

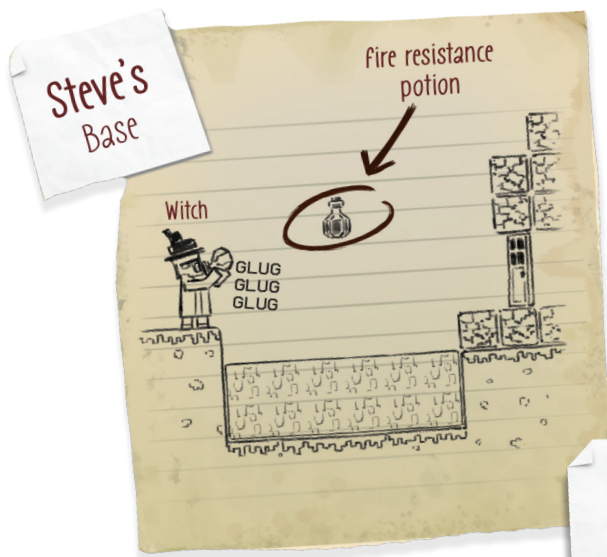
Create a Diary of an 8-Bit Warrior Diagram!

The *Diary of an 8-Bit Warrior* books feature diagrams, floor plans, and architectural renderings of buildings in the story.

- Diagram: a drawing that explains something by showing how the parts relate to each other; parts and items are usually labeled

STEVE'S BASE AND WITCH BRIDGE

Floor plan: a drawing that shows the shape, size, and arrangement of a room or rooms as viewed from above

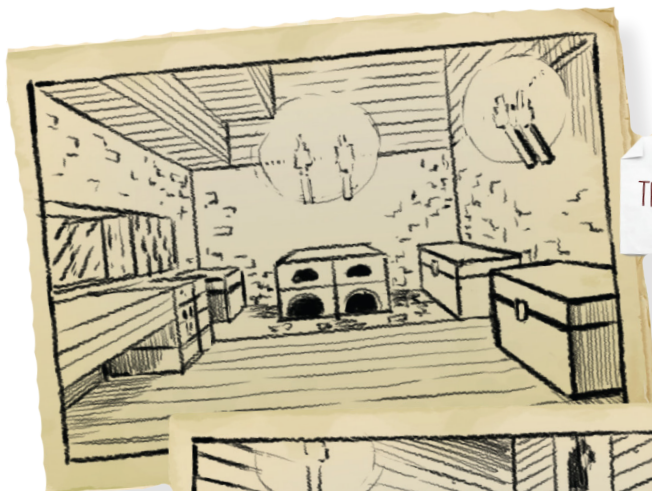


FLOOR PLAN OF STEVE'S HOUSE

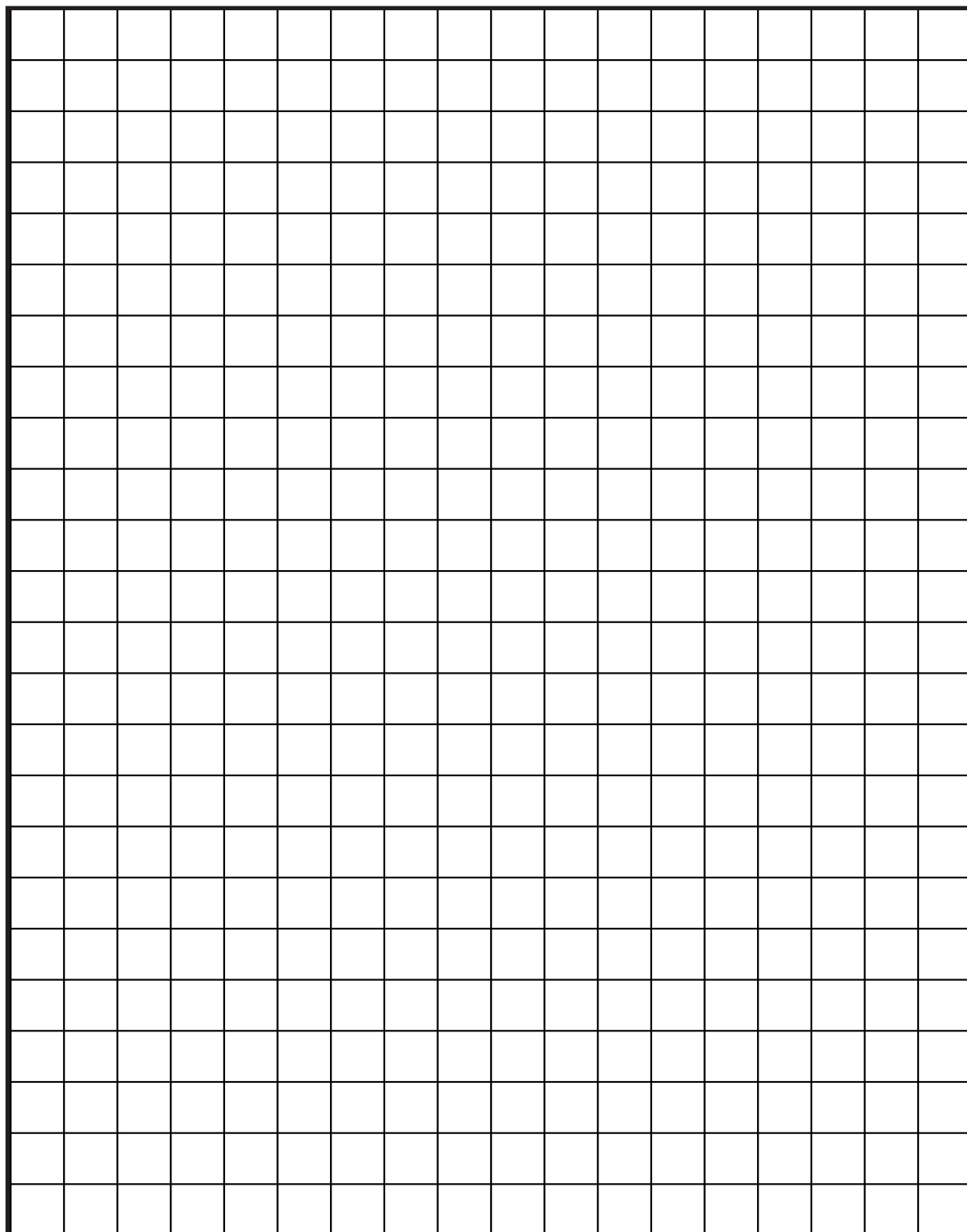
- Architectural rendering: a perspective drawing showing what a finished building will look like



