

1.

The hero board

shows the hero and their special ability along with various display and storage fields.

Strength points:

At the beginning, each hero has **one strength point**. Each hero's wooden cube indicates how many points the hero is allowed to use in a battle.

Space for gems and herbs:

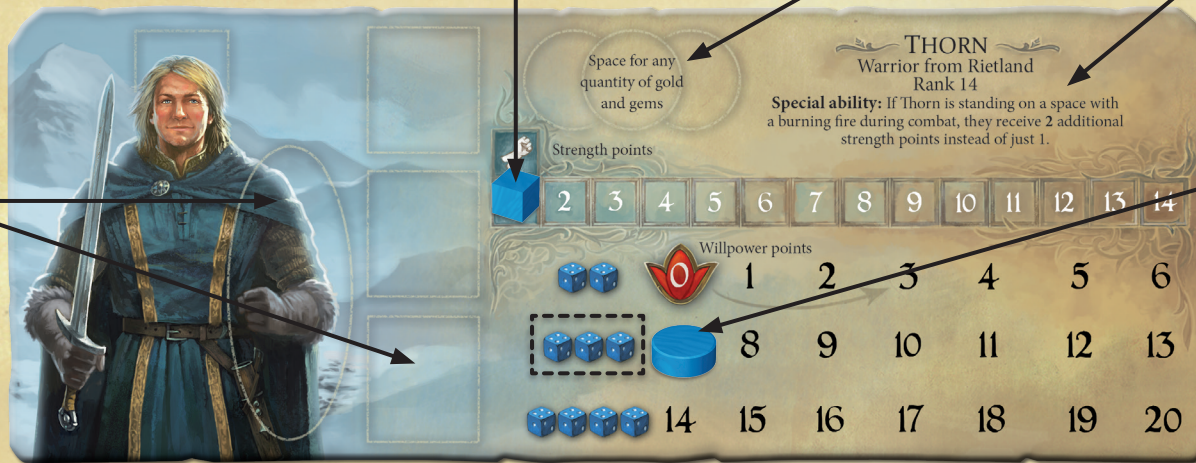
Any amount of gems (and, later on, herbs as well) can be deposited here.

Special ability:

Each player **now** introduces themselves to their fellow players by reading their hero's **special ability** out loud. *Note: The meaning of some of the special abilities will only become apparent as the game is played.*

Storage spaces:

During the course of the game, the heroes obtain articles that they deposit on their board. Each space can hold one article.



Willpower points:

At the beginning, each hero has **seven willpower points**.

For each hero, the location of the wooden disk indicates how many dice the hero is currently allowed to fight with (see the number of dice to the left). *The warrior, for example, is currently allowed to fight with three dice. If they lose a willpower point, only two dice remain for them to use.*



The hero's move:

2.

The hero whose turn it is always performs **one action**. After that, it is the turn of the next hero in a **clockwise direction**.

In the first part of the introductory game, you will learn about the “**move**” action. In their move, a hero is allowed to advance their game figure any number of spaces. **Important:** the arrows between spaces have no relevance to a hero's movement.

Each space that the hero enters costs them **one hour on the time track**. For each hour used, the hero's time marker is advanced one space on the time track.



In the first part of the introductory game, each hero has up to seven hours available to them. If a hero has used up their hours, only the other heroes take turns, until they have used up their hours as well.

A player may pass spaces containing a snow token without activating it. However, if they end their move on a space with a snow token on it, the token is activated and its instructions are immediately carried out.

Example of a move:

The wizard moves two spaces to space 13, where a snow token is lying. Their time marker is advanced two hours on the time track. They must immediately uncover the snow token and carry out its instructions. After that, it is the turn of the next hero in a clockwise direction.

Any number of heroes may occupy a space.

Passing

If a hero prefers to do nothing during their turn, they pass. **The hero's time marker is advanced one hour.** Then, it is the turn of the next player in a clockwise direction.

3.

The game starts now!

The heroes play together as a group.

The most experienced player from the group now reads Legend card A1, “The winter stone” out loud. Do not continue reading below until you have completed all the tasks assigned to you.



4.

Congratulations! You have successfully completed the first part of the introductory game. The heroes have arrived! Now you know all of the most important rules.

Place all the heroes' time markers in the sunrise box. The hero with the **highest** rank (see the hero board) places their time marker on the sunrise box's rooster to show they will be the first to take their turn the next day.

5. Additional preparation for part 2 of the introductory game:

Follow the numbers and get your other game materials ready on or next to the gameboard as shown below:

1. The blue winter stone must lie on the castle.

2. Lay a red X on the Merchant icon (Space 18).

3. Lay the "Eternal Frost" token on the first space by the time track.

13. Place the remaining ice tokens in the box. They will not be needed in the first adventure.

12. Choose the two ice tokens (round) which show a strength point and the one which shows a gem. Shuffle them and place them face down on spaces 41, 49, and 64 (all along the river).



11. Place the three red creature dice next to the creature display.



10. Place the red wooden disk on space 4 of the creatures' willpower point display.



9. Place the red wooden cube on space 2 of the creatures' strength point display.



6. All done! You will find the final rules on the next page. Then you can start your adventure!

4. Place one star token on each of the spaces B, D, E, H, I and N

5. Place Legend card B1 on the top of the Legend deck.



6. Place the Narrator on space A of the Legend track.

7. Place gors on the following spaces: 18, 22, 23 (all left), 36, 39 (both by the stone bridge), and 48 (by the wooden bridge at the top).



Gor

8. Place the Legend Cards "In the snow", "Battle", "End of battle", "Fighting together" and "The will of the stone" in order next to the gameboard.



7. The time track

As you have already learned, the heroes' hours are recorded with the time markers on the time track as they use them up.



