

Quick-Start Guide

For 2 to 4 bold adventurers,
ages 10 and up



Welcome to Andor!

This Quick-Start Guide will give you an easy introduction to the first Legend, “Arrival of the Heroes.” Your first moves will start right on the next page.

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

- Insert the 29 game figures into their plastic holders. The colored bar at the bottom of the figure has to match the color of the holder. Place the all figures together next to the game board along with all the other cutout pieces.
- The 3 gray, 4 black, and 5 red plastic holders and the 4 black dice are not needed in the introductory game, so leave them in the box.
- From the collection of **large game cards**, you will only need the **12 Legend cards** with “**Legend 1**” written on them.
- From the collection of **small game cards**, you will only need the **12 event cards** that are colored **silver on the back** (including the card with the green arrows). All other cards should remain in the box until needed for later Legends.

Before the first game

- Carefully remove all the cardboard pieces from the **four blue-framed die-cut boards**. *Note: The two boards with the red frames will not be needed in the introductory game, so leave them in the box for now.*



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 hero or heroine of his or her 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 color**. *Note: The number of dice is different for the different heroes. The wizard, for example, has just one.*

Take all the heroes, hero boards, dice, disks, and cubes that were not chosen and place them back in the game box.

*Note: Of course, whenever the word “hero” is mentioned, it can also refer to “heroine.” Whenever **masculine pronouns** (“he” and “his”) are used, it can also refer to **feminine pronouns** (“she” and “her”).*



Setting up the game

- Place the game board in the center of the table with the Land of Andor side face-up.
- Set the **7 large tokens** with their **blue side face-up** on the game board: well on space 5, fog on spaces 11, 12, and 13, merchant on space 18. The trove of gold with 1 gold goes on space 20, and the trove of gold with 2 gold goes on space 17.
- Each player places both wooden disks in the game board’s **sunrise box**. The disks are the **time markers** for each player.
- Each player places his hero on one of the spaces as follows: dwarf on 43, warrior on 25, archer on 53, and wizard on 9.
- Get the gold ready next to the game board.
- Set the Narrator on the “A” space of the Legend track.
- Sort the **Legend 1 “Arrival of the Heroes” Legend cards** alphabetically, so that cards A1, A2, B1, etc. are at the top and Legend card N is at the bottom. Then place this stack **next to the Legend track**. The two “End of Battle” and “Fighting Together” Legend cards will only be needed later, so keep them with the other undistributed material for now.



1.

The hero board

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

Strength points:

At the beginning, each hero has **1 strength point**. Each hero's wooden cube indicates how many points the hero is allowed to use in a battle.

Space for gold:

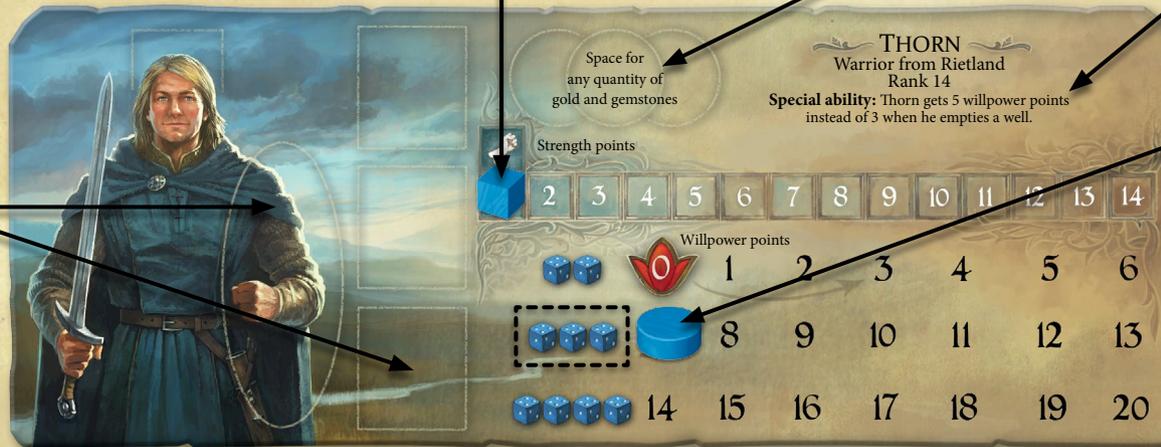
Any amount of gold (and, later on, gemstones as well) can be deposited here.

Special ability:

Each player introduces himself to his fellow players by reading his 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 **7 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 3 dice. If he loses a willpower point, only 2 dice remain for him to use.*



The hero's move

2.

