



# THE HERO'S GUIDE TO BEING AN OUTLAW ACTIVITY GUIDE

## ABOUT THE HEROICS

Prince Liam. Prince Frederic. Prince Duncan. Prince Gustav. You think you know those guys pretty well by now, don't you? Well, think again. The Princes Charming, along with Ella, Snow, Rapunzel, and Princess Lila, learn that Briar Rose been killed and they are the prime suspects in her murder. However, a series of suspicious events leads them to believe that not only is Briar still alive, but some unseen evil is working its way into the throne rooms of all thirteen kingdoms. It's up to the League to break out of prison, find Briar, and uncover the nefarious plot before the entire country is destroyed.

## STUFF TO DISCUSS TO PROVE YOU READ THE BOOK

1. How do the Princes Charming and the Princesses come to be known as outlaws as the story unfolds? Why are they suspected of the crime?
2. What role does the Jeopardous Jade Djinn Gem play in this book?
3. Is Jerica a better match for Gustav than Rapunzel was? Is Rapunzel a better match for Frederic? Why or why not?
4. Val proves herself to be a valuable friend to the Princesses. How does this unlikely friendship show the importance of getting to know a person before you pass judgment on him or her?
5. How does being presumed dead work to the Princesses' and Val's advantage after escaping prison?
6. Why do the Princesses and Val agree to work with the Bandit King in the desert even though he's an enemy?
7. How do the Princes and Princesses keep messing up their wishes from the djinn? How does this scene bring out their strengths and weaknesses?
8. The bard songs turn out to be completely inaccurate accounts of what really happened in the story. How can believing everything you hear get you into trouble?
9. How do the personalities of each of the four Princes come through to help them win their individual battles to save their kingdoms?
10. Do the Princes and Princesses find their happily-ever-afters by the end of the novel? Why or why not?

“WELL, I DIDN'T SAY I WAS *UNDERWHELMED*.

NOT OVERWHELMED, NOT UNDERWHELMED—JUST WHELMED. I WAS WHELMED.”

—Prince Frederic

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### SOUND SMART BY USING IMPRESSIVE WORDS

Learn the meanings of the fifteen words from *The Hero's Guide to Being an Outlaw* listed below by matching each with its definition. Then find the words in the word search puzzle. The words can appear horizontally, vertically, diagonally, forward, or backward.

#### WORDS

1. outlaw
2. djinn
3. jeopardous
4. stalemate
5. bounty
6. mongoose
7. famished
8. agitated
9. defenestrate
10. moxie
11. cheeky
12. sprite
13. showboating
14. conspicuous
15. hardtack

#### DEFINITIONS

- A. playfully rude; disrespectful
- B. a small, fairylike creature with magical powers
- C. reward
- D. a small, fast mammal
- E. a situation with no winners
- F. genie; mythological creature
- G. disturbed or irritated
- H. easily visible
- I. courage and determination
- J. extremely hungry
- K. a hard biscuit eaten aboard ships
- L. risky, dangerous
- M. attracting attention
- N. a criminal or rebel on the run
- O. to throw someone or something out a window

E V E P G D K Q C M O E G K B R P G E A  
 A T C N K P E V O X E N T R B R W T Y S  
 C O I G T N T N H F I Y N A D K H U T O  
 M K Y R E V G A J T S F C H M Q K I N B  
 W H K A P O Y O A M U F N N U E C B U Z  
 K D G T O S S O Y S O H A N L T L X O O  
 D E B S B S B E F T U H J M I R W A B U  
 J F E A Z W I A I C C A A B I F U F T W  
 I E X P O J W U R E I U E R O S W U Z S  
 N N O H T V H X C V P N O D D V H I A N  
 N E S T K K V V T Z S H X E U T B E N X  
 I S A K O P A K V N N I N K A N A C D K  
 F T W G P G C X I T O B Y Q R T M C K Q  
 I R S A I E Z M Z L C K Y U W V U J K Y  
 D A J I L T I S U O D R A P O E J R K V  
 C T Q V D T A D X H G K P V D S A E X G  
 P E A C Z Q U T M J O Z M R C C E C Z X  
 V N E E P Z U O E P E I X O M H X L H Q  
 G D G V Y R G G L D B O L A C G L L G Y  
 H E H K S Z Y P W K H X D J L P Z L N U

Answer Key: 1N; 2F; 3L; 4E; 5G; 6D; 7J; 8G; 9O; 10I; 11A; 12B; 13M; 14H; 15K

“I REGRET NO WORDS. I LOVE WORDS.

AND THE WORDS I JUST SPOKE WERE THE TRUTH.”

—Prince Frederic



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## ACTIVITY GUIDE

### THINGS YOU SHOULD KNOW ABOUT OUTLAWS

In *The Hero's Guide to Being an Outlaw*, author Christopher Healy opens each chapter with a short and funny statement describing something that happens to one of the main characters in the chapter. See if you can identify what it takes to be an outlaw by filling in each blank with the ~~hero~~ outlaw the statement refers to. (Hint: Two characters appear twice.)

1. AN OUTLAW FAINTS AT THE SIGHT OF BLOOD

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2. AN OUTLAW PLAYS DOCTOR

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3. AN OUTLAW SPEAKS POLITELY TO A LADY

---

4. AN OUTLAW TALKS ALL PROPER-LIKE

---

5. AN OUTLAW NEVER FORGETS MOM AND DAD

---

6. AN OUTLAW LISTENS TO HIS DAD

---

7. AN OUTLAW ENJOYS COZY ACCOMMODATIONS

---

8. AN OUTLAW GOES GREEN

---

9. AN OUTLAW USES HER HEAD

---

10. AN OUTLAW NEEDS A GOOD STYLIST

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**“IT’S LIKE FRANK THE DWARF ALWAYS SAYS:** WHEN LIFE GIVES YOU LEMONS, THROW THEM AT DUNCAN. BY WHICH I BELIEVE HE MEANS: WHEN YOU’RE IN A BAD SPOT, TRUST IN YOUR FRIENDS TO HELP YOU OUT.”

—Princess Snow

Answer Key: 1 Prince Frederic; 2 Rapunzel; 3 Prince Gustav; 4 Lila; 5 Prince Liam; 6 Prince Duncan; 7 Ella; 8 Prince Frederic; 9 Rapunzel; 10 Snow

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