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!





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

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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 these rules to preserve your honor as a knight.

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

KEEP TRACK OF YOUR PROGRESS:

Your Quest Tracker has squares to represent your Experience points (XP) and your Strike points (SP). When you have enough XP to level up, you'll gain the corresponding amount of SP for that level, and a special ability point you can use for strength, agility, or intelligence. Only a potion or leveling up will get you back your lost SP!

KNOW YOUR ATTACK: Your weapon or your spell will have a certain number of attack points that you can keep track of on your Quest Tracker. If you get new weapons or spells, their points will wipe out and replace the ones you have, so choose wisely. STAY TRUE TO YOUR STRENGTHS: You may only carry as many objects as you have strength points. However,

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you can unload an object whenever you need to make room for a new one. Your main weapon, jewelry, armor, and clothes don't count against your strength points. Your purse can hold up to 18 gold pieces—but no more!

FIGHT WITH HONOR: Use the combat wheel at the end of the book to fight enemies when they appear. The effectiveness of your attacks and spells will be determined by how you turn the wheel. Fight through the first battle in the beginning of the book to learn how combat works!

COLLECT MAGIC CARDS:

Throughout the kingdom are 20 types of magical cards that will give you a boost in battle. Check them off on your Quest Tracker as you acquire them.







Blacksmith card

If you meet a blacksmith, give him this card and it will double the improvements he can give your weapon.

GOOD LUCK! LET THE ADVENTURE BEGIN ...