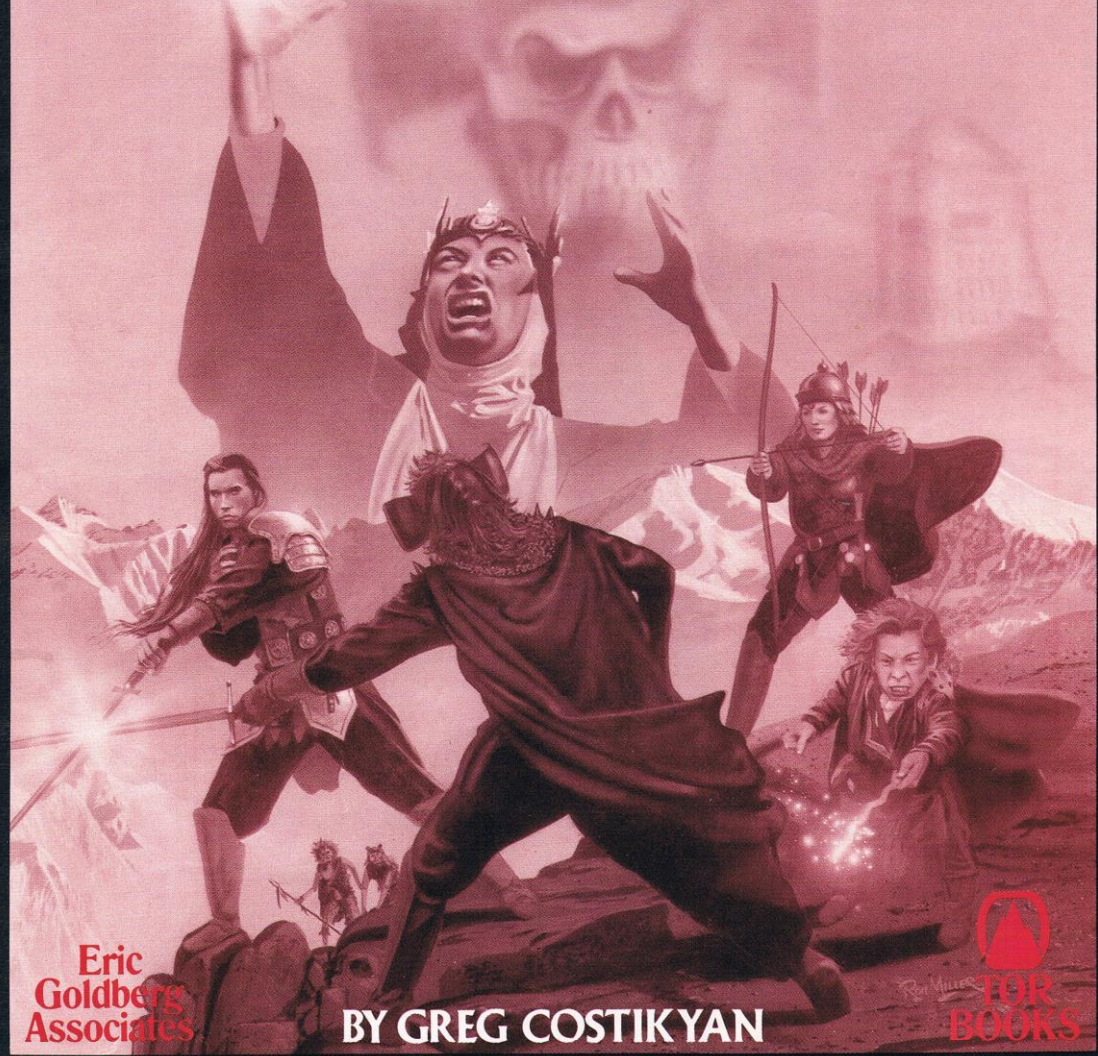



THE WILLOW GAME



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BY GREG COSTIKYAN


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WILLOW™

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An Eric Goldberg Associates Game

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WILLOW



In *The Willow Game*, you travel through a magical land, where fearsome foes, fabulous treasures, and fantastic adventure await you. But beware; you may be transformed into a possum, a pig, or even the dreaded Ebersisk!

3 Setting Up

(3.1) THE CHARACTER CARDS

Lay the board on the table. Place the *display* (the cardstock sheet that's printed in red and black) next to it.

Then, find the six large *character cards*. The illustration to the left shows you what the one for Willow Ufgood looks like.

Everyone should roll two dice; the high-roller gets to choose a card. (Re-roll on ties.) Then, the player to the high-roller's right chooses one, and so on around the table, until everyone has chosen.

By the way, even though Franjean and Rool are two different characters in the movie, in the game they're treated just like a single character.

THREE TO FIVE PLAYERS: If you don't have six players, some players get two character cards. If you have five or fewer players, one player gets both Willow and Madmartigan. If you have three or four players, one gets both Airk Thauthbaer and Franjean & Rool. If you have three players, one gets both Kael and Sorsha.

TWO PLAYERS: One player gets all Good characters, and the other gets all Evil characters.

HINTS FOR NOVICES: Let the more experienced players take the Evil characters. They start with more cards, so they're more difficult to play. Also, we suggest you play with three or more players the first time or two you play; novices may find the two-player game confusing because both players have a lot of cards.

