

FIGHTING FANTASY GAMEBOOKS

Part book, part fantasy adventure game, the *Fighting Fantasy Gamebooks* by Steve Jackson and Ian Livingstone are different from traditional sword-and-sorcery novels. If read from start to finish, the text makes no sense at all. The adventure story contained within is broken into paragraph-sized chunks, numbered for reference. There are monsters to be battled, according to simple combat rules, and puzzles to be solved. And in these fantastic adventures, *the reader* is the Hero. A paragraph may perhaps tell the reader that they are "... walking down a spooky passageway. You come to a T-junction. If you want to turn right, go to 57. If you want to turn left, go to 176." They will then make their own decision as to how their adventure progresses. The adventure can be "played" again and again. And each time it's different.

FIGHTING FANTASY IN THE CLASSROOM

We've provided below a sample adventure to introduce the *Fighting Fantasy* "Interactive Book" concept. This ready-made adventure can be conducted with minimal preparation (two dice are all it requires). At the end of each paragraph is a choice. Here the class decides how they wish to proceed, making the decision by casting a vote. Whichever choice the majority of the class makes will determine how the adventure proceeds. The teacher must choose four Dice Rollers, who simulate battles each time the Hero encounters a Monster. Working in pairs, they roll a die from one to another. One pair acts for the Hero; one pair for the Monster. A Dice Monitor keeps a note of the current STAMINA score of the Monster or Hero on the board (you will need two monitors). Each time a 6 is rolled, 1 STAMINA point is removed from either the Hero or Monster, as appropriate. If the Monster's STAMINA is reduced to zero, the Hero wins and progresses through the adventure. If the Hero's STAMINA is reduced to zero, the game is over!

TO START THE SAMPLE ADVENTURE

1. *Choose the Dice Rollers and Dice Monitors: 2 Rollers and 1 Monitor each for HERO and MONSTER. Ask the Dice Monitors to write "HERO" and "MONSTER" on the board.*
2. *The HERO starts with a STAMINA score of 12 (each MONSTER's STAMINA is given in the adventure).*
3. *Allocate a "Map Maker" to draw a map of the adventure on the board.*
4. ***Optional: Choose TWO or THREE pupils to produce SOUND EFFECTS for the adventure. As the adventure proceeds, prompt them to create appropriate noises to accompany the story.***
5. *Read out the adventure (below). Where choices are required, ask the class to vote on the decision.*

1. ENTRANCE

“High in the Eastern Hills near the town of Sonoria lies Yellowbelly Mountain. It’s called Yellowbelly for the veins of pure gold which run through it. There’s treasure to be found here, but it’s guarded by ferocious monsters.

“After several days’ hard trek across the Eastern Hills, you finally stand at the entrance to Old Yellowbelly. There is a dark cave before you. Stalactites hang down from the roof of the cave. Brrr. To enter here would be like walking straight into the jaws of some huge beast.

“You notice something written on the rock. What does it say?

K-something-something -P

L-something-F-T

“And another. ‘**Green = Go**’. Maybe it’s just some old graffiti ...

“You set off into the cave following the left-hand wall. There is a great CRASH!

“To your right, a huge stalactite has dropped to the ground and shattered into a thousand pieces! You light your torch and continue into the cave.

“You can hear something coming. And fast! A huge boulder is rumbling towards you. What will you do? Leap to the right and try to avoid it? Or flatten yourself against the left-hand wall?”

If you leap right, go to 2. Leap Right.

If you stay left, go to 3. Stay Left.

2. LEAP RIGHT

“You leap right ... Right into the path of the rolling boulder. Eugh! Messy.” [*Start again.*]

3. STAY LEFT

“The boulder thunders past you!

“You set off along the passageway into the darkness. The air is cold and damp. The flickering light from your torch dances on the

slimy rock walls, throwing eerie shadows all around you. A shiver runs down your spine. What dangers might lie ahead? You soon arrive at a fork in the passage, where you may go either right or left. Which way will you choose?

*Whichever direction is chosen, go to **4. Mountain Wolves.***

4. MOUNTAIN WOLVES

“You take the right/left fork. Suddenly, you hear a snarling. You have walked into the lair of a pack of hungry Mountain Wolves! And they leap on you! Aaargh! One has bitten you!

“Let battle commence! [*Instructions to Dice Rollers:*] Both roll one die and shout each time you roll a six. The Mountain Wolf has 2 STAMINA points.

[Monster Dice Monitor writes “2” on blackboard under “Monster”]

“You can cheer if you want to ...

[Wolf STAMINA reduced to ZERO:] “Okay! A swift blow from your sword breaks the creature’s back. You beat the wolves back into the dark depths of the cavern to lick their wounds.

