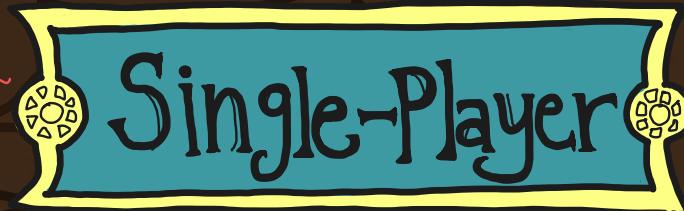


# LEGENDS OF ANDOR

play all  
characters on a  
single device

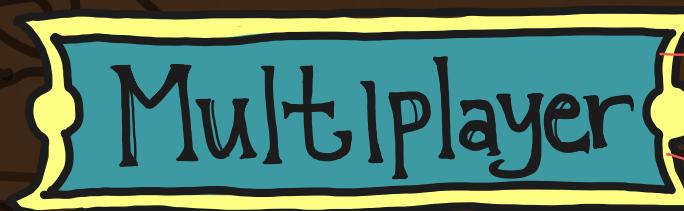
New game/  
Load  
saved game



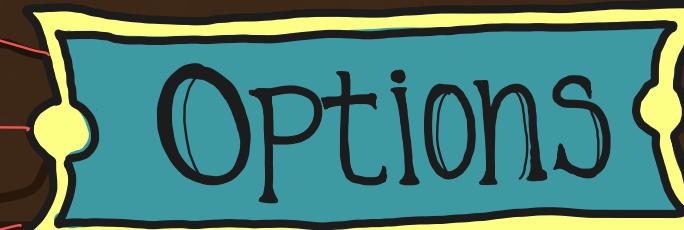
## THE KING'S SECRET

Sound /  
background  
music  
reset rule  
tips

reset messages  
GDPR



online lobby with other  
players  
must play the whole game  
from start to finish



as in reference  
manual of  
board  
game

Tips & info

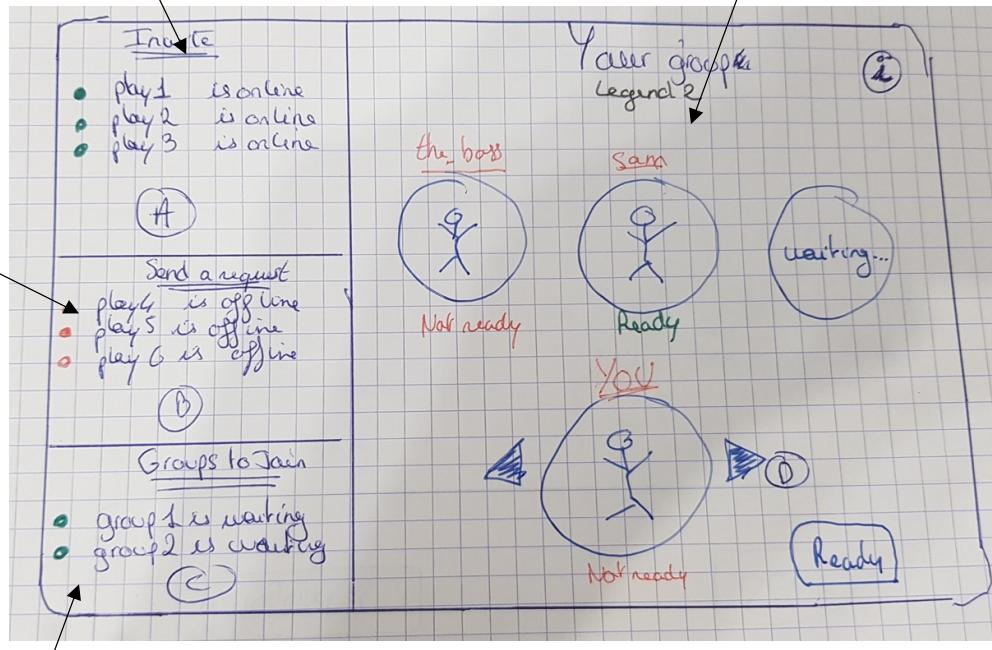


When you click multiplayer in the main menu, you will arrive in this LOBBY.

B.Your friends that are offline. You can send them a request to play.

