

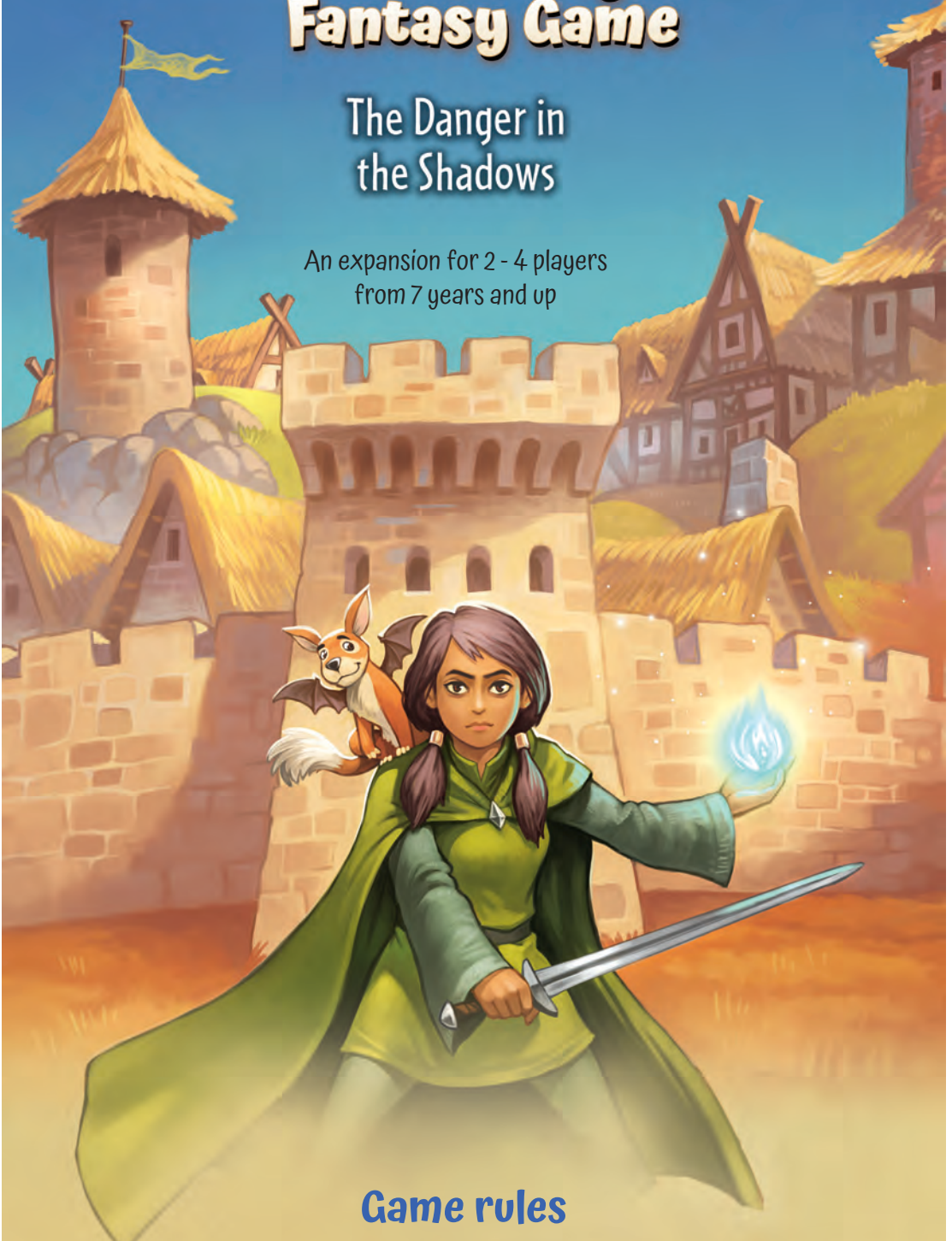


# ANDOR

## The Family Fantasy Game

### The Danger in the Shadows

An expansion for 2 - 4 players  
from 7 years and up



### Game rules

A dangerous beast, the Shadow Wardrak, is up to mischief in the lands of Andor. Without hesitation you set off on a quest to rid him from the lands once and for all! But before you start this huge task there is still a lot to do. Throw yourselves into the fight against the Gors, help the residents of Andor and then defeat the evil Shadow Wardrak to save the land of Andor!

## Game material

- 1 Game board piece 'Dwarven mines'
- 1 Shadow Wardrak strength bar (in 3 parts)



- 1 Night Marker (with rooster)



- 1 Hero board



- 1 Flying Fox token



- 4 Special pieces



Broken bridge



Destroyed forest



Extinguished watchtower



Burning forest

- 3 Characters



- 1 Plastic holder for the Shadow Wardrak

- 1 Die

- 1 Dwarven well token



- 4 Moon tokens



- 12 Success tokens



- 1 Shadow Wardrak token (oval)



- 48 Fog tokens (round)



- 17 Task tokens (square)



- 21 Task cards

## Before playing for the first time

Carefully remove all the parts from the 5 die-cut boards. Place the Shadow Wardrak in the red plastic holder.

