

The "king's peace" reigned in Andor as Eara, the sorceress, had a vision ...

Heroes of Andor, I summon you!
Help us! The land of Hadria
is on the brink of ruin.
Come north and save us!

Hadria is in danger?

Eara ran as fast as she could to Rietburg.
She had to get to King Thorald.

I hope Chada
and Thorn are at
Rietburg too.

She finally reached the throne room.

We need a ship,
my king, and we must sail to
the aid of Hadria. Please!

A ship? We Andorans hardly have
any ships! What you request is no
small thing, sorceress. But I consent.
I will give you the Aldebaran.

Sire, the Aldebaran
is ancient. A single
masted vessel
without weapons!

This is the only ship that
I have left. Take it or swim!

LEGENDS OF ANDOR

JOURNEY TO THE NORTH

Instructions

Before the first game

- Carefully remove all the pieces from the **6 die-cut boards**.
- Insert the **38 game figures** into their plastic holders. Make sure the colored bar at the bottom of the figure matches the color of the holder. Get all the figures ready next to the game board along with the other pieces.
- The next page explains which materials you will need for the first Legend. The remaining pieces should be returned to the box. **The companion guide shows all the figures and pieces along with their names on pages 2 and 3.**
- Of the **larger game cards**, only the 17 **Legends cards** with "Legend 7" written on them will be used. In addition, you will need the "Materials required from the base game" card, which has instructions that you must follow. All other large cards remain in the box for later Legends.

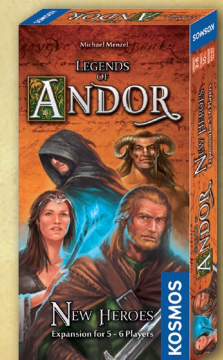


- Of the **small game cards**, only the **14 wind cards** are needed. The card with the green arrows is included in this group. All other small cards remain in the box for later Legends.



- The "New Heroes" expansion pack will let you play all the Legends with **5-6 heroes**. If you have "New Heroes," start by assembling everything as described on the following page. Apply 4 adhesive dots to each of the marked locations on the rear sides of the two creature tracks to set up the game for 5 or 6 players.

Special rules for "Journey to the North with 5-6 heroes" can be found on page 8 of the companion guide.



Setup Instructions for Legend 7

This is how the first Legend on the North game board begins. Follow the numbers and get the following materials ready:



1. The dwarf hero cannot be used in this expansion. That hero is replaced by the **Sea Warrior**.

2. Each player selects a **hero board** with the corresponding **hero figure** and gets **2 disks**, **1 cube**, and the **dice** in that hero's color. Each player marks his or her starting values on his or her hero board: the cube on **1 strength point**, and one of the disks on **7 willpower points**. Each player places his or her other disk in the **sunrise box**.

3. Place the **START wind card** (green arrows) in the area next to the sunrise box, with the black dot at the top. Shuffle the 13 remaining wind cards and get them ready.

4. Place a **red X** on the wreck symbol in the sunrise box. *Wrecks have no significance in this Legend.*

5. Get the following ready, face down: **4 sea shells**, **3 medicinal herbs**, and **3 gifts of the North**.



6. Get all the **stars** and **2 logs** ready.



7. Place the "Vision" figure on space 107.



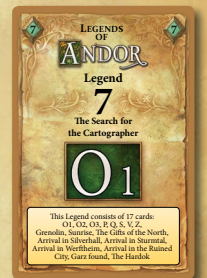
8. Get the **Merrick**, **Garz**, **Grenolin**, and **Sea Giant** figures ready.



9. Place the **Narrator** on **space O** of the Legend track.



10. Sort the **Legend cards** for Legend 7 alphabetically, so the **O1**, **O2**, etc. cards are at the top and Legend card **Z** is at the bottom.



Get the remaining cards for this Legend (for example, the "Arrival in Sturmtal" and "Garz found" cards) ready next to the game board. They will only be needed later on after the Legend has begun.

19. Get all the **gold coins** and the **equipment board** ready (with the "North game board" side up) and place all the **articles** on the board.

20. Get the "bard" figure ready.



18. Place the 3 **well tokens** from the base game on the **well hexagon spaces** with their colored sides face up.



17. Mix the 11 remaining **fog tokens** and place them on the **fog circle spaces**. Since some tokens were sorted out, the following fog circle spaces will remain free: **52, 55, 105, and 111**.



16. Pull the 4 **tokens with a gor** on them out of the fog tokens.



15. Place the 2 **black cubes** on the "Fighting together" display.



12. Get the 4 **black**, 2 **red**, and 5 **white dice** ready. Place the **white cube** for the creatures' strength points and the **white disk** for their willpower points next to the **creature display**.



13. Get the **wooden ship** ready next to the game board.



14. Get the **ship board** ready. All of the accessories should be inserted with the **side with the gold coin symbol** showing. They will not be placed here until they are purchased later on in the Legend.



21. Now read the new rules on the next page before beginning the adventure!



New rules for “Journey to the North”

All of the base game rules still apply unless otherwise indicated!

Sailing

If a hero chooses the “**move**” action, he or she can now also **sail on the ship**. To do that, he or she must be on board the ship (with his or her hero figure standing on the ship board). Then, for **1 hour of the time track**, he or she can move the ship in a straight line for as many space as the **current wind card** indicates. Any direction is allowed (vertical, horizontal, or diagonal).

Example: The hero wants to sail the ship to the north. The current wind card shows a 2 in the north direction. The hero advances his or her time marker **1 hour** and may move the ship up to 2 spaces to the north.

Important: The full wind strength never has to be sailed.

Changing course

When a hero has sailed several spaces in one direction in accordance with the current wind card during his or her turn, he or she can do this again or set a new course in a straight line in any direction.



