

# HERO QUEST



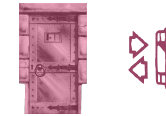
Royal Bodyguard  
INSTRUCTION  
BOOKLET



## New Tiles and Quest Map Symbols

### Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



### Locked Door

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



### 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.



### Giant Stone Boulder

The giant stone boulder rolls down a corridor, doing great damage to anything in its path.



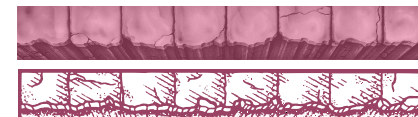
### The Weapons Forge

The forge is a place where Dwarven blacksmiths once created the finest and sturdiest weapons in the land.



### Cliff Corridor

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



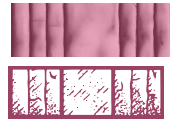
### Four-part Stone Map

These pieces fit together to form a stone map.



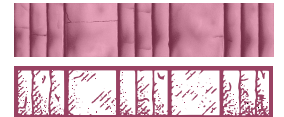
### Short Stairway

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



### 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.



### Death Mist

This mist is a deadly breath of Chaos which will harm all who are not evil.



### Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



### Throne Room

The large throne room is used by evil rulers such as the Witch Lord.