(3.2) THE POINTERS

The plastic clips that come with the game are called *pointers*. Clip two to each character card — one to the left side, and one to the right. Position each pointer over the number indicated by an arrow (see illustration).

(3.3) THE MARKER CARDS

Six of the small cards are printed with pictures of the main characters. Insert these cards in the six plastic *stands*. Then, look at the large character cards; they tell you where to put each character's stand.

EXAMPLE: Madmartigan's card says "Begin: At the Crossroads." Place his stand on the board in the Crossroads space.



1 What Happens in The Willow Game

In *The Willow Game*, you play one (or more) of the characters from the movie. Your characters are either Good or Evil (although Sorsha can change sides during the game). The most important card in the game is "Elora Danan," the baby who, according to prophecy, will lead to the downfall of the evil Queen Bavmorda. If you are Good, you must try to keep the baby out of Bavmorda's clutches and take the child to safety. If you are Evil, you must try to find the baby, capture her, and take her to Nockmaar Castle.

You'll enjoy the game even more if you think and act in character: if you're Madmartigan, be reckless and arrogant; if you're General Kael, be ruthless in carrying out Queen Bavmorda's will; and if you're Franjean & Rool, have fun making a general nuisance of yourself. Always remember, though, that you are in a desperate struggle between Good and Evil, and that you should work together with the other players on your side.

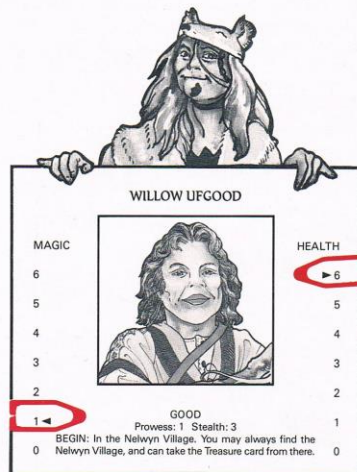
The heart of the game is the cards. The Evil characters begin with many cards, the Good characters with only a few. You keep your cards secret until you use them. One of the Good characters has Elora Danan's card — but the bad guys don't know who. They move around the board, searching for the Good characters and fighting them.

The Good characters begin weak, but become more powerful as the game goes on. They move about the board, searching for Places of Power and gaining Treasures such as Cherlindrea's Wand. If they find the Sceptre of Tir Asleen, they may use it to free the people of Tir Asleen, who will protect the baby from Bavmorda's wrath; that's one way they can win the game. The other way is to become so powerful that they can slay Bavmorda in a magical duel.

2 Equipment

The *Willow Game* comes with:

- One mounted gameboard
- Six character cards
- Twelve plastic pointers
- Six plastic stands
- Two plastic pawns
- 144 playing cards
- One twelve-page rules booklet
- One cardstock display
- Two dice
- A platform tray with storage wells
- The game box



If anything is damaged or missing, we'll replace it. Please write to Tor Books at the address printed on page 2, and mark your envelope "Attention: Willow Game Components".

If you have any questions about the rules to *The Willow Game*, we'll answer them. Please write to the Tor Books address, "Attention: Willow Game Questions". Enclose a stamped, self-addressed envelope (foreign customers please enclose two international reply coupons).

(3.4) THE ARMY CARDS

Sort the rest of the small cards into four decks. The biggest deck is for *Encounter* cards. There will be seven *Treasure* cards, five *Transformation* cards, and two *Army* cards.

Give the Army of Nockmaar to Kael, and the Army of Galladoorn to Airk Thaghbaer.

(3.5) THE TREASURE CARDS

Shuffle the Treasure cards.

There are eight large illustrations on the board which contain the word "Hide" and a number. These are *Places of Power*. Without looking at the Treasure cards, place one face-down in each Place of Power *except* for Nockmaar Castle.

The Crossroads, the Tavern, and the Army of Galladoorn spaces, although illustrated, are not Places of Power.



(3.6) THE TRANSFORMATION CARDS

Take the Possum card from the Transformation deck, and place it on the display, in the "Possum and Spell Card" box. Shuffle the rest of the deck, and place it face-down in the "Transformation" box.

(3.7) THE ENCOUNTER CARDS

Fan the Encounter cards and look through them. Remove the four cards with black triangles in the corners. Shuffle the rest, and place them, face-down, in the "Encounter" box of the display.

Give the Bow card to Sorsha, and the Dust of Broken Heart card to Franjean & Rool.

Place the Transformation Spell card in the "Possum and Spell Card" box.

Give Elora Danan's card to Willow's player. He should draw three additional cards from the Encounter pile. He may examine all four cards; then, he must give one to Madmartigan, one to Airk, one to Franjean & Rool, and retain one for Willow. (In other words, Elora Danan is handed out secretly, and can begin with any one of the four Good characters — the Evil players don't know who has her.)

Deal six extra cards to Sorsha, and six extra to Kael.

NOTE: The Good characters each start with one or two cards. The Evil characters begin with seven cards.

(3.8) THE PAWNS

There are two plastic pawns in the game, one red and one black. Place them on the display — the red one in the box printed with the picture of a red pawn, and the black one in the black box (see rule 7.2).

4 Characters and Hands

(4.1) GOOD AND EVIL

Each character is either *Good* or *Evil* — the character cards tell you which. Only Sorsha can change sides in the game (see rule 18).

