THE PHOENIX COMIC CLUB

PANDORA IN PUZZLEVALE

CALL OF THE CROW

DRAW ALONG GUIDE



Hi, I'm Paul Duffield, the writer of Pandora!



I'm Siobhan McKenna, the illustrator. Welcome to this printable guide!

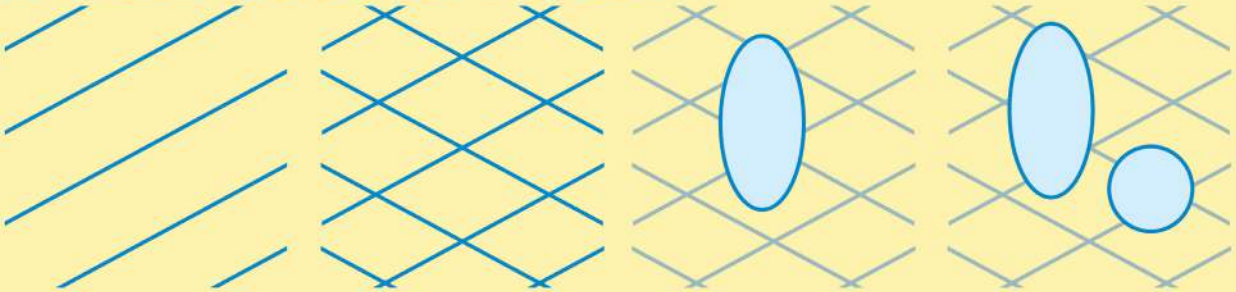


And I'm Poqu, I make the maps. We hope you enjoy drawing along with us!



Hi there, I'm Poqu, I create the maps for Pandora. I'm going to show you how to draw some secret woodland to hide puzzles in!

BUILDING BLOCKS



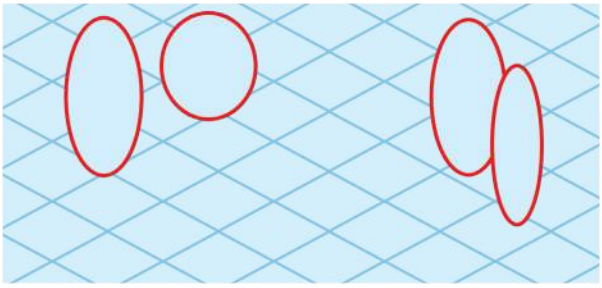
START WITH DIAGONAL LINES

ADD OPPOSITE DIAGONALS

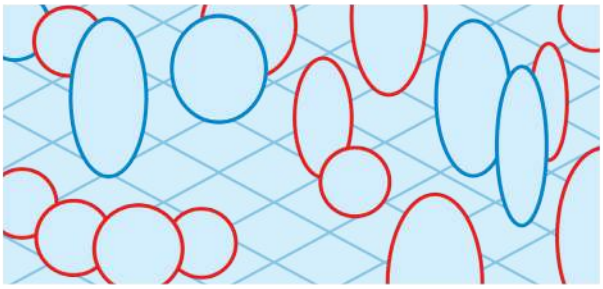
ADD OVALS FOR *TREES*

ADD CIRCLES FOR *BUSHES*

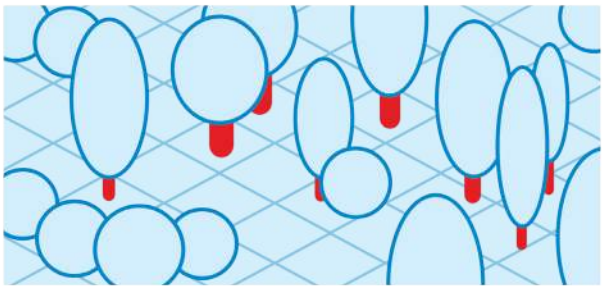
ADD THE DETAILS



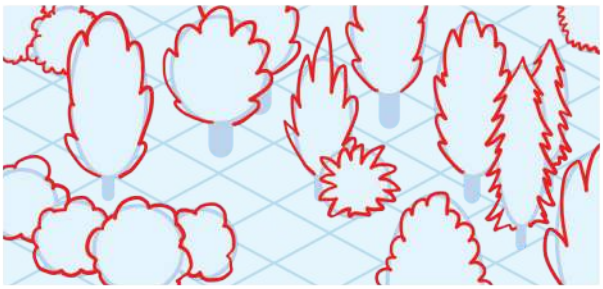
1. THE DIAGONAL GRID SHOWS WHERE THE *GROUND* IS. WE CAN ADD *OVALS* TO SHOW WHERE *TREES* WILL GO



