

HERO QUEST



Solo Quest Expansion
INSTRUCTION
BOOKLET

This expansion pack is designed to accommodate a single player who will assume the role of a Hero and another player who will assume the role of Zargon. The player chooses to be the Barbarian, Dwarf, Elf or Wizard before game play begins and will use that Hero throughout all three Quests.

Bottomless Chasm Room

The crevasse that divides this room can be jumped over as a pit, but any Hero who falls into it is lost "forever."



New Rules

All standard rules found in the original HeroQuest starter box will apply for the exception of two rules. Due to the difficulty of this expansion pack, the Elf Hero will be allowed to pick any one of the four sets of elemental spell cards from the HeroQuest starter box at the beginning of each Quest. The Wizard Hero is allowed to use all four sets of elemental spell cards.

Two additional room tiles and four artifact cards are included to be used only with this Expansion Pack.

New Magical Trap



Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

New Tiles and Quest Map Symbols

Cage Room