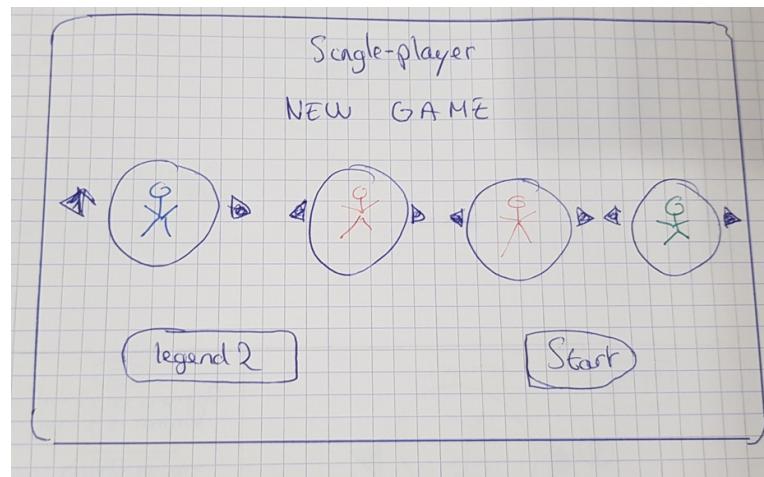
A .Players that are online. You can click on them to invite them in your play group.

D.Here is YOUR group, you can choose the character you want. And press ready to start the game when everyone is.

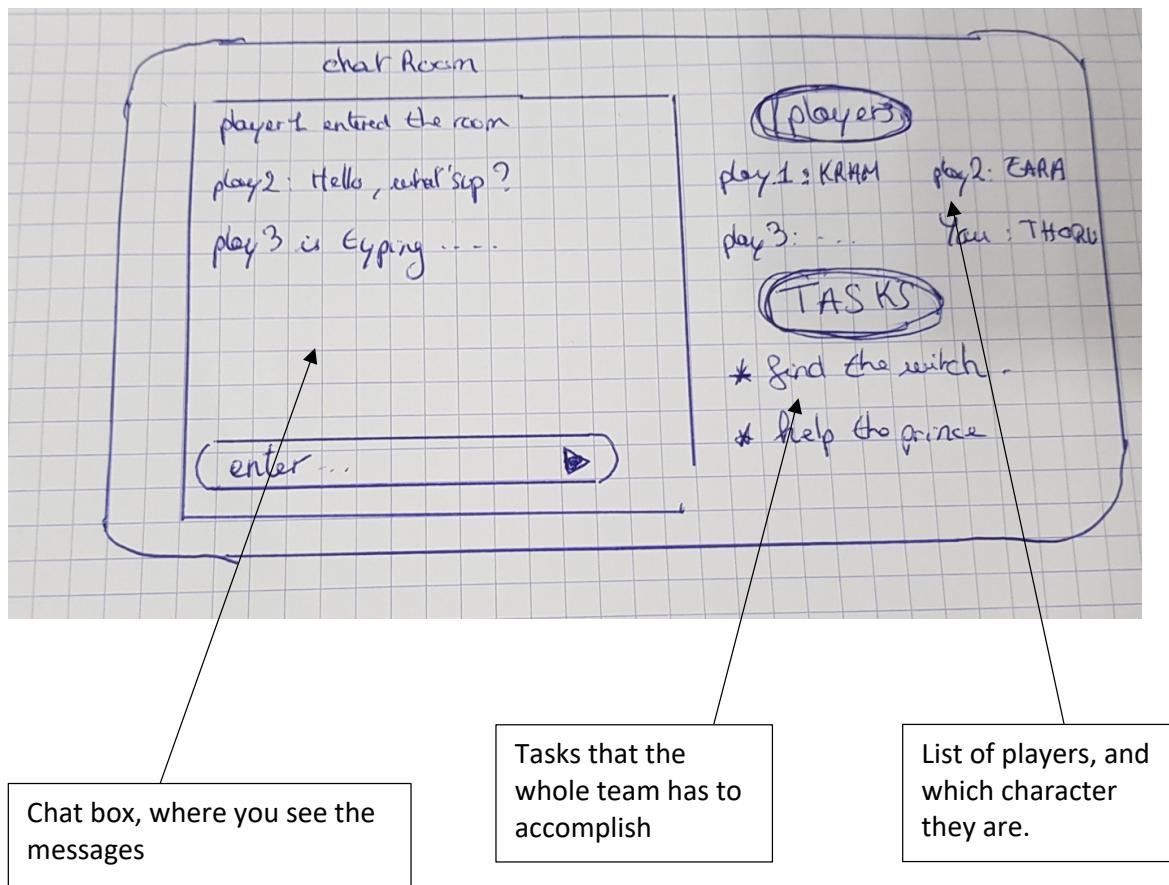


C.Here are the available online group you can join.

