End the Quest Book. Using the book map and symbols in the game, you can find the treasure chest and other items. You must solve the puzzles and find the treasure chest to complete the quest.

Unfinished Quests

There is unfinished business after completing the quest. There are quests that need to be completed and rewards that need to be earned. You can return to the quest giver to complete the unfinished quests.

Lost Attributes

After completing the quest, you will gain new attributes. These attributes will enhance your character's abilities and give you access to new skills.

Ending the Quest

Congratulations! You have completed the quest and earned rewards. You can now return to the quest giver to claim your rewards.

What Happens Between Quests?

You have a new quest that needs to be completed. You can return to the quest giver to receive the new quest.

Important After your quest, you can:

- Save your progress
- Review your rewards
- Complete unfinished quests
**The 2 Monster Actions:**

**Action 1—Attack**
A monster may attack any Hero that it is adjacent to. However, a monster may only attack once per turn. A monster’s attack strength is based on its natural abilities and does not depend on a weapon.

**How A Monster Attacks**
- An attacking monster rolls the number of Attack Dice shown in the Monster Chart on the Information Screen. Failure to roll any skulls results in a failed attack.
- Each skull rolled is considered a hit, resulting in 1 Body Point of damage scored against the Hero. If hit, the Hero immediately defends by rolling its Defend Dice. If the Hero’s Body Points reach zero, the Hero is considered dead. (See **Dead Heroes.**) Important! If the Hero has 1 Body Point remaining, and takes more than 1 hit of damage, his Body Points are still only reduced to zero.

![Skull rolled.](image)

**Dead Heroes**
As a Hero, you die when your Body Points are reduced to zero, and you do not have a Healing Spell or Healing Potion to save yourself.

**What Happens To A Dead Hero?**
As a Hero, if you die, you are out of the game for the rest of that Quest. You may, however, rename your Hero and play him as a new character in the next Quest. Armor, weapons, and treasures that belonged to you prior to death can be picked up by any other Hero in the room with you.

**Warning!** If there are no other Heroes in the room or corridor with you when you die, any monster in the room or corridor with you will claim your possessions. It may not, however, use them. They are removed from the game.

**How A Hero Escapes Death**
As a Hero, if your Body Points have been reduced to zero, there are two situations where you can save yourself:

1) If you have a Healing Potion in your possession, you can immediately drink it. The potion will instantly raise your Body Points above zero, restoring you to life.

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Chest/Furniture Traps
A chest/furniture trap can be a variety of things, including poisonous gas, poison needle, explosive latch, or a shooting dart.

If the room or corridor that the chest/furniture is located in is being searched for traps, Zargon will say that the chest/furniture looks dangerous and will point to the chest/furniture in question. Once a chest/furniture trap is discovered, a Hero may attempt to DISARM it on his next turn.

Springing A Chest/Furniture Trap
◆ As a Hero, if you search a room for treasure, before searching the room for traps, any chest/furniture traps in the room will be sprung, ending your turn. You then suffer the consequences described to Zargon in the Quest Notes.

◆ If you successfully disarm the trap, the trap is removed and you may continue with your move. (See Disarm A Trap on page 21.) You may search the disarmed chest/furniture for treasure on your next turn.

Jumping A Trap
As a Hero, if your path is blocked by a trap, you may attempt to pass by jumping over it. To jump over a trap, you must do the following:

◆ You must have at least two squares of movement remaining, as if you moved onto the trap square and then onto one unoccupied ADJACENT square beyond.

◆ You must roll anything but a skull on 1 combat die to jump the trap. If a skull is rolled, you spring the trap, suffering the body damage caused by that particular type of trap. If there is a corresponding trap tile, it will then be put on the gameboard by Zargon. You are then put on the trap square. This ends your turn.

A Brief Introduction
Hero Quest is a fantasy adventure game set deep within a hidden stone labyrinth. This maze of underground rooms and corridors is controlled by the Evil Sorcerer Zargon and his forces of Chaos.

