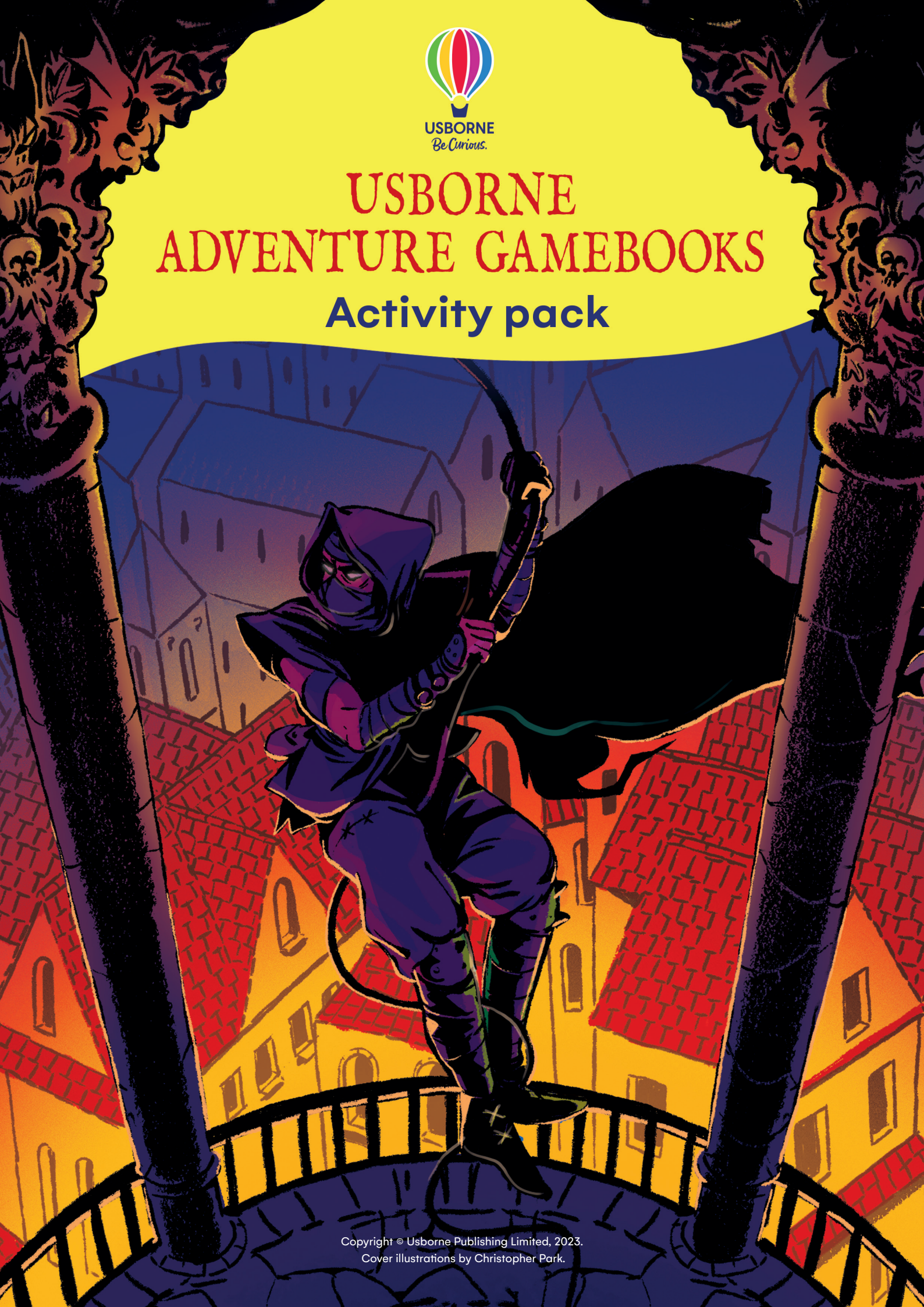




USBORNE ADVENTURE GAMEBOOKS

Activity pack

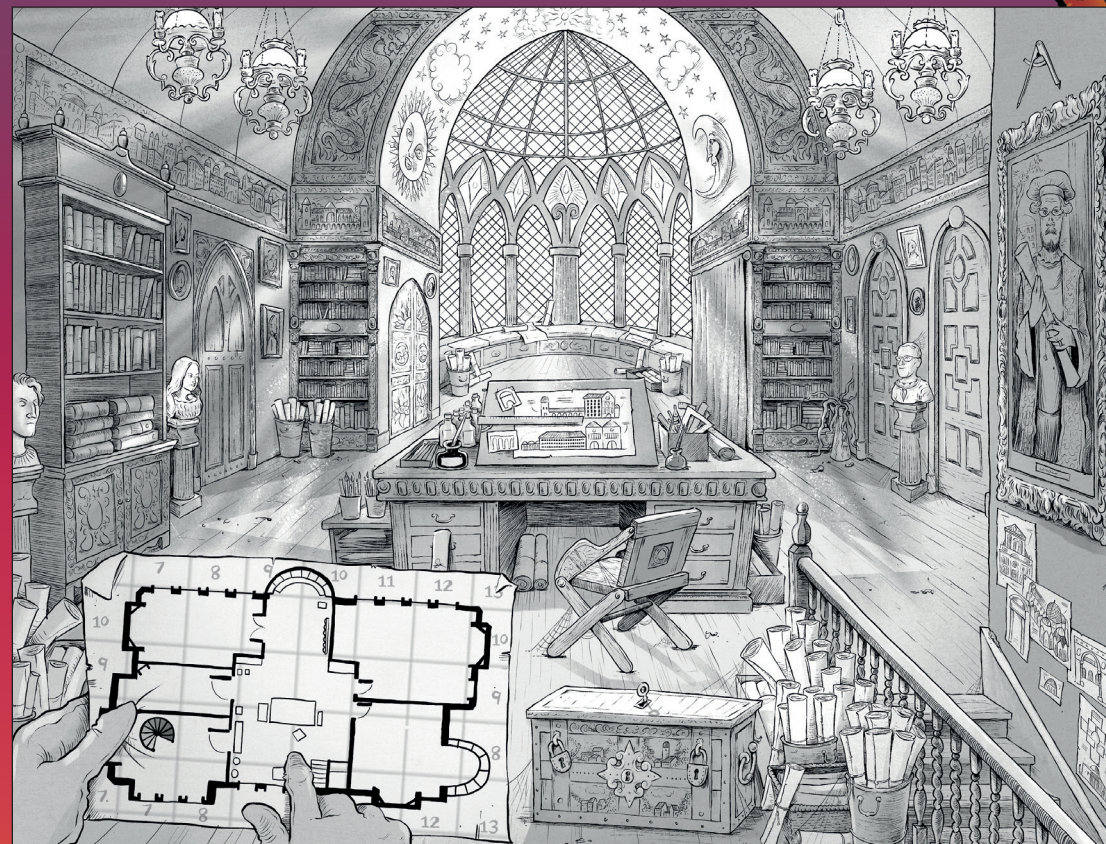


SOLVE THE PICTURE PUZZLE

Here is one of the puzzles from *League of Thieves* – can you solve it?

The Architect wants to know if you can find a secret room. You look around carefully. A plan lying on the desk catches your eye — there's something very familiar about that bay window. Picking it up, you realise you're holding a map of the room you're standing in. Maybe you can use it to find your way into the ghost's hidden study.

Compare the map to the room to find the hidden door. When you have found it, add the numbers of the correct row and column on the map together. What number do you get?



Answer: 16



Usborne Activities

Join the adventure in *League of Thieves*

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Illustrations by Tom Knight. Cover illustrations by Christopher Park



DESIGN YOUR OWN FRONT COVER

Design a front cover for your very OWN adventure gamebook.

We have included the covers of our gamebooks for inspiration, plus some tips to help you get started.

