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Ri4CTV.com/Comic

February 2020

Kingmaker Comic

Participant's Guide



Welcome to Our Project

[1] Welcome to our Kingmaker Comic Project. Your friends and you are all invited to join us in the making of our comic. This document is your guide to participation. It tells you all about our project and how you can join us and work with us in the development of our story and business.

[2] Please, feel free to distribute this PDF document far and wide. Project participants outside of Rhode Island are also welcome.

[3] To invite your friends, use our landing page at Ri4CTV.com/Comic. To contact us, aim your browser at Ri4CTV.com/Contact. Direct your comments about this document to its editor Nick via texting at 401-366-4987 or via email at nickantony.quach@gmail.com. He's in green shirt on the back cover of this document. Project details are presented at medium.com/coalmont/comic.

The Initial Story

[4] Early on in our comic, we discover that Jayden, Claustra, Sevas, Imperius, and Musk are in the same spaceship whose name is Kingmaker. That's why they're called the Kingmaker Group. Jayden is the only human. Each of the others is from a different humanoid species. Here is what we know so far. Claustra is from the two-face planet. With robotic traits, Sevas is a Siriusian. Imperius is an Entrope. Entropes carry a phantom body.

[5] The smallest creature in the spaceship, Musk is a humanoid with amphibian, reptilian, and feline traits. Her skin looks somewhat mal pigmented. Her eyes are diamond shaped; see image. When her pupils become dilated, they respond like a cat's.



Alec Mustafayev – Project Leader

[6] Touching up on the character Musk as found on the cover page of this document is Alec Mustafayev, our Project Leader, who is a senior at Classical High in Providence, Rhode Island. He published [Rebellious](#), his first book, when he was 16. In the following video, Episode 9 in Season 6 of our YouTube series NDBaker93, he tells us about the book. To learn more about Alec, see [his homepage](#) on our [Coalmont Magazine](#).

[7] As an expression of his ideals, Alec wants, in his own words, “to get as many people as possible to take agency in how they perceive the world”. It takes two steps, he believes. “First, know that you are free, truly free,” said Alec. “Then know that you choose the limits to which you exercise this freedom.”

NDBaker93

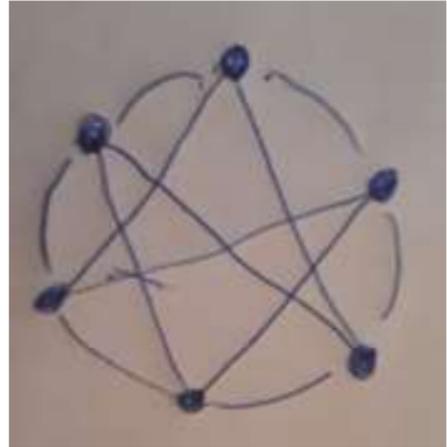
S6E9

Rebellious



Thumoslang Symbol

[8] This image suggests the symbol used to represent [Thumoslang](#), the nomenclature for social life. It may also be used to represent the spaceship Kingmaker. The dots encompass those who are a part of the collaboration. Their arms encircling each other. It embraces Alec's Ideals. The inside describes the lines of reciprocation between the members of a deliberate family.



[Kingmaker Comic Character Editing Form](#)



NDBaker93

S13E9 Comic

Thumoslang

Project 2020

Where to Meet

[9] In person you can meet us at 4:30 PM every Monday at the [Haven Cave](#) at 116 Calverly Street in Providence. This is when and where we do the [HavenFestPVD](#).

[10] As an alternative, you can also meet us at 4:30 PM or 5:30 PM or 6:30 PM every Wednesday at the Haven Hideout on Pitman Street in Providence. Zoe Anderson, our illustrator, and John Kandalraft, our lyricist, have been to these weekly meetings since January.

[11] The third option is to meet us at 4:30 PM or 5:30 PM every Friday at the Haven Hall on Evergreen Street in Providence. This is when Alec and Nick do their coding in Excel VBA to generate reports for our comic project. Students who want to learn how to do computer programming should be interested in joining us every Friday as well as on the weekend. For details, contact us [using this page](#) here or [this page here](#).

A photograph of two men sitting on a red couch. The man on the left has dark curly hair and a beard, wearing a grey and blue baseball-style shirt. The man on the right has straight brown hair and is wearing a plaid shirt. They are both smiling and laughing. The man on the right is holding a clear plastic cup with a drink and a straw. The background shows a white door and some shelves with books or boxes.

NDBaker93

S13E4 Comic

First Ideas

Online Collaboration

[12] Project participants are expected to share their project information with one another in the [Haven Office](#), our private space for online collaboration. Use its [Comic](#) menu for access to various places in our project library.

[13] When you have an idea for our story, register your idea with us by using the following form:

[Kingmaker Comic Character Editing Form](#)

[14] This form is also used to propose a new character, to propose changes to an existing character, and to register all types of information useful to the development of our comic characters.

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