

Notes

Whenever a party prepares for an adventure a new Group Leader is chosen through a series of elimination rounds. There is good reason for why the Group Leader is chosen this way, which will slowly reveal itself the more you play the game.

Before we begin let's talk about what it means to "roll" in Heroes of Feonora.

Whenever it's time to make an Ability roll be sure to include the *Bonus* for that Ability. If two players roll the same number on their respective dice, but only one player has an Ability Bonus, the player with the Ability Bonus has "rolled" a higher number. For example, if your character rolls a 5 for Persuasion and has a +2 Bonus, they have just rolled a 7. *Your Character's Ability Bonus is a natural part of an Ability roll.*

Alright; it's time to find out who our Group Leader for the game is going to be...

1. **Fewest Hero Awards** – On the back of the Character Sheet there is a place for the number of Hero Awards earned (over the course of many games). Right now, the character with the fewest Hero Awards gets to be the Group Leader. If this is your first time playing, then probably none of the characters have earned a Hero Award. In this case we move on to the next selection round. If two or more candidates are tied with the fewest, only those players would move on to the next round.
2. **Highest Rank** – Now we're going to look at Rank. Comparing only those candidates who have made it to the second round, whoever has a higher Rank gets the honor of being the Group Leader for today's game. However, if everyone has the same Rank, or more than one character has the highest Rank then continue on to the next round. *Only the characters with the highest Rank are still in the running.*
3. **Lowest Movement** – For this next round our focus is Character Movement. Any characters with a Permanent Mount will look *only* at the Movement value for the Mount. Let's compare the Movement value of our characters still in the running. We're looking for the candidate with the *lowest* Movement. If everyone has the same movement, or two or more candidates are tied with the lowest Movement we move on to the next selection round. *Only candidates with the lowest Movement should continue.*
4. **Charisma** - Check to see which of the candidates has the Special Skill Charisma. If only one Character from among the candidates has Charisma this is your Group Leader for the game. If all or none of our Candidates have Charisma then continue on to the next round. *Otherwise, only characters with Charisma should continue.*

Bank Deposit bonus

Every character with the Treasure Hunter skill gets to start the game with a little bonus in the Bank. Take 5 CP from the *Town Treasury* and place it into each character's Bank Deposit box. The Group Leader gets an additional bonus of 3 CP.

This means that if the Group Leader is also a Treasure Hunter her character would start out with 8 Copper Pieces in the Bank.

Tynafir's Daily Special

Tynafir the Traveling Merchant almost always has an Item up for sale. These range from amazing Artifacts to worthless Trinkets and everywhere in between. You'll soon learn more about buying from Tynafir in the Game Manual. In the meantime, every adventure begins with one Item already up for sale. Take the top Item card from the deck and set it out somewhere for everyone to see. Characters wishing to buy this Item should visit Tynafir's Tent, just behind the Town Treasury.

Begin the Adventure

This is it. Are you ready? It might be wise at this point to discuss amongst the party how you might tackle the challenge that lies ahead. Why don't you take a moment or two and do that now...

Once you've got a general strategy worked out the Group Leader may kick things off by being the first to move their character out of the Tavern. Play always progresses in a clockwise direction.

Remember, a full Round is when every player has taken a turn. The last player in the rotation is responsible for picking up the Town card and reading it aloud to the other players. Also, don't forget to move the marker on the Town Timer – but only if a Day has passed. After that a new Round starts with the Leader's next turn, and so on until the Town Timer runs out.

If this is your First Game we recommend taking turns reading from the Game Manual as you encounter new things. For instance, the first time your Group encounters a foe on one of the Adventure cards someone should turn to the Combat section and read it aloud to the rest of the players; then return to playing the game. This way you'll continue learning as you go, which is usually a more fun way of doing things. The first few games will no doubt take longer, but soon enough, if you hang in there, things will slowly start coming together... *We promise.*

Ready to get started?

Good Luck and...try not to get killed too quickly

Town Time - The first phase finds our characters going about the town earning money, purchasing Mounts, hiring Companions and generally running amok. During Town Time every player is on their own as you try to prepare yourself for the coming adventure. The main goal during Town Time should focus on getting the group well equipped before it's time to depart. Accumulating wealth can bring advantages later on, but you also need to balance that against the needs of the party. *To ensure victory you'll have to make decisions that help everyone.* A well equipped character would mostly likely have at least one Companion, a Mount, and some Fish to help keep them alive. There are many ways to earn money during Town Time including such activities as solving Troubles, Pit Fighting, Baking Bread and catching Criminals. Why even Fishing can earn CP for characters who find a rhythm. Try to find what works best for your character and keep a close eye on that coin purse. The better prepared you are the better the whole party's chances of survival – and winning the game.