Attention: It is very important not to forget to advance your time markers. The best method is to appoint one player to be the one to do it for everyone. We suggest that you choose the most attentive player to be the one to handle this task.

Normally, a hero's day ends after seven hours. The exception to this is explained to the right:

A hero can decide to use more than seven hours on a given day. Up to three extra "overtime hours" are possible. Each overtime hour, however, will cost the hero two willpower points. **In this case, the hero sets their wooden disk back a corresponding number of spaces on the hero board.** A hero is never allowed to let their willpower points drop to zero by taking overtime hours.

A hero whose turn it is and who wants to end their day, places their time marker in the sunrise box. If they are the first hero to do so on this day, they place their marker on the rooster to indicate that they will be the first one to start on the following day.

Before the new day begins, all other heroes must have also ended their day and placed their time markers in the sunrise box. Then, the steps connected to all the symbols in the sunrise box must be carried out in turn. Only then can the hero whose marker is on the rooster start the new day.

8.



1. Move all gors:

The gor, which is on the space with the **smallest number**, always goes first. In this case, the gor on space 18 would be the first to move. A gor moves to the adjacent space to which the little arrow points (here from 18 to 14). **Very Important:** Only one creature is allowed to stand on any given space at **one time**. If the space into which a gor wants to move is already occupied by another creature, the gor must instead proceed immediately to the space with an arrow pointing to it adjacent to the occupied space.

Example: The gor on space 22 moves to space 19. The gor on space 23 also wants to move to space 19. Because space 19 is now occupied, the latter gor must immediately advance along the arrow from space 23 to space 3.

Note: Creatures DO NOT activate tokens.

2 - 5. Other creatures move in the depicted order:

If there are other creatures on the gameboard, they will now move just like the gors. **Note:** At the moment, however, there are only gors on the board.

6. Warming fire:

Heroes who find themselves on a space with a **burning fire**, gain five willpower points.



The sunrise box

Read points 1-9 **now** and **immediately** carry out the steps connected to the symbol following each point.

7. The days are getting shorter:

The eternal frost token is moved one space to the left. Important: If it covers an hour, this and all following hours can no longer be used.

8. Extinguishing fires:

All burning fire tokens are turned over.

9. The Narrator advances one letter space on the Legend track (to space B):

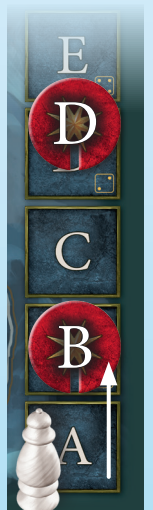
The Narrator moves at each sunrise — just like now.

Important: Don't forget to move the Narrator, because it advances the story!

When the Narrator reaches a letter space that has a star on it, the corresponding Legend card is read aloud.

Note: Some letters have no Legend card.

Since the Narrator has now reached letter "B", read Legend card B1 aloud.



Now it is time to start the second part of the introductory game. Keep this page of the Quick-Start Guide handy and carry out steps 1 - 9 again in the order described at the end of each day.

ANDOR ETERNAL FROST

Quick-Start Guide

For 2 - 4 bold adventurers,
ages 10 and up

Welcome to Andor!

This Quick-Start Guide will give you an easy introduction to the first Legend "The winter stone". Your first moves will start on the next page.

Important: We recommend that you have the most experienced player be the one to read the instruction out loud. Make sure not to skip any lines or you might miss some important details. Have fun!

Place all the figures together next to the gameboard along with all the other cut out pieces.

- From the collection of **large game cards** you will only need the 17 **Legend cards** with "Legend 1" written on them. All other large cards should remain in the box until needed for later Legends.
- There are five cards with a "!" instead of a number (4 x herbology cards and 1 x checklist). Place these in the box. They will not be required until later in the game.



Before the first game

- Carefully remove all the cardboard pieces from the **four die-cut boards**.
- Insert all game figures into their plastic holders. The coloured bar at the bottom of the figure has to match the colour of the holder.



Each player is going to slip into the role of a **Hero of Andor** and experience fantastic adventures. It starts with each player choosing a hero board and placing it with the side showing the character of their choice face-up. Each player also selects a **game figure for that hero, 2 wooden disks, 1 wooden cube, and all the dice of a matching colour.**

Note: The number of dice is different for the different heroes. the wizard, for example, has just one.

Place the heroes, hero boards, dice, wooden discs, and cubes that are not required, back in the box.



Setting up the game

- Place the gameboard in the centre of the table with the Land of Andor side face-up (castle top left). Next sort out the following tokens from the 24 snow tokens (square): 6 x herbs, 3 x stone tablets, 2 x gems. These go back in the box.
- Shuffle the remaining 13 snow tokens and place them face down on the snow spaces (squares) on the gameboard. Place the winter stone token on space 17 (middle) and one fire token each, with the extinguished side facing up, on the castle (space 0) and on the Tree of Songs (space 57, top right).
- Each player places one of their two wooden discs in the gameboard's **sunrise box**. These discs are the time markers for each player.
- Each player **places their hero on the following spaces:** Dwarf on 43, warrior on 28, fire guardian on 19 and wizard on 48.
- Set the Narrator on the "A" space of the Legend track.
- Sort the **Legend 1 "The winter stone" cards** alphabetically so that cards A1, A2, B1 etc., are at the top and Legend card N is on the bottom. Then place this stack **next to the Legend track**.
- Place the seven remaining Legend cards "Campfire at the Rietburg", "In the snow", "The winter stone in the old guard tower", "Battle", "End of battle", "Fighting together" and "The will of the stone" available next to the gameboard until required.



Winter stone



Fire tokens



Narrator



Time markers of the heroes on the sunrise box