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Deathtrap Dungeon

Wizard **Baron Sukumvit's devilish labyrinth of Fang is riddled with fiendish traps and bloodthirsty monsters.**

Deathtrap Dungeon

Dell Publishing Company **The reader-player faces the challenging Trial of Champion and must navigate the terrifying pitfalls of the labyrinth of FANG, devised by the fiendish Baron Sukumvit.**

Fighting Fantasy : Deathtrap Dungeon

Fighting Fantasy **PART STORY, PART GAME - PURE ADVENTURE! Are YOU brave enough to enter evil Baron Sukhumvit's devilish dungeon and take part in his Trial of Champions? It's a trap-filled and monster-infested labyrinth where you'll compete against five other adventurers to collect certain gems, which are the key to escaping and winning the Trial.**

Official Fighting Fantasy Colouring Book 3

Deathtrap Dungeon

Snowbooks **Fighting Fantasy gamebooks have sold over 17 million books worldwide, in over 30 languages. YOU were the hero in Deathtrap Dungeon, fighting monsters and foes with a pencil, two dice and an eraser. And now - YOU ARE THE COLOURIST! Bring your favourite orcs, knights and even a Manticore to life, colouring the original emotive illustrations by artist Iain McCaig.**

Deathtrap Dungeon Map Book

Prima Games **Deathtrap Dungeon offers stunning graphics and an awesome atmosphere along with enthralling and compelling gameplay. This guide provides comprehensive maps to help readers navigate through all the hidden passages and rooms. It give the location of every weapon and puzzle. All spells, charms, cheat codes, and potions are revealed.**

Ian Livingstone's Trial of Champions

Puffin HC

Life's Lottery

Titan Books (US, CA) **A brand new edition of Life's Lottery - an exciting speculative fiction novel that invites the reader to assume the role of the protagonist! A role-playing novel that reveals how small decisions can have monumental consequences. If you choose the right possibilities you may live a long happy life, or be immensely rich, or powerful, or win the lottery. If you make other choices you may become a murderer, die young, make every mistake possible, or make no impression on life at all. The choice is yours.**

Deathtrap Dungeon

Based on the Fighting Fantasy Book by Ian Livingstone

Ian Livingstone's Deathtrap Dungeon

Prima's Official Strategy Guide

Prima Games **More than 55 different enemies await you – do you have what it takes to slash your way through the Deathtrap Dungeon? • Detailed walkthroughs of all torturous areas • Tactics for fighting all enemies – from dragons to pitfiends to demonic humanoid sorcerers • Maps of crucial areas • Strategies for all weapons – from swords and flamethrowers to deadly spells • Locations of all keys, weapons, treasure, and demonic deathtraps**

Island of the Lizard King

Wizard Books **Kidnapped by a vicious race of Lizard men, the young men of Oyster Bay face a grim future of slavery, starvation and death. Their new master is the mad dangerous Lizard King. YOU are the only one who can hole to rescue the suffering prisoners, but do you have the courage to risk this dangerous mission? Ages 10+.**

Ian Livingstone's Deathtrap Dungeon

The Official Strategy Guide

Creature of Havoc

iBooks **The reader is transformed into the Creature of Havoc, a fierce and monstrous beast with a taste for fighting, to stop the evil necromancer Zharradan Marr and his legions of Chaos before they can seize control of all Allansia, in an interactive, fantasy adventure. Original.**

Stormslayer

Wizard After years of peace, the kingdom of Femphrey is at war again - only this time it is with the elements! Devastating storms sweep across the country, destroying all in their path. Blizzards and floods threaten some areas while others suffer the worst droughts seen in centuries. But is this climate chaos all it appears to be? Or is there some dark design to this meteorological meltdown? You are a seasoned adventurer, known throughout the land. You have battled giants and slain dragons, but how can even a veteran warrior like yourself fight the weather? Are you ready to take up the challenge and face the perils that await you within the eye of the storm?

Deathtrap Dungeon Colouring Book

Snowbooks Fighting Fantasy gamebooks have sold over 17 million books worldwide, in over 30 languages. YOU were the hero in Deathtrap Dungeon, fighting monsters and foes with a pencil, two dice and an eraser. And now - YOU ARE THE COLOURIST! Bring your favourite orcs, knights and even a Manticore to life, colouring the original emotive illustrations by artist Iain McCaig.

City of Thieves

Wizard Books 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...

Deathtrap Dungeon Hint Book

Prima Lifestyles

Ian Livingstone's Deathtrap Dungeon Map Book

Prima's Official Strategy Guide

ASSASSINS OF ALLANSIA

Fighting Fantasy 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...

Fighting Fantasy: The Demon Prince

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.

Freeway Fighter

Wizard Books Life is lawless and dangerous. Survivors like you either live in scattered, fortified towns or roam outside as bandits. YOUR mission is to cross the wilderness to the far-distant oil-refinery at San Angelo and bring vital supplies back to the peaceful town of New Hope. Even in the armed Dodge Interceptor you are given, the journey will be wild and perilous. Will YOU survive?

Deathtrap Dungeon Hint Book

Prima Lifestyles

Return to Firetop Mountain

Wizard Books 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+.

Destiny's Role 2

Venom Of Vortan

Destiny's Role are books with a difference, books where YOU get to play the part of the hero, books that are both novels and games. Vortan - the Snake Lord Vortan - the Murderer Vortan - the Target YOU seek vengeance for your father's death. YOU have located his hidden underground kingdom. YOU are near to closure. YOU have only one chance... Will Vortan claim another victim?

