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About This Content

Deep in the caverns beneath Firetop Mountain lies an untold wealth of treasure, guarded by a powerful Warlock – or so the rumour goes. Many adventurers, expert swordsmen like yourself, have set off for Firetop Mountain in search of the Warlock's hoard. None has ever returned. Do you dare follow them?

Relive *Fighting Fantasy* – the beloved text-based, interactive adventures of the 80s and 90s! Push your Skill, Stamina and Luck to the limits as you explore the depths of Firetop Mountain. This gamebook has been converted to digital format using Tin Man Games' acclaimed Gamebook Adventures engine.

FEATURES

- Make the gamebooks as easy or hard as you like and even turn on a special 'Free Read' mode to play the book like an old-school cheater!
- Map feature makes it easy to keep track of everywhere you have explored during current and previous playthroughs.
- Unlimited Bookmarks allow you to revisit difficult sections as many times as desired.
- Classic, original artwork from Russ Nicholson, all viewable through a collectable artwork gallery.
- Automated Adventure Sheet that keeps track of your stats, inventory and knowledge gained during your journey.

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- Specially composed, atmospheric soundtrack and effects.

The Warlock of Firetop Mountain is digital gamebook DLC intended for use with *Fighting Fantasy Classics*.

Title: The Warlock of Firetop Mountain (Fighting Fantasy Classics)

Genre: Indie, RPG

Developer:

Tin Man Games

Publisher:

Tin Man Games

Franchise:

Fighting Fantasy

Release Date: 5 Jun, 2018

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English



You have entered a large square room. Broken pottery lies scattered all about. One large clay vase is untouched and is full of clear liquid. A large bowl is full of Gold Pieces. As you enter the room the door slams behind you and you

swing round to face a st
half bull, who is glaring
he stalks towards you!

He lowers his head, hor
charges.

You must FIGHT!

MINOTAUR **7** **9**
Stamina Skill

20 **17**
YOU ENEMY

You hit MINOTAUR!
TAP TO CONTINUE

Luna **19** **10** **10**
Stamina Skill Luck

Others
Lantern

Equipment


Consumables
Potion of Skill
Provisions x10






The case opens easily and inside you find a magnificent bow and one silver arrow. An inscription on the case says: 'The giver of sleep to those who never can'.

You put the bow, arrow and case in your pack and leave the room – and add 1 LUCK point.

Pleased with your discovery, you leave the room and continue your quest.

Turn to 237. 



Luna

		
15	10	10
19	10	10
Stamina	Skill	Luck

Others

- Lantern
- Bow with Silver Arrow

Consumables

-  Potion of Skill
-  Provisions x10

Equipment


FN
FIRETOP MOUNTAIN

GAMEBOOK 1

Deep in the caverns beneath Firetop Mountain lies an untold wealth of treasure, guarded by a powerful Warlock - or so the rumour goes. Many adventurers, expert swordsmen like yourself, have set off for Firetop Mountain in search of the Warlock's hoard. None has ever returned. Do you dare follow them?

Author: Ian Livingstone, Steve Jackson
Cover Art: Peter Andrew Jones
Illustration: Russ Nicholson

v6



This book had my daughter and I floored for the entire weekend. We couldn't wait to find out what the evil warlock looked like and what treasures he kept hidden. We played all of Friday night before bedtime and didn't survive our first journey, but we ventured forth again on Saturday morning. By 5 in the evening we were finally sitting on the throne of Firetop Mountain together. All in all I am having a blast with this book and my 12 year old girl is as well. She can't wait to try to get her friends into these. We are going to end up getting some of the paper editions that haven't been placed on the catalogue. It seems as if you may have a new young fan to spread her love of a new hobby to a younger generation.. Im enjoying this game, but I got what seems to be close to the end, and it seems to freeze on the screen after you open the chest? On the screen 'You made your selection and slide a key into each lock...' and there is no way to proceed... Is this a bug?

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