

## Bookmark File PDF Allansia Puffin Adventure Gamebooks

# Allansia Puffin Adventure Gamebooks

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PART STORY, PART GAME -  
PURE ADVENTURE!

Bestselling 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-

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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

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have to venture further than ever before... to the Kingdom Of The Dead. Deep within the Crystal Caves of Icefinger Mountains, the dreaded Snow Witch is plotting to bring on a new Ice Age. A brave trapper dies in your arms and lays the burden of his mission on your shoulders. But time is running out - will YOU take the challenge. The Warlock of Firetop Mountain  
The Fighting Fantasy World

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Sword of the Samurai

Out of the Pit

Creature of Havoc

A shrinkwrapped pack of ten titles from Steve Jackson and Ian Livingstone's peerless interactive game book series, Fighting Fantasy. The pack includes: The Warlock of Firetop Mountain, The Citadel of Chaos, Deathrap Dungeon, Stormslayer, Creature of Havoc, City of Thieves, Bloodbones, Night of the Necromancer, House of Hell, Eye of the Dragon.

Assuming the role of wizard or warrior, the reader must use magic spells or strength of arms to pass through the dangerous city of Khare

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

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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.

Howl of the Werewolf

Legend of Zagor

Advanced Fighting Fantasy

Fighting Fantasy

Seas of Blood

***Deep inside the Citadel of Chaos the dread sorcerer, Balthus Dire, is plotting and scheming the downfall of the good folk of the Vale of Willow. His battle plans are laid, his army equipped, and attack is imminent. Star pupil of the Grand Wizard, you can undertake a mission which can strike the heart of Balthus. Ages***

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**8+.**

***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+.**

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

***Vault of the Vampire***

***The Riddling Reaver***

***Robot Commando***

***The Citadel of Chaos***

***Caverns of the Snow Witch***

**Fighting Fantasy gamebooks  
have sold over 17 million**

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**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**

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**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**



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**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**

**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.**

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**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...**

**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+.**

**The Demon Spider**

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## **Kharé-cityport of Traps Eye of the Dragon Temple of Terror**

Fantasy fiction.  
Bloodbones 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

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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

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In this interactive fantasy, the reader, disguised as Prince Goldhawk, must find Stonehammer and save the kingdom of Karazan from enemy skeletons and terror bubbles.

Original.

Forest of Doom

Dungeoneer

Fighting Fantasy: The  
Gates of Death

House of Hell

Steve Jackson and Ian

Livingstone Present

Allansia

**This is the latest title to join Fighting Fantasy's brand-new look! The multi-**

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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.

Stranded miles from anywhere on a dark and stormy night, your only refuge is a distant ramshackle mansion. But the dangers outside are nothing compared to the nightmarish creatures that await you within its gruesome walls. Can you make it through the night without being scared - to death?

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

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from the Shogun. Your mission is to recover this sword from Ikiru.

Lupravia is a cursed land; a chill place of snow-capped mountains, brooding forests and mist-shrouded moors, haunted by the spirits of the restless dead. Peasants struggle daily with survival, living in constant fear of attacks from ravenous wild beasts. Only the foolhardy or insane would willingly pass beyond its borders and enter that benighted realm of predators. But enter you must, after a vicious wolf attack sets you on the path to murder and madness. Steadily succumbing to the call of the wild and the beast within, YOU must seek out a cure to your condition before the next full moon. But how long can you survive in a land where the powers of darkness hold sway and all live in fear of the Howl of the Werewolf?

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Fighting Fantasy: The Demon Prince  
Titan

The Roleplaying Game

You Are The Hero

Steve Jackson and Ian Livingstone  
Present Blacksand!

*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.*

*In a tavern in Fang, a mysterious stranger offers YOU the chance to find*



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*the Golden Dragon, perhaps the most valuable treasure in all Allansia. But it is hidden in a labyrinth beneath Darkwood Forest and is guarded by the most violent creatures and deadly traps. Ages 8+.*

*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...*

*Midnight Rogue*

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*52 Night Dragon*

*ASSASSINS OF ALLANSIA*

*Island of the Lizard King*

*Crypt of the Sorcerer*

The reader matches wits with the necromancer Razaak and his army of the undead and must search for the only weapon to which Razaak is vulnerable when the dark sorcerer once again threatens the land of Allansia after more than a century, in an interactive fantasy gamebook.

Reprint.

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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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.

Bloodbones

Steve Jackson and Ian Livingstone

Present Tower of Destruction

City of Thieves

Return to Firetop Mountain

Demons of the Deep

***Steve Jackson and Ian***

***Livingstone Present***

***Blacksand! Advanced***

***Fighting Fantasy Titan The***

***Fighting Fantasy***

***World Viking Press City of***

***Thieves Wizard Books***

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*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*

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*Dwarves of Stonebridge  
before it is too late!  
Banished from the world of  
Titan, Zagor the sorcerer  
is slowly regaining his  
strength. Within Castle  
Argent, in the kingdom of  
Amarillia, Zagor has been  
transformed into a demon.  
Such is his power, he must  
be destroyed. There are  
several adventurers  
willing to volunteer, but  
only one will be chosen.  
Are you that hero?  
Steve Jackson and Ian  
Livingstone Present The  
Keep of the Lich-lord  
The Caverns of Snow Witch*