Adventure – This is when our brave heroes set off to tackle their quest. *You'll discover your quest in a few moments.* During the Adventure phase your characters will form a Group with one figurine representing the entire group. You'll travel across a variety of terrain such as Swamp, Forest, Rugged Mountains, and the Frozen Lands. Occasionally you'll venture deep underground, exploring dark Caverns, dangerous Dungeons and encountering all manner of inhospitable creatures. This is the time when your characters must utilize their resources well and when you find out whether you made good use of Town Time. At the end of the journey is the Final Encounter. This is the moment when everyone must pull together one last time for a glorious finish. For more information on *Final Encounters* see Game Manual.

Victory Phase – Should you complete your noble task the group gets to move on to the final phase of the game. The Victory phase is the time for joy and celebration as your characters revel in their victory. During this phase you'll be guided by the Checklist, find out who collected the most Badges and which player earned the elusive Hero Award - *only one character gets this award.* Your characters will also take stock of their loot and Special Achievements, Level Up and even spend some of their hard earned treasure. The Victory phase will let you see just how well each character did during the game and how they compare to the others.

Remember, a successful adventure means that everyone survives...
...and works together to complete the Final Encounter.

Understanding the Basics

Heroes of Feonora has but a few simple rules that are fundamental to playing the game. The remaining activities are based on a carefully crafted selection of mini-games. It's simply a matter of learning each one. *As new & unfamiliar situations arise refer to the appropriate section of the Game Manual – and learn as you go.*

Movement and Action - During Town Time every player is allowed 1 Movement and 1 Action on their turn. You can Move before or after an Action, but not both. To find out how many spaces your character is able to move each turn refer to the Character

Start by having one of the players shuffle the Story Cards and then fan them out in their hand. Now the Group Leader should close her eyes and draw one of the cards at random. This is your quest for the game. Be sure to read the card aloud to the rest of the players. Let's talk about what you will see on the front side of the Story Card.

1. **The Story** – A short story will introduce your Characters to the situation at hand, setting the tone for the coming adventure. Your job is to figure out a way to complete or solve the Story without losing any of your Characters.
2. **Special Criteria** – Occasionally, your quest will include a special requirement for winning the game. For example, you might be tasked with escorting a certain Companion or starting the Town Timer with fewer Days. If a Story has one or more of these requirements it will be shown here.
3. **The Journey** – The Journey at the bottom of each card tells you which maps you must travel through during your Adventure. Depending on the Story your group will travel through 1, 2 or 3 maps. For example, one path might look something like this:

Mountain Pass → Rugged Mountains → Cave

In this case you would travel to the edge of the main board to the space marked “Mountain Pass.” From there you will transition to the map titled “Mountain Pass” then to the map titled “Rugged Mountains” and finally to the “Cave” map.

The back side of the Story Card features the Final Encounter for the journey and is covered in the corresponding section of the Game Manual. Should your party manage to reach the Final Encounter space a challenging mini-game awaits.

A Variety of Quests and Stories...

A final confrontation awaits your party at the end of every Journey, though not all of them involve a giant battle with a mighty foe. There are four basic types and each one involves a special mini-game requiring different skills and abilities. Depending on which Story you play your adventurers may find themselves engaged in an *Epic Battle*, or on an important *Diplomacy* mission. They may be faced with the difficult decision to *Pay or Fight*, or they might be tasked with an urgent *Fish Delivery*. Each Final Encounter requires a good strategy that should have begun all the way back at Town Time. In other words, how you *prepare* for the journey is often just as important as how well you fare during the Adventure. After the Story is chosen you'll need to decide the best way to pool your resources and set about winning the day. Take into consideration things such as your characters' strengths & weaknesses, your personal play style, and how well (or not so well) things are going during Town Time. The key is teamwork...and of course having fun.

If you haven't done so already choose a Story Card now. Read the card aloud, then pull out the maps listed on the bottom of the card. You may also glance at the back of the card to check which type of Final Encounter the group will be facing.