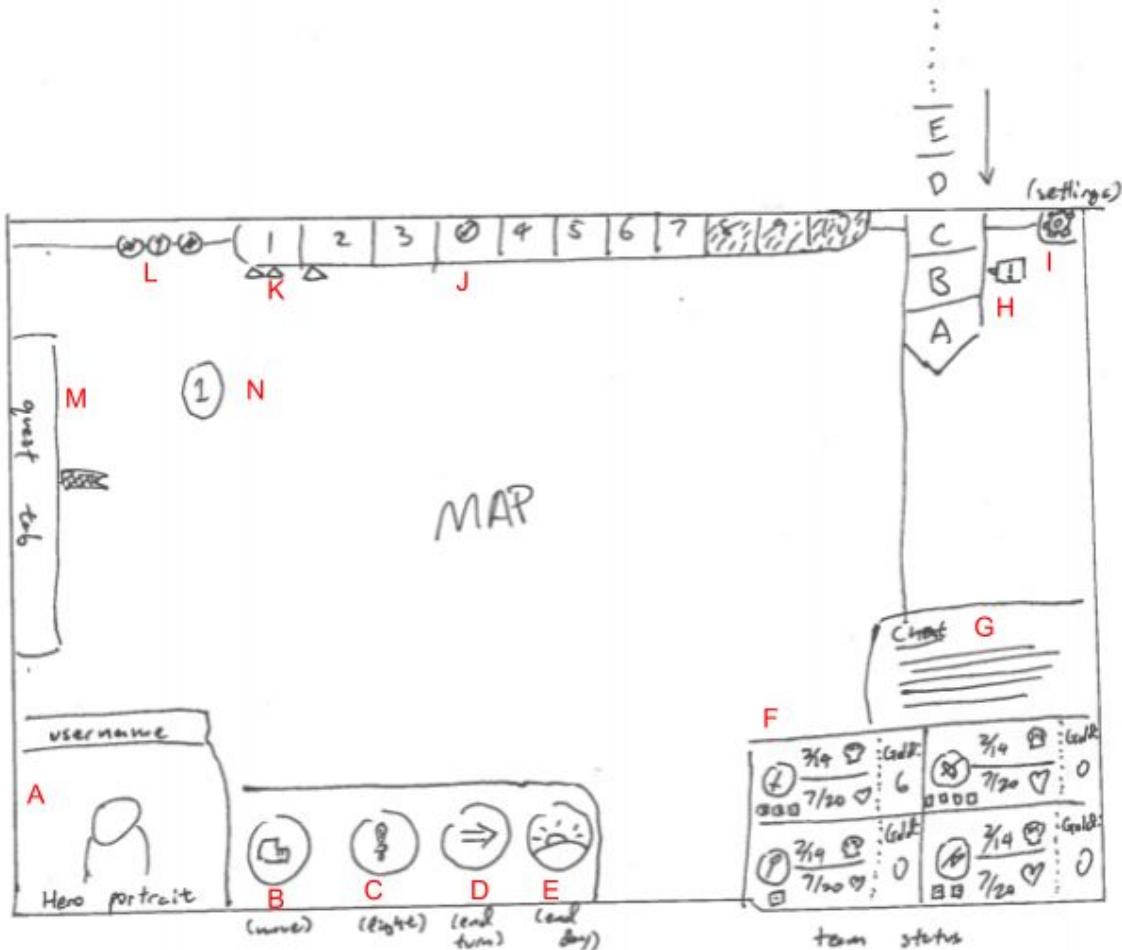
And this picture is the lobby when you play on a single device. It is the same as before but without the online part.



This is the chat room. When you are in the board map, and if you click on the chat, you will arrive in this window.