Four valiant Heroes have been summoned by Mentor, the good and ancient sage, to do battle with Chaos. Theirs is the ultimate heroic challenge—descend into the treacherous world of the unknown and restore honor to the Empire. Destroy the evil forces of Chaos!

Bonded by their loyalty to the Empire, the brave Heroes unite. Stepping cautiously, they journey deeper and deeper into a dark, hidden world...

What Makes Hero Quest Unique
◆ One player assumes the role of Zargon, the Evil Sorcerer and controller of the game; the other players assume the roles of the Heroes—the Barbarian, the Dwarf, the Elf, and the Wizard.

◆ A game for 2 to 5 players, Hero Quest is played in 14 sequential game playing sessions called Quests. Each Quest is described in detail in the Quest Book.

◆ One Quest may take an hour or two to play, with each subsequent Quest increasing in difficulty.

◆ During a Quest, a Hero may acquire valuable treasures. These riches may be used between Quests to purchase powerful weapons and protective armor from the Armory.

◆ The Heroes work together to defeat Zargon and his forces of Chaos.

Individual winning is not the goal. United the Heroes stand. Divided they fall.

◆ The adventure never ends...

Additional Quests, featuring all new challenges for the Heroes, are available in Quest Packs™ (sold separately).

Contents:
31 Monsters: 8 Orcs, 6 Goblins, 3 Firim, 4 Chaos Warriors, 1 Chaos Warlock, 1 Gargoyle, 4 Skeletons, 2 Zombies, and 2 Mummies

4 Heroes: 1 Barbarian, 1 Dwarf, 1 Elf, and 1 Wizard

15 Pieces of Furniture: 2 tables, 1 throne, 1 alchemist’s bench, 1 treasure chests, 1 tomb, 1 sorcerer’s table, 2 bookcases, 1 rack, 1 fireplace, 1 weapons rack, 1 cupboard

Miscellaneous Items: Candlesticks, bottles, scales, skulls, and rats

21 Doors: 5 closed and 16 open

66 Playing Cards: 24 Treasure, 10 Artifact, 8 Monster, 3 Air Spell, 3 Fire Spell, 3 Earth Spell, 3 Water Spell, and 12 Chaos Spell

1 Gameboard
1 Instruction Booklet
1 Quest Book
4 Character Cards: 1 Barbarian, 1 Dwarf, 1 Elf, and 1 Wizard
1 Information Screen
1 Pad of Character Sheets
6 White Combat Dice
2 Red Dice

Cardboard Tiles: Stairs, blocked squares, pit traps, secret doors, falling block traps, and skulls.
Note: There are no special trip ideas.

Avoiding the trap door. The trap door cannot be opened while the Zargon is on the ground. To open the door, you must be on a platform or in a room that is elevated above the Zargon. You must also be careful not to touch the floor or walls of the room. If you bump into the floor, the door will close and the Zargon will lock itself. If you touch the walls, the door will remain open.

How Zargon Uses

The Zargon was designed to be used primarily as a vehicle for exploration and adventure. It is equipped with a variety of features that allow it to travel through different types of terrain, including quick jumps, climbing, and floating. The Zargon is also equipped with a powerful engine that allows it to reach high speeds.

Getting Started

The Zargon begins its journey in the desert, where it is surrounded by a vast expanse of sand and rocky terrain. The goal of the Zargon is to collect as many treasures as possible, while avoiding dangerous obstacles such as quicksand and traps.

The Zargon has a special meter that indicates its current position and provides information about the terrain it is currently traversing. This meter is used to navigate the Zargon and ensure that it stays on the correct path.

The Zargon has a special button that allows it to change its direction. This button is used to change the angle at which the Zargon travels, allowing it to navigate around obstacles and reach new areas.

The Zargon also has a special button that allows it to jump. This button is used to make high jumps and reach new areas that are otherwise inaccessible.

