



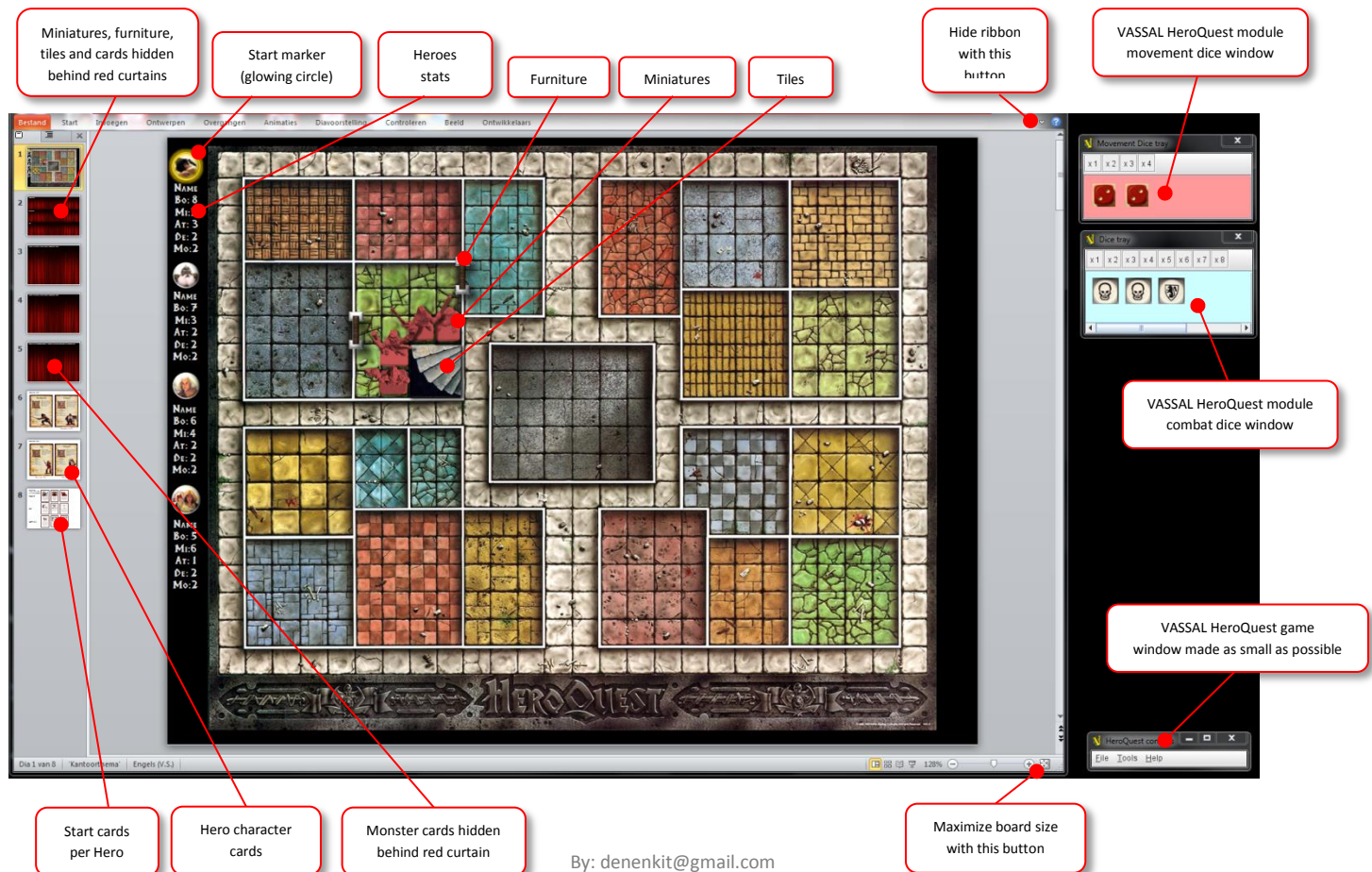
Can you play HeroQuest in Corona times? Yes you can!

What you need:

1. Four friends who want to play HeroQuest with you
2. Each with a laptop or computer with internet connection, audio, microphone, preferably webcam
3. Each with a mobile phone with WhatsApp (or similar messaging app)
4. Only you need to have Microsoft PowerPoint installed
5. Only you need to have VASSAL (<http://www.vassalengine.org/>) installed with the HeroQuest module (<http://www.vassalengine.org/wiki/Module:HeroQuest>)
6. Only you need a Zoom account for video conferencing with Remote Control

How to set up the game:

1. VASSAL is only used for throwing the HeroQuest dice. Install VASSAL, load and open the HeroQuest module. Start a HeroQuest game. Click once on the movement dice button and once on the combat dice button. Minimize the VASSAL window. Make the HeroQuest game window as small as possible. Only keep the two dice windows open in the top right of your screen.
2. Print the document 'HQ-Corona-Edition - Quest description.pdf' on paper or display on a second device.
3. Copy the playing cards (.jpg) to your mobile phone.
4. Open the PowerPoint 'HeroQuest Map – Ready to play – English.ppt'. Adjust the size of your PowerPoint window in such a way that the two VASSAL dice windows remain visible on the right side of your screen all the time. Within PowerPoint; maximize the size of the HeroQuest board by hiding the PowerPoint ribbon.
5. Invite your friends for a Zoom conference.





How to play:

1. Every player can roll dice and move their miniatures just like normal, only now by remote control.
2. You can put furniture and monsters on the board just like normal. You can fetch these from sheets 2, 3 and 4. These items are hidden behind red curtains so the players don't know what's coming. Tip: Put screen sharing on pause, so players don't see what you are doing, resume sharing when you're done.
3. The players receive their playing cards by WhatsApp.
4. The Heroes stats are shown on the left of the board (Name = Player name, Bo = Body points, Mi = Mind points, At = Attack dice, De = Defence dice, Mo = Movement). When Barbarian loses body point, change 8 into 7, etc.
5. The glowing circle around the Barbarian's icon is the start marker (optional feature). Initial order of play: Barbarian, Dwarf, Elf, Wizard, The Evil One. The start marker is then moved to the Dwarf. Order of play: Dwarf, Elf, Wizard, Barbarian, The Evil One. The marker is then moved to the Elf, etc.

You can play with your own rules, but if you play the included Quest, please note the following adjustments:

1. Dwarf, Elf and Wizard each get 3 cards at start of game (hard to keep overview over many more on your phone).
 2. The Wizard gets 5 body points (instead of the standard 4).
 3. Players can search a room for traps and secret doors. Players can search furniture, piece by piece, for treasure.
- Good luck!

All copyrights remain with Milton Bradley. Furthermore I've fetched some art from internet for making the cards, but please note I have no interest in infringing copyrights. All copyrights remain with the original creators!

It was great fun making this and it was great fun playing it with my friends. I hope you enjoy it too. No virus can stop us playing HeroQuest!