

HERO QUEST



Attack of the Gigantomancer
INSTRUCTION
BOOKLET

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.



Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.

