

# HERO QUEST



Adventure 1 - The Mountain Keep  
INSTRUCTION  
BOOKLET



## Words for Zargon

We have grown accustom to moving all the Heroes and then attacking. But, we have discovered that in these games it is better for the Heroes if they move one Hero and attack then move the next Hero and attack, etc.

Allow the Heroes to line up in front of and to the sides of the doors when they are finished with the room they are in and going into the next room. This moves the game along a lot faster.

Zargon, you will lose. The idea of these Quests is to make the Heroes work for it. So be merciful, if the Heroes are losing the battle, put out some extra treasure chests or something to give the Heroes some extra bottles of healing juice for extra Body Points. It is fun to see the Heroes win. But on the other hand, if they keep on doing stupid things then it is not your fault and we need better Heroes.

Advise the Heroes to save as much juice as they can. They will need it in their attack on Zargon's castle.

We stretch the rules when it comes to a Hero dying. He can still be saved by one of his friends pouring a life restoring bottle of juice down their throat. If they do not have any on them, or if there is not enough, then have the Heroes find some in a secret compartment in the wall. The game only ends if all the Heroes die in the same battle.

Because we stretch the rules on dying, we make it cost the Hero his turn to drink a bottle. He must back away from the fight, and then drink his juice.

### Locked Door

These doors are locked and will require a key to be opened.



### Key

This key comes in four different colors on the Quest map. They unlock the doors with the same color.



## New Tiles and Quest Map Symbols

### Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



### Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.

