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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 you are no ordinary adventurer. As star pupil of the Grand Wizard of Yore and a master sorcerer yourself, you must strike at the very heart of Balthus Dire's nightmare world.

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 Balthus Dire's terrifying Citadel. 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!

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- 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.
 - Specially composed, atmospheric soundtrack and effects.

Citadel of Chaos is digital gamebook DLC intended for use with *Fighting Fantasy Classics*.

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, 2018

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English

Samurai of Hyuga Book 2

by Devon Cornell

Show Stats Restart Achievements

<Attachment has increased.>

The shoulders were the proper place to pay attention to. You couldn't swing a blade without moving them. And that aside, Saburo's getup made him especially difficult to read otherwise. His face was caked in white and red makeup, which hid more than just dimples and forehead wrinkles. As for his legs, they were well-hidden beneath his comically large hakama pants.

From his stance and his attire, to his past and silly name—this man was mystery. One I would solve with my swordsmanship!

"Hiyah!" Saburo curved his blade downward and into an uprising arc. I saw his left shoulder sink low and back. It was an obvious tell. This pretty boy didn't know just how ugly this duel was about to get.

I parried low and closed distance fast. Our blades grinded and sparks flew. The advantage was mine because I was able to push down with my weight. This was one of the reasons why samurai favored overhead strikes. I only needed a single hand to maintain the parry while he required the use of two.

My left hand gripped around the exposed wrist on Saburo's right. I could feel veins and muscles and tendons bend beneath my thumb. If I could break Momoko's fingers on accident, then I could snap a wrist on purpose. Realizing the danger Saburo pushed away in retreat.

I spoke as he cradled his damaged wrist. "That's what happens when you leave your guard open. Perhaps it's best you retire before you endanger your Shoji career as well."

"I came to Tonogasha to find a demon," Saburo spat, "I didn't think I'd find two." The kabuki actor stretched his hand and held back a yell. He returned his katana into its sheath. "Your cold and killing instinct. That is something I simply do not have. Thank you for showing me this."

The crowd broke into 'awh's and clapped for their leading man. I was just a sideshow. A gimmick to inject some much-needed adrenaline into the act. My blood was boiling and my heart was racing. Was my first fight in weeks going to end after a single strike?!

- "Draw your blade. We're not finished yet."
- "If you yield out of fear for your life, you need only say so."
- [sheathe your katana]





Ineed, we want the 1960s Batman this is a really frustrating "bonus" limitation.. So many years later and the game is still great. If you have the itch for historical rts this does it.. Really cool game! Very fast-paced and addicting. When you mess up you just want to try over and over again untill you beat your highscore. Also a lot of different levels, which can keep it interesting for a long time. Definitely reccomend it if you like fast-paced platformers.. This is a HOG with no story and you can't walk around in a house or landscapes or whet ever to find clues to go further in the game. It's basicly finding hidden objects or silhouettes, actually kind of boring. The voice over is very irritating. I've bought it for about 1 Euro but it's worth 10 cents and when you buy it play it when you've got really nothing else to do and use it as a time killer.. just a click story to be honest and doesnt save game automatically. just wasted 45mins as i went to close my inventory and closed the whole game and it hadnt saved. lol grim

I've been looking forward to the release of this ever since trying the Prelude, and I was not disappointed. Very creative and well done. Creepy and a bit scary at times also. Great experience if you like puzzles.. great shmup worth the price! also available on dreamcast and demul naomi emulator but you cant go wrong paying for the steam version.. Wow. Just wow. I've had the game for I think a little over an hour now. And I must say I'm VERY impressed. For a game that's not even fully complete yet, it was worth the 9 bucks. I can see myself playing this game for MANY more hours to come. Also, one more thing, PLEASE make carbon a little easier to find, or at least make it craftable.. All finished and feeling compelled to drop a review: while Hexa Turn may not quite reach the peak of some of the Cell game series (Hexcells, Squarecells, etc), it gets remarkably and surprisingly close. The art style is bold and minimalist yet directions and objectives are crystal clear. Enough diversity in "buffs" allow for surprising flexibility to solve the puzzles and when you lose it is ALWAYS your own fault. There is, like many other outstanding indie puzzle games, limited replayability, but the game's value is still outstanding due to the strength of gameplay allied to the uniqueness of the concept. Highly recommended, and without caveat.. still really early yet but in time when more things get added n maybe the odd change ere n there could be a gooden. used to play ufo for hours on end without boredom so thumbs up n cant wait for updates.

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