

# 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.

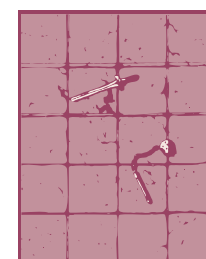
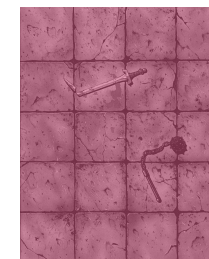
## New Tiles and Quest Map Symbols

### Portcullis

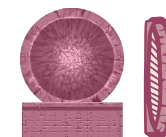
Some of these massive iron gates open when the Hero spring a certain trap, while others are unlocked by the brass key or forced up by brute strength. Heroes and Monsters *cannot* "see" through a portcullis until it is opened.



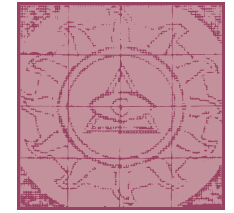
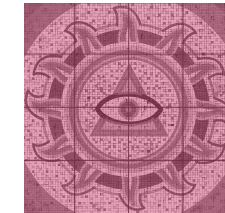
### Battle Room



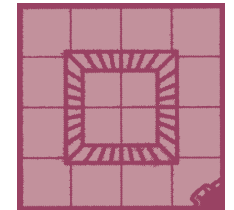
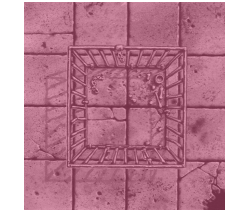
### Chaos Portal



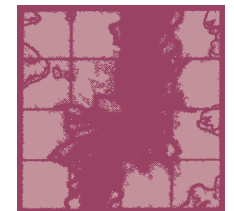
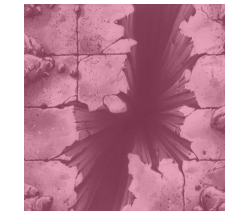
### Sun Eye Room



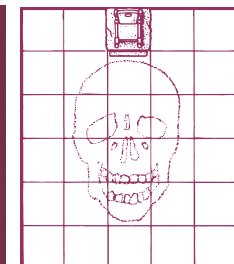
### Cage Room



### Bottomless Chasm Room



### Throne Room



### Lever



### Grating



### Stairs 1x1

