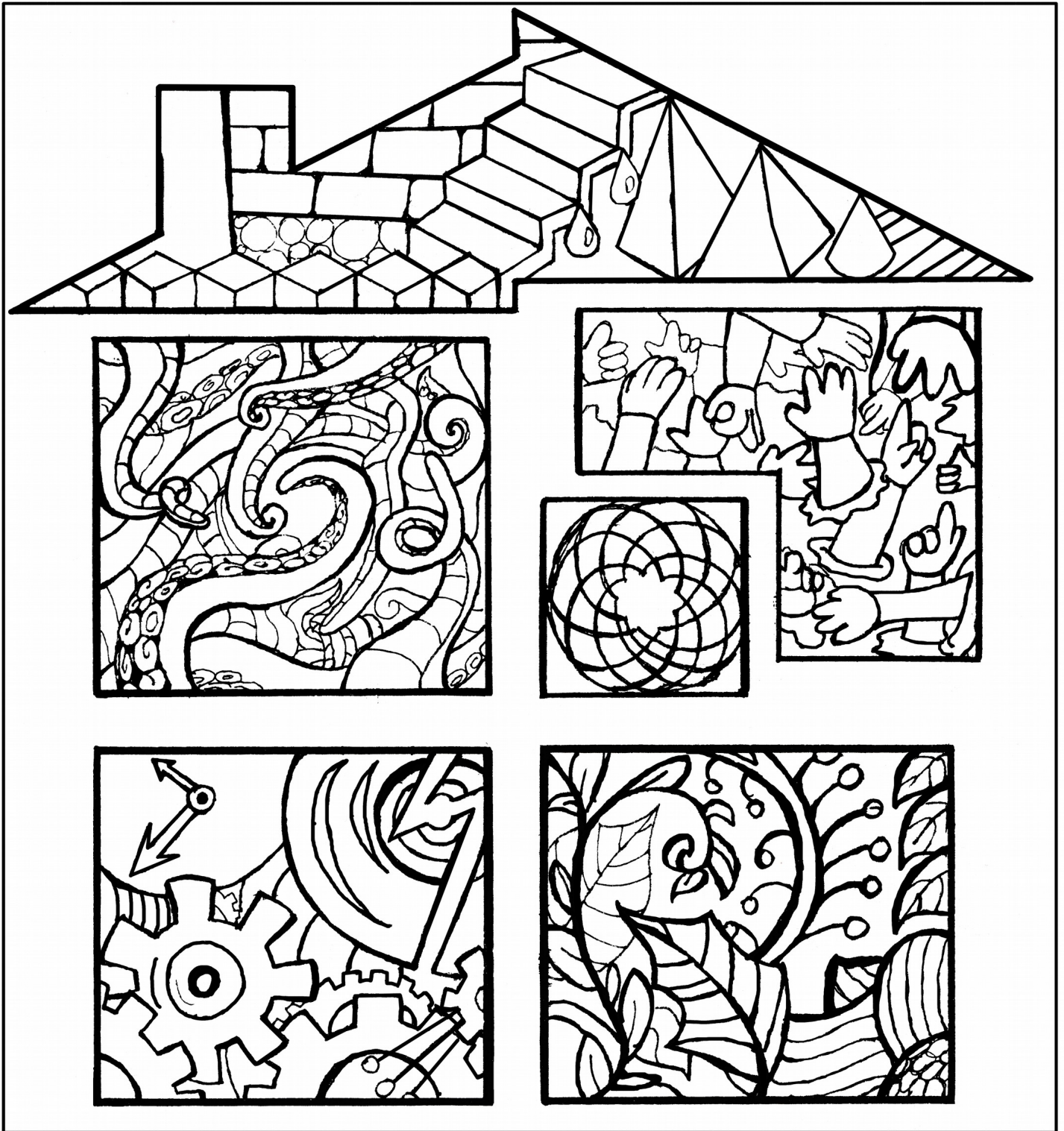


HOMESTUCK



LAND OF BOOKS AND COLOURS
Part 1: Guide to Sburb

1. ENTER THE MEDIUM

When you will enter the Medium your home will appear on your Land. Every player's Land rotates around Skaia and Battlefield.

You can also see two dreaming moons, Prospit, near Skaia and Derse, behind the Veil in the Void. When you will fall asleep you will wake on the one of the moons.

Veil is made of the meteors, you can find many laboratories or other facilities there. Be careful, some of the meteors may leave their orbit and head toward Skaia.



2. EXPLORE YOUR LAND

Walk around your Land, explore it, get to know it and get familiar with it's Quest.

Be careful tho, underlings wander around your Land and they may hurt you.

But don't be afraid to fight. If you will deafeat them you will be rewarded. Grist you'll get is useful and can help you alchemize weapons or tools.

But grist has one more use.



