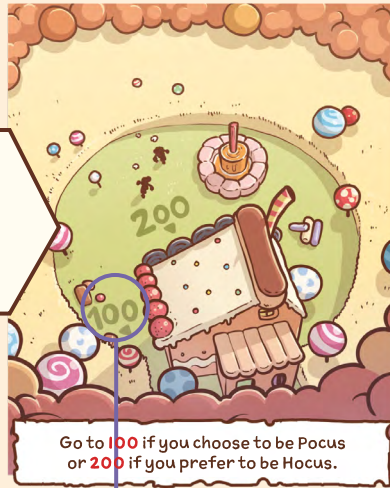


HOW TO PLAY COMIC QUESTS

Pick where you want to go—doors, paths, signs, and objects can all have numbers, so keep your eyes peeled!



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, and complete the quest!



HOW TO PLAY COMIC QUESTS

Use the Quest Tracker sheets (reproduced on the next few pages) to log your progress. Write with a pencil so you can erase your marks. (You can also use a notebook and pencil, or download extra sheets at ComicQuests.com). As you progress through the book, you'll also collect clues to solve puzzles, so keep some scratch paper handy.



Here are some of the things to watch for as you go.

THE MAGICAL CREATURES

Choose which magical creature you want to help you. Your magical creature will allow you to access unique pathways.

AWAKE OR ASLEEP?

- At the beginning of the adventure, your magical creature is awake.
- Each time you call on your creature for its powers, it will help you, but then it will fall asleep from exhaustion. To keep track of when your creature is sleeping, check the ZZZ box on your Quest Tracker.
- If your creature is asleep 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 on the ZZZ box on your Quest Tracker.

FOOD FOR YOUR CREATURES

- At the beginning of your quest, you will need to build up your reserves of food. Each creature eats something different. For example, Trampoturtle eats dandelions, and Whirlybird eats worms. Your Quest Tracker will tell you which food each creature eats.
- Look closely in each panel for your creature's food. If you find it, check a box beside that food item on your Quest Tracker.
- Every time your creature needs energy to wake up, you must feed it two units of its food. Uncheck two boxes on your Quest Tracker. You just used up those units.

THE STARS

Throughout your adventure, you may see shining stars. They appear when you have done a good deed or have shown yourself to be particularly clever. Gather as many stars as possible to impress your headmistress at the end of the quest. Keep track of them by checking the corresponding boxes on your Quest Tracker.

PUZZLE-SOLVING SYMBOLS

When you're confronted with a puzzle to solve, you'll see a little symbol near the number of the panel. If you solve the puzzle correctly, you will turn to a panel where the same symbol is shown. (Nice work!) If the symbol is different, or there is no symbol at all, that means you did not solve the puzzle correctly. Go back to the puzzle and try again.

HOW TO BEGIN

Start your adventure at page I and follow the narrator's instructions, turning to the panels you choose based on the choices you make.

- Either the narrator will tell you where to go...
- Or you'll pick a number based on where you want to go.

GOOD LUCK! LET THE ADVENTURE BEGIN ...