The Zargon has a special button that allows it to float. This button is used to make quick jumps and reach new areas that are otherwise inaccessible.

The Zargon also has a special button that allows it to climb. This button is used to climb up and over obstacles, allowing the Zargon to reach new areas that are otherwise inaccessible.

The Zargon has a special button that allows it to dig. This button is used to create tunnels and reach new areas that are otherwise inaccessible.

The Zargon also has a special button that allows it to swivel. This button is used to rotate the Zargon, allowing it to change its direction and reach new areas.

The Zargon has a special button that allows it to spin. This button is used to make quick turns and reach new areas that are otherwise inaccessible.

The Zargon also has a special button that allows it to climb. This button is used to climb up and over obstacles, allowing the Zargon to reach new areas that are otherwise inaccessible.

The Zargon also has a special button that allows it to dig. This button is used to create tunnels and reach new areas that are otherwise inaccessible.

The Zargon also has a special button that allows it to swim. This button is used to move through water and reach new areas that are otherwise inaccessible.

The Zargon also has a special button that allows it to fly. This button is used to make quick jumps and reach new areas that are otherwise inaccessible.

The Zargon also has a special button that allows it to walk. This button is used to move slowly and reach new areas that are otherwise inaccessible.

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square that contains a pit, falling block or spear trap, you will automatically spring the trap, possibly suffering body damage.

A treasure chest or piece of furniture may also contain a trap. If you search for treasure without first searching for traps, you will spring the trap. Remember, it often pays to take the time to search.

**How A Hero Searches For Traps**

- As a Hero, you can only search for traps if there are no monsters visible to you.
- You must first verbally declare your search. Do so by saying, "I am searching for traps." Zargon will then tell you which squares, if any, have traps. He will NOT, however, put any trap tiles out on the board. At this time, they are still concealed and unsprung.
- Once a trap is discovered, you may be able to JUMP the trap, or on your next turn, DISARM it. (See Action 6—*Disarm A Trap* on page 21.)

**Warning:** There are some traps in a room that have been placed directly on the other side of a door. Beware! The first Hero to enter the room through that door will encounter the trap and suffer damage! **Note:** As a Hero, you cannot search for these traps by looking through the door. You must be in the room to search for any traps in it.

**Note:** Monsters do not spring hidden traps.

**The 4 Kinds Of Traps**

The locations of pit traps, falling block traps, spear traps, and chest/furniture traps are marked in gold on the Quest Maps in the Quest Book.

---

**Pit Traps**

A pit trap is a covered hole in the floor. If the trap is found during a search, Zargon will say that the floor looks weak and will point to the square where the trap is located. Zargon will NOT put a pit trap tile on the gameboard at this time. It has not yet been sprung. Once a pit trap is discovered, a Hero may be able to JUMP the trap, or on his next turn, DISARM it. (See *Jumping A Trap* on page 20, and *Disarm A Trap* on page 21.) If a Hero does not search for traps and moves onto a pit trap square, he automatically springs the trap.

**Springing A Pit Trap**

- As a Hero, if you move onto a pit trap square, Zargon will stop you by saying, "You have just stumbled into a pit!"

- Zargon will then put a pit trap tile on that square (under your Hero figure) and will tell you that you suffered 1 Body Point of damage in the fall. This ends your turn. You must then record your Body Point damage on your Character Sheet.

---

**Parchment Text**

The Parchment Text outlines the Heroes’ challenge as well as the reward they will receive if they are successful. **This section is always read aloud to the Hero players at the beginning of the game.**

**Quest Map**

The Quest Map shows how the gameboard is to be laid out as the game progresses. The map is marked with symbols that show the starting positions of the monsters—hideous creatures under your control. These symbols are identical to those on each of the monster cards, and are identified on the Information Screen. The maps also show you where to place pieces of furniture, stairs, doors, and blocked square tiles. In addition, there are symbols for traps, secret doors, and treasure chests. These symbols are shown in the Identification Guide on the cardbox platform.

