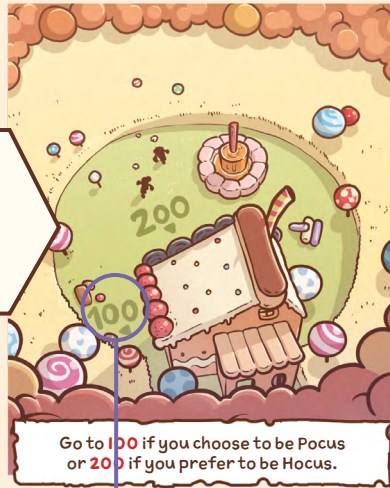


# HOW TO PLAY COMIC QUESTS

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



Go to 100 if you choose to be Pocus or 200 if you prefer to be Hocus.

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](http://comicquests.com)).



Here are some of the things to look out for as you go!

## THE MAGICAL CREATURES

Choose your magical creature by checking the corresponding box on the Quest Tracker.

### AWAKE OR ASLEEP?

- ◆ At the beginning of your adventure, your creature is awake.
- ◆ Each time you call upon it, it will help you, but then it will fall asleep from exhaustion. To remember when your creature is asleep, check the **Zzzz** box on your Quest Tracker.
- ◆ If your creature is sleeping and you need its help, you will have to feed it. (See "Food for Your Creatures," below.) Once your creature has eaten, it will wake up. Erase the checkmark in the **Zzzz** box on your Quest Tracker to remember that it's awake.

### FOOD FOR YOUR CREATURES

- ◆ At the beginning of your trip, you will need to build up your reserves of food. Each creature eats something different. For example, if you have Trampoturtle, you will need dandelions. Whirlybird eats worms. Look on your Quest Tracker to see which food your creature eats.
- ◆ Look closely in each drawing to find your creature's food. When you find it, check a box beside that food on your Quest Tracker.
- ◆ If your creature needs energy to wake up, feed it **two units** of its food and uncheck two boxes on your Quest Tracker. You just used up those units.

## THE STARS

During your trip, you will often see stars. These appear when you do a good deed or when you are very wise. Pick them up along the way and check the right boxes on your Quest Tracker to show off to your teachers when you get home.

## PUZZLE-SOLVING SYMBOLS

When you solve a puzzle, you will see a small symbol next to your current panel's number. If you answer correctly, you'll go to a panel that shows the same symbol. If it does not match or there is no symbol, it means you answered incorrectly. Go back to the puzzle and try again.

## HOW TO BEGIN

Start the adventure at page number 1, but you won't read the pages in order. You will follow the instructions and turn to the page indicated by the choices you make.

- ◆ Either the narrator will tell you where to go
- ◆ Or you will be able to pick a number hidden in the picture. Look closely! Sometimes the numbers are small and well hidden.

GOOD LUCK! LET THE ADVENTURE BEGIN . . .