

# HERO QUEST



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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.



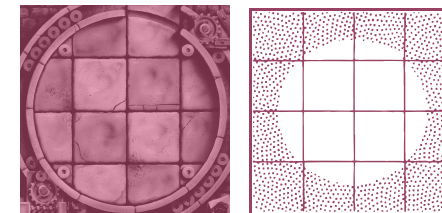
### Closed Door

These doors will not open.



### Revolving Room

The revolving room is used to disorient the Heroes. You never know which door you'll be using to leave this room.



### Slide Tunnel



### Gold Pile

