

LEGENDS OF ANDOR

Quick-Start Rules

For 2–4 players
Ages 14 and up

Welcome to Andor!

With these quick-start rules, players can quickly set up the game and start the introductory legend, titled “The Heroes Arrive.”

We recommend that the most experienced *Legends of Andor* player reads these instructions aloud. Do not skip any sections as you might miss important details. Enjoy the game!

Preparation before the First Game

- Remove all cardboard pieces from the four blue-framed punchboards.

Note: The pieces in the two red-framed punchboards are not used in the introductory legend and can remain in the game box.

- Insert the 29 markers into plastic bases of the appropriate color. Then, place them next to the game board. Each marker has a colored bar along its bottom that matches its plastic base.



Each player chooses one hero board and places the male or female side (his choice) faceup in his play area. Then, each player receives the marker corresponding to his hero board, one wooden time marker (disk), one wooden willpower marker (disk), one wooden strength marker (cube), and all of his hero dice (the number of dice varies for each hero). All of these components match the color of the dice icons on each hero board.

Return all components belonging to heroes not chosen to the game box; they are not used in the introductory legend.

Note: When the word “hero” appears, it also naturally stands for “heroine.”



Introductory Game Setup

- Place the game board in the center of the play area with the Andor countryside faceup (the side with a large castle in the upper-left area of the game board).
- As shown in the image to the right, take the seven introductory tokens (the large rectangular tokens) and place them on the game board, blue side faceup.
- Separate the legend cards according to legend. Sort the Legend 1 cards alphabetically and numerically so that cards A1, A2, B1, etc. are at the top of the deck and card N is at the bottom. Place this deck facedown near the legend track. Keep the End of Combat and Team Battle cards near the game board for later use. Return all other legend cards to the game box.
- Separate the event cards with a silver back, including the card with the green triangle, and place them near the game board. Return all other event cards to the game box.
- Each player places his time marker (disk) in the sunrise box.
- Each player places his hero marker in his starting space as follows: the dwarf starts on space 43, the warrior starts on space 25, the archer starts on space 53, and the wizard starts on space 9.
- Create a supply of gold tokens near the game board.
- Place the legend marker on space A of the legend track.



1.

The Hero Board

The hero board displays the hero's stats, contains the hero's items and gold, and explains his unique ability.

Strength Track:

The strength track marks a hero's current strength. Each hero begins the game with **one strength point**. A hero uses his strength points as a modifier in battle.

Coin Purse:

The hero carries any amount of gold and gems in his coin purse.

Ability:

Each hero has a unique **ability**. Before the game begins, each player should read his ability aloud.

Note: The meaning of some abilities only becomes apparent during the game.

Willpower Track:

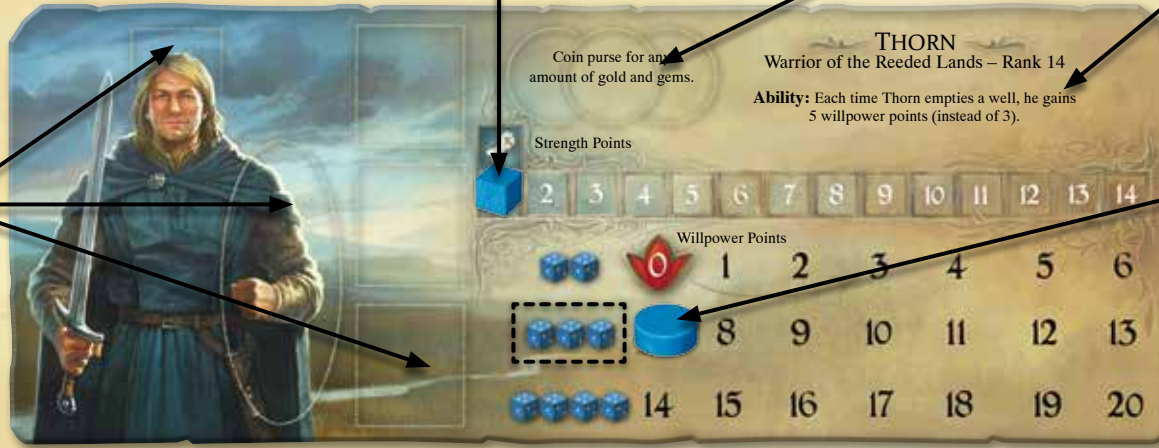
The willpower track marks a hero's current willpower. Each hero begins the game with **seven willpower points**.

Each row of the willpower track corresponds to one of three dice pools shown to the left. During battle, the hero rolls the number of dice shown in the dice pool of the row that his willpower marker currently occupies.

Example: The warrior currently rolls three dice in battle. If he loses one willpower point, he rolls only two dice.

Inventory Spaces:

During the game, heroes receive items and carry them in one of the inventory spaces that matches the shape of the item. Each space can hold **one item**.



2.

A Hero's Turn

During a hero's turn, he may perform **one action**. Hero turns continue **clockwise** around the table.

In the first part of the introductory legend, the heroes learn the **move** action. During his turn, a hero may move as many spaces as he wishes, provided he has sufficient hours available on the time track.

In the first part of the introductory legend, each hero has a maximum of seven hours available. For each space a hero enters, he must advance his time marker one space along the time track.



If a hero performs a move action and ends his turn in a space with a large token, he immediately reads the token and follows its instructions.

The arrows between spaces on the game board do not affect hero movement.

Example: The wizard moves two spaces and ends in space 11, which contains a fog token. He advances his time marker two hours along the time track. Then, he reveals the fog token by flipping it faceup and resolves it by reading and following the instructions. Now, it is the next player's turn.

