LEGENDS OF ANDOR THE LAST HOPE

Quick-Start Guide

for 2 to 4 daring adventurers, ages 10 and up

Welcome to Andor!
This Quick-Start Guide will give you an easy introduction to the first Legend, the "Gray Mountains" introductory game. 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 instructions out loud. Make sure not to skip any lines or you might miss some important details. Have fun!

Before the first game



- Carefully remove all the cardboard pieces from the **6 die-cut boards**.
- Insert the 46 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 figures next to the game board along with all the other cutout pieces.
- None of the figures with white and gray plastic holders are needed in the introductory game, so stow them in a bag and put them back in the box.
- From the collection of **large game cards,** you will only need the **18 Legend cards** with **"Legend 11"** written on them. Leave all the other large cards in the box for later games.
- You will need all the small cards. These are the event cards. The card with the green arrows on its back side is particularly important.



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 in front of the player. Each player also selects a **game figure** for that hero, the hero's **hero crest, 2 wooden disks, 1 wooden cube, and all the dice matching the hero's color.**
Note: The number of dice will vary for the different heroes. The wizard, for example, has just one.



Take all the heroes, hero boards, crests, dice, disks, and cubes that were not selected 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 Gray Mountains side face up.
- Each player places his or her hero figure on space 201 (at the top right of the game board).
- Place the 4 large tokens on the game board with their **blue** sides facing up: "spring" on space 229, "fog" on spaces 216 and 228, and "cave" on space 230.
- Each player places one of his or her wooden disks in the game board's **sunrise box.** The disks are the **time markers** for each player.
- Keep the **apple-nuts as a stockpile** next to the game board.
- Set the **Narrator on letter "a"** of the Legend track.
- Sort the Legend 11 "Gray Mountains" 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 "Golden Shields," "End of Battle," "Fighting Together," "Camp," and "Forests of the Gray Mountains" Legend cards, as well as the 4 "Hero Cards," will only be needed later, so keep them next to the game board for now.



Time markers of the heroes in the sunrise box



Apple-nuts





Legend cards

KOSMOS

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 **2 strength points.** Each hero's wooden cube indicates how many points he is allowed to add in a battle.

Special ability:
Each player introduces himself to his fellow player 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.*

Place for provisions:
Here, any quantity of apple-nuts, star herbs, and gemstones may be deposited.

IMPORTANT: Each hero **starts** with 1 x apple-nuts, except for the lowest-ranking hero (the rank is written next to the hero's name).

Storage spaces:
During the course of the game, the heroes obtain articles that they deposit on their boards. Each square has space for **one** article. ***The wizard*** *has additional storage spaces for magic books. These will* ***not*** *be used at first, and will only become involved in the game later on.*



Willpower points:
At the beginning, each hero has **7 willpower points**.

For each hero, the location of the second disk indicates how many dice he is currently allowed to fight with (see the number of dice to the left). *The dwarf, for example, is currently allowed to fight with 2 dice. If he loses a willpower point, only 1 die remains available to him.*

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 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 (wooden disk) 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 their 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. (In other words, the instructions written on it are read out loud and carried out.)

Example of a move:
The wizard moves 4 spaces to space 216, where a fog token is lying. His time marker is advanced 4 hours on the time track. He immediately has to activate the fog token. After that, it is the turn of the next hero in a clockwise direction.

Any number of heroes may stop on any space.

Passing
If a hero prefers to do nothing during his turn, he passes. His **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" 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. Now you know all of the most important rules. All the items you obtained (willpower points, apple-nuts, etc.) are yours to keep and use in the second part.

Place all the heroes' time markers in the sunrise box **now.** The hero standing on space 205 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 ("spring" and "fog") from the game board and put them back in the box. They will no longer be needed.

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. Position this page of the guide so that all the players can see it.

1. One spring token on each of the six-sided spaces 229, 251, and 265, with the token's gray side facing up.



2. One star herb token on space 256 (with its unpicked side facing up). In addition, place 1 wineskin, the telescope, and the storm shield on space 201.

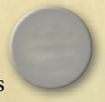




3. One red X on each of the spaces 260 and 270.



4. All fog tokens face down on the spaces with the circles. Not on spaces where heroes are standing (so there may be some fog tokens left over).