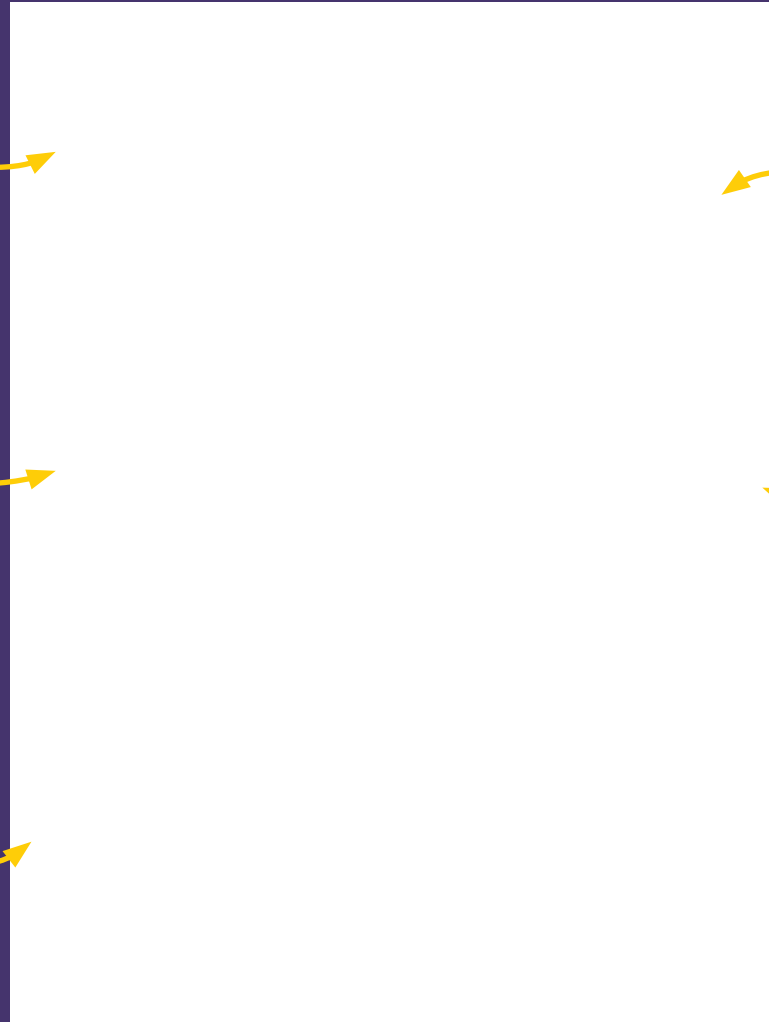
What's your title?
It should be short and snappy and grab people's attention.

What world is your story set in? Is it fantasy, sci-fi or present day?

Think about your main picture – will it be your hero, a villain, a strange creature, or something else entirely?

What colours and atmosphere do you want? Bright and exciting or dark and mysterious?

Don't forget to add your name – as author and illustrator!



Usborne Activities

For more inspiration, play *Shadow Chaser*, *Curse Breaker* and *League of Thieves*.
Stories with a difference, where the hero is YOU.

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SOLVE THE PICTURE PUZZLE

Here is one of the puzzles from *Curse Breaker* - can you solve it?

There's a pink glow in the sky as dawn approaches. The streets are already busy and your eyes dart left and right, seeing danger at every turn. But there it is, finally. The Citadel, with its gateway open... You want to walk straight towards it, but the size of the crowd makes you hang back. Surely, some of them will be those creatures? The ones that disguise themselves as men in top hats. But the only way to see them is through the magic mirror. Quietly, you slip it from your pocket and turn it on the crowd.

Look at the picture to see the view through the mirror. Find all the creatures disguised as men in top hats, so you can avoid them on the way to the Citadel. Look for their hollow eye sockets, metal teeth and sabre claws. Count them all up to reveal the answer.



