

Note: The castle (space 0) can be entered like any normal space.

The river cannot be entered. It can only be crossed by the bridges. The bridges are not spaces, and are not counted as spaces when moving.

Each hero has just 7 hours of time, so you should consult with each other to decide which hero is going to complete which task.

The first part of the introductory game ends:

- a) when a hero ends his move on the castle
- or
- b) when all heroes have used up their 7 hours on the time track.

If all tasks have been completed, you have completed the first part of the introductory game. Then continue with step 4 on page 2 of the "Quick-Start Manual."



To keep too many creatures from getting into the castle, the heroes will have to attack them.

Starting now, each hero will select one of two options during his turn:

Move or fight

To attack a creature, the hero must be **standing** on the same space as the creature.

When it comes to a fight, read the instructions on the **battle board** out loud.

Each hero should now take another look at his special abilities (see hero board).

The hero in the castle is the one who will begin the new day.



The King's scouts could hardly believe their eyes. At last! Prince Thorald had returned and called together the bravest heroes from all regions of Andor.

In this first part of the introductory game, the heroes must complete **4 tasks** before the actual adventure can begin.

The tasks are as follows:

1. At least one hero must uncover a **fog token**.
 2. At least one hero must buy one strength point from the **merchant**. He will need 2 gold for that.
 3. A hero must empty the **well**.
 4. Finally, a hero must end his move on the **castle**.
-

All tasks will be completed when the heroes have ended their moves on the respective spaces.

The hero with the **lowest rank** (see hero board) goes first and places his time marker on the sunrise box's rooster to show that he will begin the next day.

Now continue to Legend card A2. ➡

Periods of peace had only ever lasted a few years in Andor. The great King Brandur was worried, and had sent his son, Prince Thorald, to ask for help in all parts of the land. This Legend begins on a foggy morning as the first hero reaches Rietburg Castle.

Equipment:

Each hero now gets to add **1 strength point**. **4 gold** will be divided among the group however you like. Just decide among yourselves who gets how much.

A hero who is **standing** on a space with a merchant (spaces 18, 57, and 71) can buy extra strength points for 2 gold each. That cannot be done when just passing through the space, however. A hero may complete the purchase even if it is not his turn.

Spaces with creatures in them can be entered and passed through without any danger. Only heroes can start a battle, never the creatures.

Legend goal:

The heroes' task is to defeat the creatures before they reach the castle.

Now continue to Legend card B2. ➡