

LIGHTNING RIDER

Four paintings hang in the great hall of the First Post. One for each kind of messenger. Sky Ranger, Moon Glider, Dawn Chaser... and Lightning Rider!

You've heard tales of the Lightning Riders, but they disappeared hundreds of years ago.

To uncover their secrets, look at the painting then turn to the strange device before you. It's a wheel made of three rings. Spin each one **CLOCKWISE** until the correct symbols line up in the black triangle. Start with the innermost ring and count how many spaces each needs to move. Look at the picture. Which cup should you pick?



HINT: All three symbols are hidden in the painting

Answer is: 323

Usborne Activities

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STORM QUEST

Can you solve this cryptic picture puzzle from *Storm Quest*: the book where YOU choose how your story unfolds?

You find yourself in a narrow room filled from floor to ceiling with dozens of goblets, chalices and cups on shelves. Each one seems to be different. A little further on, the room opens into a chamber where a shaft of pure sunlight falls onto a stone plinth. When you stride through for a closer look, you find these words carved into the plinth: “Those who wish to capture a drop of sunlight must use the cup with the same number of handles as jewels.”

Look at the picture. Which cup should you pick?



Hint: Look more closely at the second shelf down on your left



Usborne Activities

For more gamebook fun, discover Storm Quest

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PORTAL OF CHAOS

Do you have what it takes to solve this picture puzzle from *Portal of Chaos*?

You take the ship down, scorching through the atmosphere until the clouds swallow you up and London's great dome appears out of the gloom. Or what's left of it. The top's been smashed open and thick smoke billows out. Creatures are marching down from the sky, and a few scattered ion bolts rise to meet them. And through the fog of war, you search for a small figure on a pale horse – Omen Rose.

Can you find Omen Rose? Count how many squares in from the left he is, then how many up from the bottom. Put the two numbers together to find his coordinates.



Answer: 43



Usborne Activities

Discover all the Usborne Adventure Gamebooks and see how many more puzzles you can solve.

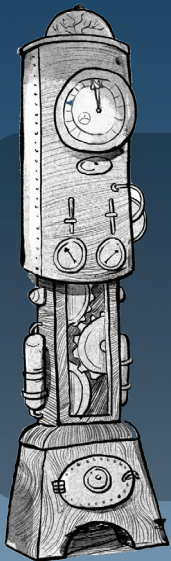
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WRITE YOUR OWN ADVENTURE GAMEBOOK

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.

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

