

# HERO QUEST



Break the Curse  
INSTRUCTION  
BOOKLET



## New Monsters

### Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

### Orc Archer

The Orc Archer wields a Bow that allows him to attack with ranged combat.

## New Tile and Quest Map Symbol

### 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.