**Important:** Do not place anything on the gameboard at this time. You will reveal the gameboard layout only when the Hero figures have moved to a position on the gameboard that requires you to reveal something.

**Quest Notes**

Read the Quest Notes thoroughly before the start of the Quest. They explain what happens in certain rooms and detail the unique situations the Hero players will have to contend with. Read the notes silently to yourself. **Important:** You will later disclose the Quest Notes information to the Heroes as the Quest unfolds and the Heroes move into certain rooms and corridors.

1. Open the gameboard and lay it flat on a table. The words HERO QUEST must face you.
2. **Character Cards**
   - Spread the 4 Character Cards faceup on the playing table. The number of dice and starting points are charted on each card.
There are four kinds of traps—trip, spike, fire, and beam—each of which has a unique effect on characters who trigger them.

**Secret Doors**

Secret doors are doors that are hidden in plain sight. They can take the form of bookcases, paintings, or other objects that are not immediately obvious as being doors. To find a secret door, players must carefully search the environment for clues that indicate the location of the hidden door.

**Tunnels**

Tunnels are narrow passageways that can be found throughout the dungeon. They are often used to bypass obstacles or to reach different areas of the dungeon. Tunnels can be accessed by opening secret doors or by finding other means of entering.

**Treasures**

Treasures are items that players can find throughout the dungeon. They can be found in chests, hidden in walls, or scattered throughout the environment.Treasures can take many forms, from gold and jewels to magical items and powerful weapons.

**Monsters**

Monsters are the creatures that players will encounter in the dungeon. They range from small and harmless to large and powerful. Each monster has its own unique abilities and weaknesses, and players will need to use their skills and strategies to defeat them.

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**Map of the Dungeon**

The map on the right shows the layout of the dungeon, including the location of the secret doors, tunnels, treasures, and monsters. Players can use the map to plan their path through the dungeon and to locate the various elements.

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**Character Sheet**

On the right side of the page, there is a character sheet with information about the player's character. This includes statistics such as strength, agility, and intelligence, as well as abilities and equipment. The character sheet is essential for helping players track their progress and make strategic decisions during gameplay.
Action 3—Search For Treasure
Treasure is found only in rooms, not in corridors. A room may be searched by all 4 Heroes, but each individual Hero may only search the room once, and may do so only on his own turn.

Note: Some treasures are protected by a trap. See Search For Traps on page 17.

How A Hero Searches For Treasure
◆ As a Hero, you may search a room for treasure only if the room is uninhabited by monsters.

◆ As a Hero, you must first verbally declare your search. Do so by saying, “I am searching for treasure.” Searching for treasure means you are looking around, opening things, searching for interesting objects and gold coins, regardless of what square you are on in the room. Do not move your Hero figure when you search.

◆ If there is no special treasure called out to Zargon in the Quest Book, you, as a Hero, must draw a random card from the Treasure Card deck and read it aloud. The card could offer you a variety of things, including riches and magical potions. Record any gold coins or potions on your Character Sheet. These “valuable” Treasure Cards (gold coins and potions) are NOT returned to the treasure deck until the next Quest.

Note: If you wish, you may share the gold coin treasures with the other Heroes. Later, between Quests, you may use the treasure to purchase additional weapons and armor from the Armory. (See A Trip To The Armory on page 14.)

Be careful! Almost half of the Treasure Cards contain Wandering Monsters and Hazards! These “bad” Treasure Cards ARE returned to the treasure deck and may be re-drawn in the next treasure search. IMPORTANT! The Treasure Cards must be shuffled before a Hero draws one from the deck.

How Zargon Reacts To A Hero’s Search For Treasure
As Zargon, if there is a special treasure (as described in the Quest Notes), you must read aloud the treasure description once the treasure has been found. The special treasure is discovered only once by the first Hero who searches the room for treasure, even if other Heroes later search that same room.