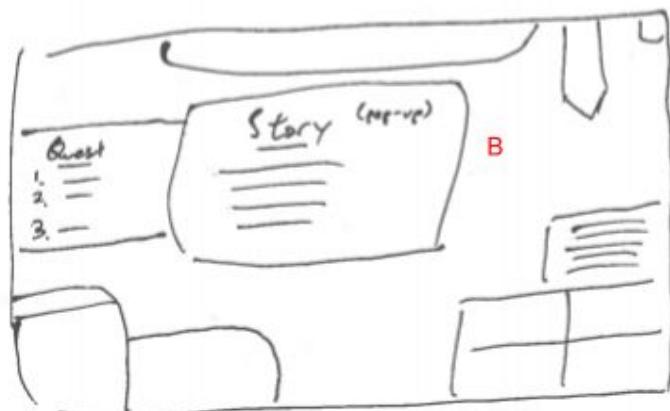
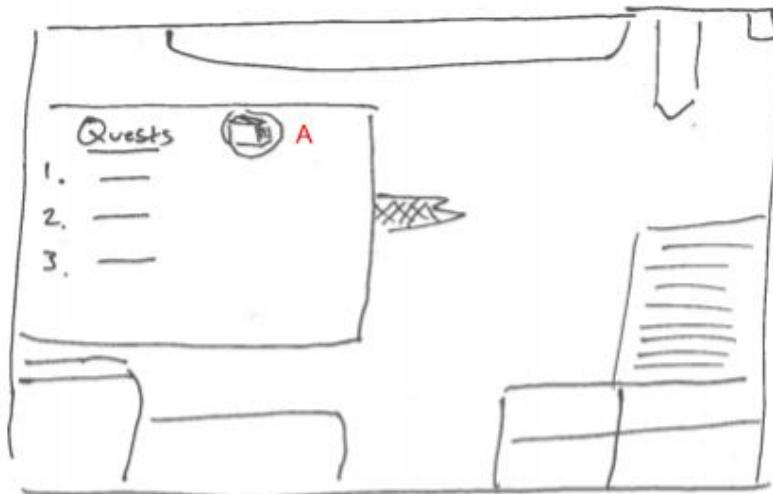


Overall map layout and flow:

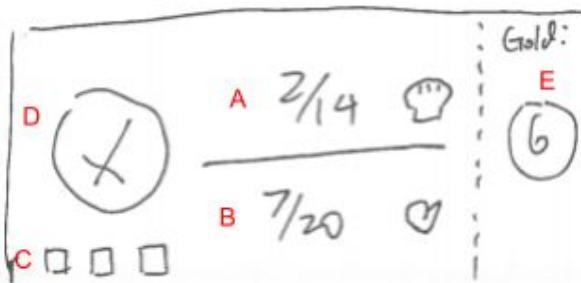


- Hero portrait (A) is clickable and takes one to hero board
- Select (B) to move the hero
- Select (C) to fight a monster, greyed out if there are no monsters to fight
- Select (D) to end your turn
- Select (E) to end the day, moving to the next letter
- (F) details the information of each hero. Each hero icon is selectable and takes you to the hero board
- (G) is a chat that allows players to communicate
- (H) shows what letter you are currently at. The ! indicates a star token
- (I) takes you to the settings where you can save and exit the game
- The turn bar is shown at the top with the hero currently moving (J) having an enlarged icon showing how many moves they have left in the day
- (K) shows the status of moves the other heroes have, with a unique color for each heroes arrow
- (L) shows the queue of heroes waiting for their turn

- Selecting (M) takes one to the quest tab
- (N) indicates the amount of shields in the castle available to players



- After selecting the quest tab from the map you can see a list of current tasks
- If you select the book icon (A) you are taken to a story popup, detailing the context of the quest
- Tap anywhere outside of the popup (e.g. B) to return to the quest menu
- Tap anywhere outside the quest tab to return to map



- Detailed view of hero status menu from the bottom right of the map
- Click on any hero icon (e.g. D) to view hero board
- Top (A) displays attack power/total possible attack power
- Bottom (B) displays willpower/total possible willpower
- Squares (C) under hero icon display current available dice to the hero
- (E) displays current gold

10 1 2 3 4 5 6 7 8 9 10

D

## Hero Board

**Thorn**

Strength Points

1	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	----	----	----	----	----

Willpower Points

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20

Special Ability: Thorn gets 5 willpower points instead of 3 when he empties a well.

