CAN YOU HELP PANDORA UNCOVER THE MYSTERIES OF PUZZLEVALE, IN THIS EXTRAORDINARY COMIC BOOK PUZZLE ADVENTURE?



Ah, curious reader... maybe you can help Pandora! If you can solve cunning codes, puzzles and riddles like this one...

T

WALE

SIOBHAN MCKENNA

db





Check your answer or get a hint on page 223!







We're the creators of Pandora in Puzzlevale! Come draw with us in... THE PHOENIX COMIC CLUB!











£10.9











THE PHOENIX HOME OF









You can learn the art of drawing and puzzles with us, the creators of Puzzlevale! Turn to page 182 of this book, or head to The Phoenix Comic Club online to discover your how-to-draw hub!



Pandora in Puzzlevale: The Secret Town, is a **PHOENIX COMIC BOOK**, Book 1 in the Pandora in Puzzlevale series.

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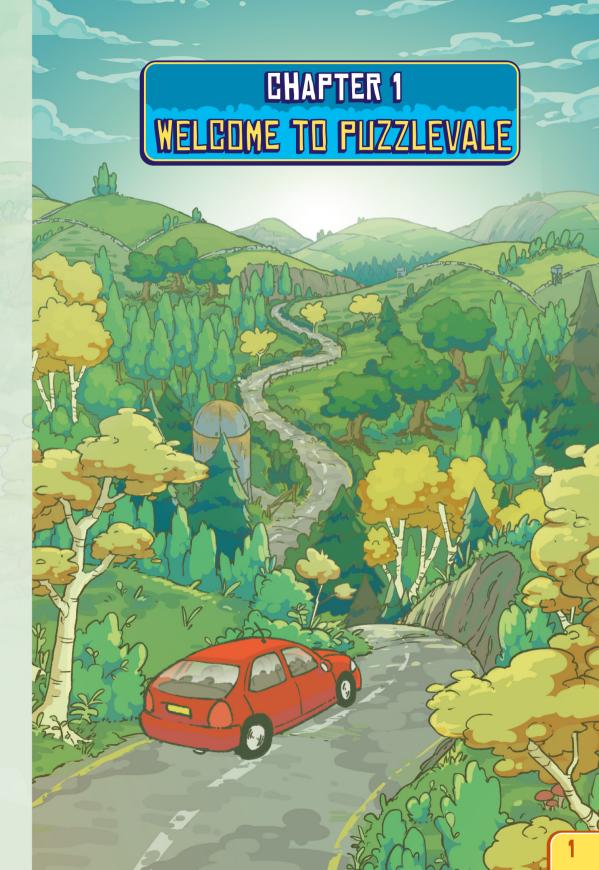
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SOLVE PUZZLES WITH PANDORA

HOW TO PLAY

This story is experienced by solving MYSTERIES. and this is the start of MYSTERY ONE. Playing MYSTERY ONE will teach you the rules.

Whenever you see this sign: (1) it means READ ME! Important instructions here. so read that text to avoid spoilers!

THE MOST IMPORTANT RULE!

From now on, don't read any new pages unless you see one of these things:

A READ ME box that says you can. It will tell you which PAGE(S) you can read, and you'll see this symbol:



This symbol next to a page number: It means you can READ THE NEXT PAGE after finishing the current one.



Take your time, and remember, you can turn back to a page you've already read at any time.



Each MYSTERY includes a MAP PIECE full of clues! This is MAP PIECE A . You'll need to come back to this page later. For now, read PAGE 12 to continue!







ny notepad!
A detective should never be without a pad and pencil!

You can use a notepad to

I still have puzzles to solve in my Detective Crow comic, though!

You can use a notepad to write ideas and answers, just like Pandora!

PUZZLE 1 SOLVE PANDORA'S DETECTIVE CROW COMIC







If you're stuck, you can find a hint on PAGE 221. Flick there from the back of the book to avoid spoilers!

Put a bookmark here, and a bookmark on the hint page so you can save your progress and return quickly!

When you think you know the answer, check it on PAGE 221, then read the NEXT PAGE to continue!







PUZZLE 2 CHECK THE SHOP DOOR



To solve this PUZZLE, you'll need to look back at MAP PIECE A © on PAGES 10+11!



The door's
locked... and there's
a piece of paper by it.
Is this a puzzle?! I thought
that sort of thing only
happened in Detective
Crow! I should solve it,
maybe it's a clue.







Find a hint and check your answer on PAGE 221! Then, read the NEXT PAGE to continue...





PUZZLE LOOK FOR A CLUE TO WHERE PANDORA'S PARENTS WENT



WHAT IS THE CLUE THAT PANDORA IS LOOKING FOR?



Find a hint and check your answer on PAGE 221! Then, read the NEXT PAGE to continue...





This is the last PUZZLE of MYSTERY ONE! It will reveal the conclusion to the MYSTERY. To solve it you will need MAP PIECE A O on PAGES 10+11 and the answers to PUZZLES 1-3.



WHICH PATH COULD PANDORA'S PARENTS HAVE TAKEN?

PATH 1

Ahal

These footprints could

belong to my mum or dad!

They lead into the mist...



PATH 2



PATH 3

I don't want to get lost,

so I should look for something

to get my bearings before I go

after them!





Find a hint and check your answer on PAGE 221! When you're done, congratulations! You've learnt the rules and you're ready to read PAGE 16 and continue!



