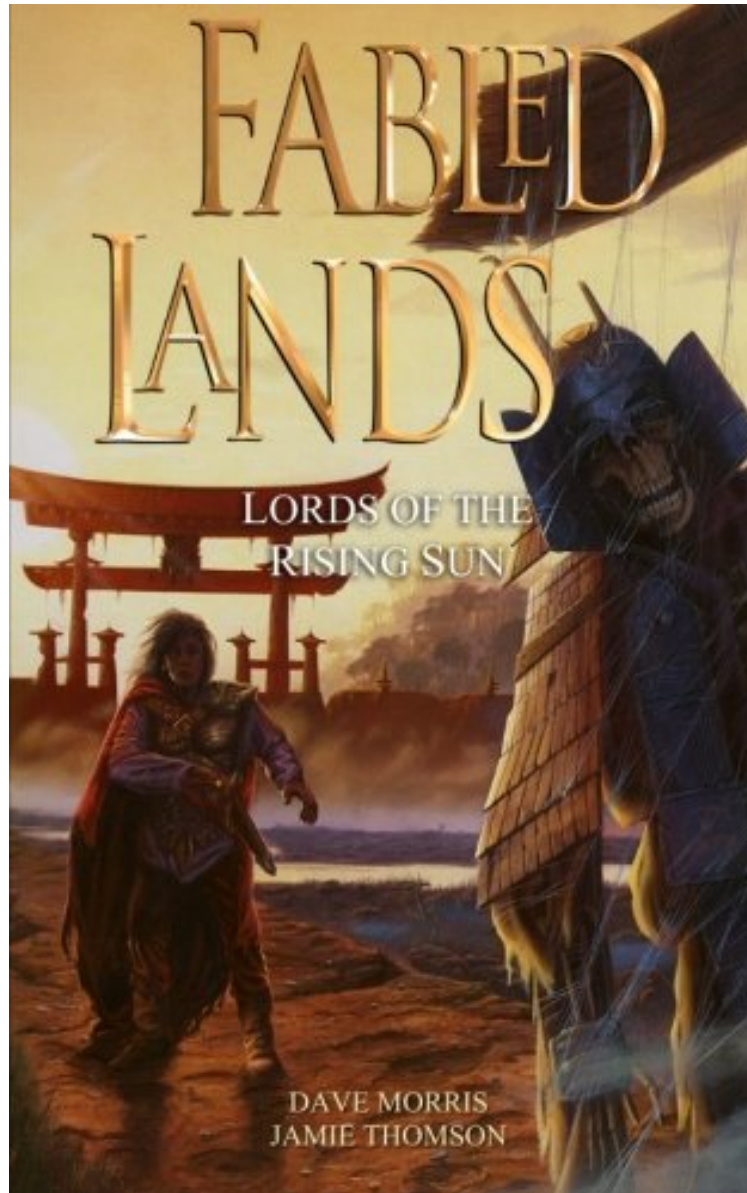


(Library ebook) Fabled Lands : Lords of the Rising Sun

Fabled Lands : Lords of the Rising Sun

Dave Morris, Jamie Thomson

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Dave Morris, Jamie Thomson : Fabled Lands : Lords of the Rising Sun before purchasing it in order to gage whether or not it would be worth my time, and all praised Fabled Lands : Lords of the Rising Sun:

0 of 0 people found the following review helpful. Reliving the 80's "Choose your own Adventures" glory days with a cross book bonusBy Frank AIn remember I used to read those "Choose your own Adventure" books in the early and mid 80's so when I found War Torn Kingdom in the clearance bin at Software ETC in 1998ish I picked it up though it

basically sat on my bookshelf collecting dust until early December 2016 along with other things I used to grab out of the clearance bins at those games/video game shops "for a rainy day" cause I was looking for something to read other than a magazine or the newspaper and I got hooked in the nostalgia of the "Choose your own adventures" days and had to find the other books after coming across passages requiring the other books Whereas my PC was doing well in War Torn Kingdom, my PC ended up dead like 10 paces from a town off the bat, got mugged shortly after being resurrected then Assaulted verbally shortly after that by some strange woman to the point of having to flee covering the ears...lol. Definitely a harder time for your PC in Lords of the Rising Sun than in War Torn Kingdom...especially if the dice roll badly for your PC or you make the "wrong" decision. Another thing that is different in Lords of the Rising Sun and the later books from Worn Torn Kingdom is the passage of time is noted which is good for time based events like investments Only minor frustration with some of the choices in Lords of the Rising Sun is that some directions were missing in the direction choices despite there being a obvious path in the unavailable direction and some areas/choices not being available with no clear reason....as if the book was cut short or trimmed Overall I like the Adventures been on so far, though have left the book to go far north via "Plains of Howling Darkness" book for now 6 of 6 people found the following review helpful. Solo Gamebooks at their finest By Nema These books take solo gamebooks to a whole new level. As a person who isn't able to do as much table top gaming as I'd like these books do a great job of delivering an experience close than any other I've had to sitting down with a good Story Teller and playing some great table top RPGs. I highly recommend these to anyone that is a fan of fantasy, adventure, and gaming. 5 of 5 people found the following review helpful. Love these books! By Alexander Severus Amazing illustrations as usual! These books constitute a high-quality fantasy series with loads of flavor. I only wish more people knew about them. Still holding out for volumes 7-12!

FABLED LANDS is an epic series of interactive books with the scope of a massively multiplayer game world. You can choose to be an explorer, merchant, priest, scholar or soldier of fortune. You can buy a ship or a townhouse, join a temple, undertake desperate adventures in the wilderness or embroil yourself in court intrigues and the sudden violence of city backstreets. You can undertake missions that will earn you allies and enemies, or you can remain a free agent. With thousands of quests and locations to explore, the choices are all yours. * * * SET OUT ON A JOURNEY OF FABULOUS ADVENTURE The Lords of the Rising Sun hold absolute power over the exotic kingdom of Akatsurai. But proud warrior clans constantly seek to overthrow them. In the turmoil of war there are countless opportunities for a quick-witted adventurer. Will you spy for the Shogun? Will you pledge your life to the Sovereign as one of his chivalrous knights? Or just play one side against the other in your pursuit of riches and power? Track down the elusive, raven-winged Tengu to learn the secret arts of sorcery and swordplay. Defeat the vampires, skilled in martial arts, who guard the Lost Tomb of the Necromancer. Enter the dreadful cloisters of the Noboro Monastery, where you will fight the most dangerous opponent of all ? yourself ... A thousand quests await you and every decision is in your hands. Be whoever you choose, go anywhere you please, do anything you want ? the only limit is your imagination. The choices are unlimited, the adventures endless, in the fantastic role-playing world of the FABLED LANDS.

About the Author Dave Morris is an award-winning game designer and #1 top-selling author. He has written more than two dozen choose-you-own style gamebooks with worldwide sales in the millions. His recent interactive reworking of Mary Shelley's FRANKENSTEIN won critical acclaim on both sides of the Atlantic, with Salon.com describing it as "maybe the best interactive fiction yet". He is also the creator and writer of the epic graphic novel MIRABILIS: YEAR OF WONDERS. Jamie Thomson is the best-selling author of DARK LORD: THE EARLY YEARS and a shortlisted contender for the 2012 Roald Dahl Prize. With Dave, he is co-founder of Spark Furnace, a creative studio dedicated to originating worlds, characters and properties that span media from print to games to television.