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Dave Morris, Oliver Johnson

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Dave Morris, Oliver Johnson : The Battlepits of Krarth (Blood Sword) (Volume 1) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Battlepits of Krarth (Blood Sword) (Volume 1):

8 of 8 people found the following review helpful. The best gamebook series everBy Scouser70The best gamebook series ever! Great to see if back in print. It can be played multiplayer with each player controlling a character or solo. Or one person can control all four characters - warrior, sage, trickster and enchanted. Combat is enhanced by tactical maps, which in these revised editions are much easier to use than the originals from the 1980s.Overall great fun if you

are looking for something closer to an RPG than a straightforward gamebook. Even if you don't want to geek out on the gameplay the story is epic, which develops over the five book series. First four books are all available. You are going to want to buy them all. 3 of 3 people found the following review helpful. Out of this World content but sub-par publishing quality By Nicholas Lim Don't get me wrong, the content of this book is out-of-this-WORLD!! It's has an incredible game and story - exactly what I remembered many years ago. However, sadly, I lost my originals over the years and this reprint isn't what it is before. The paper quality isn't up to par and when you line up the books (current volume 1 to 4), you'll notice that the cut of the books are not consistent. Some books are taller whereas some others are broader. Most definitely it isn't the copies I have as I had bought 2 sets of each :)

THE BATTLEPITS OF KRARTH is the first title in the Blood Sword series. It can be played solo like a traditional gamebook, or it can be played by a team of up to four people. Combining the best of role-playing, gamebooks, novels and boardgames, the Blood Sword series builds into a sweeping fantasy epic that delivers the most exciting challenge yet in interactive adventure. Every thirteen lunar months the Magi of Krarth hold a desperate contest to see which of them will rule that bleak and icy land. Teams of daring adventurers are sent down into the labyrinths that lie beneath the tundra, each searching for the Emblem of Victory that will win power for their patron. Only one team can prevail. The others must die.

About the Author Dave Morris is a videogame designer, comic book creator, scriptwriter and top-selling author. He has written more than two dozen choose-your-own style gamebooks, including the acclaimed Fabled Lands series and a Kirkus-star-winning interactive version of Mary Shelley's classic Frankenstein. His graphic novel epic Mirabilis: Year of Wonders is being serialized in both print and digital editions.