

# THE LIBERATION OF RIETBURG

For 2-4 heroes, ages 10 and up

A GAME IN THE WORLD OF ANDOR

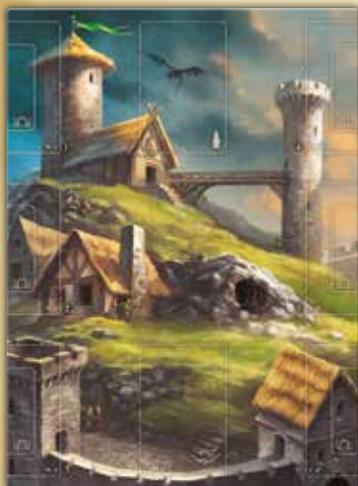
## Game concept and goal

Rietburg Castle has been taken over by evil creatures. Without delay, you — the Heroes of Andor — apply yourselves to the task of rescuing old King Brandur's fortress and protecting its remaining inhabitants. But time is of the essence. The dragon Tarok has already set out on his way to destroy the hated stronghold once and for all. The prophecy foretells that you can only prevent that if you are able to accomplish the four tasks that have been assigned to you. But which tasks are those? Must you appease the Fire Spirit or kindle the Hadrian fire? Should you free prisoners from the creatures' dungeons or submit to the will of the old Skral witch? You are going to have to find out. Deploy your hero cards with skill and defeat the creatures. But as soon as a hero has played all the cards, the top card of the narrator deck is turned over and new creatures enter the game.

If the narrator deck is exhausted at any point, and you can no longer turn over any cards, Tarok has attained his goal, and all of the players lose. All of the players win if you can complete the four tasks before the deck is exhausted.

## Game materials

1 Game board



120 game cards  
divided into:

53 Encounter cards



including 45 Creatures  
(11 red ones for  
experienced heroes)



and 8 objects



8 Friend cards



22 Narrator cards



16 Task cards



2 Overview cards



19 Hero cards:

Chada

Thorn

Orfen

Kram

Eara

Kheela



16 Quivers  
(value 2-9)



18 Willpower  
points



1 Kram's axe



6 Earra's  
Books of Spells



1 Kheela's  
Water Spirit

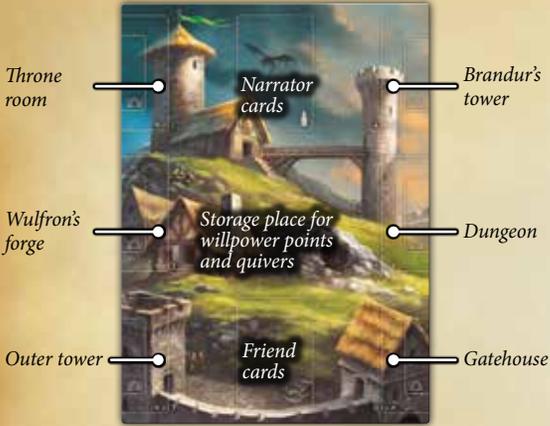


6 Hero figures with  
plastic holders



## Game setup

Carefully remove all the pieces from the two die cut boards. Place the game board in the middle. It will show the six locations of Rietburg Castle and various storage spaces.



Insert the six hero figures into the plastic holders with the matching colors (see color bar).



Each player chooses one of the heroes and sets that hero by the gatehouse (location 6).

### Important: Use the following heroes in the first game:

- Two players: Chada (green) + Thorn (blue)
- Three players: Chada (green) + Thorn (blue) + Orfen (gray)
- Four players: Chada (green) + Thorn (blue) + Orfen (gray) + Kram (yellow)

Do not select the heroes Earra (purple) or Kheela (white) until you have completed the first game. These are played somewhat differently from the other heroes.

Sort the **120 cards** according to their card backs.

Each player picks up the three hero cards for the selected hero. *Note: Orfen has four hero cards.*



Some heroes have special **resources** assigned to them:

**Kram gets the axe** and places it in front of him with the +4 side facing up.

**Earra gets the six books of spells** and places them in front of her with the open side facing up.

**Kheela gets the water spirit** and places it in front of her with either side facing up. She will decide during the game which side she wants to use.

