

OFFICIAL FOUNDER'S GUIDEBOOK

RAVENQUILL PRESS

Prepared for Founder Makeda



This book explains your press — what it is, how it works, what your job is as Author-in-Chief, and how you could turn your stories into something real people pay for one day. Read it, keep it, and come back to it every time you finish something new.

Written for Makeda, Founder & Author-in-Chief of Ravenquill Press

1 What Has Been Built

You now own a real website called **Ravenquill Press** — think of it like your very own bookstore on the internet, except every book, comic, and story in it can be one YOU made up.

Right now your press has **4 shelves**, and every single one is empty — waiting for whatever you write, draw, or dream up next.

Shelf 1 — Short Stories

Tales bound in a single sitting. This is the fastest way to get an idea from your head onto a real page that other people can read.

Shelf 2 — Manga & Comics

Panel by panel, ink and motion. Where your drawing and your storytelling work together.

Shelf 3 — Picture Books

Stories told with pictures leading the way — the format where your illustrations get to do just as much talking as your words.

Shelf 4 — Mystery Games **(SEALED)**

Puzzles and whodunits for readers to solve. This shelf stays sealed for now — it's the one a grown-up is going to help you build into something bigger once you're ready. It's coming.

Fun fact: nothing lands on a shelf by accident. Every piece has to pass through **three stages** first — Draft, Editing, Published — before it's allowed to go live. Not even yours skips the line.

2 How It All Works

You don't need to know how to code to be the Founder — but every good publisher understands roughly how their press runs. Here's the simple version:

Part	What it really is	What it does
The Website	The front door	The page people see first — your name, your shelves, how many pieces you've published.
Each Shelf	A room in the library	Holds every finished piece in that format — stories, comics, picture books, or mysteries.
Each Piece	A finished book	One story, fully told — title, your name on it, and the whole thing to read.
The Host (Vercel)	The power company	Keeps your press turned ON and available to anyone, anywhere, 24 hours a day — even while you're asleep.

Think of it like a real library building: the **website** is the front doors, each **shelf** is a section of the library, each **piece** is a book on that shelf, and **Vercel** is the electric company making sure the lights never go out.

3 Your Job: Author-in-Chief & Illustrator

As the Founder, YOU decide what goes on your shelves. Here's how a piece gets from "idea in your head" to "published on the website":

1. **Dream it up.** What's it about? Who's the hero? What's the mystery, the magic, the joke?
2. **Draft it.** Get it all out. It does not need to be good yet — it just needs to exist.
3. **Edit it.** Read it again. Fix what's confusing. Cut what's boring. This is where a draft becomes something worth publishing — and it's the part most people skip. You won't.
4. **Hand it off to publish.** Once it's truly finished, it gets added to the shelf — live, for real readers, forever.

You are the Author-in-Chief. That means the characters, the worlds, the magic, the art style, the vibe — all of that is 100% your call. Nobody can tell you your story idea is wrong.

Things a good Author-in-Chief does

- Reads a lot — every great author is first a great reader. Keep listening, keep noticing what makes a story work.
- Writes down ideas the second she thinks of them (keep a notebook!).
- Isn't afraid to cut something that isn't working yet.
- Finishes what she starts before starting something new — one published piece beats ten half-finished ones.

4 Telling Friends & Family

A press with no readers isn't much of a press. Here's how to get people to visit (with a grown-up's help sending links):

Your elevator pitch

"I built a publishing house called **Ravenquill Press**. It's got my own short stories, comics, and picture books — and I'm building a mystery game next. You can read everything for free, right on the website."

Easy ways to spread the word

- **Send the link** in a family group chat: "Check out what I published!"
- **Ask a real question** — "What did you think the ending meant?" gets people talking.
- **Show, don't just tell** — read a page out loud to someone for 30 seconds.
- **Ask them to share it** with 2 more people. That's how something small grows big.
- **Update people** when something new goes live — "New story just published!" is exciting news.

TRY IT: Write your own 1-sentence pitch

5 Domain Name Ideas

Right now your site lives at **ravenquill-press.vercel.app** — a free address. One day, when you're ready, a grown-up can buy you a real ".com" address (like a real sign above a real shop). Here are some name ideas to think about:

ravenquillpress.com

theravenquill.com

makedaspress.com

quillandwonder.com

inkwellpress.co

hiddenshelfpress.com

ravenquillbooks.com

quillhaven.co

makedawrites.com

ravenquill.ink

Tip: shorter is usually better, and it should be easy to say out loud AND easy to spell if a friend hears it. A grown-up will need to check which of these are actually available to buy.

