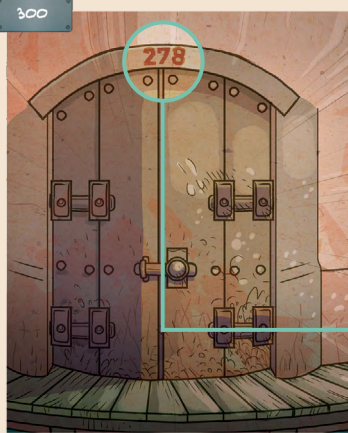


HOW TO PLAY COMIC QUESTS

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

On your quest, use the handy Character Inventory and Spellbook sheets on the next 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 are simple, technomage!

They will be explained as you play, but you can read them here as well.



YOUR MISSION: Your mission is complete once you have collected 30 points of magic energy and filled your battery. When you have the 30 points, go to panel 412 to finish your journey. Beware: Your quest may end early if you make bad choices and lose all your life points. If that happens, start the adventure again.

COMBAT: The Wheel of Destiny at the back of the book will determine the outcome of your battles. If you aren't using a borrowed copy of the book, you can cut out the wheel along the dotted line, lay it on a flat surface, and spin a crayon on it to determine your score. If you don't want to cut out the wheel, simply roll a six-sided die. Add the number you get to either your magic or technology score—your choice. This is your combat score. You have to spin once for yourself and once for your opponent. You and your opponent must fight with the same skill—either magic or technology. If the result is in your favor, you defeat the opponent. If the result is in your opponent's favor, you lose 1 life point and have to fight again.

MAP: There is a map of Paris after the Character Inventory and Spellbook pages. You may refer to it only when instructed to do so. Choose any destination on the map to go to, but first you must use the compass to navigate there.

COMPASS: The compass at the back of the book will help you navigate across Paris. You may refer to it only when instructed to do so. Either spin a crayon or toss a coin. Whatever number it lands on, go to that panel and see what you find. This represents your travels on the way to your destination. After that, you may go to the original destination you chose on the map.

PAY ATTENTION: Read the instructions in each panel carefully. Look at all the details in the pictures, for secrets are hidden everywhere. Keep your eyes peeled, and you may discover valuable items or shortcuts.

BE HONEST: Don't cheat! Do not look ahead to other panels and don't manipulate the Wheel of Destiny to win your battles.

GOOD LUCK!