(4.2) VALUES

Each character has four *values* — Prowess, Magic, Stealth, and Health. Each value is a number between zero and six. The higher your value, the better your Prowess, Magic, Stealth, or Health is.

The right pointer on your character card is used to record your Health. When your Health changes in the game, you move it up or down.

The left pointer is used to record Magic for some characters and Prowess for others. Willow and Franjean & Rool can learn Magic, increasing their Magic value; but their Prowess value is printed on the card, and does not change in the game. The other characters can improve their Prowess, but their Magic doesn't change.

Stealth values are printed on the character cards, and never change.

(4.3) HANDS

In the game, each character has a *hand* of cards. That means that you will have two hands if you control two characters, three hands if you control three, and so on. You must keep each of your characters' hands separate at all times.

Each Good character may have up to five Encounter cards. Each Evil character may have up to seven. If one of your characters ever has more cards than he's allowed to have, you must immediately play or discard the extras, or give them to another character in the same space. (See also rule 8.1.)

You can discard any Encounter card at any time you wish, except during a fight (see rule 11.1). **EXCEPTION:** The Elora Danan card may *never* be discarded.

When you discard Encounter cards, place them on the display in the "Discards" box.



5 When Things Happen

In most games, each player has his own turn. In *The Willow Game*, all Good players go at once; then, all Evil players go. You're supposed to co-operate with the other characters on your side.

The Good and Evil turns together make up a *round*.

Here's the order of events for each round of the game:

I. GOOD TURN

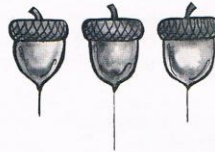
1 Draw Cards: Draw an Encounter card for each Good character's hand.

2 Fight Foes: If a Foe card has been played on a Good character, he must fight that Foe (but see rule 11.2).

3 Move and Search: Good characters who did not fight Foes may move. Those who wish to enter a Place of Power must first search and find it.

4 Heal: Characters who moved or fought Foes regain one Health; others regain two Health.

5 Fight Evil Characters: Good characters in the same space as Evil characters may fight the Evil characters (even if they moved or fought a Foe).



6 Take Treasures: If a Good character is in a Place of Power, he may take the Treasure card in that space (if any), and may use the Place's special power.

NOTE: If Willow takes the Treasure in the Nelwyn Village during the first Good turn, he may not move.

II. EVIL TURN

The Evil players follow the same steps as the Good players, except:

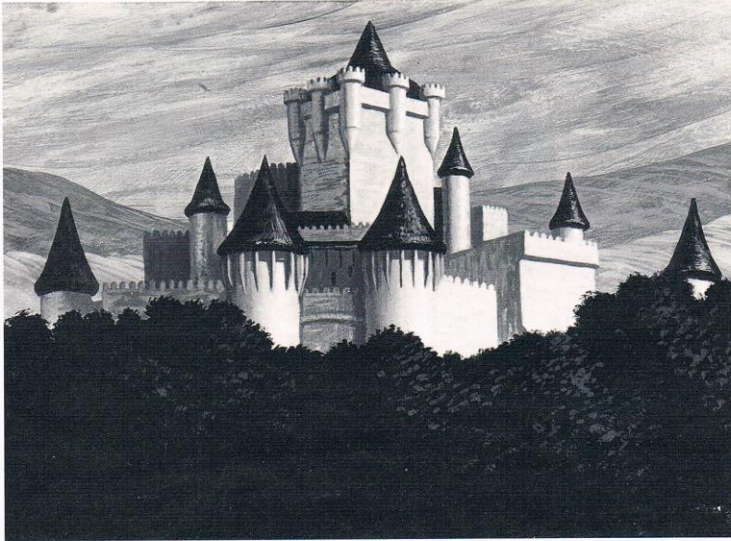
- Each Evil character gets *two* Encounter cards, not just one.

- Evil characters never have to fight Foes.

- In order to fight a Good character, an Evil character must search for the Good character in the "Move and Search" step, and find him. Good characters do not have to search before fighting.

- Evil characters may never possess Treasure cards! The only special power they can use is the one for Nockmaar Castle.

NOTE: Some cards let characters take additional turns. A "round" is not over until they've taken these extra turns.



6 Winning The Game

Keep playing rounds until one of three things happens:

- 1 If an Evil character has the Elora Danan card and enters the Nockmaar Castle space, the card is removed from play. One more round is played; at the end of that round, Evil triumphs (unless Bavmorda is slain before then, see rule 17).
- 2 If a Good character slays Bavmorda (see rule 17), Good triumphs.
- 3 If a Good character is in Tir Asleen and has the Sceptre of Tir Asleen (a Treasure card), he can try to "free Tir Asleen" (see rule 16). If he succeeds, and a Good character brings Elora Danan to Tir Asleen, Good triumphs.

If Evil triumphs, all Evil players win. However, the player who delivered Elora Danan to Nockmaar Castle is the *true victor*.

If Good triumphs, all Good players win. If Bavmorda is slain, the player who slew her is the true victor. If Elora Danan is delivered to Tir Asleen, the player whose character delivers her is a joint victor, along with the player who frees Tir Asleen. (If the same player accomplishes both deeds, he is sole victor.)

In the unlikely event that Bavmorda is slain on the same turn that the baby is delivered to Tir Asleen and Tir Asleen is freed, Good triumphs, and the characters who slew Bavmorda, delivered the baby, and freed Tir Asleen are all joint victors.