RENDERINGS OF RUNT'S HOUSE



Draw your own diagram, floor plan, or illustration of somewhere familiar to you. OR create your own original room, village, or setting in the world of Minecraftia.



Create a Mini-GN

The world of Minecraftia in the *Diary of an 8-Bit Warrior* series holds unlimited possibilities for creativity. One way to be creative is through graphic novels – stories which use comic-strip style to tell a longer story. Create your own mini graphic novel (one page or several) like the *Diary of an 8-Bit Warrior Graphic Novel* series!



Your graphic novel can be action-filled, humorous, scary, or even dramatic! Here are some sample prompts to help you begin your own comic adventure:

- New adventurers always appear in Minecraftia. Pretend your character or characters find themselves in Minecraftia and must make it to the End.
- Your character is in a battle with a mob! How will they defeat them? Will they fight back with an axe, use a trap, or run away?
- Your character is trapped in a cave and the lava is rising! How do they escape? Are there others to rescue? Do they have to leave a pocket of diamonds behind or will they risk mining them before escaping?
- Create your own completely original graphic novel adventure in Minecraftia!

Complete a Quest

Gather a group of friends, family, or acquaintances together to role play and complete a Minecraftia quest. Cut apart and shuffle each set of starter cards. The red cards are character cards, the green are setting cards, and the yellow are action cards. Setting cards tell the group where they are and their quest. Character cards tell each player which *Diary of an 8-bit Warrior* series character they are. Action cards give players actions that help the group advance in the mission.

- **Step 1:** One player draws a setting card for the entire group. This gives you a quest to complete together.
- **Step 2:** Each player draws a character card, telling them what character they are. You may either lay them out and choose, or make things interesting by shuffling the cards and randomly selecting your characters.
- **Step 3:** Players take turns drawing action cards. When a card is drawn, the player explains how they use this action to try and help the group complete the quest. They may also talk it out with the group to come up with the best strategy to win.
- **Step 4:** This is a game all about imagination. During the quest, players decide together what obstacles are in the way, how long it takes to defeat enemies, and how to cooperate to achieve the goal. Have fun with it!

SETTING CARDS

Nether Fortress – Quest:

Break into the nether fortress to find its hidden treasure

The End – Quest:

Defeat the Ender Dragon and exit through the portal

Mansion in the Jungle – Quest:

Defeat the mobs that have overtaken the mansion

Deep in the Mines – Quest:

Gather diamonds and get out of the mine before it collapses

Villagetown – Quest:

Save the village from attacking ravengers

The Farlands – Quest:

Discover what lies beyond the Farlands

Enchanted Dragon Inn – Quest:

Return to the inn in the city of Owl's Reach

The Ocean – Quest:

Sail out to sea and find the secrets of the underwater temple

CHARACTER CARDS

Runt

(a villager who dreams of becoming a warrior)



Blurp

(a zombie with a heart of gold)



Maggie

(a warrior with incredible bow skills)



Bagel

(she's super intelligent and always looking to learn more)



Mobslayer

(A friendly wolf that is excellent in a fight)



Alberic

(This warrior may look strong... because he is!)



Sweetpea

(This baby ender dragon can be quite a handful for friend and foe alike)



Villager Girl

(Runt is her hero, perhaps she'll be a warrior too)



Steve

(What more can you say about this legendary warrior?)



Herobrine

(He may be a villain, but for this quest you may need his alliance)



ACTION CARDS

Drink a potion

**Shoot an
enchanted
arrow**

**Fight a horde
of zombies**

**Trade with a
villager**

**Craft a
special item**

Gain an ally

**Lead a group
decision**

**Mine for
important ores**

**Train to gain a
new skill**

**Open a
treasure chest**