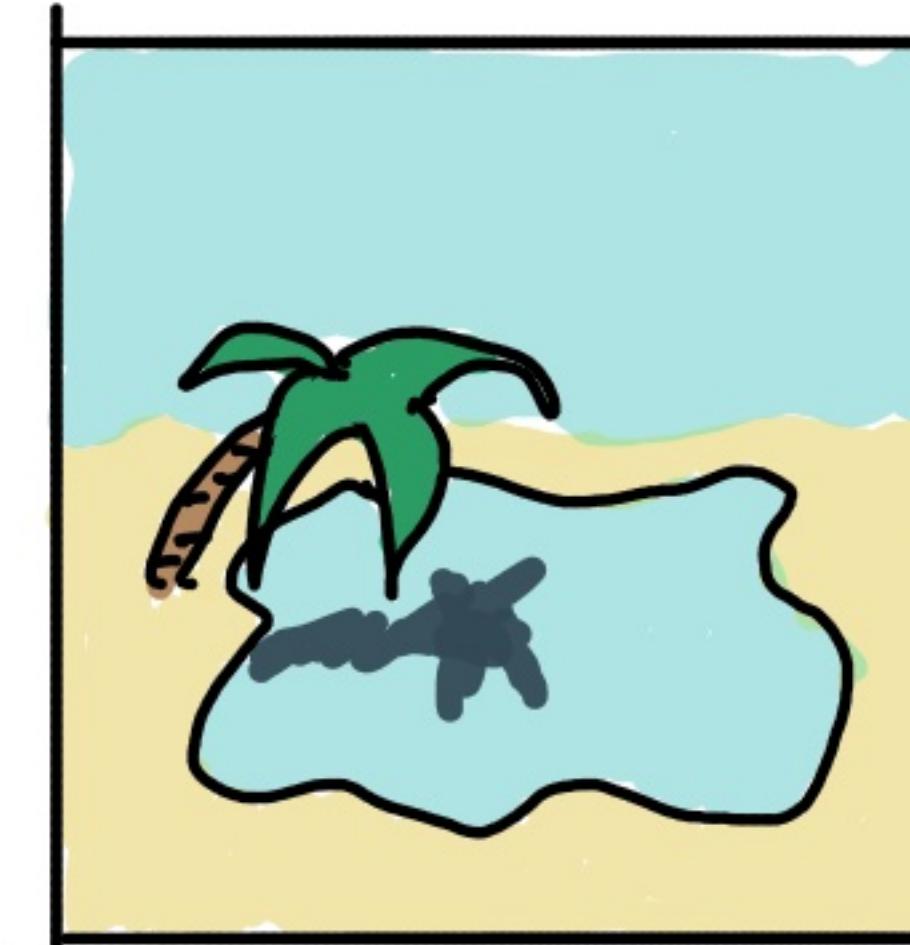
# Tiles



Resource tile (starting tile)

