AN EPIC COMIC BOOK PUZZLE QUEST...
CAN YOU HELP PANDORA ESCAPE THE MYSTERIOUS PUZZLEVALE?





WHAT IS THE HIDDEN WORD THAT UNLOCKS THE DOOR? ___

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!

THE PHOENIX COMIC BOOKS
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PANDORA IN PUZZLEVALE
CALL OF THE CROW
PAUL DUFFIELD, POQU, SIOBHAN MCKENNA

PANDORA IN PUZZLEVALE

CALL OF THE CROW

PAUL DUFFIELD - POQU - SIOBHAN MCKENNA



OVER 100 MYSTERIES, MAZES, RIDDLES, CODES, HIDDEN OBJECTS AND MORE!

BONUS THE PHOENIX COMIC CLUB ACTIVITIES INSIDE!

SOLVE THE PUZZLES - UNCOVER THE STORY!

FICKLING dfb David Fickling Books

Pandora in Puzzlevale

Call of the Crow



THE PHOENIX COMIC BOOKS

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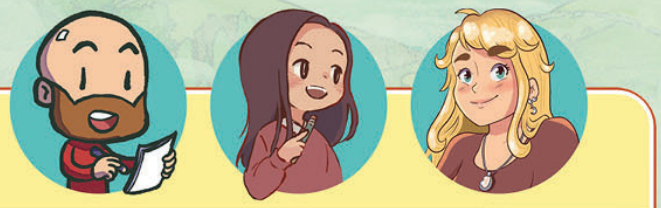
THESE COMICS FIRST APPEARED IN
THE PHOENIX
HOME OF
THE PHOENIX COMIC CLUB



You can learn the art of drawing and puzzles with us, the creators of Puzzlevale! Turn to page 180 of this book, or head to The Phoenix Comic Club online to discover your how-to-draw hub!

Pandora in Puzzlevale: Call of the Crow,
is a **PHOENIX COMIC BOOK**,
Book 2 in the *Pandora in Puzzlevale* series.

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With additional illustrations and cover by Siobhan McKenna and Paul Duffield
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CHAPTER 1
TRAPPED IN PUZZLEVALE




My mum found an article about it in an old travel magazine.
It was meant to be a fun place to go on holiday!


But **none** of us knew what waited for us there.


If we had....
...then we would have stayed **safe at home**.


My mum and dad wouldn't have stopped to ask for directions...

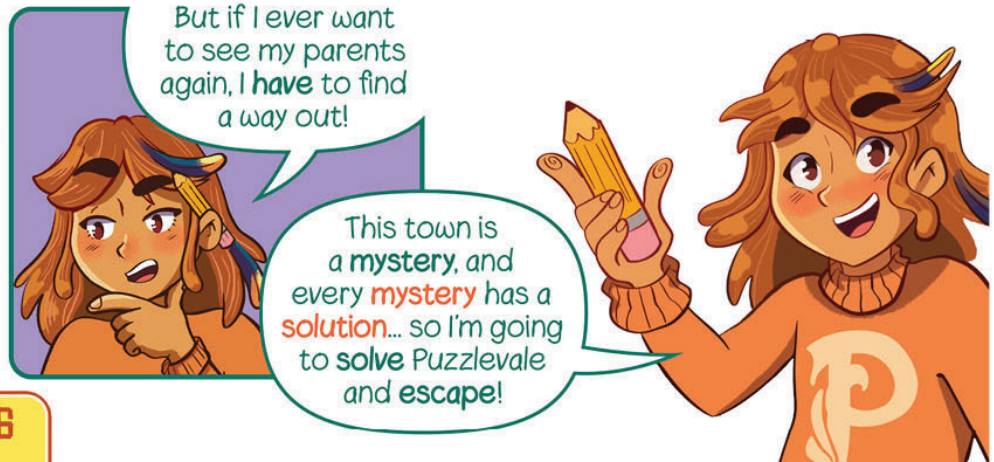

...the mist wouldn't have rolled in...


...I wouldn't have got out to look for them...



