

HERO QUEST



The Mind's Eye
INSTRUCTION
BOOKLET

New Tiles and Quest Map Symbols

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.



Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.