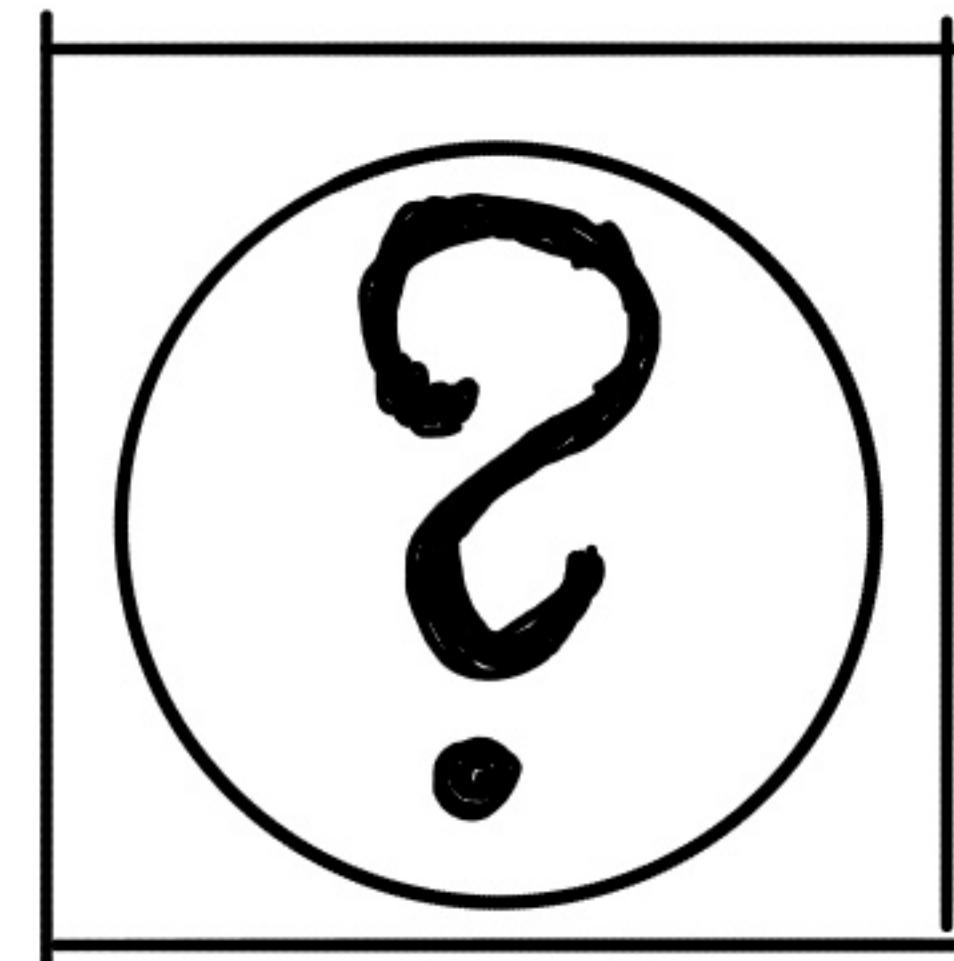


rare

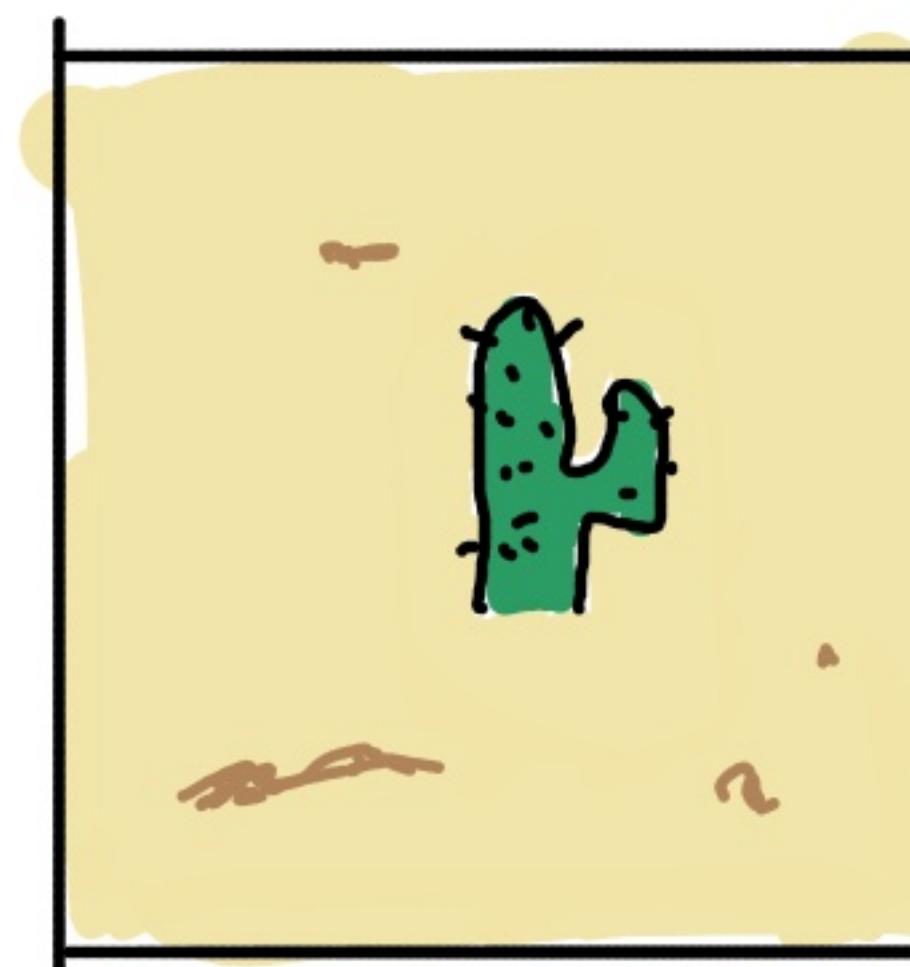
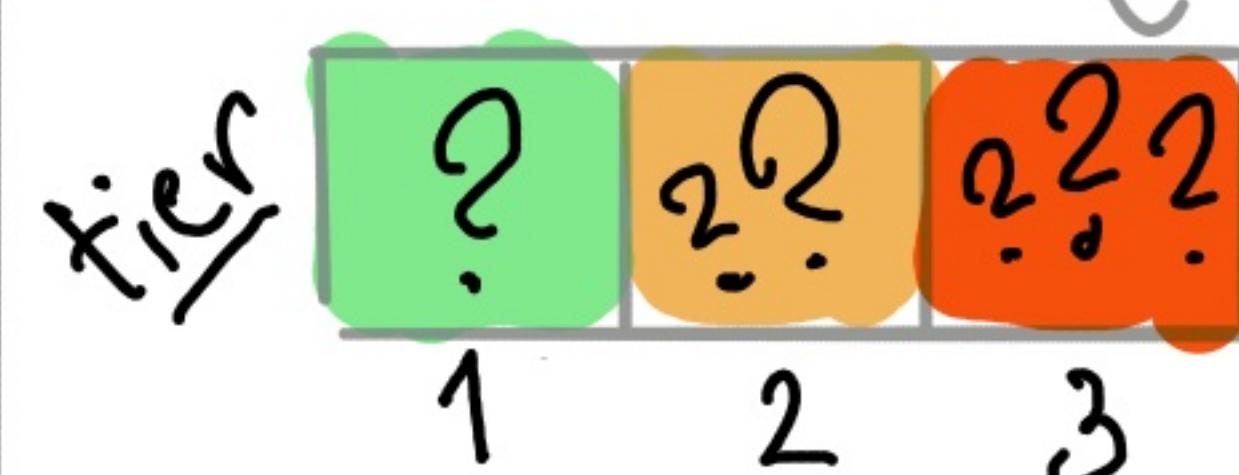


