

Beast Quest

WRITE YOUR OWN STORY



HELLO BEAST QUESTERS!

By now, you will have watched our video about writing your very own BEAST QUEST story. Here are some ideas about how to get started.

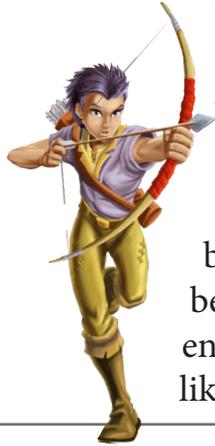
WATCH THE VIDEO AT:

[HTTPS://YOUTUBE/SHSE80GX73O](https://youtube.com/shse80gx73o)



1 **H**ave a think about **WHERE** your story is going to be set. Is it in Avantia, or somewhere else entirely? You can set it anywhere you like: in a school, or the park, or your home town, on another planet, or in the past!

2 **W**hen you have decided on your setting, choose your **MAIN CHARACTER** or hero. In **BEAST QUEST**, the heroes are Tom and Elenna, but you can choose anyone – someone made-up or someone real. You can be the main character if you want!



3 **N**ow, let's think about your **BEAST**. In **BEAST QUEST**, there are monsters of every size and shape. Some are based on animals from the world we know, some are borrowed from myths, some are half-human, and some are completely made up. Use your imaginations, or other stories you have read, to create the most exciting Beast you can. Does your Beast have any special powers? Remember, some Beasts are actually good at heart, and they are behaving badly because something has been taken from them, or they have been enchanted by evil magic. Is your Beast like that, or is it driven by evil?

LET'S TALK ABOUT HOW TO STRUCTURE YOUR STORY

An adventure story has three parts -

A BEGINNING...

A MIDDLE...

AND AN END.

BEGINNING

A story starts by introducing your **MAIN CHARACTER AND THE SETTING**. It's good to show how the world is peaceful and normal at the beginning – before things start to go wrong for your hero. The opening section of a story should not last too long, because it can get boring. So, something has to happen to change the normal day into an exciting and perilous one. We call this the **INCITING INCIDENT** – it's the moment when your hero is faced with a problem he or she has to solve.

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MIDDLE

This is the **MAIN PART OF THE STORY**, where your hero starts to deal with the problem. Normally, in **BEAST QUEST**, we don't show the Beast straight away. Tom and Elenna often have to travel somewhere, where they come across signs of the Beast's presence, or they see little glimpses of the Beast itself. Perhaps people have been hurt, or things have been damaged. By not showing the Beast, we make the reader wonder what it looks like – this is called **BUILDING SUSPENSE**.

About halfway through the story, we show the Beast for the first time. This is a big moment in every **BEAST QUEST** story, when we have a chance to **DESCRIBE THE BEAST PROPERLY**, in all its terrifying glory!

Next, we show our heroes trying to fight the Beast. It's never easy. At first they don't succeed and the Beast seems too much for them. There are times when it looks really bad for Tom and Elenna. We call these moments **CLIFFHANGERS**.



END

In this part, your main character works out how to **DEFEAT THE BEAST**, and puts a new plan into action. Maybe the Beast has a weak point, or can be tricked in some way. Or there's a way to free it from a magical curse. Or your hero needs a special weapon. When the Beast is vanquished, life goes back to normal... **AT LEAST UNTIL THE NEXT ADVENTURE**.

ENTER TO WIN!...

When you have written your story, you might like to send it us at BeastQuest@coolabi.com and enter our competition (please ask an adult to send this for you).

Use the subject line 'FAO Adam Blade' and all those sent to us by 1st August 2020 will be entered to win a bumper box set of 18 Beast Quest books, and the winning story and runners up will be read out in a future video!



beastquest.com

TERMS AND CONDITIONS

“BEAST QUEST” WRITING AND DRAWING COMPETITION 2020

These terms and conditions govern the “Beast Quest” writing and drawing competition 2020. Please read them carefully. By submitting an entry you are deemed to agree to them. You are advised to retain a copy for your records.

THE PROMOTER

This competition is being promoted by Beast Quest Limited, 9 Kingsway, Holborn, London WC2B 6XF.

THE COMPETITION

This is a creative competition that invites individuals to submit a “Beast Quest” inspired story and/or illustration. One winner will receive a set of 18 Beast Quest books, worth £30. Entries will be judged by the team at Adam Blade HQ. See www.beast-quest.com for further details as to ideas and guidelines for entries.