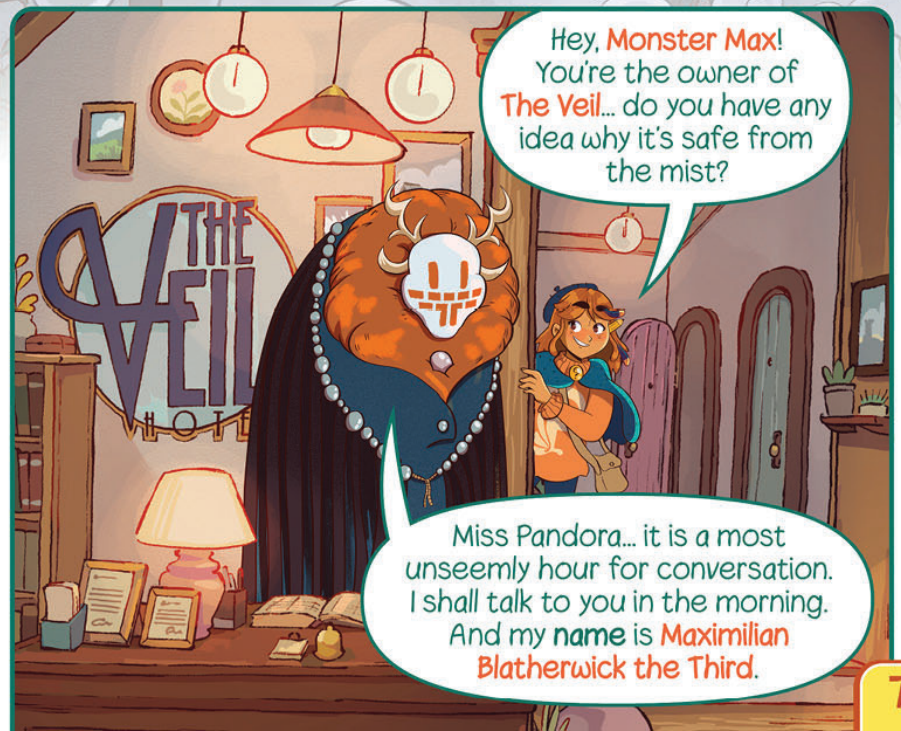


THERE IS NO WAY OUT OF PUZZLEVALE!










Hmph, fine! Be mysterious! I can figure it out myself if I have to! And I'll discover why you turn into a cool monster!
Please do go to bed, Miss Pandora. You will most certainly regret it later if you don't.


Well, if Max won't tell me what's going on, I'll figure it out myself!


WAIT!
When the mist nearly caught me, it DID touch my hair!


Ahh! My hair's turned into feathers where the mist got me!


WHOA! What's happening?!


This is a vision of earlier! I lost my mask and this crow saved me from THE GREAT CHANGE...
...and then it changed into a boy!


But I only had time to ask a few questions before he vanished into the mist!



MYSTERY ONE

DETECTIVE CROW

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: 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:

1. A READ ME box that says you can. It will tell you which PAGE(S) you can read, and you'll see this symbol:
2. 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.

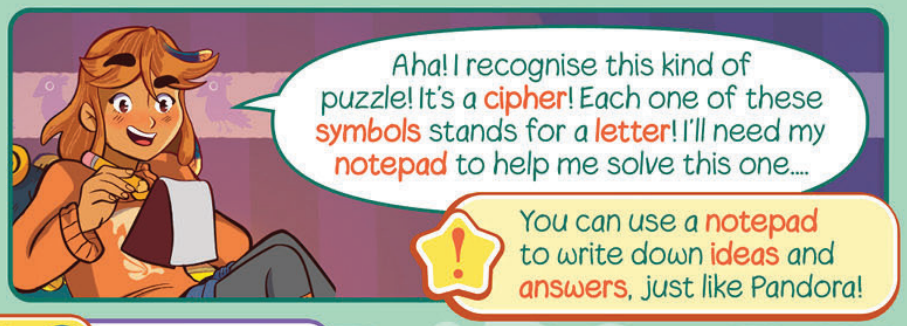
Each MYSTERY includes a MAP PIECE full of clues! This is MAP PIECE A. You'll need to come back to this page later. For now, read PAGE 12 to continue!

