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OH6FGN - JORDYN GAMBLE

You must defend the city of Vymorna against the Lizard men. Your choices and a pair of dice will determine your success.

Covers the turbulent history of the planet Titan, from its early civilizations, through the devastating war of the wizards, to the present-day wilderness and anarchy where the delicate balance between good and chaos could at any moment be overturned.

PART STORY, PART GAME - PURE ADVENTURE! After accepting a challenge to survive on Snake Island, a nightmare unfolds when a bounty is placed on your head. From being the hunter, you become the hunted. Now you must find the Assassins before they find you. But who are they? Where are they? Everybody you meet could be

an assassin. Trust no-one...

Fantasy fiction. Blood-bones lives! Cinnabar, evil Pirate-Lord and scourge of the twelve seas, is back from the dead, seeking revenge and with the dark powers of voodoo at his command. Only YOU can stop the pirate captain and his crew of bloodthirsty cutthroats. Prepare to set sail on the adventure of a lifetime.

An ancient evil is stirring in the bowels of the earth, and the land is blighted. After being entombed for one hundred years, the necromancer Razaak has been re-awoken and is poised to fulfill his promises of death and tyranny. His army of undead is at large across Allansia, bringing death and destruction to all who resist. It is up to YOU to find the only weapon to which Razaak is vulnerable: his own magic sword!

All Malbordus needs now is to retrieve the five dragon artefacts which have been hidden for centuries in the lost city of Vatos. Each day that passes brings him closer to them and only you can stop him. Your mission is to reach Vatos first and destroy the treasures Malbordus seeks. But beware!

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Fighting Fantasy gamebooks have sold over 17 million books worldwide,

in over 30 languages. But when Steve Jackson and Ian Livingstone sat down to write *The Warlock of Firetop Mountain* they had no idea this one book would go on to spawn another eighty or more titles, and have an immeasurable impact on a generation of children growing up in the 1980s. Part history, part celebration, **YOU ARE THE HERO** chronicles more than three decades of *Fighting Fantasy*. Written by Jonathan Green (author of seven *Fighting Fantasy* titles), this mighty tome will appeal to anyone who ever wiled away a washed-out summer holiday with only two dice, a pencil, and an eraser for company. This is a fixed format PDF eBook, with all of the same stunning, full-colour artwork as the hardback and paperback. Best viewed on a colour screen of 7" upwards, as a daily reader to keep your precious hardback safe. "YOU ARE THE HERO is as read-under-the-covers immersive as its subject matter; great characters, amazing stories and a surprise behind every door. 5 stars!" -- SCIFI Now "The most comprehensive history of the *Fighting Fantasy* phenomenon I've ever seen. With its maps, notes, art and photographs it's not just a cele-

bration but a fascinating resource." -- SFX "How many thousands of heroes did these books create? And how many lost their lives with a bad roll of the dice? A publishing phenomenon, without which computer games wouldn't be what they are today. About time these books were celebrated. Now go to page 45 and face your nemesis." -- Charlie Higson

When an ancient tomb in the Desert of Skulls turns out to belong to Akharis, a legendary ruler from a previous age, you discover some of his followers are trying to return the evil pharaoh to life. Soon YOU will have to learn the true meaning of *The Curse of the Mummy!* It will take a real hero to defeat Akharis and win the treasure. Dare YOU take on the challenge?

The legendary *Warhammer of Stonebridge* lies lost and broken in the treacherous wilderness of *Darkwood Forest*. Without it, the *Dwarves of Stonebridge* are doomed...Only the foolhardy would enter the murky depths of *Darkwood*. But your quest will lead you into the very heart of the forest. Dare you take on the unknown perils of *Darkwood*, and survive the puzzles, traps

and fearsome creatures that lie in wait for you? You alone must find the missing pieces of the *Warhammer* and save the *Dwarves of Stonebridge* before it is too late!

Chance and the reader's decisions will determine whether the *Silver Crusader* can capture the *Titanium Cyborg* and save *Titan City*.

In this brand new addition to the multi-million-copy-selling *Fighting Fantasy* series, you - the hero - must travel all over *Allansia* - from old haunts *Darkwood Forest* to *Port Blacksand* - on a dangerous quest. What starts as a treasure hunt soon takes a darker turn, with the potential return of the most terrifying foe of the original books, *Zanbar Bone*, on the increasingly dark horizon.