THORN  
Warrior from Rietland  
Rank 14

0 3 7 14

**SAVE****EXIT**

# MERCHANT

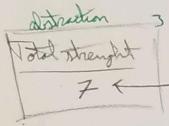
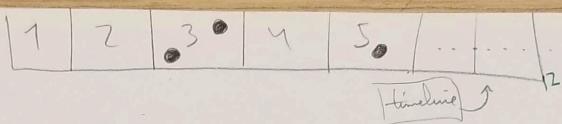
**GOLD : 10****PRICE : 2 GOLD** **BUY**

## DESCRIPTION:

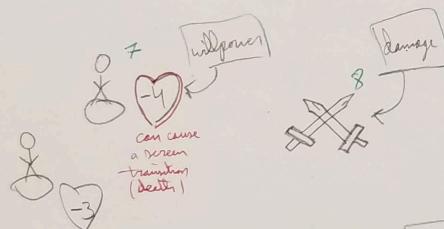
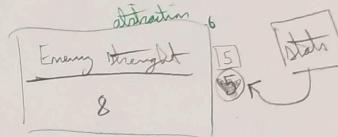
### Wineskin

When a hero performs a move action, he may use the wineskin to move 1 space without advancing his time maker on the time track. After using a full wineskin, flip the token to its opposite side. After using a half-full wineskin, return it to the merchant inventory.

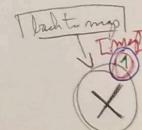
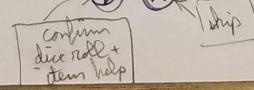
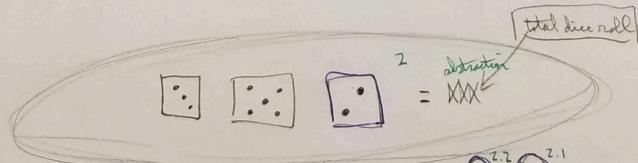
• transition to another screen  
• trigger actions



dice roll +  
Strength pts  
of the hero  
+ any help  
items (chain  
mail etc.)



10  
WON/LOST/DRAW/ROUND # 3  
warns of a screen transitioning  
based on the result of the battle  
[merchant] map]



- The player enters the battle arena if his hero has landed on a space with a corresponding monster or if the hero is in an adjacent space than the monster in the case of the archer. Also, to engage battle, the user must of pressed the battle icon on the map to initiate conflict.

Y  
E  
S

- This is the sketch for when one player initiates battle with a monster. The monster's statistics will be updated based on the type of monster. Similarly, the player's statistics will reflect his character. Also, when a group battle is initiated the second hero appears on this screen and the same actions occur as it would if it's a single player battle, only that a group battle strength value is calculated and the time marker for each player in the group is advanced by one hour.

- The turn that starts is the first hero who initialized battle on his turn during the gameplay. Then, it follows with the turn of the hero that got invited to join battle.

1- The hero can choose to exit the battle whenever he wants to. It could because he died or doesn't have enough willpower to continue. If it's a group battle, any of the heroes can choose to quit and the battle carries on with the remainder. However, when battle is resumed because the creature couldn't be beat, the monster restarts with all its starting values.

2- The number of dice available to roll and the result of the roll on each die is displayed. The total of the role is given by XXX. For heroes with a different battle value calculation, one die is displayed at a time with the option to skip until the last die is reached.

2.1- Skip symbol for the archer's battle value 2.2- Confirmation to using the dice roll value with any bag item to be added to #3

3- The total strength is displayed with the added value of the dice roll with the strength points of the hero. This value gets updated even when it's not his turn due to other player's strength value or its group value. If the hero carries an item to help him in battle the calculation is taken care of here and the result is showed

4- Highlighted hero icon when it's your hero so you can press and pick an item in your bag to help you Not highlighted when it's not your turn and not your hero. The bag screen shows like to the hero board.

5- Other players' icon and willpower or just your hero's stats

6- The enemy's strength is <sup>8 strength</sup> points calculated based on what creature it is and his strength points and willpower are displayed after all player's have rolled

7- Hero icons for graphics

8- Shows when both strength values were calculated and damage is assessed

9- Shows the number of willpowers lost and the stats get updated (If the player or the monster dies, we return to the map and remove the creature or adjust the stats to continue battle)

- If the player wins or the players win the reward will appear in a merchant screen to drag and drop the rewards in each players bag
- If no reward is given, then the map updates accordingly. The stats of the hero are modified if he lost any and the items on the map remain (same as ①) and the narration/hours are updated
- 10 - Displayed at each round and at the end of battle to show the result of the battle and assess a screen transition
- 11 - Settings: same settings as on all screens
- 12 - Hours of the player's: It static just to show information about the game. It gets updated at the end of battle based on the result of it