

Welcoming letter



Please read this first!

Or you can follow the video at

snowdaledesign.fi/welcome/log.

Welcome to **Lands of Galzyr** – a game set in Daimyria, the exciting world of animalfolks!

This is an adventure game where you explore, experience, and influence a persistent and open game world.

Try to follow these instructions carefully as the cards must be stored in the card trays in a specific way to facilitate this.

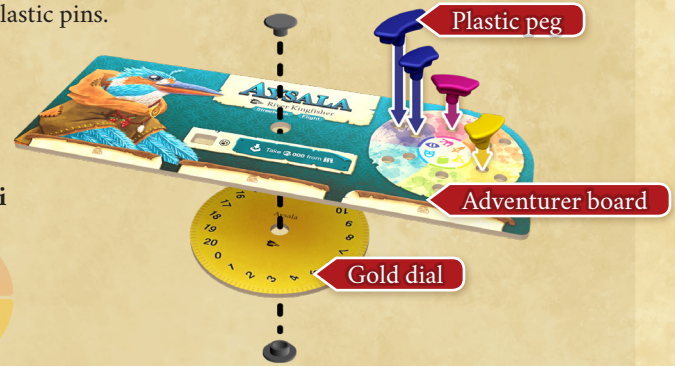
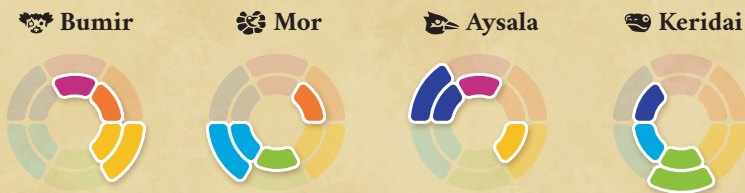
Preparations before your first game

1

Attach the gold dials under their respective adventurer boards using the plastic pins.

Rotate the gold dials to show 10 gold on each board.

Attach coloured plastic pegs to each adventurer board as shown below.



To prevent spoilers, **avoid reading the cards** during the following steps. Only the card number on the top right matters.

2

Remove the packaging from all decks.

Place the **brown** divider 000 in a card tray. Behind it, place cards 000 to 049 in ascending order so that 000 cards are directly after the divider. Make sure that card numbers face forward and up (see picture on the right). Sometimes there are multiple cards with the same number – the relative order of those does not matter.

Then do the same for the **brown** divider 050 and cards 050 to 099, and so on until all cards and **brown** dividers are in ascending numerical order.

The **brown** dividers and the cards behind them are referred to as the library .



3

Place the **purple** divider in front of the library. Take cards from 127 to 148 (22 in total) from the library , **shuffle them**, and place them behind the **purple** divider .

Place the **black** divider behind the library. Take cards from 296 to 299 (8 in total) from the library and place them behind the **black** divider in ascending numerical order.

4

Take the other card tray and place the five **teal** dividers into it.

The cards you place behind the **teal** dividers do not have to be in numerical order.

Take all four 000 and 111 cards from the library . Place each 000 and 111 card behind the **teal** divider with the matching icon (the icon is next to the card number).

Roll the included 12-sided die. Take out the following cards:

- From the library : the card with the rolled number.
- From the library : cards from 064 to 077 (14 in total).
- From the library : cards from 078 to 089 (12 in total). **Shuffle these.**
- From behind the **purple** divider : the 3 frontmost cards.

Place all 30 cards behind the **teal** divider with the globe icon .



Read more about Daimyria on the other side

Daimyria

You can read about different aspects of the **game world** below to learn more about the setting.

The exciting world of animalfolks

In the world of Daimyria, intelligent animalfolks have risen to build civilisations, each with their own defining traits and unique cultures. There are reckless polecats, scheming magpies, enthusiastic turtles, and many other colourful folks with their own attitudes towards life.

In the current Age of Trade, animalfolks are more interconnected than ever before. The discovery of steam power and other great inventions have transformed society, easing travel and supercharging industry. This newfound prosperity has brought stability and co-operation, as well as unprecedented prestige to capable merchants. However, even amidst all that, some folks have never lost their love for adventure.

Meet the adventurers

Four adventurers, each from different corners of the world, have made their way to Galzyr. Each one starts their first game with a unique quest that tells the story of their arrival and the challenges that await them.

The adventurers' backgrounds give them different strengths and weaknesses at the start, but you decide the direction they go and the skills they'll hone. However, each adventurer has their own unique once-per-game ability that is not available to anyone else.



Bumir is a tough-as-nails polecat who is no stranger to adventures; he's been on one for decades. A fearless, wandering soul, he is always after the next forgotten ruin or buried treasure that catches his eye. His latest find has led him to Galzyr, the home region he left behind a long time ago.



Mor is a boisterous frilled lizard from Australia who loves nothing more than a good story. Sociable to a fault, he lives for the thrills of hearing others' tales and talking their ears off in turn. But he has never forgotten where his passion originates from and has journeyed to Galzyr to find the very source.



Aysala is a resourceful kingfisher whose disposition and keen instincts have led her into and out of quite some trouble. Growing up an orphan in the streets of her hometown in Europe, she learned to rely on and trust only herself. That is, until a stranger showed her a way out – and offered a new start in Galzyr.



Keridai is a scholarly newt keen on uncovering the mysteries of the world. Yearning for something to challenge her immense cognitive abilities, she typically follows trails of breadcrumbs left in ancient manuscripts. However, a curious request has lured her away from her books in the Middle East and into Galzyr.

What's going on in Lands of Galzyr?

Over the years, many seekers of adventure have set their sights on Galzyr, a diverse region by the Black Sea where Europe and Asia meet. And Galzyr has only one thing to say in response: they've come to the right place. Being a polecat territory, it is a place where boldness and risk-taking are held in high regard, and fame naturally follows those who brave the unknown and leave their mark on the world.

*Whether or not **Bumir**, **Mor**, **Aysala**, and **Keridai** can make it in these strange and tumultuous lands remains to be seen. Where their adventures take them, and should they work together or not, is all up to you.*