The hero whose turn it is always performs **1 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 his move, a hero is allowed to advance his 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 him **1 hour on the time track**. For each hour used, the hero's time marker is advanced 1 space on the time track.



In the first part of the introductory game, each hero has up to 7 hours available to him. If a hero has used up his hours, only the other heroes take turns, until they have used up their hours as well.

If a hero ends his move on a space with a **token** on it, the token is activated and its instructions are immediately carried out.

Example:

The wizard moves 2 spaces to space 11, where a fog token is lying. His time marker is advanced 2 hours on the time track. He immediately has to uncover the fog 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 his turn, he passes. 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 Arrival of the Heroes,” 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. All the items you won (gold, willpower points) are yours to keep and use in the second part.

Place all the heroes' time markers in the sunrise box. The hero who entered the castle places his time marker on the sunrise box's rooster to show that he will be the first to take his turn the next day.

Remove the remaining large tokens (wells, merchants, any gold or fog) from the game board and place them in the box. They will no longer be needed in the second part.

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 game board as shown below:

1. One well token on each of the well spaces 5, 35, 45, and 55, with each token's gray side facing up.



2. Get a red X ready.



3. Get a parchment token of your choice ready. The number on the rear side makes no difference.



4. Place 6 star tokens on spaces B, C, D, E, H, and N of the Legend track.

14. Mix the remaining 11 fog tokens and place them face-down on the river bank spaces with the fog icon (a circle). Note: Because 4 tokens were removed, 4 spaces of your choice will remain unoccupied. Important: Do not place a fog token on any space occupied by a hero!



13. Remove these four tokens from the pile of fog tokens and put them in the box. They will not be needed in the introductory game.



12. Place 2 red creature dice next to the creature display.



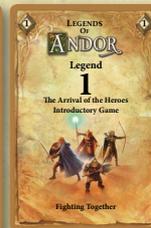
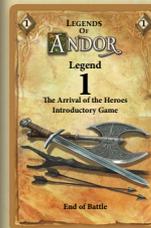
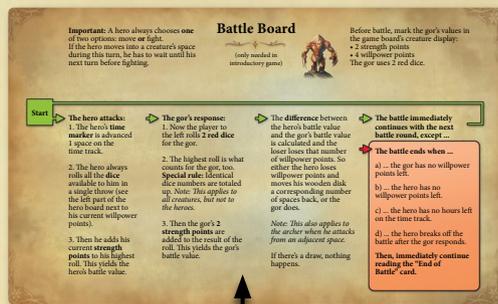
11. Place the red wooden disk on space 4 of the creatures' willpower point display.



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

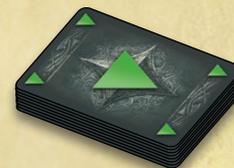


9. Place the large battle board (with "equipment board" on the rear side) and the "End of Battle" and "Fighting Together" Legend cards side by side.



5. Shuffle the event cards and set them face-down in a single stack.

IMPORTANT: Place the event card with the green "start arrow" face-down on the stack.



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



7. The Narrator already stands on space A of the Legend track.

8. Get the creatures (gors and skrals) ready.



Gor

Skral

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

7. The time track

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



Note: 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 7 hours. The exception to this is explained to the right:

A hero can decide to use more than 7 hours on a given day. Up to 3 extra "overtime hours" are possible. Each overtime hour, however, will cost the hero 2 willpower points. **In this case, the hero sets his wooden disk back a corresponding number of spaces on the hero board.** A hero is never allowed to let his willpower points drop to 0 by taking overtime hours.

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

Before the new day begins, all the 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. 2. 3. 4. 5. 6. 7. 8.

The sunrise box

Read points 1-8 now and immediately carry out the steps connected to the symbol following each point.

1. Read the top event card out loud and carry out its instructions.

2. All gors move:

The gor, which is on the space with the smallest number, always goes first.

In this case, the gor on space 16 would be the first to move. A gor moves to the adjacent space to which the little arrow points (here, from 16 to 13). **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.

3. – 6. Other creatures move in the depicted order:

If there are other creatures on the game board, they will now move just like the gors.

Note: At the moment, however, there are only gors on the board.



7. "Refresh" all wells

Turn the well tokens so their colored front side is facing up. If a **hero** is standing on a space with a well, however, that well will not be refreshed. In that case, leave the token alone.



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

The Narrator moves at every sunrise — just like now. **Important:** Do not 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's time to start the second part of the introductory game. Keep this page of the Quick-Start Guide handy and carry out steps 1 – 8 again in the order described at the end of each day.