7 Moving

(7.1) MOVEMENT

Each character can move either one or two spaces in any direction. Some cards let characters move farther (Horses, River Boatmen, and Pegasus, for example).

If two or more characters, all of them Good or all Evil, begin and end in the same space, they are moving "together." This is important because some cards and special rules apply to characters who are together. For example, Franjean & Rool, and characters moving with them, can always find Cherlindrea's Forest (see Franjean & Rool's character card).

Characters may not enter river spaces, unless they are flying; flying characters may never end a move in a river space. (That's why the borders between river spaces are shown by dashed lines.)

You may not enter a Place of Power unless you "find" it first (see rule 10.3).

(7.2) THE PAWNS AND CROWDING

Sometimes, a space on the board contains two or more characters — and not all the spaces are big enough to contain several stands comfortably. When a space gets crowded, take the character stands and put them on the display, in one of the big pawn spaces. Take the corresponding pawn (red or black), and place it on the board to show where the characters came from. The characters are still considered to be in the same space — you just use the pawn to solve the crowding problem.

8 Encounter Cards

(8.1) CARD COLORS

Good characters can have up to five Encounter cards, and Evil ones up to seven (see rule 4.3).

When you play a card that's printed in *blue*, it is discarded.

When you play a card that's printed in *red*, you place it face-up on the table next to your character card. You can continue to use the card for the rest of the game — unless you lose or discard it. (You can always discard Encounter cards, including face-up ones — except during fights, see rule 11.1).

Face-up red cards still count against your limit! That is, you can have five (or seven) Encounter cards, including unplayed cards plus face-up red cards.

When you play an Encounter card that's printed in *black*, you place it face-up, just like a red card. However, face-up black cards *do not* count against your limit. **NOTE:** The only black cards which count against your limit are unplayed Encounter cards.

(8.2) HOW CARDS ARE PLAYED

Unless an Encounter card says otherwise, you can play it at any time.

There are five kinds of Encounter cards: Discards, Keeps, Friends, Foes, and Spells. Each card's type is printed along the top of the card. (The card in the illustration is a Discard.)

When you play a Discard, follow its instructions, then discard it. Foes are also discarded after use (see rule 8.5). (Both types are printed in blue.)

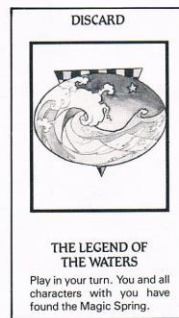
When you play a Keep or Friend card, place it face-up. (Both are printed in red.)

When you play a Spell card, place it face-up (but see rule 8.6). Spells are printed in black.

When Encounter cards are discarded, they are placed face-up in the "Discards" box of the display. When the Encounter deck is exhausted, reshuffle the discards, and use them as the new Encounter deck.

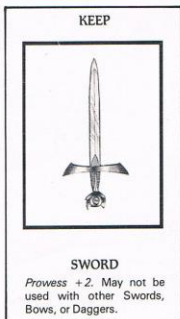
If the instructions on a card and the rules in this booklet conflict in any way, the instructions on the card take precedence.

EXAMPLE: This card can only be played during your turn. It lets you find the Magic Spring space. It is then discarded. (Or you can discard it at any time if you don't want to find the Magic Spring.)



(8.3) KEEPS

Some Keep cards have the name of a value (Prowess, Magic, or Stealth), followed by a number. (EXAMPLE: The Sword card says "Prowess + 2".) This means that your character's value is increased until you discard or lose the Keep card. Do *not* move pointers when you play a Keep card; instead, you must remember to take the card into account when you use your values. EXAMPLE: If Madmartigan's Prowess pointer is at "3" and he has a Sword, his effective Prowess is 5.



(8.5) FOES

Only Evil characters can play Foe cards! If you are Good and have a Foe card, you may discard it whenever you wish. If you are Evil and have a Foe card, you can play it at any time by placing the Foe card on top of any Good character's card. The Good character (or his champion — see rule 11.2) must fight the Foe on his next turn.



(8.6) SPELLS

You can only play a Spell card if your Magic is one or more.

Your Magic limits the number of face-up Spell cards you may have (for example, if your Magic is three, you can have up to three face-up Spells). If you have as many face-up Spells as your Magic permits, you can only play a new Spell card by discarding a face-up one.

Unplayed Spell cards count against your limit of five or seven cards, but are not affected by your Magic. Face-up Spell cards are limited by your Magic, but do not count against your limit of five or seven. (Spells are printed in black.)

To use a Spell card you must "cast" the Spell (see rule 13.1). You can only cast face-up Spells.

When your Magic goes up, you can play new Spells. If your Magic is reduced, and you have more face-up Spells than your reduced Magic allows, you must immediately discard or give away the extras.

NOTE: Even if your starting Magic is zero, you can still use Spells if you have Friend or Keep cards that increase your Magic.

(8.7) TRADING CARDS

If two characters are in the same space, they can trade any number of cards at any time (except during a fight — see rule 11.1). You don't have to trade equal numbers of cards — one player could even give his entire hand to the other.

You can even trade face-up Keep, Friend and Spell cards. The character who receives these cards must keep them face-up (or discard them).

