

HERO QUEST



The Chaos Portal
INSTRUCTION
BOOKLET

New Rules

Large Monsters

When a monster takes up more than one square (the Giant Wolf in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

New Monster

Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

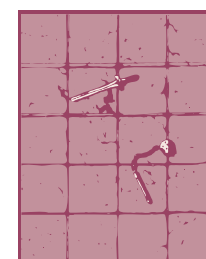
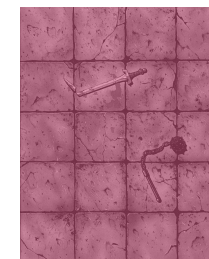
New Tiles and Quest Map Symbols

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.



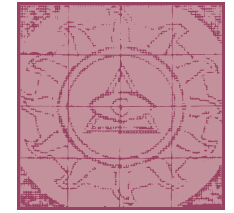
Battle Room



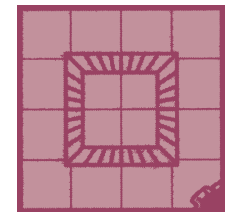
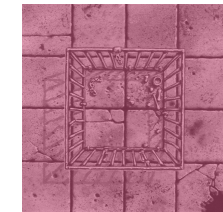
Chaos Portal



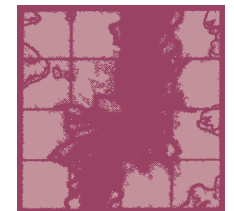
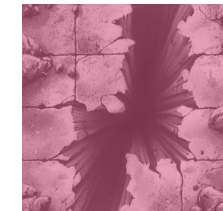
Sun Eye Room



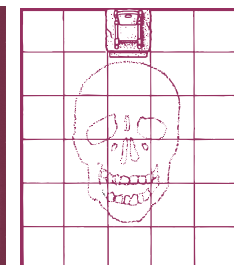
Cage Room



Bottomless Chasm Room



Throne Room



Lever



Grating



Stairs 1x1