“As you are about to set off again, you stumble on something soft. It’s a body! Or what’s left of one. Must’ve been killed by the Wolves. Phew. Doesn’t smell too good. Let’s see if he’s got any gold. Aha! Yes. Five Gold Pieces in his pocket. There’s something else there, too. A piece of paper! It’s got a number on it. Number 1. [*Parchment “B” given to Keeper of Parchments. Allow it to be read now or at some later time]*

“You leave the body and continue. A bit further along you reach a junction where you can turn right or left. Which way do you want to go?”

Whichever direction is chosen, go to 5. Cave Troll.

5. CAVE TROLL

“You turn right/left and follow the passageway carefully, until you reach a large cavern in the rock. You hear a shuffling sound behind you. Before you realise what is happening, a heavy blow has sent you reeling forwards onto the floor. Your head feels like it has exploded.

“Roll one die to see how much damage you have taken. [*Reduce HERO STAMINA by roll of one die.*]

“You roll over instinctively to one side. And just in the nick of time, as a wooden club thumps to the ground beside you. You open your eyes and gasp as you see the size of the creature standing over you. You have wandered into the lair of a Cave Troll!

“Again it swings its club and again you scuttle out of the way, but this time you are ready to retaliate.

“Let battle commence! The Cave Troll has 3 STAMINA points.
[Battle]

[Troll dies:] “Okay! Your sword sinks deep into his stomach. The creature roars in pain and drops to his knees. That’s got him.

“You find a sackcloth bag on the Troll’s belt. Inside you find 3 Gold Pieces and a Copper Key. There’s also a piece of paper in there too. *[Parchment “E” given to Keeper of Parchments. Can be read immediately. Can be used now or saved until later. When used, this Parchment restores 5 STAMINA points to the Hero. Don’t tell the class this until they use it! STAMINA can never exceed 12 points, so best to save it until the full 5 points can be used.]*

“Moving on from the Troll’s cave, you reach a door in the right-hand wall. It’s difficult to see, but it seems to be painted green. Or perhaps it’s just mouldy. Do you want to go through the door? Or keep going straight ahead?”

*If the door is chosen, go to 6. Door.
If straight ahead is chosen, go to 7. Straight Ahead.*

6. DOOR

“The door is old and rusty with stiff hinges. It creaks loudly as you open it. Beyond the door is a small room. In the middle of the room is a table with a bell on it. A sign beside the bell says: "Ring for Service." Will you ring or not?

[If they choose to RING FOR SERVICE:] “A Genie appears magically in front of you. "Hello!" he says “And why have you summoned me? I’ve not seen you before. I can only serve those who know my name. Do you know my name?" *[His name is “Service”.]*

[If any pupil guesses his name correctly, the Genie gives the Hero a box. Inside is 10 Gold Pieces.]

“You leave and walk straight ahead down the passageway.

Go to 7. Straight Ahead

7. STRAIGHT AHEAD

“You follow the passageway until it ends in a dead end. You stop [to read your Parchments if you have any] and rest.

“Hey! Something is happening! The passageway is becoming darker. There are strange grinding noises of sliding rock! The ground beneath your feet is shifting slightly ... Soon, the darkness clears and the noises stop. You are still in a passageway, but it looks a little different. You set off down the passage and soon arrive at a junction where you can either continue straight ahead or turn to the left. Which way will you go?”

Whichever direction is chosen, go to 8. Hermit.

8. HERMIT

“The passageway soon ends at a wooden door. You creep up to it and open it slowly ...

“You have startled an old man inside the room. He is dressed in rags, has a long grey beard and looks rather too plump to be dangerous. But more worrying is his vicious-looking pet – a dark-furred Mountain Panther, which growls and strains on its lead. The room appears to be the home of a hermit, with a straw mattress in one corner and a food store in another. An old wooden chest forms his bedside table.

“Another door leads from the room. Will you bid him ‘Good day’ and leave through this door? Or will you push past the old hermit and see what’s in his chest?”

*If you look in the chest, go to 9. Chest.
If you exit through the door, go to 10. Leave.*

9. CHEST

“The old man releases his Panther. It roars and springs to the attack, slashing you across the chest with its claws! You lose 1 STAMINA point!

“Let the battle commence! The Panther has 2 STAMINA Points
[Battle]

[Hero wins:] “The creature springs again! But this time you are ready with your sword. You aim a blow at its neck in mid-flight. The noise as your sword slices its throat is horrible. Yeuch. You’ve killed it.

“Now you can open the chest. Inside you find 6 gold coins, some smelly underwear, and a piece of paper with the figure ‘3’ on it.
[Parchment “H” is given to keeper of Parchments.]