Good characters may never trade cards with Evil ones (or vice versa).

(8.8) ELORA DANAN

Elora Danan is a special card. She may never be played or discarded. However, she *does* count as part of the hand of the character who possesses her. This card is the key to winning the game.

Elora Danan can be traded just like the other cards.

If the Health of the character who is carrying Elora Danan is reduced to zero, she may be captured by an opposing character (see rule 11.5).

HINT: The Good players should always try to keep Elora Danan's location a secret. Whenever two Good characters meet, it's a good idea to exchange a card or two, just to keep the bad guys guessing.

9 Contests

(9.1) ROLLS

Whenever you use your Prowess, Stealth, or Magic, you have a *contest*.

When you have a contest, roll a die, and add the number rolled to your value. Your opponent does the same. If you have the higher total, you win the contest. If your opponent's total is higher, he wins. What happens when the totals are equal depends on the type of contest (see below).

Remember to modify your value for Keep and Friend cards when resolving a contest.

When a Foe, a Spell, or a Place of Power is in a contest, any other player can roll for it.

(9.2) PROWESS CONTESTS

Whenever you fight another character or a Foe, you have a Prowess contest with him. The difference between your total and your opponent's is the number of Health the loser loses. If there is a tie, no one loses Health.

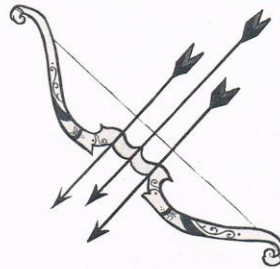
EXAMPLE: Madmartigan is fighting a Bear. Madmartigan's effective Prowess is 5, and he rolls a 2, for a total of 7. The Bear's Prowess is 2; another player rolls for the Bear, and gets a 4, for a total of 6. 7 minus 6 is 1, so the Bear loses 1 Health.



(8.4) FRIENDS

Friend cards act just like Keep cards, except that Evil characters can never play Good Friend cards, and Good characters can never play Evil Friend cards.

Friend cards you cannot play are useless to you. You may discard them whenever you like.



(9.3) MAGIC CONTESTS

Whenever you cast a Spell, you have a Magic contest with the Spell. Each Spell has a Resistance, printed on the Spell card. The Spell's roll is added to its Resistance; your roll is added to your Magic.


If your total is higher *or* equal to the Spell's total, you succeed in casting the Spell, and the effect described on the Spell card occurs.

If the Spell's total is higher, you fail to cast the Spell.

EXAMPLE: Willow is trying to cast the Fly Spell. His Magic is 3, and he rolls a 3, for a total of 6. The Spell's Resistance is 4, and another player rolls a 5 for it, for a total of 9. Willow fails to cast the Spell.

Resistance

SPELL 4



FLY

Cast before you move. You and all characters moving with you may fly this turn; roll two dice to determine how many spaces you may move. If you fail, you may not move.

(9.4) STEALTH CONTESTS

Whenever you search for another character or for a Place of Power, you have a Stealth contest.

When you search for a character, you find him if your total is higher.

Each Place of Power has a Hide value, printed on the board. The Place's roll is added to its Hide. If the Place's total is higher, you can't enter it this turn. If your total is higher, you have found it, and can enter.

The hider wins on ties — the character or Place isn't found.

EXAMPLE: Kael is searching for Franjean & Rool. Kael's Stealth is 2, but he has the Army of Nockmaar, which increases it to 5; he rolls a 3, for a total of 8. Franjean & Rool's Stealth is 5, and they also roll a 3 for a total of 8. The totals are tied, so Franjean & Rool are not found.



10 Searching

(10.1) GOOD AND EVIL

An Evil character can only fight a Good character after finding him. (Good characters can always attack the bad guys without searching.)

(10.2) FINDING CHARACTERS

A Good character with the Army of Galladoorn is always found — no Stealth contest occurs. (It's pretty hard to miss an army.) Any other Good characters in the same space are also found.

An Evil character can search for a Good character if he ends his move in the Good character's space.

If two or more Good characters are in a space, the Evil character has a Stealth contest against the Good character with the highest Stealth. If the Evil character wins, all Good characters in the space are found.

If both Evil characters are in the same space, only one of them can search, but they both find the Good characters if the one is successful.

Characters are only "found" for one turn; even if an Evil character finds and fights a Good character in one Evil turn, he can only fight the Good character in the next Evil turn if he finds that character again.

(10.3) FINDING PLACES OF POWER

Before you enter a Place of Power, you must find it. (They are either hidden or guarded well.)

To search for a Place of Power, you must be able to move into its space. Move to a space *next* to the Place of Power, then search for that Place. If you find it, move into the Place of Power; if you fail, your move ends.

If you leave and wish to re-enter a Place of Power, you must first find that Place (again).

If two or more characters are moving together to a Place of Power, only one of them may search for it (use the highest Stealth in the group). If the Place is found, all characters in the group may enter it. If characters *aren't* moving "together" (see rule 7.1), they must move and search for the Place separately.

Some cards let you find a Place of Power without searching. If you play such a card, you must still be able to move to the Place of Power space by the movement rules to enter it.

11 Fighting

Fights occur at two times: with Foes instead of movement, and with enemy characters after movement.

(11.1) FIGHT SEQUENCE

Whenever a fight occurs, follow these steps.