Oasis tier 1-2

- fills up with card tokens 1 tier higher

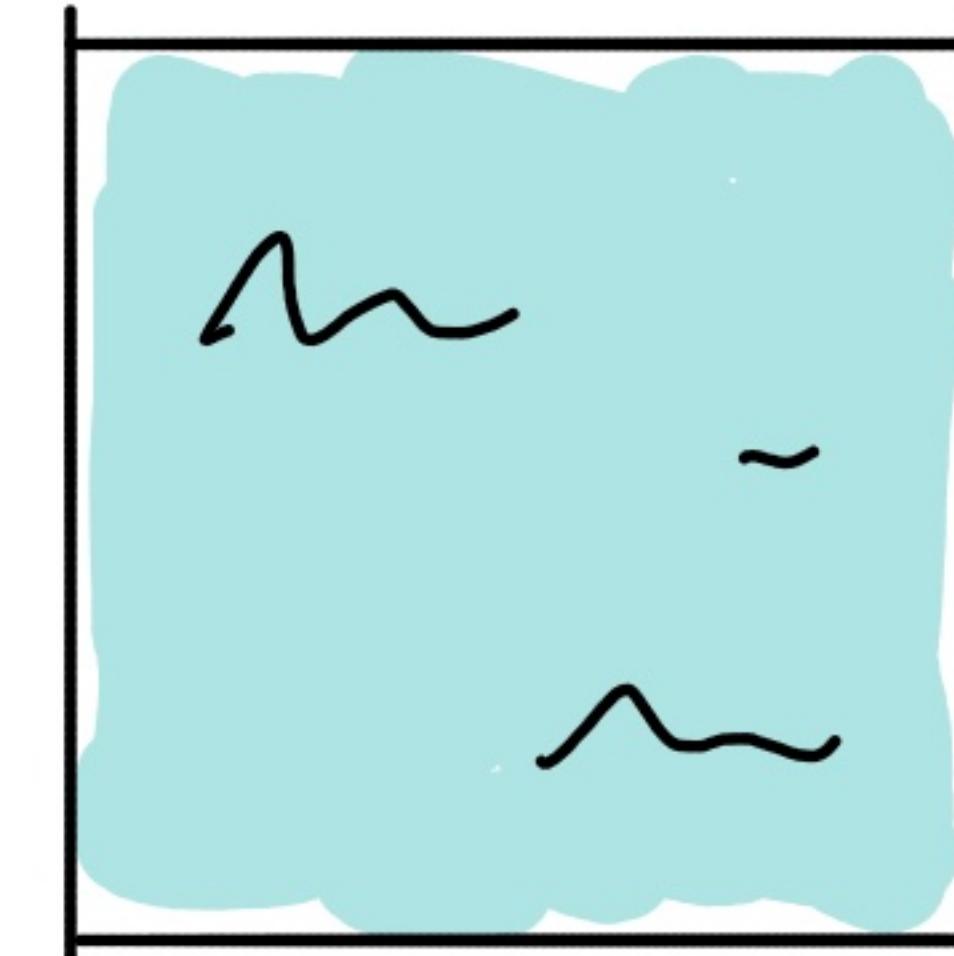


Adventure tile (tier 1)