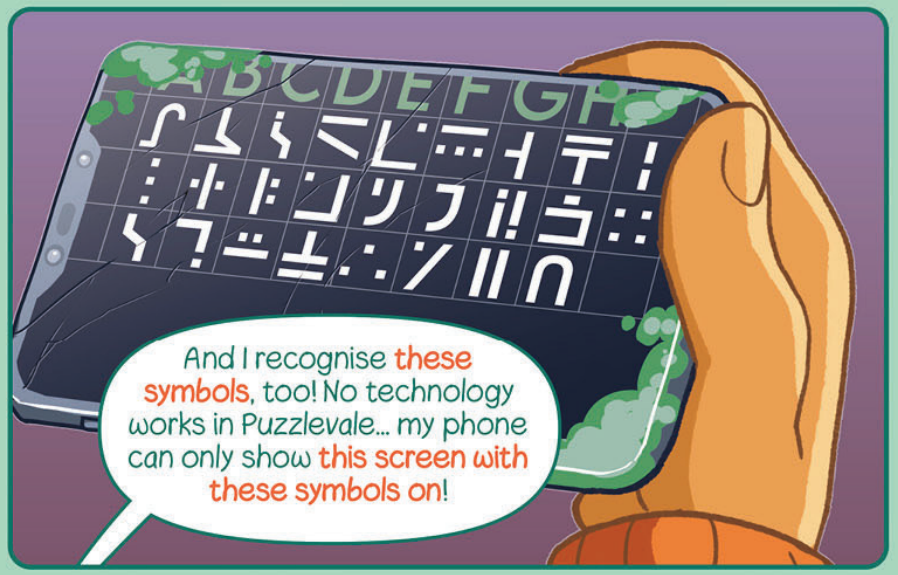


PUZZLE 1 SOLVE PANDORA'S DETECTIVE CROW COMIC

Each MYSTERY contains up to four PUZZLES. This is the first PUZZLE of MYSTERY ONE!







USE PANDORA'S PHONE TO DECIPHER THE STORY THAT DETECTIVE CROW HAS JUST TOLD!

If you're stuck, you can find a hint on PAGE 223. 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 223, then read the NEXT PAGE to continue!





PUZZLE 2 DECIPHER THE MESSAGE



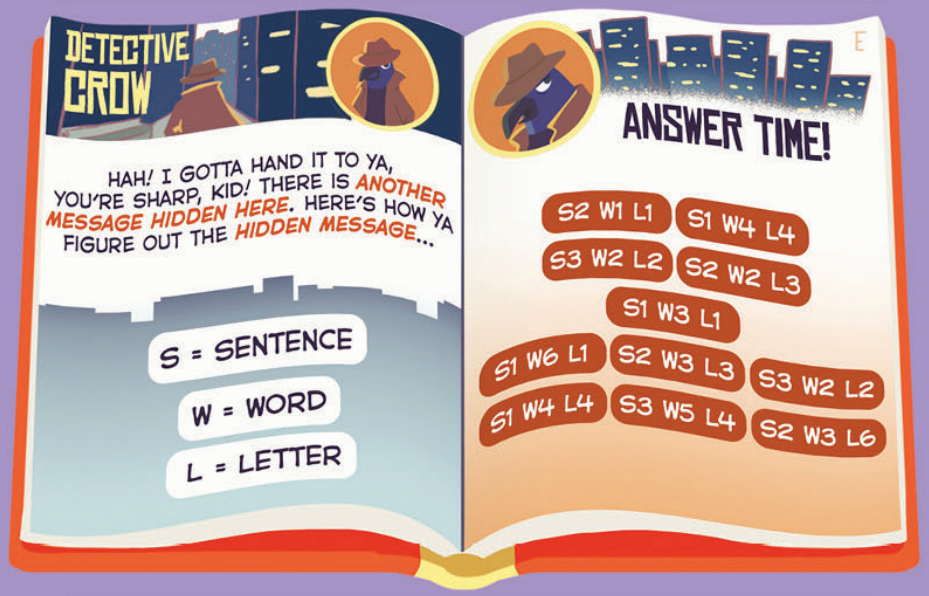
WHAT DOES THE NEW MESSAGE SAY?





PUZZLE 3 SOLVE THE MYSTERY!

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 on PAGES 10+11, the answer to PUZZLE 1!



WHAT IS THE HIDDEN MESSAGE?

Find a hint and check your answer on PAGE 223! When you're done, **congratulations**! You've learnt the rules and you're ready to read PAGE 16 and continue!