Multiple heroes may occupy the same space.

Wait

Instead of moving, a hero may perform the **wait** action during his turn. To do this, he advances his time marker one space on the time track.

3.

The Game Begins!

The heroes play together as a party.

The most experienced player draws the top card of the legend deck (A1) and reads it aloud. Players cannot proceed to the second part of the introductory legend until they complete all the tasks listed on legend card A1.



4.

Congratulations! The heroes have arrived, and you have completed the first part of the introductory legend. You now know the most important rules. Keep all of the items and gold you received up to this point, as well as all gained strength and willpower points.

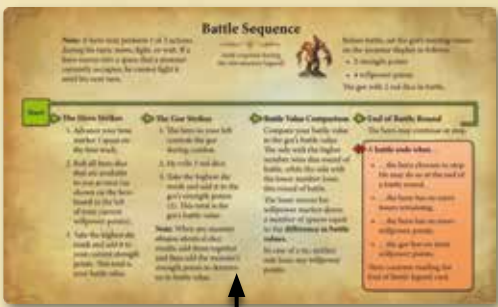
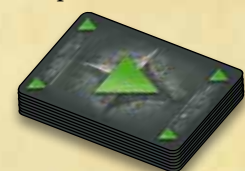
Place the heroes' time markers on the sunrise box. The hero who entered the castle places his time marker in the rooster space. This hero takes the first turn of the new day.

Remove any remaining introductory tokens from the game board and return them to the game box. They are not used in the second part of the introductory legend.

5. Additional Setup for the Second Part of Legend 1

To prepare for the second part of Legend 1, follow these steps:

- Take **four well tokens** and place one with its **gray side faceup** in each of the following spaces: 5, 35, 45, and 55.
- Place one **red "X" token** near the game board.
- Place one **parchment token** near the game board.
- Take **six star tokens** and place one in each of the following spaces: **B, C, D, F, H, and N**.
- Take the event card with **green triangles** (the "Start Card") and set it aside. Shuffle the other event cards and place them **face-down** in a pile. Then, place the event card with green triangles on top of the pile to form the event deck.
- Make sure **legend card B1** is on top of the legend deck.
- Place the **legend marker** in **space A** of the legend track.
- Place **all gor and skral markers** near the game board.
- Place the **Battle Sequence** (the opposite side of the Merchant Inventory) as well as the **End of Battle** and **Team Battle** legend cards near the game board.
- Place the **red wooden marker** on **space 2** of the **strength track** on the monster display.
- Place the **red wooden marker** on **space 4** of the **willpower track** on the monster display.
- Take the **four fog tokens** shown to the right and return them to the game box.
- Take **two red monster dice** near the monster display.
- Mix the remaining 11 fog tokens. Place one token **face-down** in all but four of the circular frames in each river-bank space on the game board. Do not place a fog token in a space occupied by a hero.
Note: The party chooses which circular frames remain vacant.



6. That's it! The next page explains a few more rules, and then the rest of Legend 1 unfolds!

7. The Time Track

As you have already learned, each hero tracks his hours by advancing his time marker on the time track.



Note: It is very important to keep track of each hero's hours. Appoint the most attentive player as the one responsible for updating the time track.

A hero's day typically ends after he uses all of his daytime hours (the seven golden spaces of the time track). The exception is found in the "Nighttime Hours" box.

At the start of his turn, if a hero cannot or does not wish to spend any more hours, he ends his day by placing his time marker on the sunrise box. If he is the first player to end his day, he places his time marker in the rooster space to indicate that he takes the first turn during the next day.

Nighttime Hours

A hero may use more than seven hours in a day by using up to three hours of nighttime. To use a nighttime hour, the hero must spend two willpower points as a penalty. To do so, the hero moves his willpower marker to reflect his current willpower points. A hero cannot use nighttime hours if the willpower penalty would reduce his willpower to 0.

All heroes must end their days and place their time markers on the sunrise box before the next day can begin. After all heroes' time markers are on the sunrise box, resolve each icon shown in the sunrise box from left to right, as explained below.

8.

The Sunrise Box

Resolve the following steps in order.



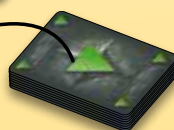
1 2 3 4 5 6 7 8

1. Resolve Event: Draw, read, and resolve the top card of the event deck.

2. Move All Gors: The gor occupying the lowest-numbered space moves first (in this case, the gor in space 16 moves first). A gor moves to the space indicated by the arrow originating from the space he currently occupies (e.g., the gor in space 16 moves to space 13).

Note: Only one **monster** can occupy a space at a time. If a gor enters a space that is already occupied by another monster, the incoming gor continues moving to the next adjacent space in the direction of the arrow.

Example: The gor on space 22 enters space 19. The gor on space 23 enters space 19, which is already occupied by the other gor. As such, the incoming gor follows the direction of the arrow and continues moving to space 3.



3-6. Move All Other Monsters (in order): If there are other monsters on the game board, they move in the same manner as the gors.

Note: Currently, there are only gors on the game board.

7. Refresh All Wells: Flip all gray well tokens to their colored sides. If a hero occupies a space with a well token, do not flip that token.

8. Advance the Legend Marker: Advance the legend marker to the next space of the legend track.

Important: Do not forget to advance the legend marker; it moves the story along!

Each time the legend marker reaches a space with a star token, draw the corresponding card from the legend deck and read it aloud.

Note: Some letters of the legend track do not have a corresponding legend card.

Since the legend marker has advanced to space B, draw legend card B1 from the legend deck and read it aloud.



The second part of the introductory legend begins now!

At the end of each day, remember to resolve the steps in the sunrise box.