- 1 All involved players may discard and trade cards. Cards may not be discarded or traded once the fight begins. **HINT:** If you think you're going to lose, you may want to discard cards to prevent the enemy from capturing them.
- 2 Next, characters can cast spells. The characters from the side whose turn is in progress may cast any and all spells they wish; then, their opponents can cast. If the first group wants to cast any more spells, they can do so; then, their opponents can cast any additional spells; and so on, until everyone has cast all the spells he wants.
- 3 Next, each side chooses a *champion*. If there's only one character from a side in the space, he's automatically the champion. If one side has two or more characters, their players must decide which of them will be the champion. If the players can't agree, the champion is the character with the lowest effective Prowess (that is, the worst fighter).
- 4 The champions have a Prowess contest, and lose Health accordingly (see rule 9.2).
- 5 If a champion's Health is reduced to zero, he and all the characters on his side lose their hands (see rule 11.5). His opponent gains one Prowess (see rule 11.6).

(11.2) FIGHTING FOES

If a Good character is alone in a space, and a Foe is played on him, he may not move and must fight the Foe in his next turn.

If two or more Good characters are in a space, and a Foe is played on any one of them, they must choose a champion to fight the Foe. The champion may not move; the other characters may do so. (So even if a Foe is played on you, if you can get somebody else to agree to be your champion, you can still move.)

If two or more Foes are played on a character, he (or his champion) must fight them in the order played. Each Foe is always its own champion, and even if it loses, the character must still fight the other Foes.

If two or more Foes are played on a group of Good characters, they may choose different champions to fight each Foe, if they wish.

After a Foe is fought, discard the Foe card (whether or not the Foe was defeated).

(11.3) A SAMPLE FIGHT

Kael and Sorsha find Willow and Madmartigan. The Evil players put up Kael as their champion; the Good players choose Madmartigan.

Kael's Prowess is 3, but he has the Army of Nockmaar, which increases it to 8. He rolls a 3, for a total of 11. Madmartigan's Prowess is 4, but he has a Sword, which increases it to 6. He rolls a 2, for a total of 8. 11 minus 8 is 3, so Madmartigan loses 3 Health.

Unfortunately, Madmartigan only has 3 Health, so his Health is reduced to zero. He and Willow *both* lose their hands, giving all their Encounter cards (except for face-up Spells) to Kael.

Kael's Prowess goes up by 1.



(11.4) FIGHTING OTHER CHARACTERS

Good characters can never fight each other; Evil characters can't fight each other, either.

You can only fight an enemy character if you're in his space.

Evil characters have to find Good characters before fighting (see rule 10.2).

(11.5) LOSING YOUR HAND

If a character's Health is reduced to zero or if he is transformed (see rule 13.3), he *loses his hand*.

If he fought a Foe or if he is transformed by play of a card, his hand is discarded. **EXCEPTION:** Elora Danan is never discarded. Keep her card, but discard all others.

If he fought or is transformed by another character, he gives his hand to his opponent — including Elora Danan, if he has her card.

You only lose cards that count against your limit of five or seven — that is, unplayed Encounter cards, plus face-up red cards. You don't

lose face-up black cards (except for Armies — see rule 14).

IMPORTANT: When a champion's Health is reduced to zero, he *and* all the characters he is defending lose their hands.

(11.6) GAINING PROWESS

When you reduce the Health of a Foe or another character to zero, you gain one Prowess. Move your pointer accordingly. If you can only gain Magic, you receive no benefit.

Each Foe's Health is printed on its card.

Your Prowess *pointer* can never move above six. **NOTE:** Friends and Keeps can increase your Prowess (or Magic) above six.

You can gain a maximum of one Prowess per turn — even if you reduce the Healths of two opponents to zero, or visit Fin Raziel's Island.

12 Health

When you lose or regain Health, adjust your pointer accordingly. Your Health can never drop below zero, nor rise above six.

If your Health is zero, you may not move or cast spells. If forced to fight, you automatically lose your hand.

When your character's Health is reduced to zero by a Spell or a card, you lose your hand (see rule 11.5). If your Health was reduced to zero by an opponent's Spell, give him your hand; if a card reduced your Health, discard your hand.

You regain one or two Health during the Health step (see rule 5).

13 Spells

(13.1) CASTING SPELLS

Each Spell card tells you when you can cast the Spell.

You can only cast Spells at targets in the same space as your character.

You can cast each of your face-up Spells once per turn (so you can cast a Spell in both the Good and Evil turns in one round).

You may only cast a Spell if you have a valid target. **EXAMPLE:** You may not cast "Passage" unless you can reach a Place of Power in your move. You may not cast "Strength" unless you or your champion are about to fight.

When a Spell succeeds, follow the instructions on the Spell card. Some Spells have spe-

cial effects when they fail (check the card), but most simply have no effect.

(13.2) INCREASING MAGIC

Each time you try to cast a spell and *fail*, your Magic increases by one. (We learn from our mistakes.) Move your pointer accordingly. If you can only gain Prowess, you receive no benefit.

Your Magic pointer can never move above six. You can gain a maximum of one Magic per turn.



(13.3) TRANSFORMATION

The Transformation Spell needs more explanation than is provided on the card.

Before you move, you can cast Transformation on a character from your side — but only if the other character wants you to. You can also cast it before you fight, on a Foe or an opposing character.