Answer: 9

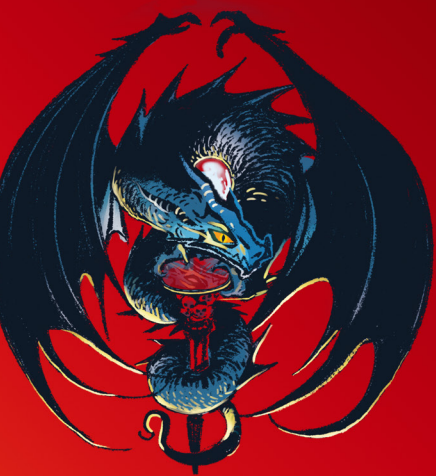


Usborne Activities

Join the adventure in *Curse Breaker*.

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BRING YOUR CHARACTER TO LIFE

If YOU were writing a gamebook, what characters would you create?
Bring two of them to life in the boxes below.

What sort of character would fit into your story?
Are they human or a creature?

Think about their personality. Are they scary, funny, heroic, cowardly? How will you get this across?

Make them memorable!
Maybe your giant ogre takes orders from a little mouse that lives in his ear.



Usborne Activities

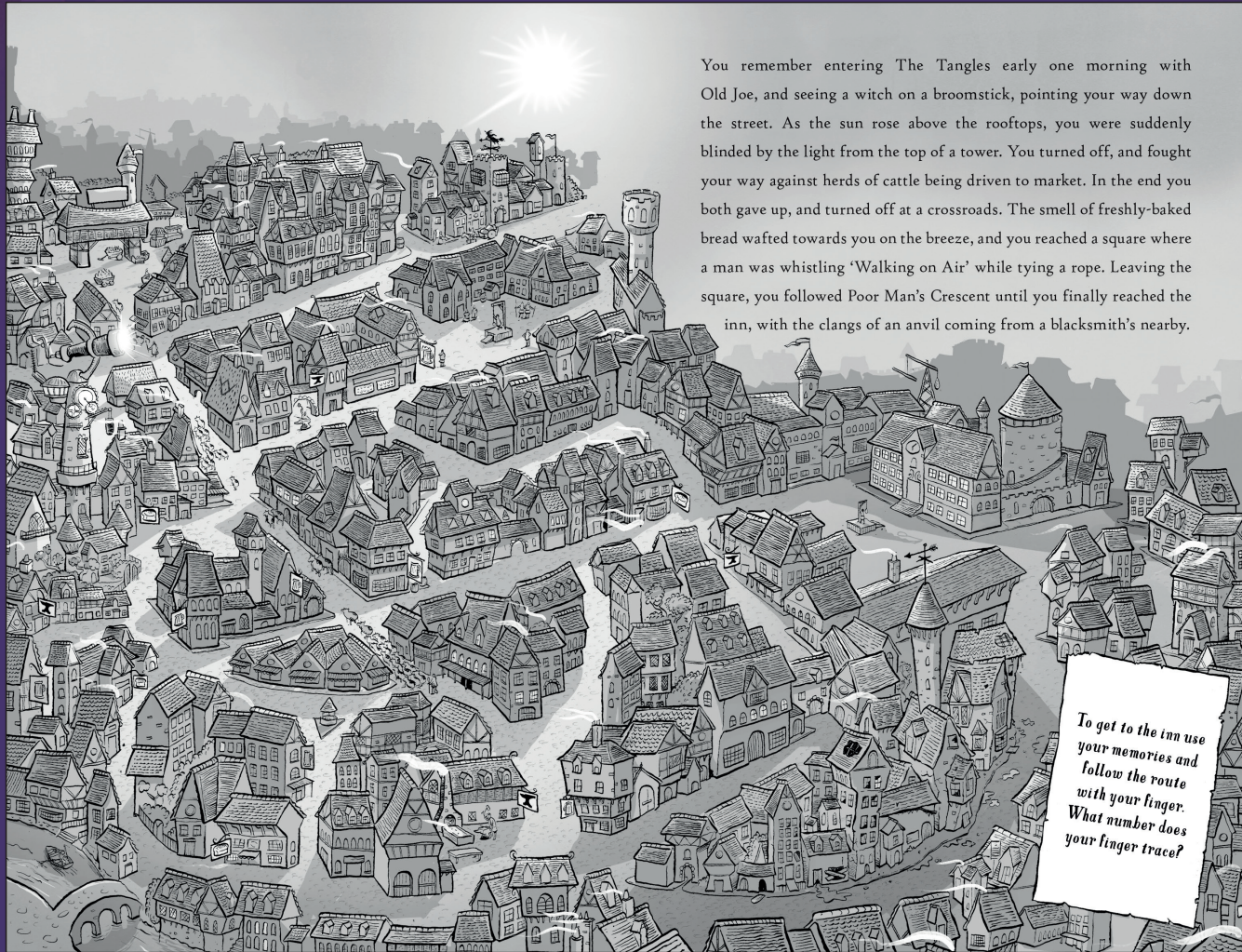
For more inspiration, play *Shadow Chaser*, *Curse Breaker* and *League of Thieves*.
Stories with a difference, where the hero is YOU.