Return any unchosen heroes to the box along with their cards and resources.



In your first game, remove the 11 creatures with the red background from the deck of encounter cards. They are intended for experienced heroes who have already won a game.



Next, place the well-shuffled **encounter cards** in one pile face down next to the game board.



Take six cards from the well-shuffled set of **task cards** and place one on each game board location.

Return the remaining cards to the box. If you want to exchange a task card during the course of the game, this is where you will take it from.

Place an encounter card face down on top of each task card.



Then, from the shuffled set of **narrator cards**, turn over one by one twice the number of cards as there are heroes participating in the game (eight cards for four players, six cards for three players, or four cards for two players). Place additional encounter cards face up or face down at the locations as shown on the cards.

**Tip:** If this is your first attempt to free Rietburg Castle, you can try making the game a little easier by ignoring the instructions that have a red background in the lower half of the narrator cards.

### Setup for four heroes



Then, turn over eight narrator cards (two cards per hero) and carry out their instructions.

Next, place **10 additional** narrator cards face down on the space with the dragon. These make up the narrator deck. Return any leftover narrator cards to the box. If you get to put an additional narrator card on the narrator deck during the course of the game, that is where you will take it from.



Shuffle the eight **friend cards** and put them face down on the place intended for them on the game board.



Have the two **overview cards** ready. You can consult them during the game to check the various card symbols.



Finally, place the **16 quivers** in the middle of the game board as your supply. Then add the **18 willpower points**.

### Setup for four heroes

(example)



### The Hero cards



Each player has a set of three hero cards (exception: Orfen has four at his disposal). A hero card will always offer you three action options, separated by the word “or.” The player whose turn it is displays one card face up in front of her and has to choose one of these three options. Most of the action options consist of one action (= 1 symbol). Some consist of two actions (= 2 symbols), which can be carried out in either order.

The symbols are explained on the last page of this manual, as well as in abbreviated form on the overview cards. After you play them, you will only get your cards back when you carry out the “hero revitalization” action.

### The Friend cards



A hero gets a friend when he defeats a troll displayed at a location. Later, he can play this friend as an action in place of a hero card.

Just as with hero cards, you get your already-played friends back with the “hero revitalization” action.

### The Narrator cards



If a player wants to perform the action of retrieving all of her already-played hero and friend cards (in other words, perform a “hero revitalization”) during her move, you must first turn over and carry out the instructions of the top card in the narrator deck, which will bring new encounter cards into play. Depending on the narrator cards instructions, some encounter cards will be placed face down at the indicated locations while others are placed face up.

*Note:* To help you recognize which cards at a location are face up in the pile and which ones are face down, the front and back sides of the cards have different-colored frames. A few of the cards have a red background in the lower portion. If you have decided to make the game easier to play, you should only ignore those instructions in the red shaded area.

### The Task cards



The six task cards that you displayed face down at the beginning represent your game goal. You have to complete four of them — and do this before the narrator deck is exhausted and you would have to take another narrator card. If there are no more encounter cards lying at a location (either face up or face down), a hero standing there may turn over that location’s task card. Read the instructions on it out loud. They will tell you what you will have to do to complete the task.



If there is a blue text box at the upper left, you have to follow those instructions as soon as you turn over the task card.



If you have met the prerequisites for completing the task, a hero must be standing at the location where the task card is displayed. Additionally, there must not be any encounter cards at this location. Narrator cards may have caused new encounter cards to be added since the start of the game.

## Explanation of the game cards

The cards are the central element of the game, so we will start by explaining the various kinds.

### The Encounter cards

There are **two kinds** that are referred to as encounter cards as long as they are displayed face down.



Most of the encounter cards have a **creature** shown on their front side, which will have to be fought. At the top right, creatures have a **red** symbol to indicate their battle strength. To defeat a creature, a hero or several heroes will have to attain at least this value.



Some of the encounter cards show an **object** on their front side, which a player is allowed to pick up and use once.