If you succeed, you can transform the target. Look through the Transformation cards, and choose one. Place it next to the character's card, or by the Foe card. If the target already has a Transformation card, you have a choice: you can return him to his normal form, by returning his Transformation card to the Transformation deck; or you can replace his old Transformation card with a new one.

When you cast the Spell and fail, it has no effect, *unless* the target already has a Transformation card. In this case, the target is *randomly transformed*: shuffle the unused Transformation cards and draw one at random. Return the old Transformation card to the deck, and place the new one next to the target's card.

When you transform an opponent, he gives you his hand (see rule 11.5). You must still fight him, but he uses the Prowess printed on the Transformation card, instead of his normal Prowess. (His Health remains the same.)

When your champion is transformed, you may choose a new champion.

After fighting a transformed Foe, return the Transformation card to the Transformation deck.

A transformed character has no hand. When he draws Encounter cards, he must immediately play or discard them, or give them to other characters in the same space. He may not keep face-up Keep, Friend or Army cards (but keeps the Elora Danan card, Treasure and face-up spell cards).

Transformed characters may have as many face-up Spell cards as their (untransformed) Magic. However, they may not cast Spells, and have a Magic of zero for all other game purposes.

15 Places of Power

When a Good character ends a move in a Place of Power, his player may use its *special power*. Special power descriptions are printed on the display.

Each Good character may use a Place's power once per game.

A character can use more than one Place's power, if he visits several of them in the course of the game.

If more than one character visits a Place of Power, each can use its power once.

(15.1) TREASURES

When a Good character ends movement in a Place of Power which contains a Treasure card, he may take the card. He may use it as long as he retains it. Treasures are never discarded or lost to enemy characters; they can be traded to other Good characters (see rule 8.7).

If two or more Good characters try to take a Treasure at once, their players must decide who gets it. If they can't agree, the Treasure stays in the space.

Evil characters in a Place of Power may look at, but not take, the Treasure card in that space. They may not use the Place's special power (but see rule 15.3).

Evil characters may never possess Treasure cards.

(15.2) FIN RAZIEL

If you get Fin Raziel's Treasure card, take the two cards in the "Possum and Spell Card" box on the display. The Transformation Spell card becomes part of your hand. Keep the Possum card with Fin Raziel's card until she is transformed.

Fin Raziel is the only Treasure which can be transformed. You can try to transform her before you move, just like a friendly character.

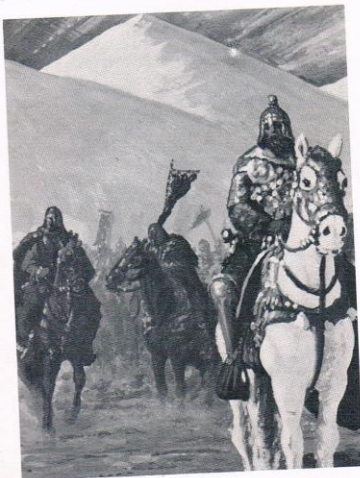
Fin Raziel increases your Magic, but never increases your Prowess. Even if she is transformed into an Eborsisk, she does not help you when you fight.

Fin Raziel may not discard her Transformation card by bathing in the Magic Spring. The spell Bavmorda cast on Fin Raziel is proof against the magic of the spring.

(15.3) NOCKMAAR CASTLE

All other Places of Power are for the benefit of Good characters; Nockmaar Castle is for the benefit of Evil ones.

When an Evil character ends a move in Nockmaar Castle, his player may use its special power. Evil characters can use Nockmaar Castle's power *any number of times* in the course of the game.



14 Armies

The Army of Galladoorn and the Army of Nockmaar act just like Friend cards, except:

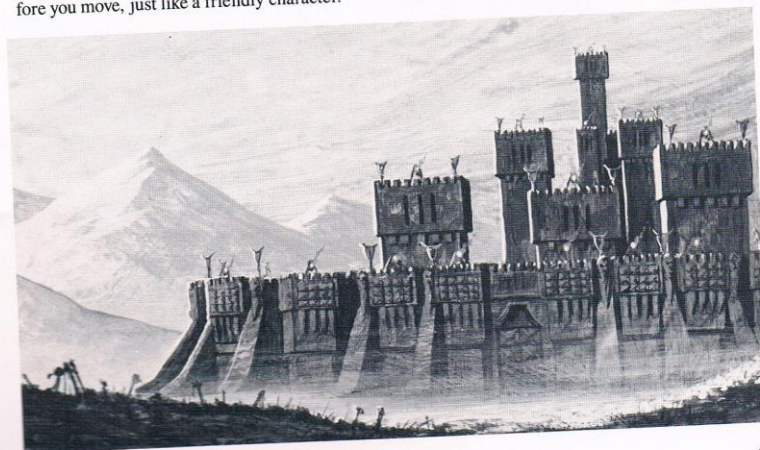
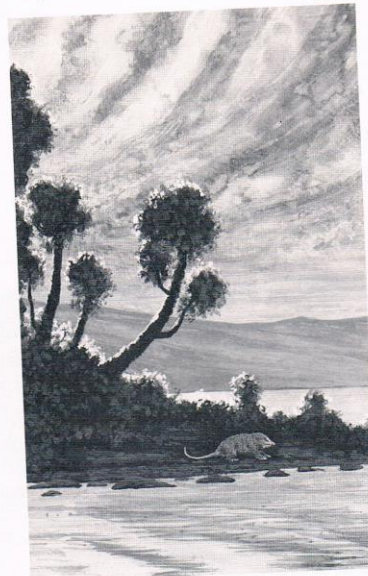
1 When you discard or lose an Army, do not put it on the discard pile. Instead, place it on the board in the Army of Galladoorn or Nockmaar Castle space, as appropriate.