## Additional game materials

You need the base game to play this expansion. Take the following materials from the base game and leave everything else in the box:

- Game board
- Hero boards, dice and sun discs
- All characters except for the bridge guard
- Well tokens
- Torch token
- Task tokens:

- 6 x plants



- 1 x injured falcon



- 1 x fort



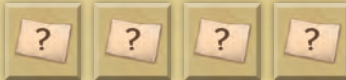
- 4 x music books



- 1 x healing potion



- 4 x letters



**Note:** All task tokens from the expansion are marked with this symbol so that you can easily distinguish them from the task tokens of the base game.



## Aim of the game

In Andor The Family Fantasy Game, you will play the part of the heroes and try to save the land of Andor from the evil Shadow Wardrak. But before you can do that, you still have to complete some of the tasks set by the king. Only when you have completed these tasks, will you be able to deal with the Shadow Wardrak in the dwarven mine and stop him sneaking towards the Rietburg. But watch out! While you are on your way, not only is the Shadow Wardrak becoming stronger, the sly dragon is also getting closer to the Rietburg. If the dragon or the Shadow Wardrak reaches the Rietburg, you have unfortunately lost the game. Defeat the Shadow Wardrak and the heroes win together!

**1.** Place the game board in the middle of the table.

**2.** Lay the success tokens ready in the Rietburg depending on the number of players:

- 8 for two players
- 10 for three players
- 12 for four players

**3.** Place both red dice ready next to the game board:



**13.** Shuffle all task cards except for the **start card**. Lay them as a deck with the start card on top with the red side upward.

**12.** Connect the three parts of the Shadow Wardrak strength bar together and place them below the game board. Place the oval Shadow Wardrak token on the start space corresponding to the number of players.



**11.** Place the three well tokens (with the sunny side facing upwards) on the three well spaces.

**Note:** The Dwarven well will not be needed when setting up the game.

## e setup

**4.** Place the dragon on the start space of the dragon bar corresponding to the number of players.



**5.** Place all of the Gors and the Shadow Wardrak ready next to the game board.

**6.** Place the torch tokens next to the game board.

**7.** Lay out the new game board piece **Dwarven Mine** above the current dwarven mine area.



**8.** Shuffle all round fog tokens and place one face down on each free space on the game board (including the dwarven mine).



**10.** Each player takes a Gor from the reserve and places it on the game board as per the base game instructions.

**9.** The eldest player is given the night marker and places it in front of them with the side showing the rooster facing upwards.

As described in the base game, each player chooses a hero and takes all the associated pieces. Place all hero figures in the Rietburg then the starting player should turn the **start card** over to the green side and read the text. As described on the start card, **every** player should draw a task card and place it **red side** up in front of them. You can decide between yourselves which hero should get which task card. Check the **adventure book** for the materials required for your tasks and lay them out as described in the adventure book.

## The Fire Warden

As a fire warden you roam across the country. You have learned many tricks on your adventures and are always accompanied by your loyal flying fox. It supports you in battle against evil creatures, helps you in the darkness or lets you travel great distances.



**Do you want to try the new hero?** The new hero replaces the archer from the base game. Take the three green dice, 7 sun discs and the flying fox token and lay them on the correct spaces on your hero board. Place your figure in a green plastic holder:

Once per day, on your turn, you can perform the **flying fox action**. To do this, remove the flying fox token from your hero board. Now you have the following options:

- The flying fox counts as a rolled sword symbol. Put the flying fox on a sword discard space (if any).
- The flying fox counts as a rolled torch symbol. Place the flying fox on a torch discard space (if any).
- The flying fox lets you move one step further than normal.



Did you use the flying fox token? Then the flying fox is exhausted. But don't worry, at the end of the day you may return the flying fox token back onto your hero board and can use it again the next day.

## What's new?

The expansion is played according to the rules of the base game, however a few things have changed.

### The Royal duties

Each hero has been given their own task and it is solely their responsibility to complete it. The other heroes can only help occasionally, for example by uncovering fog tokens. Basically, each hero has to work to complete their tasks alone. All tasks are described in detail in the adventure book. However, you shouldn't read the whole adventure book, just the tasks that you are currently undertaking. You will learn all of the tasks gradually.

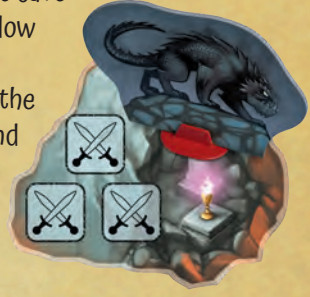
Whenever you complete a task, turn the task card over to show the **green side**. This will show either 1 or 2 success tokens. Take the corresponding number of success tokens from the Rietburg and place them on the task card. Then draw a new task card, place it with the red side up in front of you and collect the materials needed for the task from the box.