After a victory over a creature or the use of an object, place the card face up next to the game board. That will be your **trophy gallery**. This is where you will collect defeated creatures and already-played objects.

*Note:* These cards will be needed later on to complete various task cards.

## Course of play

The most heroic player starts the game as the first active player.

Each active player must perform one of two actions in his move:

**Play one card from your hand and carry out an action.**

*or*

**Hero revitalization: Pick all already-played hero and friend cards back up again.**

In addition, the player **may** perform other **free actions at the location** where the hero is currently standing:

- Pick up an object that is lying face up at the location.
- Pass friends and objects from his hand to another hero at the same location.
- Turn over the face down task card if there is no encounter card lying at the location.
- Complete the face up task card if there is no encounter card lying at the location.

*Note: Be sure to thoroughly discuss your decisions among yourselves. If you cannot agree, the currently active player gets to decide.*

### Play one card from your hand and carry out an action

At the beginning of the game, all players only have their three hero cards in their hands (exception: Orfen has four cards). If you play one of your hero cards, you must pick **one** of the three action options written on the card. (See the **explanation of symbols on the last page of this manual**.)

Later on, objects and friends may be added. In her turn, the active player must play a card. She places a hero or friend card face up in front of her after she plays it. If an object is played, it is placed face up in the trophy gallery (also see page 7).

**Important:** You can play a friend card without having to execute its abilities. This may make sense if you want to delay the hero revitalization and, thus, the turning over of a narrator card.

**or**

### Hero revitalization: Retrieve all already-played hero and friend cards

If a player does not want to or cannot play a card from his hand, he must instead select the “hero revitalization” action and pick all the already-played hero and friend cards back up again.

First, though, you will have to turn over and activate the top card in the narrator deck, which will bring new encounter cards into play.

**Important:** A player may also choose to perform the hero revitalization action even if he still has cards (heroes, friends, objects) in his hand.

The narrator card that is turned over will always specify two locations where you will place new encounter cards face up or face down. These are resolved from top to bottom.

Most of the narrator cards will only bring one encounter card into play per location. Some narrator cards will bring two encounter cards to a location, however.

**Important:** If you decided at the beginning to make the game easier, only follow the instructions in the upper half of any cards that have red shading in the lower half.

### Explanation of symbols on the narrator cards



From the supply of encounter cards (= draw pile), the player draws the top card and places this card **face up** at the **indicated location**. Usually, it will involve a creature. Sometimes you will be lucky and a helpful object will be brought into play instead.



The player draws the top encounter card from the draw pile and places it **face down** at the **indicated location**.



The player draws the top encounter card from the draw pile and places it **face up** at the location **where her hero is currently standing**.



The player draws the top encounter card from the draw pile and places it **face down** at the location **where his hero is currently standing**.



**Example 1:** Place an encounter card face up at Brandur's tower (location 4) and one face down at the location where the active player's hero is currently standing. If that location is also Brandur's tower, place the second card face down on top of the one you just placed face up.



**Example 2:** Place two encounter cards face up, one after the other, at the gatehouse (location 6) and one face down at Brandur's tower (location 4). If the game is being played at the lowest level of difficulty, do not follow the instructions in the lower half (red background area).

After the narrator card has been activated, put it in the box. This means it is **out of play**.

Then, the player takes all of her already-played hero and friend cards back into her hand.

## The free actions

The active player may perform the following actions as many times as he wants in addition to his normal action "play one card from the hand" or "hero revitalization":

### Pick up an object from a location

If the hero is standing at a location where an object is lying face-up at the top, she may pick it up and put it in her hand. If the player has not yet played any cards in this turn, she may also play this object as an action in the same turn. A player may also pick up an object while passing through. *If, for example, you have two moves at your disposal, you may use the first to move to the location with the object, pick up the object there, and then move your hero to a different location.*

### Pass friends and objects to another hero

If the hero is standing with another hero at the same location, he may pass friends and objects to that hero or receive them from that hero. Of course, this only applies to cards that you still have in hand.