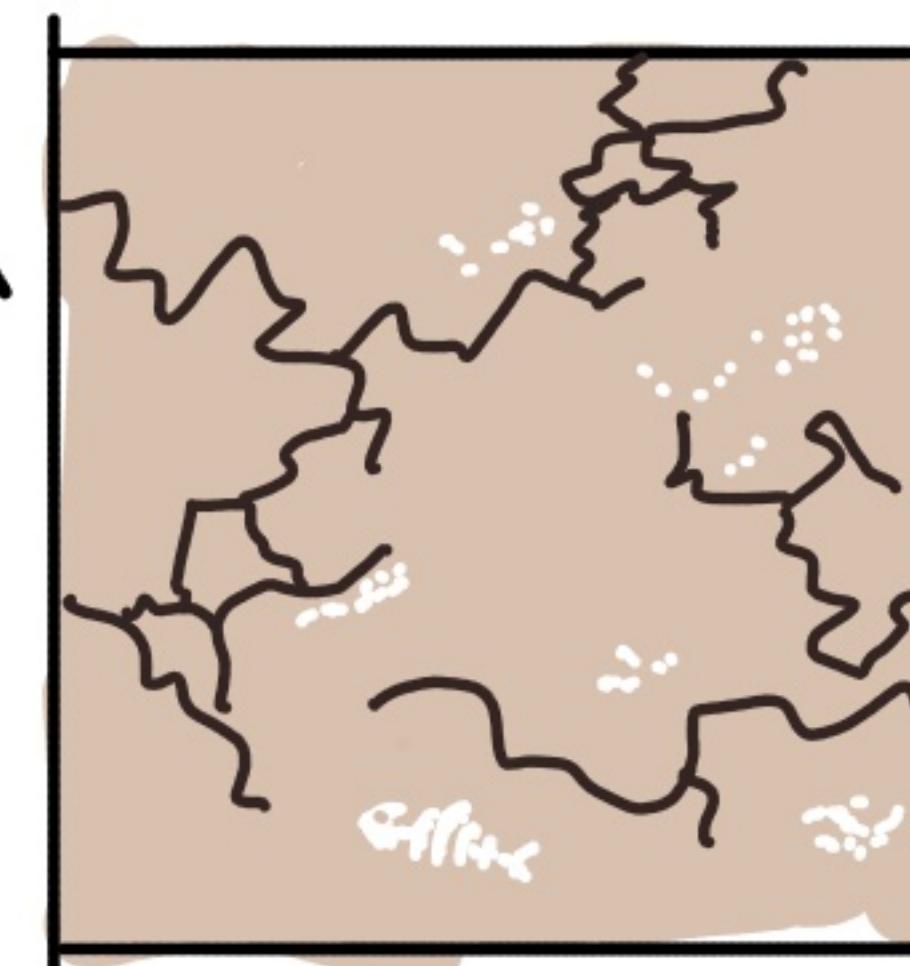
Barren tier 1

- filled with event card-tokens



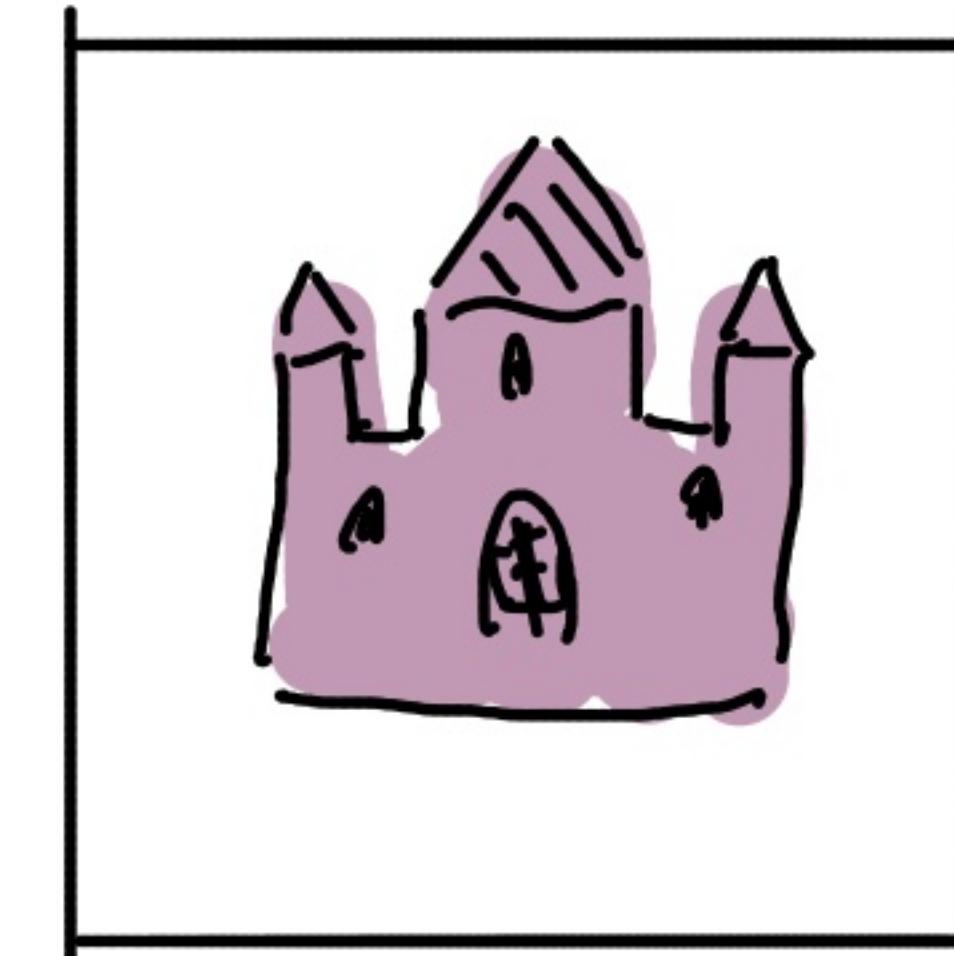
Water tile

- for boat travel



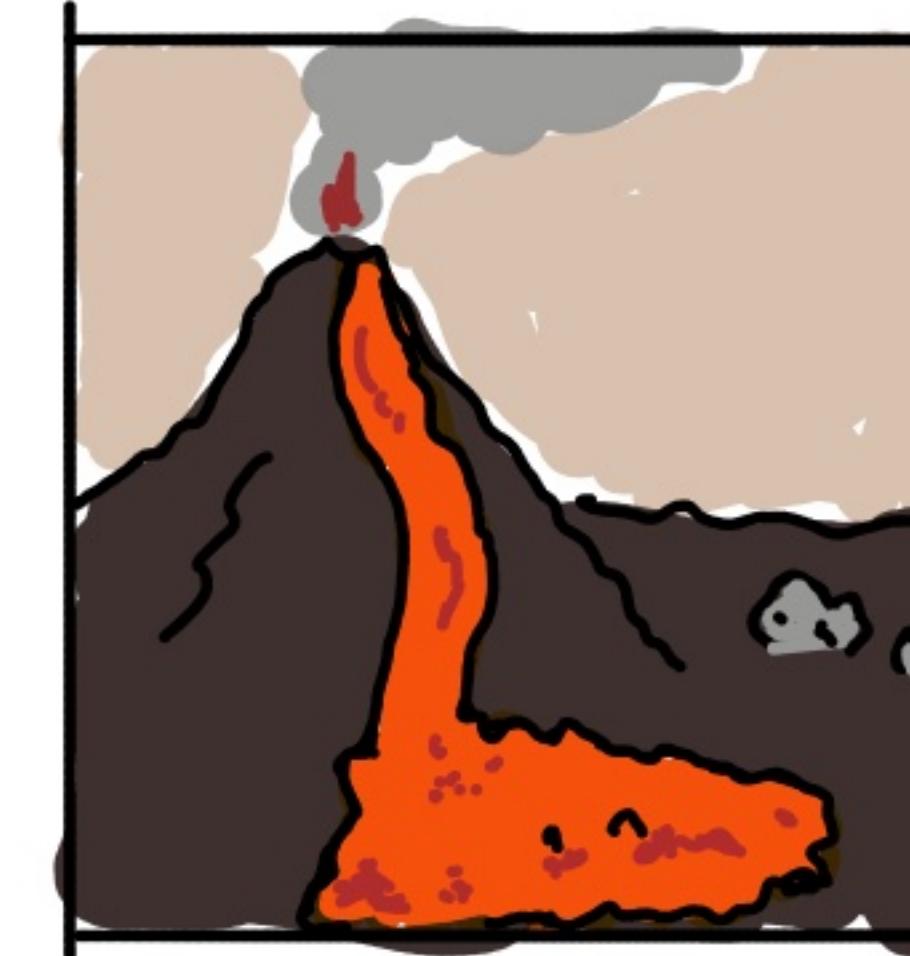
Barren tier 2

- filled with event card-tokens



Castle tile.

- player housing



Barren tier 3

- filled with event card-tokens

# Tiles



Chapel

- pray to clear infamy



Trader

- Purchase tools/~~arms~~/resources  
for gold
- gamble



Mercenary camp - minimum 2+ fame or infamy

- pay 3x gold = +1x Arms



Dragon's den  
End tile

## **Amount of tiles: 100**

Water tiles (merged):	32
Player isle tiles:	4
Total untiered tiles:	36
Total Tier 1 tiles:	42
Total Tier 2 tiles:	18
Total Tier 3 tiles:	4
Resource tiles:	36
Tier 1:	23
Starting tiles:	4 (Grain or wood)
Wood:	7 (+1 T2)
Grain/food:	6 (+2 T2)
Ore:	5 (+1 T2)
Gold:	2
Tier 2:	10
Wood:	1
Grain/food:	2
Ore:	2
Gold:	1
Split resource:	4
Total Wood:	11
Total Grain/food:	9
Total Ore:	9
Total gold:	3
Mystery tiles:	
Oasis tier 1:	3
Oasis tier 2:	2
Tier 1:	12
Tier 2:	6
Tier 3:	3
Special tiles:	(4)
Tier 1 -	
Chapel:	1
Trader:	1
Mercenary camp:	1
Tier 3 -	
Dragons den:	1

# Pieces



# ?? Explore Cards ??



Plains card  
all monster encounters will be of this type.