TRY IT: Circle your top 3 favorites above, then rank them here

1st choice: _____ 2nd choice:

3rd choice: _____

6 💰 Money Quests — Level Up Your Press

Here's a secret: almost every famous author started exactly like you — one person, one story, and an idea. Below are **5 real ways** a press like yours can make money. Read each "Quest Card," then fill out the worksheet with what YOU think. There are no wrong answers — this is just you thinking like a real publisher.

Quest 1: The Reader's Circle ❤️

DIFFICULTY: EASY · NEEDS A GROWN-UP TEAMMATE

What it is: A button on your site that says "Support Ravenquill Press." People who love your stories (family, friends) can send a small amount of money — like \$1, \$5, or \$10 — just to say "keep writing!"

👍 Good things

Easiest one to set up. People WANT to support a kid who makes things.

😬 Tricky things

A grown-up has to run the actual payment account — you can't do it alone yet.

WORKSHEET

Who do I think would support me? _____

What would I say to ask them? _____

My excitement level: ★★★★★ (circle your rating)

Quest 2: The Merch Corner

DIFFICULTY: MEDIUM · NEEDS A GROWN-UP TEAMMATE

What it is: Put your characters and illustrations on real stickers, bookmarks, or prints that people can actually buy and keep.

Good things

People love owning art from a story they enjoyed. Feels very "real author."

Tricky things

Takes longer to set up, and you have to pick which piece of art to use first.

WORKSHEET

Which drawing would I put on a sticker first? _____

What would I call it? _____

My excitement level: ★ ★ ★ ★ ★ (circle your rating)

Quest 3: Commission-a-Character

DIFFICULTY: EASY · MOST PERSONAL ONE

What it is: Someone who loves you (grandma, an uncle, a best friend) pays a small amount to get **written into your next story** as a character (or their pet!). Very special, very one-of-a-kind.

Good things

Super fun and personal — people love seeing themselves in a story.

Tricky things

You have to actually write them in well, which takes real creative work.

WORKSHEET

Who's the first person I'd offer this to? _____

What kind of character would I make them? _____

My excitement level: ★ ★ ★ ★ ★ (circle your rating)

Quest 4: The Author Paycheck 📁

DIFFICULTY: EASY · STARTS TODAY

What it is: Treat finishing and publishing like a real job. You and your family agree on a set amount you get paid every time you finish and ship a new piece — like a commission for real work delivered.

👍 Good things

You don't need any readers yet — you get paid for the WORK, right away.

🤔 Tricky things

Only works as long as your family agrees to be the "customer."

WORKSHEET

What would be a fair paycheck per finished piece? \$ _____

What counts as "finished"? _____

My excitement level: ★ ★ ★ ★ ★ (circle your rating)

Bonus Quest: Print-and-Sell 📖 (SOMEDAY)

DIFFICULTY: HARD · NEEDS A GROWN-UP'S HELP

What it is: Turn a finished picture book or story into an actual printed book people can hold and buy — like a real author on a real shelf.

👍 Good things

The most "real author" this list gets. A real, physical book with your name on it.

🤔 Tricky things

Printing and shipping cost real money, so a grown-up has to help set it up.

WORKSHEET

Which piece would I print first? _____

My excitement level: ★ ★ ★ ★ ★ (circle your rating)

🎯 Final Boss: Pick Your First Quest

Quest	My rating (1–5 stars)	Would I try this first?
1. The Reader's Circle		
2. The Merch Corner		
3. Commission-a-Character		
4. The Author Paycheck		
5. Print-and-Sell (someday)		

The quest I'm picking first is:

7 The Founding Agreement

This is the real deal — the part you both sign. It says what you're agreeing to do, and what your publisher (Dad) is agreeing to do for you.

As Founder, I agree to:

- Finish what I draft — I don't have to finish everything I start, but what I *do* publish will be finished.
- Edit before I publish. Every piece passes through all three stages: Draft, Editing, Published.
- Keep at least one shelf growing, even slowly.

As Publisher, Dad agrees to:

- Keep Ravenquill Press live and running, for free, for as long as you're building it.
- Help publish anything you've finished and edited — no piece waits longer than a week once it's truly ready.
- Pay out Author Paychecks and Quest rewards on whatever terms we agree to in Section 6.



Certificate of Founder-ship

This certifies that

MAKEDA

is the Founder, Author-in-Chief, and Head Illustrator of
Ravenquill Press, and has full creative authority over what gets written,
drawn, and published next.

Makeda, Founder & Author-in-Chief

Waziri, Publisher

Date