ELIGIBILITY AND ENTRY INSTRUCTIONS

Entries must be submitted by the parent or guardian of all under 18s (who hereby accept these terms and conditions).

The following people cannot take part: (a) employees of the promoter or its holding or subsidiary companies; (b) employees of agents or suppliers of the promoter or its holding or subsidiary companies, who are professionally connected with the competition or its administration; or members of the immediate families or households of (a) and (b) above.

The competition opens at 09:00 BST on 2 June 2020 and closes at 23:59 BST on 31 July 2020 (the “Closing Date”). Any entries received outside these specified times and dates will not be eligible for entry into the competition.

Entries must not contain any personal information e.g. entrant’s name, age, location or signature.

All stories and illustrations must be original and not copied from another source.

Stories should be submitted by word attachment or by email.

Illustrations must be submitted digitally as a Jpeg or PDF (being under 10MB in size) – entries must be either scanned or photographed.

Entrants need to be able to access the internet to take part. Entries must be sent via email to BeastQuest@coolabi.com. This is the only method of entry.

The promoter will not accept responsibility for entries that are lost, mislaid, damaged or delayed in transit, regardless of cause, including, for example, as a result of any equipment failure, technical malfunction, systems, satellite, network, server, computer hardware or software failure of any kind.

Only one entry per person is allowed. Once an entry has been submitted it cannot be changed or amended.

No cash or other alternative prize will be provided in whole or in part, except that in the event of circumstances outside of its control the promoter reserves the right to substitute a prize of equal or greater value. The prize is non-transferable.

SELECTION OF WINNING ENTRY

Judging will take place between 1 and 31 August 2020 to select the winning entry. The winning entry will be selected based only on artistic merit as judged by the judging panel. The decision of the panel of judges (acting reasonably) will be final. No correspondence will be entered into relating to the reasons why an entry is not

selected as the winning entry.

If the winning entry is found to be in breach of these terms and conditions (for example because it is by someone not between the ages of 6 and 12), the promoter reserves the right to select another entry as the winner.

NOTIFICATION OF WINNER

The winner will be notified by email in the week commencing 31 August 2020. The winner will be required to accept the prize by return email in the time stipulated in the promoter’s notification and provide sufficient information to enable delivery of the prize. If the winner fails to accept the prize or provide information within the time stipulated he/she will be deemed to have refused the prize and the promoter will award the prize to another entry. The promoter is not responsible for an entrant making a late claim on the prize for any reason (including due to a notification email being missed or not read for any reason).

The promoter must either publish or make available information that indicates that a valid award took place. The winner, or where the winner is a minor, such person’s parent or guardian, hereby agrees that the winner’s first name, location (being the country), and age may be published on the promoter’s website (and those of its associated companies) and on other appropriate websites and social media accounts. If you object to any or all of the winner’s name, country and age being published or made available, please contact the promoter by email at BeastQuest@coolabi.com. In such circumstances, the promoter must still provide the information and winning entry to the Advertising Standards Authority on request.

The prize consists of a set of 18 Beast Quest books, worth £30, and subject to events beyond the promoter’s reasonable control, will be fulfilled by no later than 31 October 2020 by local postal or courier service.

With the exception of the winning entry no submissions will be featured or used by the promoter in any way without the entrant’s prior written consent.

The winner hereby agrees that the promoter may, but is not required to, make the winning entry available on its and its affiliated entities’ websites and any other appropriate media, whether now known or invented in the future, and in connection with any publicity of the competition (or any future competition that the promoter (or any of its affiliated entities) may run. The winner hereby grants the promoter a non-exclusive, worldwide, irrevocable licence, for the full period of any intellectual property rights in the winning entry, to use, display, publish, transmit, copy, edit, alter, store, re-format and sub-licence the winning entry for such purposes.

PERSONAL DATA AND GENERAL PROVISIONS

The promoter will only process personal information received for the purpose of running this competition and as expressly set out in these terms and conditions. If you wish to receive newsletters and other “Beast Quest” related information please sign up at www.beast-quest.com.

If there is any reason to believe that there has been a breach of these terms and conditions, the promoter may, at its sole discretion, reserve the right to exclude any entrant from participating in the competition.

The promoter reserves the right to hold void, suspend, cancel, or amend the competition where it becomes necessary to do so.

These terms and conditions shall be governed by English law.