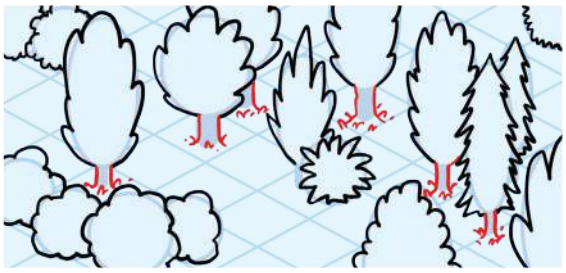
2. ADD *MORE OVALS* TO FILL OUT YOUR WOODLAND! THE TOP OVALS SHOULD BE *BEHIND* THE LOWER ONES



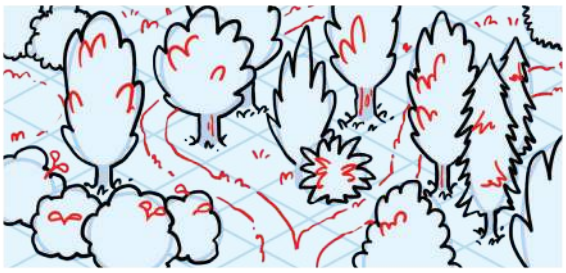
3. DON'T FORGET TO LEAVE SOME *GAPS* BETWEEN TREES! ADD SHORT *TRUNKS* UNDERNEATH THE TREES



4. DRAW LINES TO CREATE *LEAVES*. UPWARDS BUMPS LOOK LIKE *BIRCHES*, DOWNWARDS SPIKES LOOK LIKE *PINES*



5. NOW REFINE THE ***TRUNKS!*** TRY DIFFERENT ***WIDTHS***, AND ADD ***BUMPS*** AT THE BOTTOM TO SHOW ***GRASS***



6. THEN, ADD SOME ***DETAILS*** LIKE ***LEAVES*** AND ***GRASS!*** ADD ***PATHS*** USING ***BROKEN LINES*** TO INDICATE ***GRASS***

HIDE SOME SECRETS!





A ***TREEHOUSE*** IN ONE OF YOUR TREES





HIDDEN GEMS LEFT BY A FORGETFUL RESIDENT





WOODLAND ***MUSHROOMS*** TO FIND





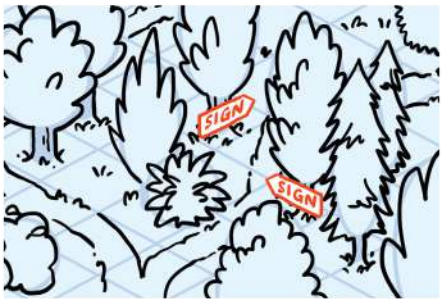
ANIMALS HIDING IN THE TREES AND BUSHES





A MYSTERIOUS ***DEEP HOLE*** IN THE GROUND!



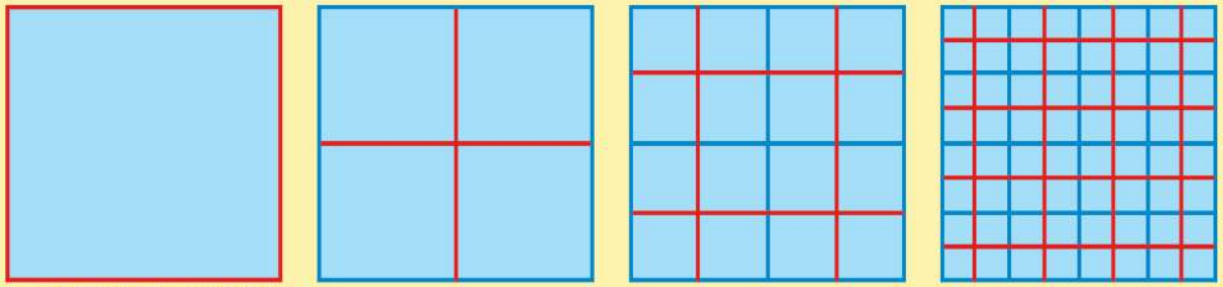


SIGNS WITH ROAD NAMES AND ***CLUES*** ON THEM

Hi, I'm Paul Duffield, the writer of Pandora. Let me show you how to create a Pandora-inspired maze!



