

Welcome to Frosthaven!

— Stop! Read this before you do anything else! —

There is a significant number of components in this game box, and it's important to make sure they are organized before your first game. This guide will show you how to organize everything so that you can start playing as quickly as possible!

Beneath this guide, you will find four books **a**, five sticker sheets **b**, a pad of campaign sheets **c**, and a map board **d**. Do not break the seal on the puzzle book or look too closely at the sticker sheets until instructed to do so.

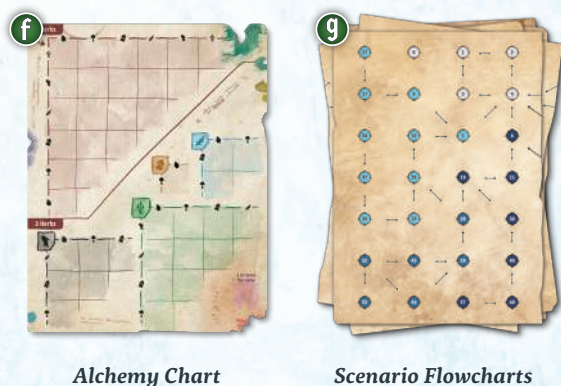


Next to these, you will find two trays with lids **e**. Remove the smaller token tray from the larger tile tray and set them to the side.



Beneath these, you will find an alchemy chart **f** and five scenario flowcharts **g**, which you can set aside for now. Next you will find a stack of 27 punchboards **h**, which you can now remove and start punching.

As you remove various cardboard components from the punchboards, sort and store them as described on the next page.



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Set the map tiles **A** and the element board **B** in a stack off to the side for now.

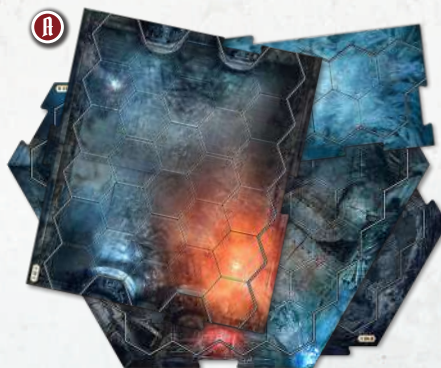
Group the monster standees by their illustrations and place each set in its own plastic bag. All unique monster standees, as well as the one set with only two standees, can go together into the larger plastic bag (which can be found in the plastic tray below). **C**.

Sort and store the remaining cardboard components in their designated slots in the tile and token trays **D**, as shown at the bottom of this page.

Set the monster initiative order tokens **E** aside for now. You'll add them to the plastic bags later.

You will find large and small tuck boxes for all 17 character classes **F**. Each tuck box is labeled with the corresponding class icon (and the **SM** class has two small tuck boxes). Only six of these classes are available at the start of the campaign; do not open any sealed large tuck boxes, or any of the corresponding small tuck boxes, which are all for classes that must be unlocked during the campaign.

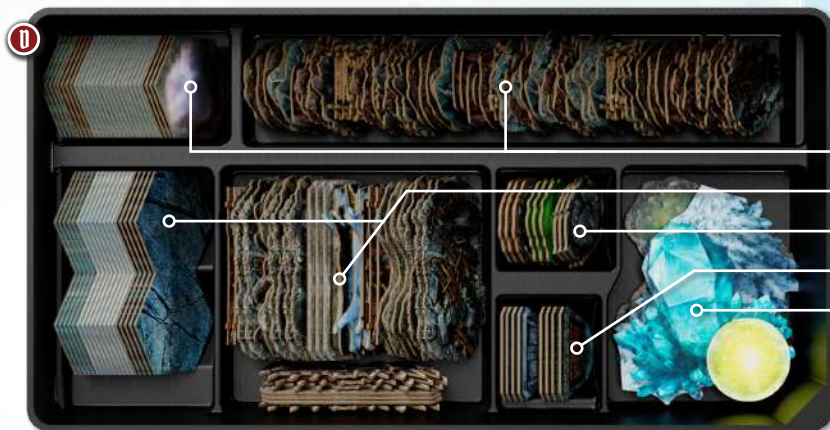
There are two card trays for cards that do not belong to specific classes. As you unwrap these cards, sort and store them as described on the next page.



Map Tiles



Element Board



- 1-Hex Overlay Tiles
- 2-Hex Overlay Tiles
- Trap Overlay Tiles
- Door Overlay Tiles
- 3-Hex Overlay Tiles



Monster Initiative Order Tokens





Retrieve the divider cards, which are located in card well **S**. You will need them to separate some card types in their designated slots.

Shuffle the first 20 cards of each event deck **G** **H** **I** **J** and place them on the “active” side of the corresponding divider, with the rest on the “inactive” side.

Separate the additional attack modifiers **M** into three decks: monster modifiers **M**, ally modifiers **A**, and all conditional modifiers **S**.

Using the numbers on the back of the cards, separate the items **S** into five sets using the dividers: available craftable items (001–010), unavailable craftable items (011–119), available purchasable items (120–128), unavailable purchasable items (129–167 and 193–247), and shuffled random items (168–192).

Separate the random item blueprints **R** into two sets: 051–058 and 059–065. Shuffle the 051–058 blueprints

together, which will form the active deck, but do not shuffle the 059–065 blueprints, which will be added to the deck later in the campaign. Store these sets together, flipped opposite ways to differentiate them.

Shuffle the challenges **O** and place them all on the “uncompleted” side of the corresponding divider. These will be explained later in the campaign.

Shuffle the first 20 cards (1420–1439) of the town guard deck **N** and place them on the “available” side of the divider, with the rest on the “unavailable” side.

Place the first four cards of the building deck **X** on the “active” side of the corresponding divider, with the rest on the “inactive” side.

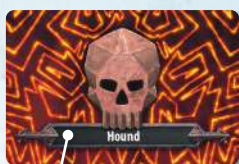
Shuffle the battle goals **P** and personal quests **Z**.

You will find 17 sealed building envelopes **W**, which are for buildings that must be unlocked during the campaign. Do not open these envelopes.

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Monster Stat Card



Monster Ability Card



Monster Initiative Order Token

Now it's time to finish sorting the monsters. Retrieve the bags of monster standees (1), the monster initiative order tokens (2), the monster ability cards (3) and the monster stat cards (4).

As you flip through the monster stat cards, match the name of each monster type with its illustration and add the initiative order tokens and the eight-card sets of monster ability cards with that name to the bag containing the monster standees with that illustration. All of the boss stat cards share the same "Boss" initiative order token and monster ability deck, which can be added to the bag of unique monster standees. Note there are multiple types of Guards, Scouts, Priests, and Imps, but only one monster ability deck for each. It doesn't matter which bag you put each deck in, so long as you remember where it is if you need it for another monster type.

Your box is now organized! To put everything back, first return both card trays to the box, with the smaller one on top of the larger one, fitting them around the large character tuck boxes. Then, on top of the card trays, place the books, sticker sheets, campaign sheets, and map board on one side, and place the tile and token trays, nested together with their lids on, on the other side. Next, place the alchemy chart and scenario flowcharts on top of the previous layer. Finally, place the map tiles, element board, and bags of monster standees last.

When you are ready to play, the first part of the rulebook will teach you how to create your party and play through a scenario. The second part of the rulebook will teach you how to play through a campaign, and it also features several useful appendices.



GAMING RULES!

If you would prefer to learn how to play from a video rather than the rulebook, watch the Gaming Rules! videos at cephalofair.com/frosthaven.