If there is no special treasure in the searched room, direct the searching Hero to draw a Treasure Card as described. However, if the Hero draws a Wandering Monster or Hazard card, do the following:

Wandering Monsters
These monsters pop out of holes and hidden places, and wander into rooms. (The monster that appears is listed in the Quest Notes.)

As Zargon, you must place the monster next to the treasure-searcher and immediately roll Attack Dice. (Refer to the Monster Chart on the Information Screen for the correct number of Attack Dice to use.) On this round, you can only attack the treasure-searcher. After the attack, the Wandering Monster remains on the gameboard and can be moved like other monsters.

Note: If the surrounding squares are occupied, and it is not possible to place a monster next to the searcher, put the monster in the room as close to the searcher as possible. Then, on your next turn, the monster can move and attack like other monsters.

Artifact Cards
These cards are special, as you will discover in the Quest Notes. Keep these cards behind the Information Screen.

Monster Cards
Spread out the 8 Monster Cards and put them faceup near the gameboard so that the Hero players can easily refer to them. All the information on these cards can also be found in the Monster Chart on the Information Screen.

Chaos Spell Cards
There are 12 Chaos Spells. These spells belong to Zargon and are very powerful, as you will discover in the Quest Notes. Keep these cards behind the Information Screen.

Note: Some Chaos Spell Cards will only be used with the Quest Packs (sold separately).

Hero Spell Cards
There are four groups of Hero spells, each group representing one of the 4 natural elements—Air, Fire, Water, Earth. Each spell group contains 3 individual spells. The spell groups are divided between the Wizard and the Elf.

Dividing The Spells
Direct the Hero players to divide the Hero spells. The Wizard must first choose one of the four spell groups. Next, the Elf must choose one spell group from the three that remain. Finally, the two remaining spell groups become the possessions of the Wizard. A spell and its effects are explained in detail on its corresponding spell card.

Suggestion: If this is the players’ first Quest, the Wizard should take the Fire spells, the Elf should take the Earth spells, and the remaining spells should go to the Wizard.

11. Finally, put 3 white combat dice and the 2 red dice near the gameboard where the Hero players can easily reach them. Keep 3 white combat dice for yourself.
A GOOD RULE OF THUMB: Draw an invisible line from the spell to each of the monster’s sides. If the line touches the spell’s circle, the spell hits the monster.

On your turn:

Important: You may only cast a spell when you are next to a monster. You may not cast a spell if anything is in your hand or on the floor.

Action 1 – Cast a spell that deals magic damage. The spell is made and the monster is affected. You may deal the spell’s damage to the monster. The spell card is discarded and the spell is played.

Action 2 – Cast a spell that deals magic damage. The spell is made and the monster is affected. You may deal the spell’s damage to the monster. The spell card is discarded and the spell is played.

The spell card is discarded and the spell is played.

HERO QUEST INTO THE WORLD OF A CYPRESS
At the start of the first Quest, each Hero is armed with a specific weapon. Refer to the Hero’s Character Card for his Starting Weapon and Attack Dice number.

**The Barbarian** begins with the greatest starting weapon, the broadsword. He also possesses an inner strength—a special knack for disarming traps.

**The Dwarf’s** starting weapon is a short-sword. He is a good fighter and has some knowledge of the magical arts. The Dwarf begins each Quest with 3 magic spells (one spell group).

**The Elf** also starts with a short-sword. He is a good fighter and has some knowledge of the magical arts. The Elf begins each Quest with 3 magic spells (one spell group).

**The Wizard** starts with a small dagger. He has great knowledge of magic and is a master spellcaster. He begins each Quest with 9 magic spells (three spell groups). However, he is handicapped by his inability to wear normal armor or use large weapons.

**How A Hero Attacks**

- As a Hero, you must roll the white combat dice to attack. The number of dice to roll depends on the weapon you are using for the attack. (Check your Character Sheet for your attack strength.) Failure to roll any skulls results in a failed attack.