BUILDING BLOCKS A GRID FOR YOUR MAZE!



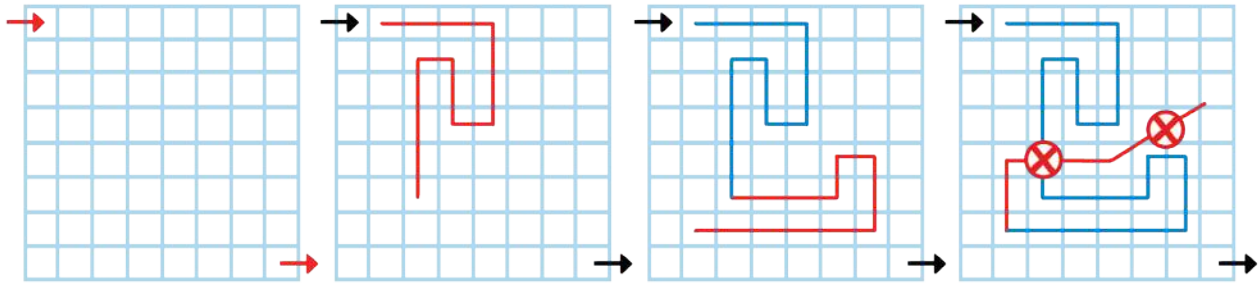
DRAW A *SQUARE*

DIVIDE IT *INTO QUARTERS*

DIVIDE IT *AGAIN*

DIVIDE EACH NEW SQUARE *AGAIN*

ADD THE DETAILS

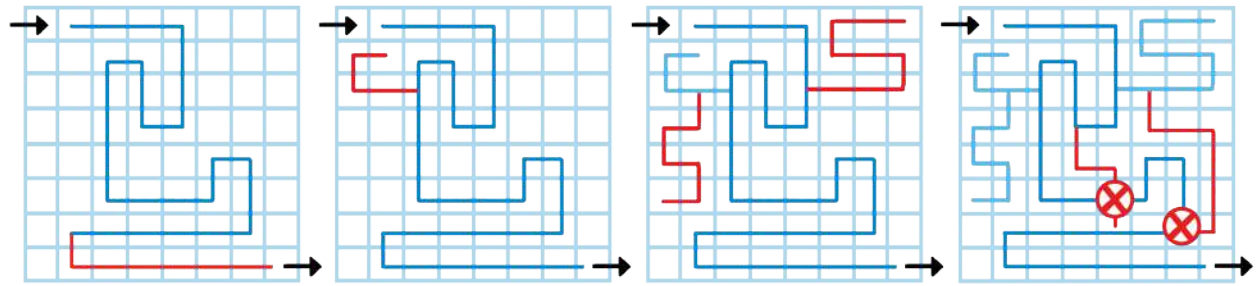


1. USING A PEN, PUT *ARROWS* WHERE YOUR MAZE WILL *BEGIN* AND *END.*

2. PENCIL IN A *ROUTE*, KEEPING IN THE *MIDDLE* OF THE SQUARES

3. THE *MORE TURNS* THERE ARE, THE *HARDER* THE MAZE WILL BE

4. THE ROUTE SHOULD *NOT CROSS ITSELF* OR GO *DIAGONALLY!*

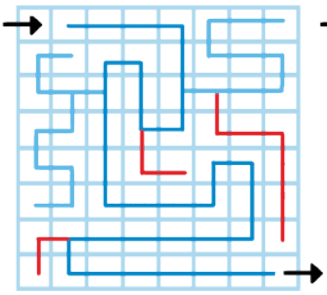


5. GO ALL THE WAY TO THE *END ARROW*

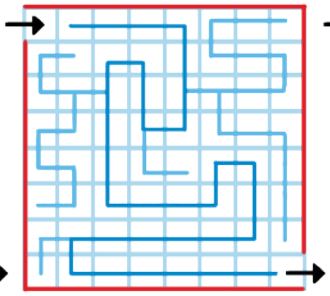
6. ADD A *DEAD END* TO YOUR ROUTE

7. CONTINUE TO ADD *DEAD ENDS*, FILLING UP *EMPTY* SQUARES

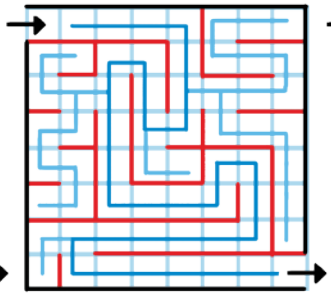
8. DEAD ENDS SHOULD *NOT CROSS* OR *REJOIN* THE MAIN ROUTE