Well done! Now you can solve each MYSTERY and uncover the story using the rules you've learned! There's a quick summary of the rules on PAGE 224 if you need a reminder!
MYSTERY TWO
MONSTER MAX'S MANNERS
FIND OUT WHERE MAXIMILIAN COMES FROM
Another morning in this weird town, but I'm not going to let that stop me. Puzzlevale is a mystery, and I'm going to solve it!
ENIGMA STREET
LAKEVIEW LANE
CASTLE DRIVE
SILENT SQUARE
CHURCH PLACE
LIBRARY
HEATHER LANE
MANOR
HOUSE
THE VEIL
RECEPTION
N
W
E
S







PUZZLE 1 TALK TO MAX

You may have to look back at earlier pages to solve this!



WHAT IS MAX'S FATHER'S FULL NAME?

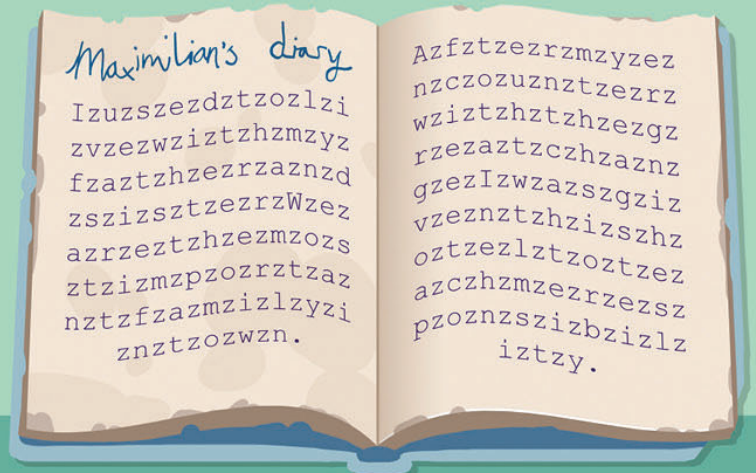
Find a hint and check your answer on PAGE 222! Then, read the NEXT PAGE to continue...





PUZZLE 2 READ MAX'S DIARY





WHAT DOES MAX'S DIARY SAY?

Find a hint and check your answer on PAGE 222! Then, read the NEXT PAGE to continue...



PUZZLE 3 TALK TO MAX







WHAT DOES THE MESSAGE SAY?

Find a hint and check your answer on PAGE 222! Then, read the NEXT PAGE to continue...





PUZZLE 4 SOLVE THE MYSTERY!

To solve the MYSTERY, you will need MAP PIECE B on PAGES 16+17 and the answer to PUZZLE 1.



WHAT IS THE NAME OF MAX'S FAMILY HOME?

Find a hint and check your answer on PAGE 222! When you have the solution, read PAGES 22+23 to continue the story...


MYSTERY THREE
THE CROW COMPANION
FIND THE PATH TO BLATHERWICK MANOR
CLIFF STEPS
1
NIGHTFALLS GARDEN
2
CHURCH GARDENS
LAMP LODGES
3
Hey... it's the crow!
FOUR HOUSES
4









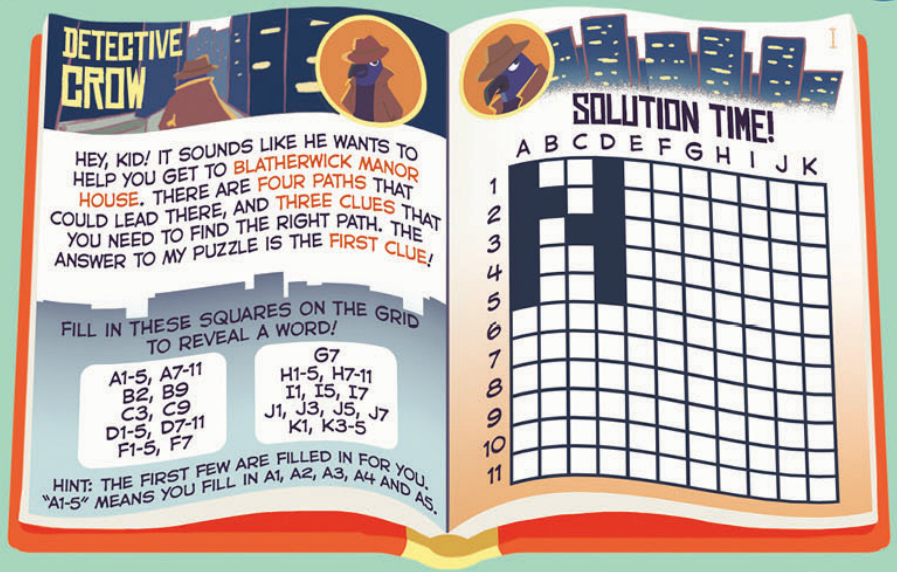






PUZZLE 1 ASK DETECTIVE CROW

To solve this PUZZLE, use MAP PIECE C on PAGES 22+23!