- Each skull rolled is considered a hit, resulting in 1 Body Point of damage scored against the monster. If hit, the monster immediately defends by rolling its Defend Dice. If the monster’s Body Points reach zero, the monster is considered dead and is removed from the gameboard.

**How A Monster Defends**

- A defending monster rolls the number of Defend Dice shown in the Monster Chart on the Information Screen. Each black shield rolled by the defending monster blocks 1 hit from the attacking Hero.

**Black Shield rolled.**

- Many monsters are killed with only 1 hit. Some monsters, however, require more than 1 hit. (Refer to the Monster Chart on the Information Screen for a monster’s Body Points.) For those monsters requiring more than 1 hit, monster damage is tracked by the use of skull tiles. Zargon, for each hit your monster sustains, you must record the hit by placing a skull tile under the monster figure on the gameboard.

**Skull Tile**

**Note:** If the monster survives the attack, it cannot attack the Hero back until Zargon’s next turn. (See How A Monster Attacks and How A Hero Defends on page 22.)

**A Trip To The Armory**

As a Hero, you may collect valuable treasures, such as gold coins, during a Quest. Between Quests, you may use gold coins to purchase powerful weapons and protective armor from the Armory. (See cardboard platform.)

These weapons allow you to increase your attack and defend strength, and may also give you unique combat advantages.

"As you look down corridors and into rooms, I will reveal to you many things, including closed doors, pieces of furniture, hideous monsters, blocked squares, and dangerous traps that you have sprung. I will place these items on the gameboard for you to see. Their locations are known to me long before you, for they are shown to me on my Quest Map—a document never to be seen by your eyes! To discover that which I already know, you must move cautiously. Peril lies in each step you take.

"As you venture deeper and deeper into the underworld, you will be confronted by many foul monsters. These creatures will greatly test your strength and courage. Some of you will battle them using only your sword and armor. Your success or failure will be determined by a roll of the combat dice, for these special dice reflect your attack and defend strength. Others of you will have the mighty power of magic spells to assist you. You must cast your spells wisely!

"While you may use your turn to engage in combat or to cast a spell, you may instead choose to perform another action. These include searching for treasure, secret doors, or traps. You may even try to disarm a discovered, yet unsprung, trap. You must choose your action carefully, for you may only perform one action on your turn.

"Once each of you has completed a turn, only then will I take my turn. Prepare yourselves! My forces strike in great number. I control every monster present on the gameboard and may move all of them on one turn! Heed this warning. I am also armed with the power of magic. Dare you test your magical strength against mine?

"Your journey awaits. Prepare to meet the unknown! Will you survive the battles against my monster forces, or will your body and mind be forever weakened? Will you suffer the damage of hidden traps, or will you be able to locate and disarm them? Will you be trapped by walls of stone, or will you discover secret doorways? Will you find fortune through hidden treasures, or will greed and carelessness be your downfall? We shall see where fate takes you.

"Come. Let the Quest begin . . ."
How Zargon Reaches Hero Movement

- When a door is ajar, it is ajar. A door that is closed cannot be opened unless a monster is present.
- When a door is closed, it cannot be opened unless a monster is present.
- When a door is blocked, it cannot be opened unless a monster is present.
- When a door is open, it cannot be closed unless a monster is present.

Important: When a door is open, it cannot be closed unless a monster is present.

The Enemy

- The Zargon is a dangerous monster that lives in the castle.
- The Zargon is a large, green monster with sharp teeth and a long tongue.
- The Zargon is a fast mover and is always looking for its next victim.

- The Zargon is a strong attacker and can easily overpower its prey.
- The Zargon is a clever strategist and always plans its moves ahead.
- The Zargon is a vicious creature and will attack without warning.

- The Zargon is a feared creature and is always on the lookout for its next victim.
- The Zargon is a powerful opponent and should be treated with respect.
- The Zargon is a dangerous foe and should be avoided at all costs.

- The Zargon is a fast mover and can easily catch its prey.
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