Adventure card. Once your Group transitions into a Cave or Dungeon you'll notice that the spaces have changed; but they still work the same way, only now the spaces have a letter "D" in them. Any time you land on one of these spaces someone will pull a Dungeon Card. *Dungeon Cards are used for all types of underground areas, including caves, and are sure to give you a much greater challenge than Adventure Cards.*

Player Characters vs. Companions – One thing you need to understand is that *Player Characters* and *Companions* are not the same thing. The character you created or picked for the game is your "Player Character." This is one of the key members of the group and the main character you'll be roleplaying throughout the game. Companions on the other hand are designed to assist and support your main character. They always specialize in one type of skill and are entirely dedicated to your Player Character. When you see the word "characters" in the Game Manual this is referring to both types (that is, all the characters in the group). When a topic needs to focus on a specific *type* of character it will use the proper description of "Player Characters" or "Companions." It's helpful to remember this distinction.

Basics of Combat – During Combat the player that pulls the Adventure or Dungeon card gets to attack first. **You only get one attempt regardless of how many characters you control.** If the player fails to defeat the foe (or passes) it goes to the next player clockwise...and so forth. This is called the *Combat Rotation* and is covered in more detail in the Game Manual. For now it is well enough to know that attacking is always optional. In fact, should your group run into a particularly difficult foe there is always the option of Running Away. The first time the group encounters a hostile foe turn to the section in the Game Manual titled *Combat and Running Away* to learn the ins & outs of regular combat.

Cards and Card Limits – Throughout the game Players will collect various cards in their ultimate quest to earn the elusive Hero Award. Here is a quick rundown on each type of card you might acquire and how many of each you're allowed to hold.

- **Mount cards** – Players are only allowed (1) Mount card at a time. In fact, your Player Character is only allowed one Mount under any circumstances. This means that if they already have a permanent mount (noted on the Character Sheet) no other Mount card may be collected during the game. *Always assume that your Companions already have Mounts of their own.*
- **Companions** – Most characters are allowed (1) Companion card at a time. Characters with the Special Skill *Charisma* are allowed (2) Companions.
- **Fish** – As long as there are fish tokens available at Ned's Fish Cart players may continue catching fish, and there are no limits on the amount collected. *Once the fish supply runs out however, there are no more fish available for catching...until Ned's Fish Cart is restocked by way of consuming or trading fish (back to Ned).*
- **Magic Spells** – Spells may be purchased during Town Time from Fessiwig the Wizard. Anyone can purchase spells, but only Magic Users can use them. There is no limit on the number of Magic Spells your characters may carry.

- **Artifacts (Item card)** – Artifacts are special treasures hidden throughout the land. Try to collect as many of these as you can. Collect enough of them and you may earn a Treasure Hunter Badge at the end of the game. *Artifacts are fine collectibles...that cannot actually be used by your characters.*
- **Items of Recovery (Item card)** – Items of Recovery come in many forms and level of potency. They come in handy whenever your characters are running low on health. Collect as many as you can and use them freely as needed.
- **Weapons of Uberness (Item card)** – These rare and special weapons are truly magical. They can destroy just about any foe, including those that can only be defeated with Magic. But use them sparingly as they can only be used once. There are no limits on how many Weapons of Uberness may be held.
- **Protective Gear (Item card)** – These helpful pieces of armor can protect your characters from those really big hits. Players may carry any number of Protective Gear and use them whenever they please, but since each piece of gear can only be used once it should be used sparingly. *In practice, Protective Gear can be used to absorb any kind of damage your character may encounter.*
- **Trinkets and Other Stuff (Item cards)** – Sometimes you'll get an item that doesn't fit any of the other categories. Read the card to find out what sort of use each item has. You may even be able to sell some of these to Tynafir the Merchant. In fact, Tynafir is the only character in the game who is interested in Trinkets (*those items with a Trade In Value*) and able to convert them to Silver and Copper pieces...transactions that can only take place during Town Time and the Victory phase. There is no limit on Trinkets and Miscellaneous Items.
- **Bounty cards** – Every time you catch a Criminal collect the Bounty and keep the card. Collect enough and you may earn a Badge at the end of the game.
- **Troubles cards** – Every time you solve a Trouble collect the reward and keep the card. A special Badge awaits the player that earned the most of these.
- **Butterflies (Various decks)** – The King and Queen are passionately devoted to Butterfly collecting and will reward whoever brings them the most Butterflies at the end of the game. They must be caught unharmed however which takes a great deal of Agility (or certain kinds of Magic). Collect as many Butterflies as you can to earn the *Butterfly Collector Badge* at the end of the game.
- **Defeated Foes (Adventure/Dungeon cards)** – During the Adventure phase, whenever your characters defeat a foe, collect the card before rolling the Loot die. A special Badge awaits the player who defeats the most foes. Note: Cards that count toward the Battle Badge can only be taken from the Adventure and Dungeon Card decks. *While characters with good Fighting ability are common recipients of this reward, Magic Users have been known to collect it as well...*