

# HERO QUEST



The Arena  
INSTRUCTION  
BOOKLET

This Quest simulates Mentor's training to the Heroes. It is also written so as to introduce new players to the game and the concepts involved in the game. If you are playing a timeline, this Quest should come just before *The Maze*, the first Quest in the original Quest Book.

## Using HeroQuest Combat Cards

Combat cards are committed by the Hero and Chaos/Zargon player after declaring an attack, but BEFORE the dice are rolled. Combat Cards are then discarded after being played. The following are two suggestions for using combat cards in HQ adventures. All players should agree to which method to use prior to play.

### 1. Luck of the Draw

At the beginning of a game the Hero and Chaos/Zargon players shuffle their respective Hero and Chaos combat card decks. Each Hero player with a "pure" fighter character may draw two Hero Combat cards from their deck. The Chaos/Zargon player draws four cards from his/her deck. At the end of the game all cards are returned to each deck, and all players reshuffle and redraw cards again at the start of a new game.

### 2. Gaining Experience

Each player's first level Hero characters begin with one card of their choice. The Chaos player gets to choose two cards. These cards are permanently part of each character from game to game. When one player's side has accumulated three wins, they may choose another combat card of their choice. These wins do not have to be consecutive in order to obtain a card. For example, A player's Barbarian has been in two games where the Heroes defeated the Chaos player. If his/her hero party win the next game, that player may then choose another Combat card to use in future games. If the Chaos/Zargon player accumulates three wins, he or she can draw TWO new cards.

## New Tiles and Quest Map Symbols

### Open Door

These doors are already open.



### Portcullis

Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.