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

PUZZLE 2 RIDDLES WITH RITA



WHAT'S THE ANSWER TO THE RIDDLE?

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





PUZZLE 3 SPEAK TO THE FORTUNE TELLER

To solve this PUZZLE, use MAP PIECE C on PAGES 22+23!



WHAT ROAD DOES THE CARD INDICATE?





PUZZLE 4 SOLVE THE MYSTERY!



WHICH IS THE PATH TO BLATHERWICK MANOR?

To solve the MYSTERY, you will need MAP PIECE C on PAGES 22+23 and the answers to PUZZLES 1-3.

Find a hint and check your answer on PAGE 221! When you have the solution, read PAGE 28 to continue the story...


MYSTERY FOUR
BLATHERWICK MANOR
FIND OUT HOW TO ENTER BLATHERWICK MANOR
THE MANOR HOUSE
BLATHERWICK MANOR
CLIFF STEPS
We made it, Crow Boy! I have a feeling that a clue to how I can escape Puzzlevale is here!
Max did say his father could know something!
CASTLE DRIVE
CHURCH GARDENS
NIGHTFALLS GARDEN
LAMP LODGES
CHURCH PLACE
FOUR HOUSES
MIDTOWN MARKET







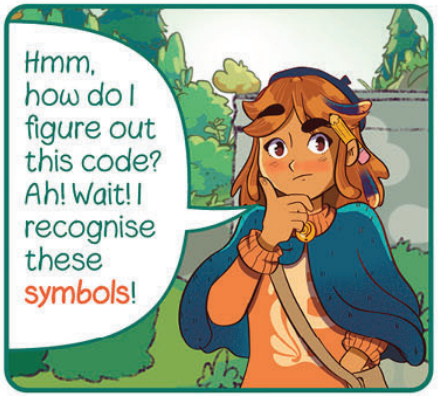


PUZZLE 1 SOLVE DETECTIVE CROW'S PUZZLE



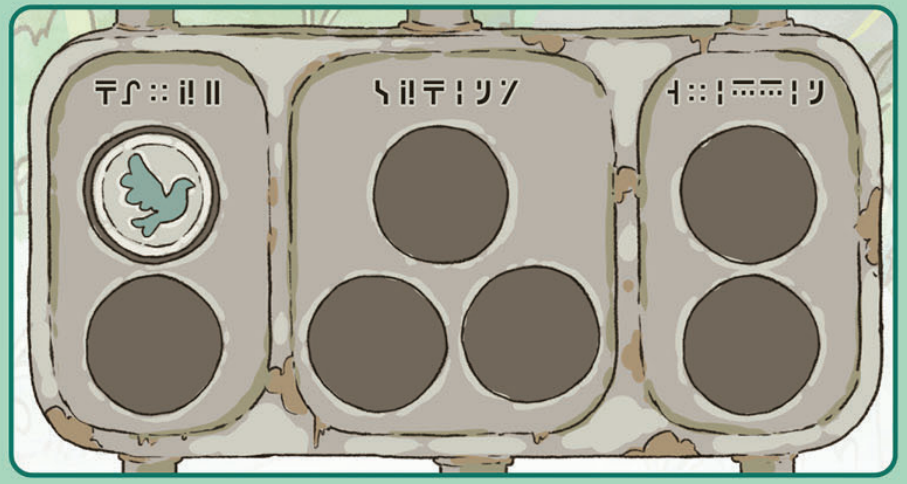
Find a hint and check your answer on PAGE 220! Then, read the NEXT PAGE to continue...





PUZZLE 2 DECIPHER THE SYMBOLS

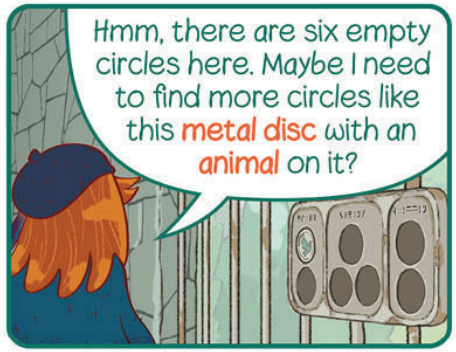




WHAT DOES THE LOCK SAY?