Titan

The Fighting Fantasy World

Viking Press

Tiny Dungeon

Second Edition

A light-weight fantasy roleplaying game.

Talisman of Death

Wizard Fighting Fantasy™ is a brilliant series of adventure gamebooks created by games masterminds Steve Jackson and Ian Livingstone. Each book pits YOU - the reader - against a terrifying hoard of adversaries. Monsters like the foul Bloodbeast, the devilish Ganjee or noxious Orcs are all out to put a violent end to your daring quest. Often the choice is to kill

or be killed... dare you enter the realm of Fighting Fantasy™? The once-peaceful world of Orb is in terrible danger. Dark forces are at work to unleash the awesome might of the Evil One - and only YOU can stop them. YOUR mission is to destroy the Talisman of Death before the dark lord's minions reach you. But beware! Time is running out ...

You Are The Hero

Snowbooks Ltd **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 celebration 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

The Warlock of Firetop Mountain

Wizard Books The bestselling, classic, first-ever Fighting Fantasy title, relaunched for a new generation.

Dungeons and Dragons Art and Arcana

A Visual History

Ten Speed Press An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official **DUNGEONS & DRAGONS** illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as *Forgotten Realms* and *Dragonlance* novels; decades of *Dragon* and *Dungeon* magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with **DUNGEONS & DRAGONS**. The superstar author team gained unparalleled access to the archives of *Wizards of the Coast* and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

Heart of Ice

Fabled Lands Llp The end of the 23rd century. Earth lies in the grip of a new Ice Age. Famine, cold and fanatic cults threaten what is left of civilization. Humanity is on the brink of extinction. Nine of the strongest heroes of the age come seeking the ultimate prize: the Heart of Volent, an object with the power to reshape reality. All are ruthless, powerful, determined. To succeed they must work together. But only one can have the Heart. Choose your alliances with care. Weigh up who to trust. Be ready for betrayal. When the moment comes, the future of mankind will rest on your judgement. * * * **Critical IF** books are interactive adventures with a difference. You can be a mutant with the power to warp reality. A soldier whose combat skills are a match for any foe. A stealthy assassin leaping between rooftops. An explorer who can survive in the harshest conditions. Be anyone you can imagine. Choose from almost five hundred different character types, each with their own unique skills. Strong stories, vivid settings and compelling characters make **Critical IF** the

game-changers of the interactive fiction genre. Put yourself in the heart of the story.

Four Against Darkness

A Solitaire Dungeon-delving Pen-and-paper Game

Createspace Independent Publishing Platform **Four Against Darkness** is a solitaire dungeon-delving game that may also be played cooperatively. No miniatures are needed. All you need is this book, a pencil, two dice, and grid paper. Choose four characters from a list of classic types (warrior, wizard, rogue, halfling, dwarf, barbarian, cleric, elf), equip them, and venture into dungeons created by dice rolls and your own choices. You will fight monsters, manage resources, grab treasure, dodge traps, find clues, and even accept quests from the monsters themselves. Your characters will level up, becoming more powerful with each game... IF THEY SURVIVE.

Fighting Fantasy: Sorcery! The Shamutanti Hills

PART STORY, PART GAME - PURE ADVENTURE! You, the hero, must search for the legendary Crown of Kings, hidden in the Shamutanti Hills. Alive with evil creatures, lawless wanderers and bloodthirsty monsters, the land is riddled with tricks and traps waiting for you. Will you be able to cross the hills safely - or will you perish in the attempt?

Blood of the Zombies

Wizard Books **Fighting Fantasy** co-creator Ian Livingstone OBE brings the world's original gamebook series - 30 years old in August 2012 - to the world of the zombie. Terrible things are happening in Goraya castle... Insane megalomaniac Gingrich Yurr is preparing to unleash an army of monstrous zombies upon the world. He must be stopped and his undead horde defeated. In this life-or-death adventure the decisions YOU make will decide the fate of the world. Can YOU survive or will YOU become a zombie too? A Fighting Fantasy gamebook in which YOU are the hero.

Official Fighting Fantasy Colouring Book 4

City of Thieves

Snowbooks You chose your own adventure. Now, choose your own colour! Snowbooks are honoured to present Steve Jackson and Ian Livingstone's legendary Fighting Fantasy classics as you've never seen them before: in colouring book form.

Dungeons of Dread: S Series Classic Adventure Compilation

(S1 - S4)

Dungeons of Dread is a hardcover collection of four classic, stand-alone Advanced Dungeons & Dragons(tm) adventure modules -- S1 Tomb of Horrors, S2 White Plume Mountain, S3 Expedition to the Barrier Peaks, and S4 The Lost Caverns of Tsojcanth -- complete with original black-and-white interior art.

Steve Jackson and Ian Livingstone Present Blacksand!

Advanced Fighting Fantasy

Seas of Blood

Puffin HC

Fighting Fantasy

Wizard Books A Fighting Fantasy box set containing 'Warlock of Firetop Mountain', 'Citadel of Chaos', 'Deathtrap Dungeon' and 'Creature of Havoc'.

Forest of Doom

Wizard Books 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!

Steve Jackson and Ian Livingstone Present Tower of Destruction

Puffin HC