Mountain card  
all monster encounters will be of this type.



Woodlands card  
all monster encounters will be of this type.

Tier 1

x2	x2	x1
Wolf A: 2+ F: +1 R: Food +2	Boar A: 2+ F: +1 R: Food +2	Bandit A: 3+ F: +1 R: Gold +2
x2	x2	x1
Dwerm A: 2+ F: +1 R: Ore +2	Rock golem A: 3+ F: +1 R: Ore +2	Troll spawn A: 5+ F: +2 R: Gold +2, Ore +2
x2	+2	x1
Sprout A: 2+ F: +1 R: Wood +2	Fairy A: 2+ F: +1 R: Wood +2	Entling A: 4+ F: +1 R: Wood +3

x15

x10

## Hidden treasure

x2	x2	x1
Broken shield +1 ore -2 ore = +1 Arms	A rusty sword (Breaks after a fight) +2 Arms	Mysterious Ring Roll 1x D3 1. The ring is stuck 2. swaps the location 3. Immunity to fire

1. and does nothing  
can be removed at  
the chapel.  
2. of you and any other  
3. grants +3 Arms  
when fighting dragons  
and drakes.

## Events

x2	x2
Hungry pests Choose 1 player who lose -1 food to a mischievous starved rats.	Market day Open trade for all players this turn. Move 1 champion to the bazaar. (yours)

x2	x2
Thug Ambush Roll 1x D3: 1 = they steal -1 gold 2 = Fight Bandit A: 3+ 3 = you scare them off -1 fame.	Landslide Roll 7x D3: 1 = Run back to "start" 2 = Move towards closest T2 tile. 3 = Miracle find +2 ore

x2
Sudden storm All boats move into an adjacent sea. All oasis gain +1 mystery card.

x10

## Encounters

x2	x2	x1
Angry dog Give it 1 food or get chased home.	Old beggar Refuses to leave until you pay him 1x gold. follower *	Priestess Heals you for free if you lose a fight. follower

\* can be passed  
to any champion  
you walk "through".

A = Arms  
F = Fame reward  
R = Resource reward

## **Card counts (Minimum)**

Each tile holds 2 cards at the start of the game.

Except Tier 3 that holds 3 cards, and Oasis that hold 0, but gain cards over time, up to a maximum of 3.

Biomes: Plains, Mountain, Woodland

Event Tiles:

Total Tier 1: 13 (+3 Oasis)

Total Tier 2: 6 (+2 Oasis)

Total Tier 3: 3

Event Cards:

Tier 1: 26 (+9) = 35

Tier 2: 12 (+6) = 18

Tier 3: 9 = 9

Monster Cards T1:

- 15 (5 of each biome)

Monster Cards T2:

- 9 (3 of each biome)

Event Cards T1:

- 10 (4, 3, 3 of each biome)

Event Cards T2:

- 3 (2 of each biome)

Encounter Cards T1:

- 5 (2, 2, 1 of each biome)

Encounter Cards T2:

- 3 (1 of each biome)

Treasure Cards T1:

- 5 Hidden treasure (2, 2, 1 of each biome)

Treasure Cards T2:

- 3 (1 of each biome)

# ?? Explore Cards ??

Tier 2



Plains tile

• all monster encounters will be of this type.

x2	x1
Bear	Assassin

A: 5+  
F: +2  
R: food +3

x2 x1



Mountain tile

• all monster encounters will be of this type.

Iron golem	Troll
A: 5+ F: +2 R: ore +3	A: 7+ F: +3 R: Gold +3, ore +3

x2 x9



Woodlands tile

• all monster encounters will be of this type.

Elven huntress	Ent
A: 4+ F: +1 R: Wood +3	A: 6+ F: +2 R: Wood +4

x9

x9

## Hidden treasures

x1	x1	x1
Löwagswörd	Porcupine	Sword in a stone

it's a long sword.  
+2 arms

If the opponent has more arms, this shield grants +2 arms

3. you break off half \*  
9. you gain Cloudslicer  
3. \*the Legendary sword, +2 arms  
9. +4 arms

## Events

x1	x1	x1
Hornet swarm	Druid rampage	You get riches!

Roll 3x D3 and move the total amount of steps. Any champion you pass by must repeat this.

x1	x1	x1
Hornet swarm	Druid rampage	You get riches!

A wild-eyed Druid hands you a ruined dagger. +1 arm once you leave, he turns into a Bear! \*5

You get riches! A shouting genie is granting everyone wishes. All players collect 1x food, ore, wood, gold

\* all oasis also gain +1 mystery card

## Encounters

x1	x1	x1
Proud Mercenary	Brawler	Witch

Each combat you may pay 3x gold and gain temporary +2 arms

Each combat you may feed him 3x food and gain temporary +2 arms

Each combat you may roll 1x D3  
1. -2x arms  
2. Runaway for free  
3. +2x arms

Follower  
1. She temporarily turns you into a frog.  
2. She teleports you to safety with no penalty. (1 square or home)  
3. She temporarily turns the enemy into a frog.

# Card ideas

Magical mirror

Spring of life

Doppelgänger

Unicorn

Cursed item

Devil deal (crossroad)

Something happens at random location

A favour - 1. Remove one of your opponents claims, it costs -1 fame. 2. Give away one of your claims to an opponent, gain +2 fame.