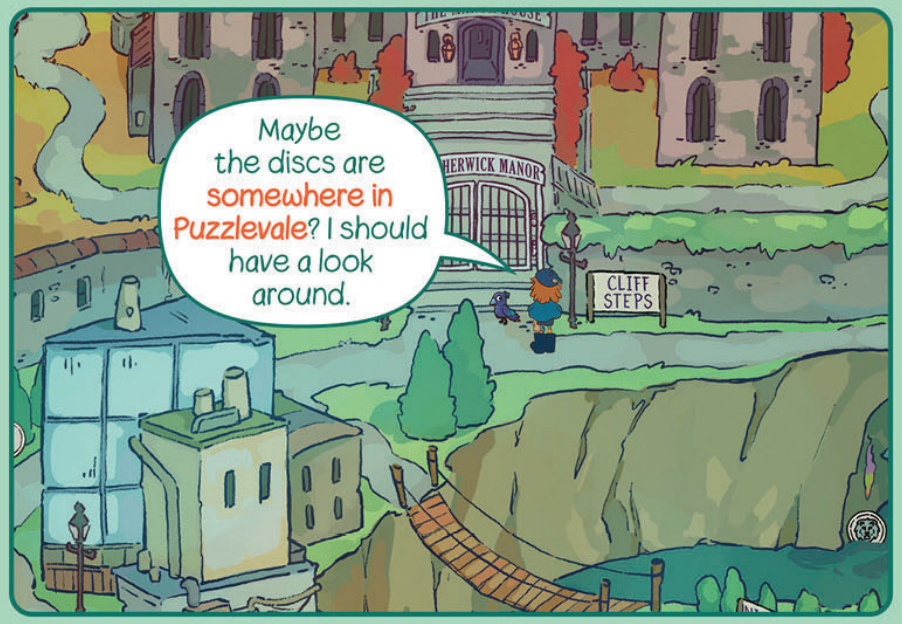
Find a hint and check your answer on PAGE 220! Then, read the NEXT PAGE to continue...





PUZZLE 3 FIND THE METAL DISCS

To solve the MYSTERY, use MAP PIECE D on PAGES 28+29!



FIND SIX METAL DISCS SOMEWHERE IN PUZZLEVALE

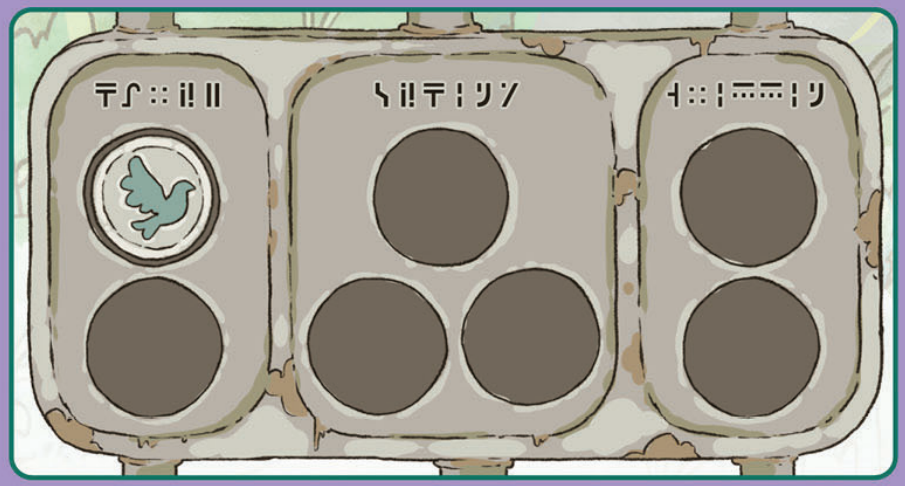
Find a hint and check your answer on PAGE 220! Then, read the NEXT PAGE to continue...



PUZZLE 4 SOLVE THE MYSTERY!

To solve the MYSTERY, you will need MAP PIECE D on PAGES 28+29 and the answers to PUZZLES 1-3.





WHICH METAL DISCS GO IN WHICH HOLES TO OPEN THE GATE?

Find a hint and check your answer on PAGE 220! When you have the solution, read PAGE 34 to continue the story...