Example: A hero on board the ship sails 2 spaces to the north for 1 hour on the time track. For 1 more hour, he or she sails 2 spaces to the north-east (although he or she could have sailed for 3 spaces to the north-east).

The hero can sail the ship as many times as he or she likes during his or her turn (as long as he or she has enough hours available). When he or she has ended his or her turn, it is the turn of the next player in a clockwise direction. If the next player is on board as well, he or she can also sail the ship.

Tip: It makes sense for several players on board the ship to relieve each other as they sail together, so their hours are used up evenly.

Note: You will find more sailing examples on page 5 of the companion guide.

Disembarking/Embarking

When the ship is adjacent to a land space, a hero can go on land and move his or her figure from the ship board to the land space. This will cost him or her **1 hour on the time track**. Embarking (going on board) works by the same principle.

Important: A hero can disembark onto any adjacent land space, not just ones with a dock. Spaces are also considered adjacent if they only have one of their tips bordering the sea space.

Example: The ship is adjacent to space 113.



Boats

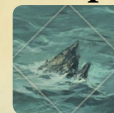
A hero who chooses the “**move**” action may move his or her figure from a land space from which a **dashed line** extends and advance his or her figure along this line to the other land space. That will cost the hero **2 hours on the time track**. If they still have hours left over, they can move again.



“Move” action examples

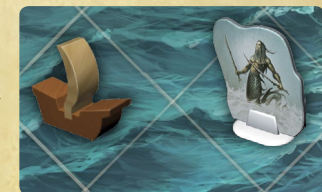
1. A hero starts by moving 2 spaces (2 hours), then boards the ship (1 hour), then sails the ship 2 spaces to the north (1 hour) and 1 space to the east (1 hour).
2. A hero disembarks from the ship (1 hour), then moves 1 space (1 hour), then uses a boat (2 hours) and then continues for 2 more spaces (2 hours).

Sea spaces, land spaces, rocky crag spaces, adjacent spaces



The ship **cannot** sail on land spaces or rocky crag spaces. Hero figures can **only** move on land spaces. Rocky crag spaces **do not** count as land spaces.

Creatures on adjacent land spaces can also be attacked from the ship. *Note: This will be more fully explained during the course of the Legend.* Spaces that only have a tip bordering the other space also count as “adjacent.”



On the ship board

As long as the ship does not yet have any accessories, it makes no difference where the heroes are positioned on board. When accessories are added, it may become important for heroes to **change positions** on the ship. Changing positions **does not cost any hours** on the time track. It can be done at any time except during a battle round.

Heroes whose figures are on board the ship can exchange articles and gold at any time.

Fighting together

You will find a new display feature on this game board. Before each battle round, use the two black cubes to mark the tens place digit and the ones place digit of your collective strength points. This will make it easier to determine your collective battle value.



Example: Collective strength value of 14.

**Now read card O1 out loud.
Your Journey to the North has begun!**

Setup instructions for Legend 10

Follow the numbers and get the following materials ready. Then read card O1 of Legend 10 out loud.

17. Get all the gold coins and the equipment board ready (with the "Hadria" side up) and place all the articles on the board.



18. Place the "bard" figure on space 4 of the Hall of Fame.



16. Get the 4 small "fire magic" and 3 small "tower magic" cards ready.

15. Place the 2 black cubes on the "fighting together" track.

14. Place the 3 well tokens from the base game on the well hexagon spaces with their colored sides face up.



13. Get the following articles ready: Hadrian hourglass, storm shield, 2 x witch's brew, 2 rune stones, and 3 magic weapons (helm, sword, and hammer)



12. Get the following figures ready:



1 x Tauri Merrik Grenolin Qurun



Sorcerers of the Fire 3 x Sorcerers of the Tower Sea Giant

11. Get the 4 black, 2 red, and 5 white dice ready and place the white cube for the creatures' strength points and the white disk for their willpower points next to the creature display.

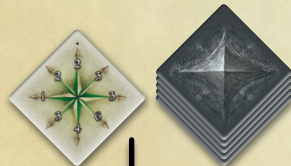


10. Get all the creatures ready next to the game board.



1. Each player selects a hero board with the corresponding hero figure and gets 2 disks, 1 cube, and the dice in that hero's color. Each player marks his or her starting values on his or her hero board: the cube on 1 strength point, and one of the disks on 7 willpower points. Each player places his or her other disk in the sunrise box.

3. Place the START wind card (green arrows) in the area next to the sunrise box, with the black dot at the top. Shuffle the 13 remaining wind cards and get them ready.



4. Get the large red fire die and the blue-green winter die ready.



2. Get the ship and the ship board ready. All of the accessories should be inserted with the side with the gold coin symbol showing.



5. Get the following tokens ready, face down: 3 medicinal herbs, 3 gifts of the North, 6 quill tokens, and 40 snow tokens. **Important:** Do not place the tokens on the game board yet.



6. Get the following tokens ready: 2 logs, 2 iron pieces, 3 barrels, 1 parchment, 5 portals, the marker ring, the Taurus symbol, and all stars.



7. Assemble pairs of flame pieces into "eternal flames." Have these 4 assembled "eternal flame" tokens ready.



8. Place the Narrator on space O of the Legend track.



Important: On the Hadria game board, space 90 has 3 storage spaces rather than 2. So the Narrator is advanced with the third defeated creature.

9. Sort the Legend cards for Legend 10 alphabetically, so the O1, O2, etc. cards are at the top and Legend card Z2 is at the bottom. **Important:** There are 3 versions of each of cards O2 and Q! Select 1 O2 card and 1 Q card at random and include them in the Legend card stack. Take the other O2 and Q cards out of the game. Have all the other Legend 10 Legend cards without letters ready next to the game board.