**Important:** Willpower points and quivers may not be passed on, nor may a hero's resources (Kram's axe, Earra's books of spells, Kheela's water spirit).

### Turning over a face-down task card

If a hero is standing at a location where the task card is still displayed face down, she may turn it over and read it out loud, as long as there is no encounter card there (face up or face down).

A task card can also be turned over when passing through, if the hero is still able to perform moves.

### Complete a face-up task card

To be able to complete a face up task card, an active hero must be standing at its location and must be able to follow the instructions on the card. In addition, there must be no encounter cards there.

The completed task card is then placed face up next to the trophy gallery.

A task card can also be completed while passing through, if the hero is still able to perform moves.

## End of game and victory



As the **last card** has been taken from the **narrator deck**, the reawakened dragon Tarok appears on the horizon. You only have one chance: There's still time to complete the four tasks before **another card** from the narrator deck has to be turned over for the next hero revitalization. If you fail to do it by then, you have failed to free Rietburg Castle and you have all **lost together**.

**Note:** By defeating the creature "Hagrod" or deploying the "Hadrian hourglass" object, you can get another narrator card and thus gain more time to complete your tasks.

If it should happen that the **encounter card** draw pile is **used up** and you have to display another, this also means that you have lost.



**You all win together if you complete any four of the six tasks.** That means that you have freed Rietburg Castle and are able to go to battle against Tarok the dragon.

But that's another game. You will learn more about it in Legend 5 of the great "Legends of Andor" adventure.

## Additional rules

### The Battle



A hero can only fight a creature whose card is **face-up** at the top of one location.

To do that, she has to be standing at the **same location** as the creature. **Exceptions:** To fight with the brother shield object, the hero does not have to be standing at the same location. One of Ear's books of spells also permits this kind of long-distance battle.

The creature is defeated if the battle strength of the hero (blue symbol) is at least as high as the battle strength of the creature (red symbol).



In addition, the hero can deploy one or more **willpower points**. Each willpower point raises his battle strength by one. The willpower points are then returned to the supply on the game board.

**Important:** The archer Chada is the only hero who cannot use willpower points. *Due to her upbringing in the Watchful Woods, she already has so much willpower that she cannot augment it.*



After the creature has been defeated, you receive the reward indicated in the text box on the card. The active player is the one who gets it. You can waive carrying out the reward.

With the creatures Calrai and Shan, you will get a punishment rather than a reward, which you are **not** allowed to waive.

### Special creatures:



A fluggor's strength equals the number of all of the face-up creatures lying at the top of all six locations.



A skeleton warrior can only be defeated if you pay one extra gold from your trophy gallery.

### Group battle

You can fight together against particularly strong creatures. To do that, the active player may invite any other heroes to fight with him as long as they are standing at the same location as him and the creature. Each player who wants to participate must play one of her hero cards and is allowed to use willpower points. All the players' battle strengths are added together. The active hero is the one to get the reward. If he wants, however, he can pass a friend or object that he just received to another hero as a free action.

**Important:** An invited hero can only bring her battle strength and any willpower points to the group battle. Other symbols, such as move hero or receive willpower points, will not be taken into account. Kram, however, may use his axe.

In the group battle, the active hero or invited heroes can use the Triage or Veest friend and Brother Shield object instead of their hero card. They may not add willpower points to these cards, however.

### Special Hero Abilities

#### Chada's quiver



The archer Chada only has a fixed battle strength on one of her hero cards. The two others have symbols with a quiver instead of a number.

That means that, in order to fight with these cards, Chada has to use **one** of her collected quivers. She gets a quiver



when she uses the receive one quiver symbol on her hero card. Then, she is allowed to take a face-down quiver full of arrows from the supply pile and place it face-up in front of her. The battle strength of these arrows is written the back side. These are the values:

Battle strength	2	3	4	5	6	7	8	9
Number of tokens	1x	2x	3x	3x	3x	2x	1x	1x

For each battle symbol, Chada can use only one quiver. If her hero card has two battle symbols, she may use one or two quivers. If she uses two quivers, their battle strengths are added together.