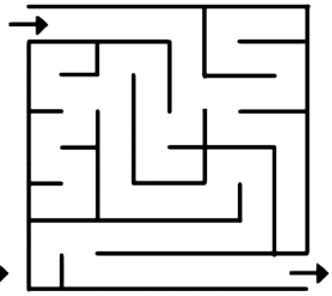
9. FILL *ALL* THE EMPTY SQUARES WITH *DEAD ENDS*



10. USE A PEN TO DRAW THE *OUTSIDE*



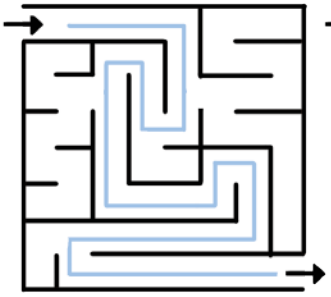
11. ON *EVERY GRID LINE* THAT THE ROUTE *DOESN'T* CROSS, ADD IN *WALLS* WITH PEN



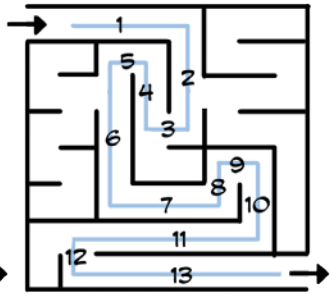
12. *ERASE* THE *GRID* AND THE *ROUTE*, AND YOU HAVE A FINISHED MAZE!

HIDE A SECRET MESSAGE!

YOU CAN MAKE YOUR MAZE MORE EXCITING BY HIDING A SECRET MESSAGE INSIDE IT...



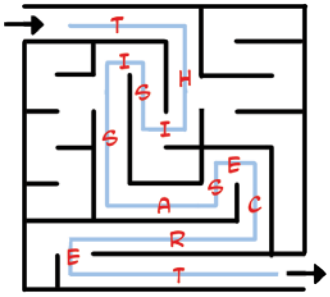
1. REMEMBER THE *CORRECT ROUTE* FOR YOUR MAZE!



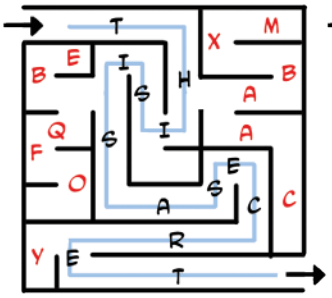
2. *COUNT* THE *NUMBER OF LINES* ON IT



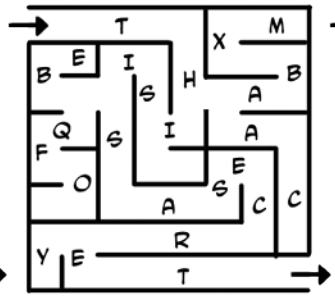
3. COME UP WITH A *MESSAGE* THAT IS THAT NUMBER OF LETTERS LONG!



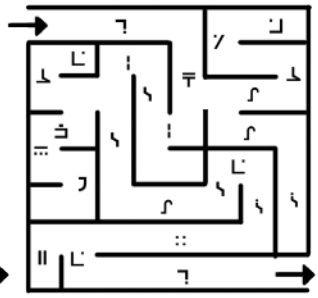
4. NOW, WRITE THE *LETTERS* OF YOUR MESSAGE ON YOUR ROUTE, *IN ORDER*



