

HERO QUEST



Maze of the Minotaur
INSTRUCTION
BOOKLET

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Author's Note

"Maze of the Minotaur" is an independent Quest Pack designed for use with the "HeroQuest" Game System from Milton Bradley. This Quest Pack does not continue any storylines began in my two previous Quest Packs, "Warnoc" and "Skraggmar". It stands alone.

As always, if your comments and suggestions are welcome in the form of e-mail. Let me know what you think of my creations. My address is venomx@aol.com. Please put "HeroQuest" in the subject line, or most likely, I will delete internet e-mail as junk mail. A potion shop is available for Heroes to purchase items from between Quests on the inside front cover. As always, this store will close after the Quest Pack has been completed.

Thank you for your interest in my Quest Pack.
Happy gaming!

Cory Tucholski, 1998

What's New in this Quest Pack

This pack requires a number of new pieces to play the game. The pieces and the availability is described below.

New Monsters

As with all of my previous Quest Packs, a healthy supply of HeroQuest miniatures (beyond what is provided with the Game System) is required. Additionally, a Minotaur figurine will be required as the final enemy. The Chaos Warlock could be used to represent the Minotaur, however, I recommend buying and painting one of the Chaos Minotaurs with the Warhammer Fantasy Battle game. If you have the game Warhammer Quest, you could use one of the Minotaurs included with that game as well.

New Rules

This is a detailed description of special rules that apply to this Quest Pack only.

Throwing potions

Some potions require a player to throw them at a monster. To do so, the Hero should roll one red die.

If the total on the die is equal to or greater than the target's defend die, then the potion will hit the monster. This counts as the Hero's action for that turn.

Beginning a Quest

Unless otherwise specified in the Quest notes, all Quests will begin at the Iron Entrance Door.

Ending a Quest

Quests in this game are ended by either finding the Spiral Stairway tile included with the Game System, finding the Wooden Exit Door, or by otherwise meeting a goal stated in the parchment text.

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.



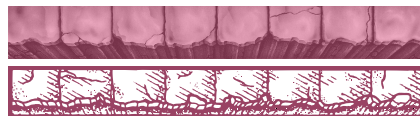
Wooden Exit Door

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



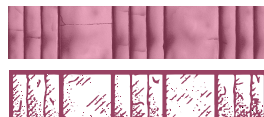
Cliff Corridor

The cliff corridor is a dangerous walkway. Each square on this tile counts as one space.



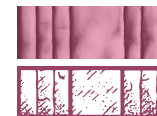
Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.

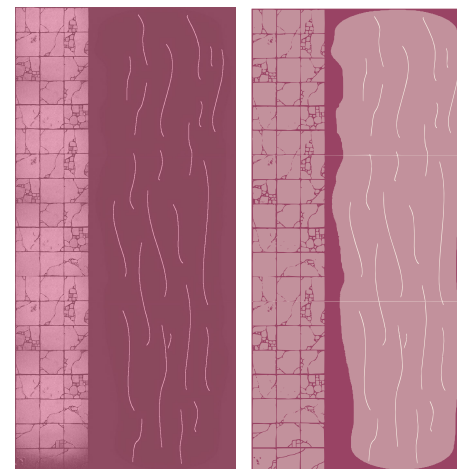


Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.

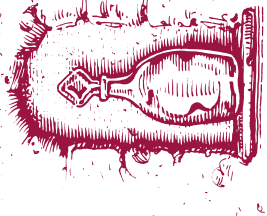

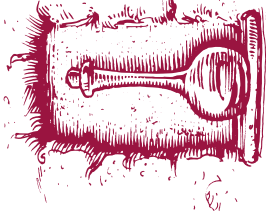

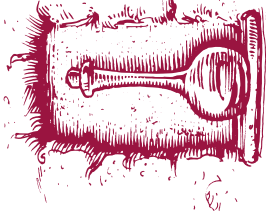


River Board Overlay



These potions may be purchased only between Quests.

Alchemist's Shop

	
Potion of Strength Cost: 200 Gold Coins Adds one extra combat die to attacker's next roll.	Potion of Body Cost: 200 Gold Coins Roll one red die. This potion will restore that many Body Points. Can give user more than his starting number, but cannot be consumed when Body Points are already at starting number.
	
Potion of Defense Cost: 200 Gold Coins Adds one extra combat die to defender's next roll.	Potion of Decimation Cost: 300 Gold Coins When thrown at a servant of chaos (Chaos Warrior or Gargoyle), it will destroy that monster completely.
	
Potion of Command Cost: 300 Gold Coins When thrown at any monster, it will cause that monster to betray its allies and come over to your side.	