5. Have ready next to the game board:
3 x witch's brew, 2 x wineskin,
4 x logs, 1 x kettle,
3 x magic books,
1 x white cube,
1 x gemstone with value of 6,
1 x gray die





6. The camp on space 201 and the **"Golden Shields"** card near it next to the game board.



7. **If** you have not played "Legends of Andor" before or no longer have the rules fresh in your mind, lay out the **"large battle board"** and the **"End of Battle"** and **"Fighting Together"** cards.



You don't have to read them yet. You will be prompted to do so later on during the course of play.

IMPORTANT: Your first battle later on during the game should definitely be against a **wargor**!



8. Get all 6 wargors, 8 mountain skrals, and 4 trolls ready.



Wargor *Mountain skral* *Troll*

9. Legend card "b1" should be on the top of the deck and the Narrator should be standing on letter "a" of the Legend track.



10. Place stars on letters b, d, e, g, and n.



11. Get the "Camp" card, "Forests of the Gray Mountains" card, and the 4 "Hero Cards" ready.



12. Sort out the 4 "gemstone" cave tokens and 2 "cave sprite" cave tokens. Get the remaining 6 cave tokens ready face down as a supply stack.



13. Red wooden cube on space 2 of the creatures' strength point display, and red wooden disk on space 6 of the creatures' willpower point display.

14. Three red creature dice next to the creature display.



15. You will see the **"Old Dwarf Road"** on the game board, which will have an important role to play in the game. Its space numbers are marked with an underline.

16. Have the remaining 5 star herbs ready.



17. Mix the **event cards** and stack them face down on the card deposit space at the top left.

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



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 by taking up to 3 extra "overtime hours." Each overtime hour, however, will cost him 2 willpower points. **To indicate this, he 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 ended their days 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. The sunrise box

Read points 1-11 **now** and **immediately** carry out the steps connected to the symbol following each point.



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

2. Now move all wargors (only one is on the game board at the moment). A wargor moves to the adjacent space to which the small arrow is pointing (from 221 to 219, in other words).

3. Now move all mountain skrals.
The mountain skral on the lowest-numbered space is always the first to move. At the moment, the mountain skral on space 214 would move first.

4. Now move all trolls.
Again, the troll on the lowest-numbered space moves first.
Very important: Only **one** creature is allowed to stand on any space at one time. If the space to which a creature wants to move is already occupied by another creature, it is immediately advanced along the arrow from the occupied space to the space adjacent to it.
Example: The troll on space 220 moves to space 219. The wargor is already standing on space 219. Since space 219 is occupied, the troll is immediately advanced along the arrow from space 219 to space 217.

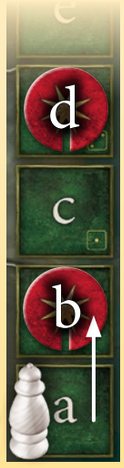
5. Now move all wargors again.
Because space 217 is now occupied by the troll, the wargor is moved to space 216.

6. Now fill up all empty caves.
On every empty cave space, take a cave token from the supply and place it face down — unless a hero is currently standing on it.
Exception: In this Legend only, cave spaces 260 and 270, which are marked with the red X, are not filled up.

[7. Skeletons have no significance yet.]

8. Now hand over 1 x provisions.
Each hero must now hand over 1 x provisions item. That can be either apple-nuts or star herb. If a hero cannot do that, he loses 8 willpower points. If that drops him down to 0 willpower points, he immediately receives 3 willpower points but loses 1 strength point.
Very important: A hero standing on the space with the camp does not have to hand over any provisions.





9. Now grow star herbs.
An extra star herb token is now placed on every space on the board that has an unpicked star herb token on it (just space 256 at the moment). A hero can collect them, and does not have to pull them all up at once.

10. Now refresh all springs.
Turn the spring tokens so their colored front side is facing up, unless a hero is currently standing on that space.

11. Now move the Narrator.
The Narrator is now advanced one letter space on the Legend track (to letter "b"). The Narrator moves at every sunrise — just like now. 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, at the end of each day, carry out steps 1-11 again in the order described.