

# HERO QUEST



The Legend of Zelda – A Link to the Past

INSTRUCTION  
BOOKLET



## New Tiles and Quest Map Symbols

### Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



### Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



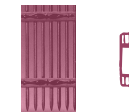
### Iron Entrance/Exit Door

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.



### 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.



### Open Door

These doors are already open.



### 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.



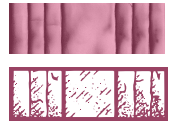
### Death Mist

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



### 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.



### Pit of Darkness