## ?? Explore Cards ??

Tier 3



Beast tile

• all monster encounters will be of this type.

x1	x1
Wyrm A: 7+ F: +3 R: +3 gold, +3 food	Fallen knight A: 8+ F: +4 R: +1 arms, +4 gold



Mountain tile

• all monster encounters will be of this type.

x1	x1
Demon core A: 8+ F: +4 R: +3 gold, +4 ore	Troll lord A: 10+ F: +5 R: +5 gold, +5 ore



Woodlands tile

• all monster encounters will be of this type.

x1	x1
Three-eyed ape A: 7+ F: +3 R: +3 food, +3 wood	Ancient A: 9+ F: +4 R: +4 ore, +4 wood

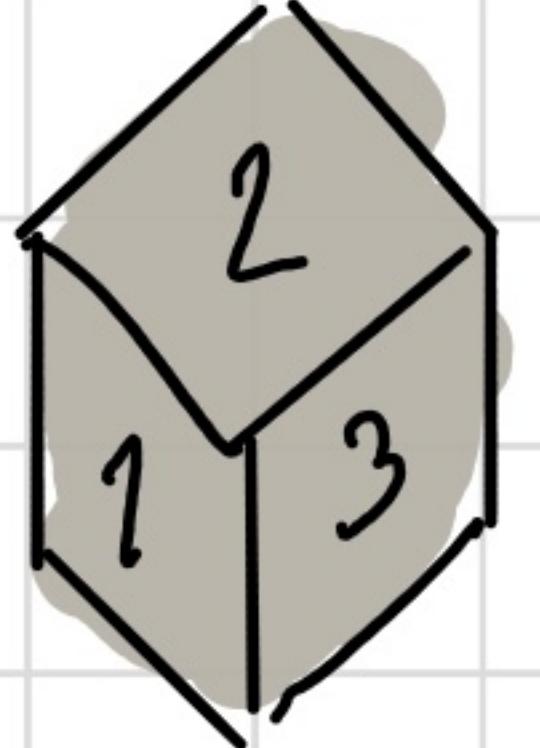
Dragon
* A: 14+

\* Failed attempt = champion eaten and removed from board.  
(\* potentially 12-16+ arms at random)

7

x1	x1	x1
Curse of the earth All players lose -2 arms, as their weapons rust and crumble.	Thieving crows All players lose all of whichever stockpiled resource they have the most of.	Dragon raid All players must remove 2x claims from tiles in the outer region.

# Moveset / Actions



D3 (D6 1x2, 2x2, 3x2)

1x D3 per champion

1x D3 for Castle

Turn = Roll all your D3

1x D3 = 1x Action

- Move

1 or more D3 up to rolled value. 1x Action at end of movement.

- Collect resources

1x D3 up to rolled value and claimed resource tiles.

- Build

1x D3 no matter rolled value

## Turn Flowchart

Roll D3's

move champion(s)  
(final landing tile)

collect resources

Build

fight guardian/enemy champion.

Conquer (costs -1x arms)

If resource tile is already claimed.

Claim resource tile.

Blockade resource tile

Incite revolt (can be done to any adjacent tile)

Exchange card token for a mystery card.

## Champions

- use 1 or more D3 to move up to the total count.

- champions can pass through other champions, but that player may choose to intercept and trigger a fight.
- a champion protects tiles <sup>W N E S</sup> from being blockaded or conquered.

- An adjacent champion may support a fight - which lends +2 arms/might to the chosen player.

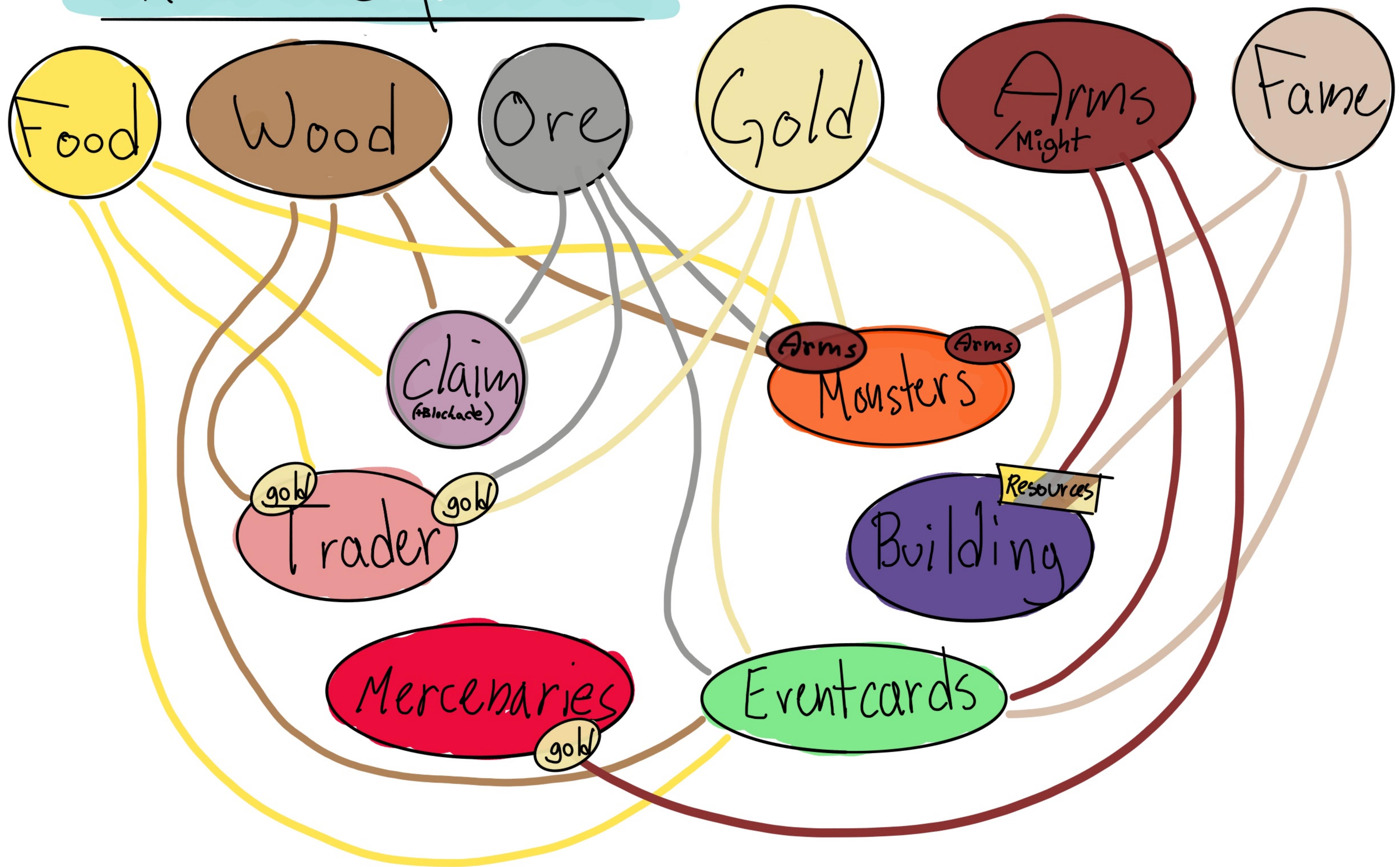
## Ideas

2nd/3rd knight D3 costs 1/2x food to use.