Your goal is to work together to remove all success tokens from the Rietburg. Are there no more success tokens in the Rietburg? Excellent! You have completed all the royal tasks. Immediately place any unfinished tasks and associated material back in the box. Then take the Shadow Wardrak figure and place it on mountain space 8 in the dwarven mine.

## The Shadow Wardrak

You will have noticed that in this expansion you don't need to save any wolf cubs. They are safe in the Rietburg. Instead, a Shadow Wardrak has been sighted that threatens the country. The longer you take to complete your royal duties, the stronger the Shadow Wardrak becomes. Every night he gains strength and moves one space along the Shadow Wardrak strength bar towards the dwarven mine. When you have completed all royal tasks, place the Shadow Wardrak figure on mountain space 8 in the dwarven mine.



**Note:** The Shadow Wardrak token is not pushed back on the strength bar if you drive away Gors or burn wood at the watchtower. This effect only applies to the dragon.

**Are you seasoned heroes and have you defeated the Shadow Wardrak many times?** You can make the game more difficult by starting the Shadow Wardrak further along the strength bar. Simply place the Shadow Wardrak token 3 spaces further right for a difficult game or 5 spaces further right for a very difficult game!

## Night falls

The first two steps of 'Night falls' have changed. The other steps you perform as in the base game.

1. Roll the two red dice. Then decide together which die score should be used to move the dragon and which to move the Shadow Wardrak. Then move the dragon the agreed 1, 2 or 3 cloud spaces towards the Rietburg. Move the Shadow Wardrak 1, 2 or 3 spaces towards the dwarven mine on the Shadow Wardrak strength bar.



**Note:** It may happen that the Shadow Wardrak token is on the furthest right space of the strength bar. You still have to roll both red dice. The dragon now has to move the total value of both red dice in the direction of the Rietburg.

2. As usual, the Gors run towards the Rietburg each night. Is the Shadow Wardrak figure already standing on the game board? Check on the Shadow Wardrak strength bar to see which space the Shadow Wardrak token is currently located. Below the space you can see footprints. Move the Shadow Wardrak figure 1, 2 or 3 spaces along the footprints on the game board. The Shadow Wardrak uses the same spaces as the Gors. The Shadow Wardrak may share a space with a Gor and wouldn't leap over it.



**Note:** Even if the Shadow Wardrak figure is already on the board, it still increases in strength every night, as described under point 1.

## The fight against the Shadow Wardrak

Once you have completed all of the royal tasks, place the Shadow Wardrak figure on mountain space 8 in the dwarven mine. You can now fight the Shadow Wardrak! You must defeat it in order to win the game. Fighting the Shadow Wardrak works in the same way as fighting Gors and you can use sword tokens as usual. However, you don't place the dice on the space you're fighting the Shadow Wardrak. Instead you

immediately move the Shadow Wardrak token left along the strength bar for each sword. Then take your dice and put them back on your hero board. You can of course fight again on your next turn if you still have sun discs available. If a magician rolls a bolt of lightning, the Shadow Wardrak token moves 2 spaces to the left. As soon as the Shadow Wardrak token reaches the leftmost space, you have defeated it and won the game.

**Note:** If the Shadow Wardrak shares a space with a Gor, you must announce before the fight whether you are fighting the Gor or the Shadow Wardrak.

**Attention:** If you were not able to defeat the Shadow Wardrak during a day period, he is moved, along with the Gors, at night. If he reaches the Rietburg then you have lost the game. The Shadow Wardrak continues to move along the strength bar each night, even if the Shadow Wardrak figure is already positioned on the game board.

## The Dwarven Mine

The old bridge guard Mart has headed back to his little house. You can enter the mine via the bridge. However, the fog has now spread here, too. You can reveal fog tokens in the mine as usual without the need for a torch.

### New fog tokens



#### Shadow Wardrak (6x)

If you reveal a Shadow Wardrak fog token, you must throw one of the red dice. Move the Shadow Wardrak token 1, 2, or 3 steps on the strength bar toward the dwarven mine depending on the dice result.

Then put the Shadow Wardrak fog token back in the box.



#### Falcon (1x)

When you reveal this fog token, place it on your hero board. The falcon token enables you to throw objects (sword tokens, torch tokens, gold, hourglass, etc.) to a fellow player. Using the falcon is not classed as an action, you may do this in addition to your normal turn. The hero with the falcon simply gives the falcon token, either alone or with an item, to another hero on their turn. The falcon stays with that hero until passed onto another hero.

## End of the game

You win the game immediately if the Shadow Wardrak token lands on the furthest left space on the strength bar. Congratulations! You defeated the Shadow Wardrak!

You lose the game immediately if the dragon or the Shadow Wardrak figure reaches the Rietburg.

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