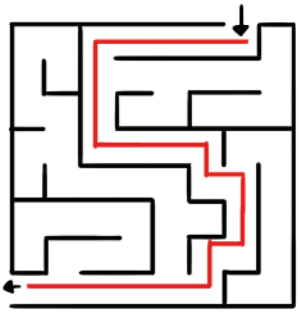
5. PUT *OTHER LETTERS* IN THE *DEAD ENDS* TO *HIDE* YOUR *ROUTE* AND *MESSAGE*



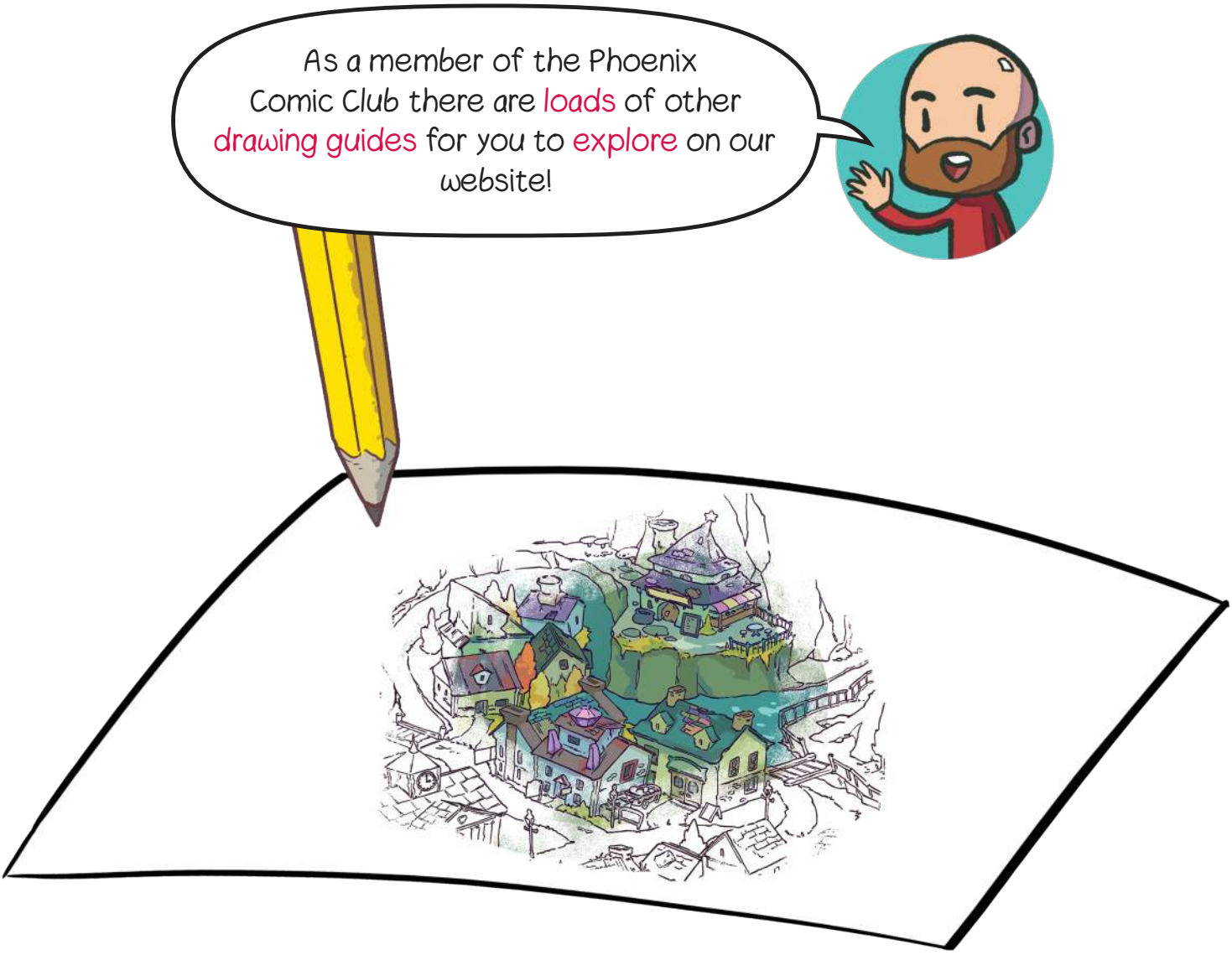
6. NOW YOU CAN ONLY UNCOVER THE *MESSAGE* BY FINDING THE *ROUTE!*



7. IF YOU WANT TO MAKE IT EVEN *HARDER*, TURN YOUR LETTERS INTO A *CODE*



8. YOU CAN HIDE A *SECRET* BY MAKING A ROUTE THE SHAPE OF A *LETTER!*



AMAZING DRAW-ALONG VIDEOS WITH LOADS OF YOUR FAVOURITE CREATORS!

AWESOME VIDEOS AND INCREDIBLE PRINTABLE GUIDES!

TIPS AND DRAWING SECRETS FROM TOP COMIC CREATORS!

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