Incite revolt - Use -1xFame and a dice to remove a claimed resource tile from an enemy players control.

Conquering a claimed area is not possible when there is an enemy champion (of the same Lordship) in an adjacent square.

# Resource paths



# Isle buildings



## Castle

Cost: Free at start



## Market

Sell 1x resource for 1x gold  
(costs 1x D3)

Cost: 3x food + 3x wood



## Blacksmith

1x per turn > Buy 1x arms for 2x gold + 2x ore

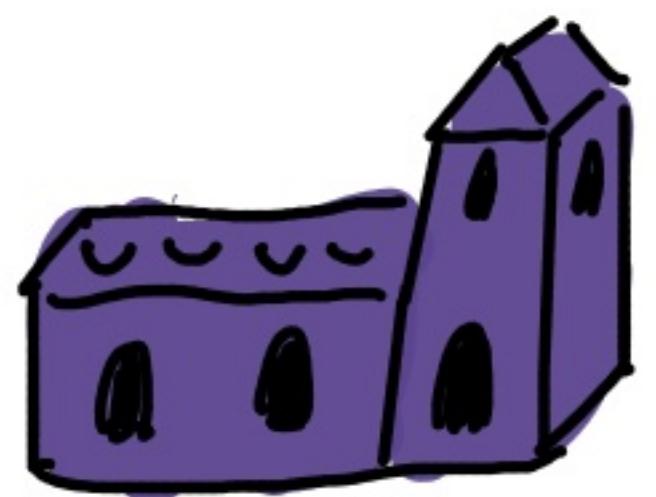
Cost: 3x wood + 3x ore



## Dock

Build boat (max 2) > for 5x wood + 3x gold

Cost: Free at start

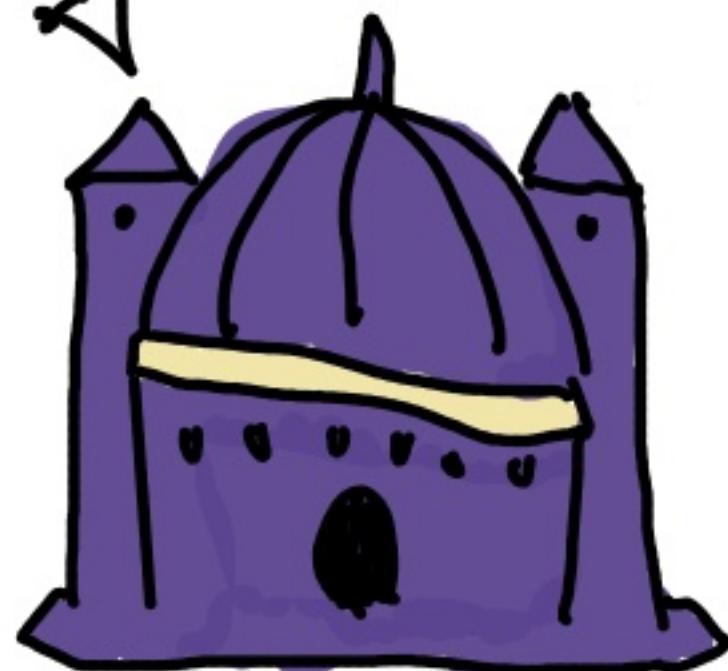


## Chapel

Gain + 3x fame

Cost: 3x wood + 4x gold

upgrade



## Monastery

Gain + 5x fame

Cost: 4x wood + 5x gold + 2x ore



## Mage Tower

- Research Spells



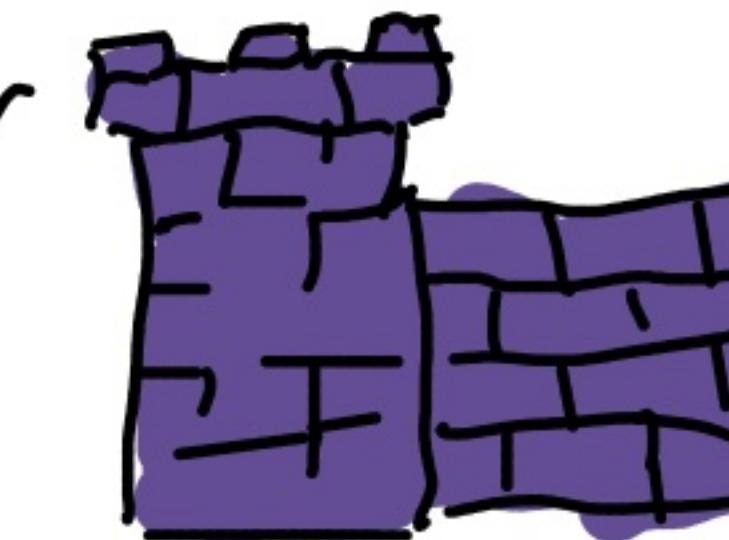
WIP  
statues (fame  
x several).

# Hire Champion

+1 champion (= +1 D3)

First Cost: 3x food + 3x gold + 1x ore

Second Cost: 6x food + 6x gold + 3x ore



## Wall

+1 Arms when defending isle.  
(can be built up to 4x)

Cost: 2x ore



## Ballista

(must be built on a wall)  
+2 Arms when defending isle.  
(can be built up to 2x)

Cost: 2x wood + 1x ore

# Ideas

Mage tower

Spells:

- Waterwalking (Your champions don't need a boat to move on water this turn)
- Mighty wind, all Champions move 2x steps in the same chosen direction.