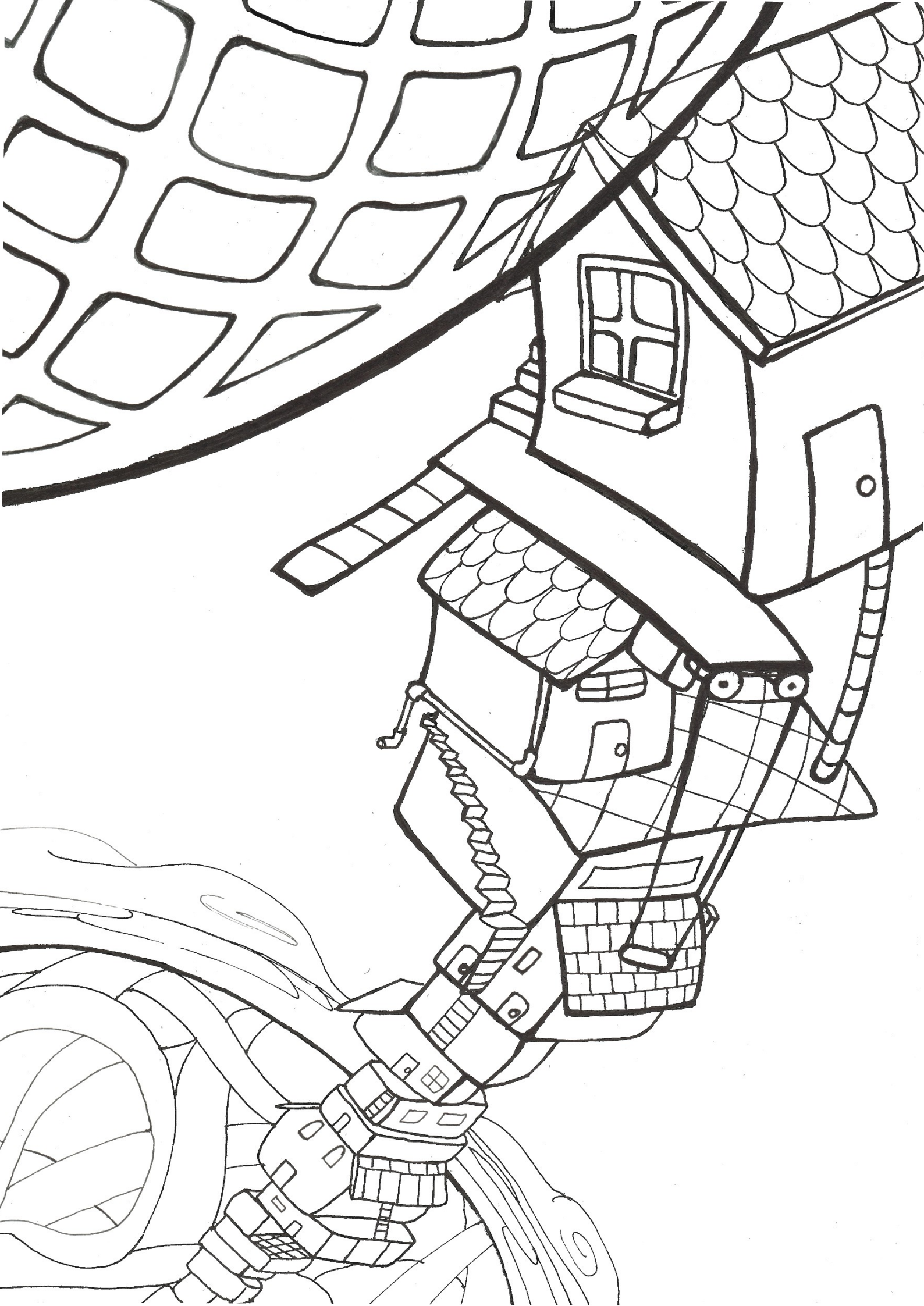
3. BUILD UPWARD

Grist can be used to make your house reach higher and higher. Your server player will create new segments of your house. You will do the same for your client.

It may seem like a waste of time, but it is in fact important game mechanism.

By building you can reach the gates that will transport you to the various areas of your Land or Lands of the other players.

It will make you stronger.



4. PREPARE FOR BATTLE

You and your friends will grow during the game. You will have to prepare to the most challenging task: defeating Black King and Carapacians Army.

That battle will decide if you will receive the Ultimate Reward.

Prepare your weapons, make yourself stronger, learn to cooperate with others and the most important tip: believe in yourself.



5. ENTER YOUR UNIVERSE

If you'll win you can
receive your ultimate prize.

What will you do with it?



CREDITS:

Homestuck franchise was created by Andrew Hussie and is owned by VizMedia.

All art was made by author:
Geeky Calligrapher

Huge credit to my ko-fi supporters!

Next part will come out soon!