Once the quivers are used, they are returned to the box instead of the supply pile. If it should happen that the supply is used up, these quivers are re-shuffled and displayed face down as the new supply pile.

#### Kram's axe



In addition to his battle strength, the dwarf Kram can use his axe with a value of +4 **one time**. When he does that, he adds four strength points to the number of battle points on his hero card.

If he has used his axe with the value of +4, he turns it over to its back side. The axe is now dull, and only raises his battle strength by +1. On the other hand, he may add this +1 **every time** that he uses his hero card in a battle.

You can repair the axe by handing over two gold from your trophy gallery. Then, the axe is returned to its front side and you can add +4 again **one time**.

#### Kheela's water spirit



The guardian Kheela has the water spirit on two of her hero cards. If Kheela uses this symbol, she may command her water spirit to support the heroes at any location. To do that, she places the water spirit outside of a location of her choice. Depending on the side which she displays, it will support the heroes there in different ways:



Only if Kheela is fighting at this location will the battle strength of one of **her** hero cards be doubled. This also applies if she is taking part in a group battle here.



**Each** hero fighting at this location adds +2 to his battle strength. This also applies to a group battle here.

**Important:** The water spirit only supports heroes who use a hero card in a group battle. Friends, objects, or Earra's long-distance battle magic will gain nothing.

After the battle, the water spirit remains lying at the location. While at the location the water spirits effect remains active. With another water spirit symbol, Kheela can later move the water spirit (either side up) to another location or turn the water spirit to its other side at the same location.

### Earra's books of spells



There is no battle symbol depicted on the hero cards of the sorceress Earra. Instead, there will be one or two book of spells symbols there. Four of the six books

of spells in Earra's possession display a battle strength. In a battle, when Earra uses one of these books she must then turn it to its back side. She can also use the book of spells with a battle strength of three (highlighted with a green glow) at any



location where she is not standing. She can also use this long-distance fighting ability during a group battle. She cannot, however, enjoy the benefit of her water spirit when she does this, if the spirit happens to be located where the battle is taking place.

With her two other books of spells, Earra can perform



one move or turn over any face down encounter card that is at the top at any location.



Two of Earra's hero cards will show two "book of spells" symbols. With these, she may combine her books of spells any way she likes. **Examples:** Earra can add together two battle strengths. Or she may turn over one face down encounter card and immediately fight the creature that is thereby revealed. Or she may carry out a move and fight at a new location.



When Earra picks her cards back up in a hero revitalization, she will also turn all her books of spells back to their front sides.

### The Trophy gallery

Collect all defeated creatures and used objects next to the game board. This area will be your trophy gallery. Ideally, arrange the cards on top of each other in three rows in such a way that you have an easy overview of how many cards of each type you already have. Some of the task cards will make reference to your trophy gallery. **Example:** To complete the Providence task, you must have more creatures and objects in your trophy gallery than all the encounter and task cards at all locations combined.

**In row one,** put all the defeated **gors, gorlots, and chalk**



**skrals.** These creatures have a gold symbol at the upper left. The **telescope** and **bone branches**

objects are also placed in this row once they have been played, since they likewise display a gold symbol. This gold is now available to all of you, to pay for friends or objects when you want them. You will also need gold from your trophy gallery to complete certain tasks.



If you have to pay out gold, pay with the cards by removing them from the trophy gallery and placing them in the box.

**In row two,** put all the defeated **fluggors.** There is a task card on which Jrain, the King of the Fluggors requires four defeated fluggors from you. To complete this task, you must remove these four fluggors from your trophy gallery and place them back in the box again.

**In row three,** put all the remaining defeated creatures and objects that have been played.

**Example:**



### Sequence of actions

If you are able to perform more than one action, you may do so in any order you like.

**Example:** Orfen played one hero card, which awards him one move and one battle strength of five. At his current location, he defeats one wardrak, which also has a battle strength of five. As a reward, he may remove the top face down encounter card from any location. He chooses Brandur's tower. Under the top card, he finds the telescope object face up. Since Orfen still has his hero card's move available, he moves to Brandur's tower and picks up the telescope as a free action. He cannot, however, play it yet, since he has already played one card in this turn.

