

A GUIDE FOR YOUNG KNIGHTS



THE
KID
WHO WOULD BE
KING
IN THEATERS JANUARY 25

Are you ready for an epic adventure in order to be granted knighthood? Embark on a noble quest to give back to your community by following the Knight's Code. Complete an activity from each of the rules below to earn a seat at King Arthur's Round Table!

The Knight's Code

1. Honor Those You Love

A knight shows gratitude and admiration for the people in their community.

How you can honor those you love in your community:

- Write a thank you letter to your teacher.
- Tell your friends, "thank you for being a good friend."
- Surprise your parents by helping out around the house.

2. Refrain From Wanton Offense

A knight must only use his or her strength for good through acts of chivalry and kindness.

How you can be chivalrous in your community:

- Hold open a door for someone.
- Say "please" and "thank you" to your server at a restaurant or when someone does something nice.
- Pick up trash when you see it.

3. Speak The Truth At All Times

A knight never tells a lie and is a trustworthy and reliable member of the community.

How you can be a trustworthy member of your community:

- Keep your promises. If someone asks you for a favor and you promise you will do it, then do it!
- Model the Golden Rule. Treat others the way you want to be treated.
- Always tell the truth, even when it's hard.

4. Persevere In Any Enterprise Until The End

A knight never quits. Even when it's tough, they follow through until the end.

How you can persevere to help your community:

- Organize a fundraiser for a local cause. Set a goal amount and reach it.
- When tackling a task, give it your all and seek out answers to any questions you may have.
- Gather your friends and family to do a beach or park cleanup, leaving it better than you found it.

ALEX FINDS HIS BEST FRIEND
BEDDERS BEING BULLIED AT SCHOOL.

HEY!
LEAVE HIM ALONE!

"IT'S A TOUGH WORLD OUT THERE AND
IT'S GETTING TOUGHER ALL THE TIME."

"AND THE WORLD'S NOT GOING
TO CHANGE. IT'S YOU THAT
HAS TO CHANGE."



"BEDDERS, YOU HAVE TO SEE WHAT I FOUND!"

THERE'S SOMETHING
WRITTEN ON THE HILT.

IT MEANS 'SWORD OF ARTHUR.'
WHAT IF IT'S...THE SWORD
IN THE STONE?

THE NEXT DAY AT SCHOOL...

IT WAS YOU WHO
DREW THE SWORD! THIS REALM
FACES MORTAL DANGER!

"THERE ARE FOUR DAYS UNTIL THE
SOLAR ECLIPSE WHEN MORGANA WILL
ENTER THE WORLD OF THE LIVING."



AND I'M SUPPOSED TO STOP HER? THAT'S RIDICULOUS! I'M 12!

NOW ALEX'S ENEMIES MUST BECOME HIS ALLIES!

YOU ARE MY KNIGHTS AND THIS IS THE ROUND TABLE.

OH MY GOD, YOU'RE SUCH A NERD.



THIS IS DESTINY!



WHO WILL JOIN US?!



AWAKE, MY WARRIORS!



TO BE CONTINUED IN...

THE KID WHO WOULD BE KING



Merlin's Magic Muddle

Use your powers to unjumble these mythical words!*

TIKNGH

ORNHO

WSROD

IGNK

ZWDARI

OGRAMAN

ABCEILRUX



Sword & Shield

(Tic-Tac-Toe)

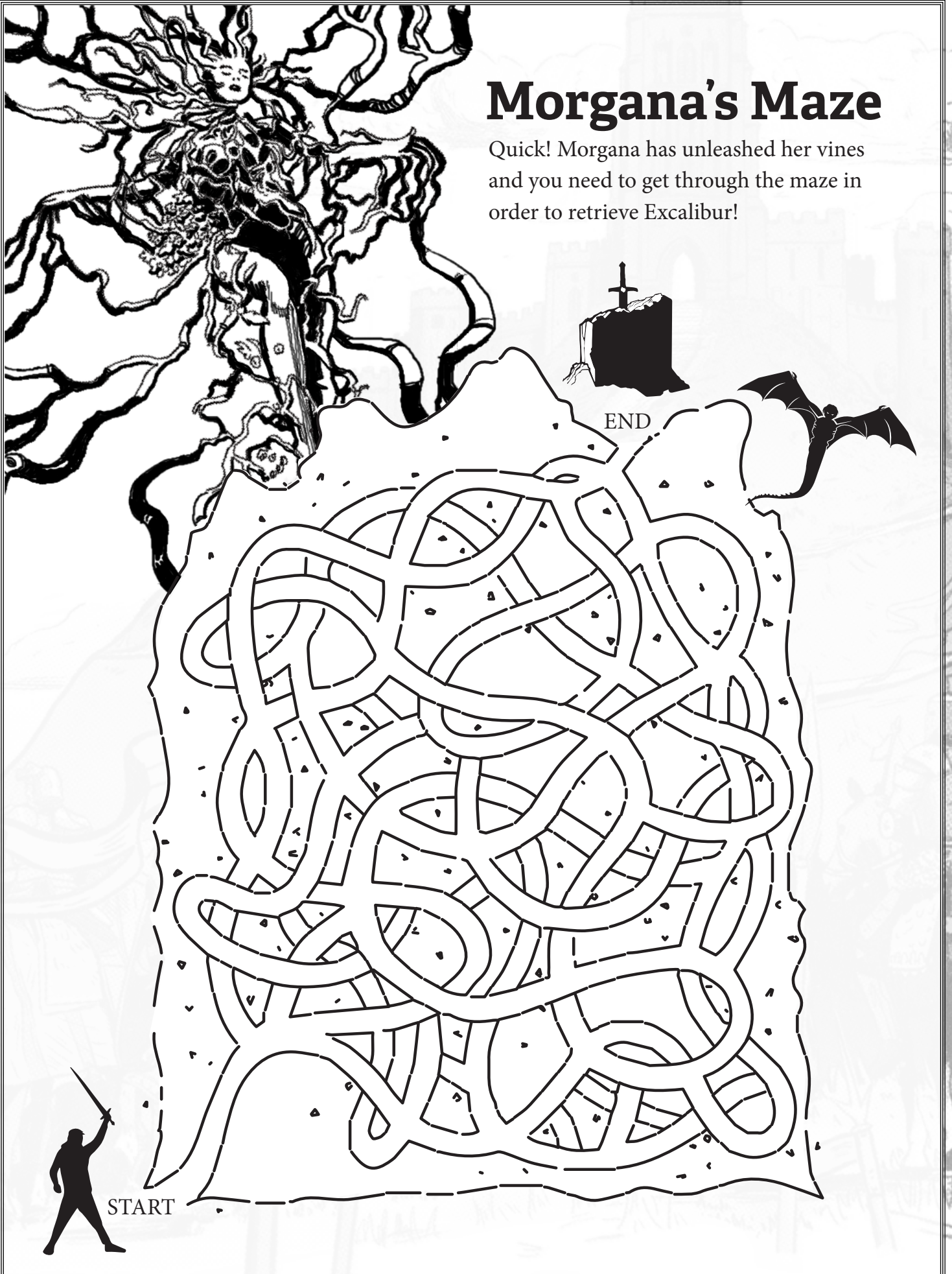


Grab a fellow knight and flip a coin to decide who is Swords and who is Shields. Take turns marking an empty square until someone gets three in a row and conquers the board.

*Magic Muddle key: knight, sword, wizard, Excalibur, honor, king, Morgana

Morgana's Maze

Quick! Morgana has unleashed her vines and you need to get through the maze in order to retrieve Excalibur!



END

START