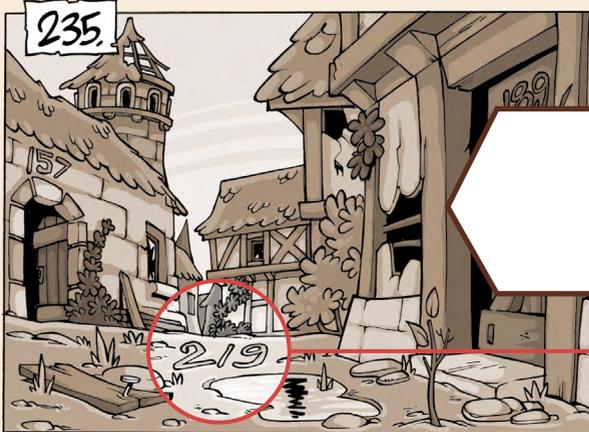


HOW TO PLAY COMIC QUESTS

1 First, pick where you want to go in the panel—doors, paths, signs, and objects can all have numbers.



2 Flip to the panel with the matching number.



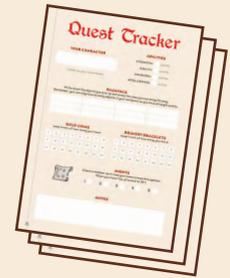
3 Continue reading from there, making more choices as you go to complete the quest!



HOW TO PLAY COMIC QUESTS

As you go, use the handy Quest Tracker sheets on the next few pages to log your progress. Use a pencil so you can erase.

(You can also use a notebook and pencil, or download extra sheets at comicquests.com).



THE RULES OF KNIGHTHOOD

While playing the game, be sure to follow the rules to preserve your honor as a knight.

BE WISE IN BATTLE: You can only attack a foe if you have a weapon in your possession (because to do otherwise would be foolish!)

REMAIN VIGILANT: Always examine your surroundings for hidden passages, objects, and bracelets of bravery—they may be hard to spot.

STAY TRUE TO YOUR STRENGTHS: You may only carry as many objects as you have strength points. However, you can unload an object whenever you need to make room for a new one. Bracelets of bravery and gold coins weigh nothing, so they won't count against your strength points.

REST WELL: Each time you encounter this symbol, make note of it on your adventure tracker—another night's rest has passed. After five nights, you'll need to return to the castle to show your cache of bracelets of bravery.

BE HONEST: An aspiring knight does not steal. Only take the objects you are offered or that no one else owns! If you pass through the same place twice or more, you should mark the nights on your adventure tracker, but not take the same object twice or collect double bonus points.

GOOD LUCK! LET THE ADVENTURE BEGIN...