The first brand new *Fighting Fantasy* book for over 10 years!....In a tavern in *Fang*, a mysterious stranger offers YOU the chance to find the *Golden Dragon*, perhaps the most valuable treasure in all of *Allansia*. But it is hidden in a labyrinth beneath *Darkwood Forest* and is guarded by the most violent creatures and deadly traps.....To begin your quest YOU must drink a terrible potion, and to succeed,

you must find maps, clues, artifacts, magic items, jewels and an enslaved dwarf.

Taking the reader beyond civilization, this book details all the rules players and directors need for running adventures in the great outdoors. There are mountains and forests, rivers and lakes, and also castles and towers. Together with rules for armies and sieges, and full details of north-west Allansia, the site of the original Firetop Mountain and many other fighting-fantasy locations. Finally, there is the ready-to-play adventure, the last instalment in the saga of Sargon the Black.

A dungeon quest and a dangerous treasure hunt... The reader must take on the role of an adventurer, travelling to find the treasure chest belonging to a powerful Warlock, deep within Firetop Mountain. This chest is guarded by a succession of terrifying monsters...

The land of Hachiman is in grave danger. The Shogun's control is slipping. Bandits roam the land freely and barbarian invaders have begun to raid across the borders. All this because the Dai-Katana, the great sword, Singing Death, has been stolen

from the Shogun. YOU are the Shogun's champion, a young Samurai. Your mission is to recover this wondrous sword from Ikiru, the Master of Shadows, who holds it hidden deep in the Pit of Demons.

This is the latest title to join "Fighting Fantasy's" brand-new look! The multi-million selling gamebook series is back with a hugely popular revamped, updated package, a brilliant new interactive website and the monsters, dungeons and peril to capture a whole new generation of imaginations. Zanbar Bone and his bloodthirsty Moon Dogs are holding the town of Silverton to ransom. Only with the help of the mysterious wizard Nicodemus do you have any hope of saving the townspeople...

Deep inside the Citadel of Chaos, the dread sorcerer Balthus Dire is plotting the downfall of the good folk of the Vale of Willow. His battle plans are laid, his awesome army equipped, and attack is surely imminent, and YOU are the Vale of Willow's only hope!

The legions of Chaos are poised to descend on Allansia. In a unique twist, YOU are the fearsome Creature of Havoc. Yet only by mastering your bes-

tial nature and overcoming the forces of evil do you have any hope of discovering who you really are.

The diabolical reign of the evil sorcerer, Zagor, was ended ten years ago by a heroic adventurer who braves the countless perils of Firetop Mountain. Zagor has returned from the dead and plans to take revenge. Some brave adventurer-YOU- must enter the labyrinth and bring justice to the master of the Mountain. Ages 10+.

Trial of Champions is the thrilling sequel to Deathtrap Dungeon. Baron Sukumvit has redesigned his deadly labyrinth, now infested with new terrors, and upped the stakes to 20000 gold pieces. You are sold as a slave to the Baron's wicked brother, Lord Carnuss, whose gladiatorial games you must win before you can even enter Deathtrap Dungeon and compete for your freedom. Will YOU survive the trial?

Gamebook zine #1 Spring 2021. Welcome to the Gamebook Zine - a new magazine released free online and also available for print and kindle. Grab the printed version here with two extra mini stories or head over to the ko-fi and itch.io pages for the

pdf.Includes: Malivor: Cataclysm's Edge By TroyAnthony Schermer, 'Gunslinger' By Dave Sharock, Worldsend and Catacombs of the BloodStone by Simon Palmer, How To Start Writing A Novel By James Day, Time To Smite The Dragon By Adam Mitchell and How to begin writing a gamebook as part of Don Bosco's Gamebook Academy. Also includes fantastic pencil artwork by Pat O'Neil. Printed and extended issues include two extra 4 page

short games, 'The Invisible Gardener' and 'The Witch's Familiar' PART STORY, PART GAME - PURE ADVENTURE! Best-selling author, and long-time fan of Fighting Fantasy, Charlie Higson brings his own brand of heart-stopping action, terrifying monsters and page-turning plotting to Allansia... expect the unexpected! In this brand new addition to the multi-million-copy-selling Fighting Fantasy series, you - the hero -

must respond to a call for help from the people of Allansia. Your quest to the Temple of Miracles in the Invisible City will be challenging and dangerous, and your simple mission will soon take a darker turn as you face the legendary Gates Of Death. On the other side waits the Queen Of Darkness, Ulrakhaar. To stop her, and save Titan from destruction, you will have to venture further than ever before... to the Kingdom Of The Dead.