### Adjust level of difficulty

You can decide for yourselves how hard or easy you want to make it to be to free Rietburg Castle.

If you want a gentle introduction, you can leave the creature cards with the red background in the box during your first game. If you win your first game, you can add these cards the next time you play.

If you compile your narrator deck out of 11 cards instead of 10, it will be easier.

If you place just nine cards on the deck, it will be harder.

It will also be harder if you agree not to allow a friend to be played when you cannot or do not want to use his ability. In other words, you will not be able to play a friend card just to gain some extra time.

If you want to keep track of how well you are doing, count the remaining cards in the narrator deck after you win a game and compare that with how you did in other games. Did you manage to win with fewer cards at the same level of difficulty?

# Explanation of symbols on the hero cards

Note: There are some symbols that only appear on a single hero's cards.

## Battle strength of a hero



The hero's battle strength equals the number in the symbol — in this case, a battle strength of four. You can use as many willpower points as you want to increase a hero's battle strength.

**Important:** Chada cannot use willpower points.

## Chada's battle strength (only Chada)



The battle strength matches the quiver used. The quiver is then surrendered. If Chada has no quivers, she cannot fight with this symbol.

## Receive one willpower point



The player takes one willpower point from the supply pile and puts it down in front of him.

## Receive one quiver (only Chada)



Chada takes a quiver from the supply, turns it to its front side showing the battle strength, and puts it down in front of her

## Move hero



The hero can make up to the number of moves indicated by the number in the symbol. She can either move herself to a location of her choosing or fetch another hero to join her at her current position, using one of her move actions, assuming the other player agrees. If the hero has more than one move, she may fetch more than one hero.

During her move, she may perform free actions (for example, pick up an object or turn over a task card) and return to her starting location if she has enough moves to do that.

## Turn over a face down encounter card at any location



The hero can turn over as many face down encounter cards as the number in the symbol indicates (one or two). In each case, this applies to the top card at any location.

To do it, he does not have to be standing at that location.

## Turn over a face-down task card at any location (only Eara)



Eara can turn over a face down task card at any location of her choosing. To do it, she does not have to be standing at that location. If there are encounter cards (face down or face up) lying

on top of the card, they are then placed on top of the task card that has been turned over. If there is a blue text box shown on the task card, you have to follow its instructions right away.

## Remove face-down encounter card from any location



(only Thorn)  
Thorn can remove the top face down encounter card from any location of his choice. He does not have to be standing at that location when he does this. The card is not placed in the trophy gallery, but is instead placed in the box without looking at it.

## Turn over an encounter card at any location (only Chada)



Chada can turn over a top encounter card, either a face down or a face-up one. She does not have to be standing at that location when she does this.

## Swap creatures at two locations (only Kheela)



Kheela can swap the locations of two top face-up creatures. To do it, she does not have to be standing at either location.

## Pick up a card that has been played (only Eara)



Eara can pick back up one of her already-played hero or friend cards. Or, instead of picking one of her own cards back up, she may allow another hero to pick back up one of his already-played cards.

## Move face-down encounter card to any location (only Kram)



Kram can move a top face down encounter card to any other location of his choice. To do it, he does not have to be standing at either location.

## Fetch face-up creature card (only Orfen)



Orfen can fetch a top face-up creature card to the location where he is standing.

## Fetch face-down encounter card (only Kheela)



Kheela can fetch a top face down encounter card to the location where she is standing.



**The author:** Gerhard Hecht, born in 1966, lives with his wife and two daughters near Augsburg, Germany. "The Liberation of Rietburg Castle" is his fourth game for Kosmos and his second excursion into the world of Andor. His thanks go out to his family and all the friends who were always ready to test prototypes: Conny, Franziska and Patricia Hecht, Stefan Völk, Maria, Manfred and Bernhard Specht, Stefan and Andrea Krämer, Helmut Gruber and the board game group in Hannover.

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