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SOLVE THE PICTURE PUZZLE

Here is one of the puzzles from *Shadow Chaser* – can you solve it?



You remember entering The Tangles early one morning with Old Joe, and seeing a witch on a broomstick, pointing your way down the street. As the sun rose above the rooftops, you were suddenly blinded by the light from the top of a tower. You turned off, and fought your way against herds of cattle being driven to market. In the end you both gave up, and turned off at a crossroads. The smell of freshly-baked bread wafted towards you on the breeze, and you reached a square where a man was whistling 'Walking on Air' while tying a rope. Leaving the square, you followed Poor Man's Crescent until you finally reached the inn, with the clangs of an anvil coming from a blacksmith's nearby.

To get to the inn use
your memories and
follow the route
with your finger.
What number does
your finger trace?

ANSWER: 5



Usborne Activities

Join the adventure in *Shadow Chaser*

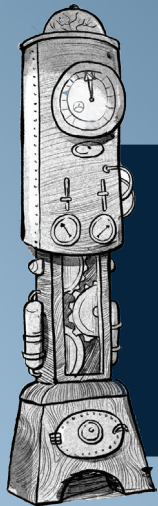
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WRITE YOUR OWN ADVENTURE GAMEBOOK

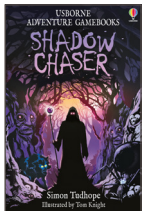
Have you ever wanted to write your OWN adventure gamebook but weren't sure where to start? Well, help is at hand! We've put together some top tips and an exciting story opener to tempt you into giving it a go...

- 🔥 Start small. Your first story is all about learning the ropes.
- 🔥 Plan out your story before you start – it will save you lots of rewriting at the end. Make sure there's plenty of action and adventure, and fun decisions for the player to make.
- 🔥 Write as if the reader is the main character, and everything is seen through their eyes. For example, write "You peer into the dark cave" instead of "Ash peered into the dark cave".
- 🔥 Your important plot points should be included on every path – otherwise the story won't make sense for everyone.
- 🔥 When different paths meet up, remember to check that the details match. For example, if one path has the player reaching the lighthouse at sunset, all the other paths to the lighthouse should end at sunset as well.
- 🔥 Finally, when you're finished, ask your friends to play it. You'll always learn something useful – and hopefully they'll have fun, too!



Deciding on a story can be really tricky, so here is an exciting opening to get you started. It's important to choose a story that excites YOU, so feel free to adapt or ignore.

On the stroke of midnight, the pumpkin in your bedroom comes to life. Slowly, it turns towards you and blows out its candle. "Trick or treat?", it says. And in the darkness, you hear it laugh.



Usborne Activities

For more inspiration, play *Shadow Chaser*, *Curse Breaker* and *League of Thieves*. Stories with a difference, where the hero is YOU.

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