2 If the Army of Nockmaar is in Nockmaar Castle, any Evil character who ends a move there can take it. Similarly, any Good character who ends in the Army of Galladoorn space can take the Army there. If two or more characters both try to take an Army at once, their players must decide who gets it. If the players cannot agree, the Army remains on the board.

3 When a character loses Health, he may instead discard his Army (return it to the Army of Galladoorn or Nockmaar space), and lose no Health. In other words, an Army can absorb any number of Health losses.

4 If the Health of a character with an Army is reduced to zero, he loses the Army. Transformed characters lose Armies.

5 Armies do not count against your limit of five or seven cards.



16 Freeing Tir Asleen

To free the people of Tir Asleen, a character must:

- 1 End movement in Tir Asleen.
- 2 Have the Sceptre of Tir Asleen (a Treasure).
- 3 Engage in a Prowess contest with the Sceptre (see rule 9.2). If the character wins the contest, Tir Asleen is freed. If he fails (or the totals are equal), it isn't — but he can try again on his next turn.

17 Slaying Bavmorda

Bavmorda has a Magic of 14 and a Health of 6. Her Prowess and Stealth don't matter.

When Good characters move into Nockmaar Castle, they must confront Bavmorda.

The Good characters must choose a champion. The champion and Bavmorda have a Magic contest (see rule 9.3). As in a fight, the difference between the totals is the number of Health lost by the character with the lower total.

The champion and Bavmorda engage in repeated Magic contests until the Health of one of them is reduced to zero.

If Bavmorda's Health is reduced to zero, she has been slain, and Good triumphs.

If the champion's Health is reduced to zero, *only* the champion discards his hand (see rule 11.5). If the champion has Elora Danan, her card is removed from play and Evil will triumph (but there will be no "true victor") at the end of the next round, unless Bavmorda is slain before then.

If one champion's Health is reduced to zero, and there are Good characters left in Nockmaar Castle, a new champion is chosen. Bavmorda has Magic contests with each of the Good characters in turn, until all of them have Healths of zero, or she is slain.

No character may ever cast a Spell at Bavmorda, affect her by the play of a card, or engage in a Prowess contest with her.

If Bavmorda is not slain in one confrontation, her Health returns to six before the next turn begins.



18 Converting Sorsha

If Sorsha is in the same space as Madmartigan, and the Dust of Broken Heart is used against either of them, they *fall in love*. Roll a die; on a roll of six, Sorsha becomes Good.

After they've fallen in love, roll a die each time Sorsha enters Madmartigan's space and finds him, or vice versa. (Madmartigan may choose to be found.) The first time, Sorsha becomes Good on a roll of five or six; the second time, on a roll of four, five, or six; and so on.

Even if Sorsha or Madmartigan is transformed, they can fall in love and Sorsha can become Good — unless either has been transformed into an Eborsisk. (True love conquers all. But it draws the line at slaving two-headed monsters.)

Only one roll is made for Sorsha each round, even if she encounters Madmartigan (or vice versa) more than once.

When Sorsha becomes Good, she must immediately discard any Evil Friends she possesses (and the Army of Nockmaar, if she has it). If she is in Nockmaar Castle, she must leave on the next Good turn. (She does not have to confront Bavmorda.) In a two- or three-player game, the player who controls Madmartigan immediately gains control of Sorsha.



When Things Happen

GOOD TURN

1. Draw Encounter Cards (one each)
2. Fight Foes (fighters may not move)
3. Move (two spaces) and Search
4. Heal (one Health, two if you don't move or fight Foes)
5. Fight Evil Characters
6. Take Treasures

EVIL TURN

1. Draw Encounter Cards (two each)
2. Move and Search
3. Heal
4. Fight Good Characters (must find to fight)

Card Summary

Good: You can have 5 cards.

Evil: You can have 7 cards.

All *unplayed Encounter cards*, plus all face-up Red cards, count against these limits. Face-up black cards do *not* count.

Blue cards are discarded when played.

Red cards can be kept even after played, but count against your limit.

Black cards can be kept when played, and do *not* count against your limit.

Encounter cards:

Discards: Follow instructions and discard.

Foes: Only Evils can use. After target fights Foe, discard it.

Keeps: Keep face-up after played. Still counts against your limit.

Friends: Good Friends can only be used by Good characters, Evil Friends by Evils. Keep face-up after played. Still counts against your limit.

Spells: You may only have as many face-up Spells as your Magic value. Unplayed Spells count against your limit; face-up Spells do not.

Army cards: Only Goods can use the Good Army, only Evils can use the Evil Army. When lost, place on board in Galladoorn or Nockmaar space. Do not count against limit.

Treasure cards: Only Goods can have. Never lost. Do not count against limit.

Transformation cards: When transformed, you may not have a hand — discard all cards (except Treasures, face-up Spells, Elora Danan). When you draw cards, you must play or discard them immediately.