## Combat / Player interactions

- Trade
- Block
- Clash
- support
- conquer
- Blockade
- invade/exile
- encounter

## Pieces



## Moveset / Actions

D3 ( $D6 \times 2, 2 \times 2, 3 \times 2$ )

1x D3 per champion

1x D3 for castle

Turn = Roll all your D3

1x D3 = 1x Action

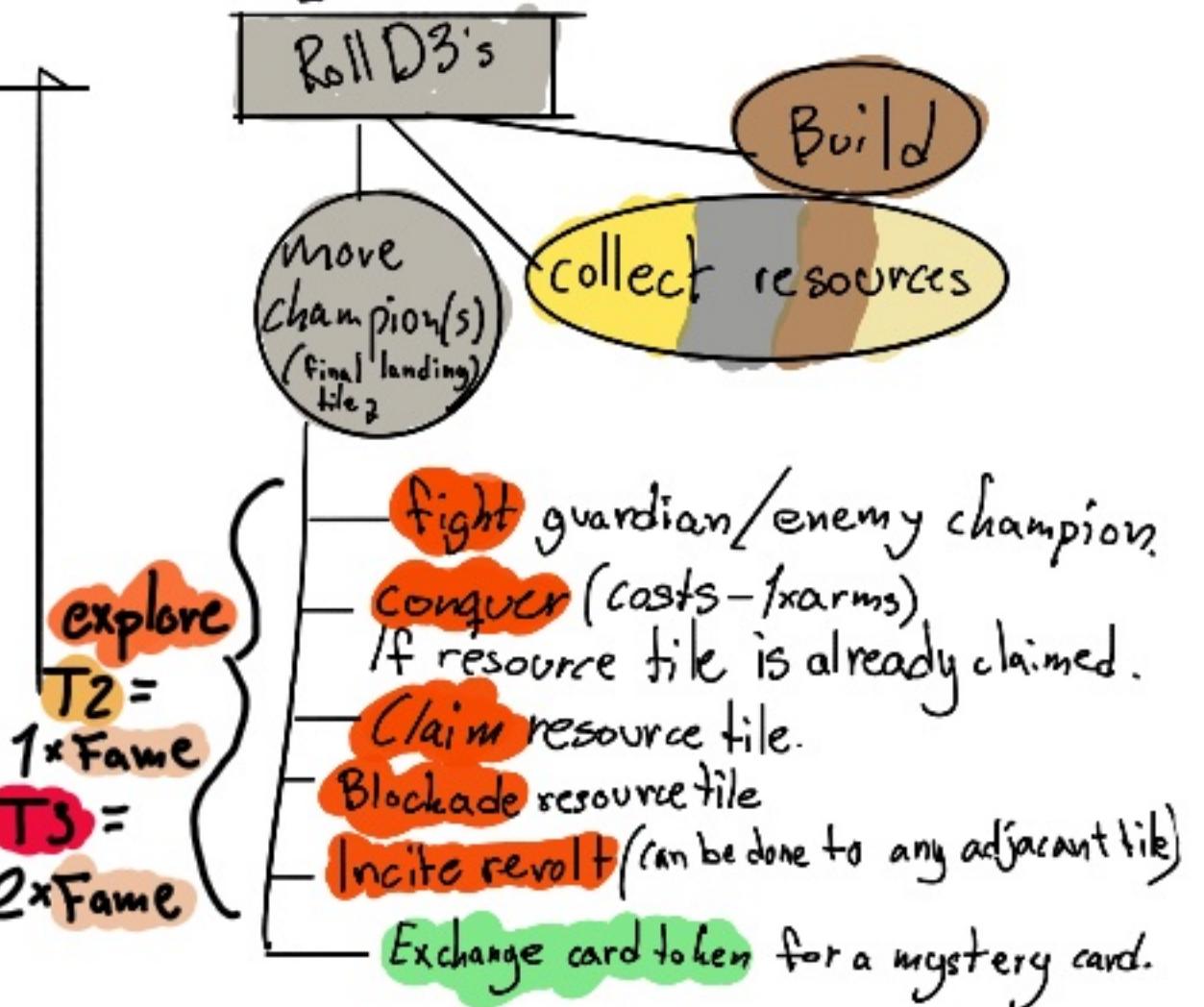
• Move 1 or more D3 up to rolled value. 1x Action at end of movement.

• Collect resources 1x D3 up to rolled value and claimed resource tiles.

• Build 1x D3 no matter rolled value

• Move boat 1x sea per D3

## Turn Flowchart



## Champions

- use for more D3 to move up to the total count.
- champions can pass through other champions, but that player may choose to intercept and trigger a fight.
- a champion protects tiles from being blocked or conquered.
- An adjacent champion may support a fight - which lends +2 arms/might to the chosen player.

## Isle buildings

**Castle** Cost: Free at start

**Market** Sell 1 resource for 1 gold Cost: 3x food + 3x wood (costs 1x D3)

**Blacksmith** 1x per turn Buy 1 armor for 2x gold + 2x ore Cost: 3x wood + 3x ore

**Dock** Build boat (max 2) for 5x wood + 3x gold Cost: Free at start

**Chapel** Gain +3x fame Cost: 3x wood + 4x gold

**Monastery** Gain +5x fame Cost: 4x wood, 5x gold + 2x ore

**Forge** Make tower Research spells

**WIP** Statues (fame x several)

## Hire Champion

+1 champion (-1 D3)

First Cost: 3x food + 3x gold + 1 ore

Second Cost: 6x food + 6x gold + 3x ore

**Wall** +1 arms when defending isle (can be built up to 4x) Cost: 2x ore

**Ballista** (must be built on a wall) +2 arms when defending isle (can be built up to 2x) Cost: 2x wood + 1x ore

Finishing all defenses = +3 fame

