
Citadel Of Chaos (Fighting Fantasy Classics) Key Serial

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About This Content

Deep inside the Citadel of Chaos, the dread sorcerer Balthus Dire is plotting. Summoned by a desperate plea for help, you are the Vale of Willow's only hope. And yo 5d3b920ae0

Title: Citadel of Chaos (Fighting Fantasy Classics)

Genre: Indie, RPG

Developer:

Tin Man Games

Publisher:

Tin Man Games

Franchise:

Fighting Fantasy

Release Date: 5 Jun, 201

English

Well I'm basically reviewing the original 1983 book here, though I do remember a few differences in the original text. No colourised drawings this time, which is acceptable. My main interest in these adaptations of gamebooks is, they take away the effort of page turning, dice rolling, adventure sheet editing etc. and they can also make sure you don't cheat. Citadel of Chaos is a favourite of mine even though it has some obvious faults i.e it's very short and has a rather too narrow correct path to the end. But there are interesting opponents/encounters from the dog-ape and ape-dog at the citadel gate, right up to the dark, mysterious Balthus Dire himself at the apex of the citadel. The magic use makes it good too, you often have alternatives to the sword-fight to the death and can use them to dodge opponents. Russ Nicholson's art is very good and gives the book mystery and danger. Now I think Balthus Dire has a bit more depth than Zagor the Warlock from the first book. He is a warrior-sorcerer like yourself. The battle with Dire in his private chamber has stages to it, he tries different ways to thwart your assassination attempt and there is even a bit of a war of words. Of course, you also pit your magic against his.. Well I'm basically reviewing the original 1983 book here, though I do remember a few differences in the original text. No colourised drawings this time, which is acceptable. My main interest in these adaptations of gamebooks is, they take away the effort of page turning, dice rolling,

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