“You take the gold and the paper – but ignore the underwear – and exit through the door, leaving the old man mourning the death of his pet.”

Go to 10. Leave.

10. LEAVE

“The passageway outside leads along a rocky corridor. On the way, you pass two doors. One has a copper lock and the other a silver lock. Do you want to try to open the doors? Or continue?”

If you want to open a door, go to 11. Doors.

If you wish to continue, go to 12. Continue.

11. DOORS

“Will you open the Copper Door? Or the Silver Door?”

If you open the Silver Door, go to 13. Silver.

If you open the Copper Door, 14. Copper.

12. CONTINUE

“Eventually you reach a T-junction. There is a sign scrawled into the rock. An arrow pointing to the left says ‘DEAD’. Another pointing to the right says ‘UNDEAD’. Which way will you go?”

Whichever direction is chosen, go to 16. Zombies.

13. SILVER

“The door is locked. You’ll have to continue along the passage unless you find a Silver Key.”

Go to 12. Continue.

14. COPPER

[If Hero has Copper Key] “You try your key in the lock ... It fits and turns. The door opens slowly into a small dark room. The room is empty, except for a large chest. When you open the chest, you find it contains 8 gold coins and a bottle of potion. The bottle has a large red cross on it. Do you want to take the gold? Or will you drink the potion?”

If you drink the potion, go to 15. Potion.

Otherwise, go to 12. Continue.

15. POTION

“As you pull the top off the bottle, a Genie appears (again). ‘Oh sorry,’ he says. ‘My mistake. I thought I heard someone Ring for Service.’ You ask the Genie whether the potion is poisonous. ‘It’ll cost you,’ he says. ‘Give me eight Gold Pieces and I’ll tell you what it does. **OR** I’ll tell you exactly what it does if you can guess my name. Any ideas? No? Then I’m off. I’ll come back again if you find another little bell. One with a sign that says “Ring for Service”. Don’t touch any of the other bells. Bye.’

“Will you pay the Genie? Or just drink the potion? Or just leave the room without doing either?”

Pay or not? Drink or not?

[If Hero pays, or if any of the pupils can guess his name (Service), the Genie will tell you this is a potion of nightmares.]

*If you decide not to drink the potion, go to **12. Continue.***

*If you drink the potion, **read the passage below.***

“You begin to feel rather sleepy. But also refreshed. You settle down on the floor and drift off into a pleasant sleep. You are dreaming of the love of your life, the beautiful Princess Arabella. You’ve been to Ye Olde Video Shoppe and hired a crystal ball for the night so the two of you can stay in and watch a programme which is an old favourite of yours. It’s all about these superheroes who are brilliant at tidying up messy gardens – they’re called The Mighty Morphin’ Flower Arrangers. Anyway, there’s a ring at the door. It’ll be the beautiful Princess. You leap to the door and fling it open with your arms open wide to embrace the one you love ... Aaargh! No! It’s not the Princess, but an ugly Hobgoblin! The shock wakes you up.

“And it’s then you discover that the Hobgoblin is no dream!

“Let the battle commence! The Hobgoblin has 4 STAMINA points. *[Battle]*

[If you beat the Hobgoblin] “You can continue up the passageway.”

*Go to **12. Continue.***

16. ZOMBIES

“The passage leads you into a large cavern. In the centre of the cavern is a wooden chest. And there are three large flat stones sticking out of the ground next to the chest. Will you stop to open the chest? Or continue?”

*If you open the chest, go to 17. Open Chest.
Otherwise, go to 18. Win.*

17. OPEN CHEST

“Inside the chest are 7 Gold Pieces. But as you open the lid, the ground rumbles and shakes around you. In front of the stones, the dirt is moving. It’s as if a mole were burrowing up to the surface. The ground breaks. But it’s not a mole which appears, it’s a bony hand! And as you watch, three mouldering zombies climb out of their graves and face you. You must face them one at a time. Each has a STAMINA score of 2. The Zombies have the power of Putrification. If any one of them gets three hits on you before you kill it, your flesh will begin to rot and you too will become a mindless Zombie! Let the battle commence!” [*Battle: Fight the Zombies one at a time.*]

Once the battle is completed, go to 18. Win.

18. WIN

“You leave the cavern along a winding path that would normally take you further into the mountain. But the Dwarves who cut the trail heard we’ve only got a short time left for this adventure and arranged to dig out a special detour that now leads to a wooden door. By the side of the door there is an old man with a long beard who stops you. ‘So, you wish to leave Yellowbelly?’ he sniggers. ‘Let me introduce myself. My name is Alf. Though I may not look so grand to you, that is what they call me: Grand Alf. If you wish to pass through this door, you will want to pay me 6 Gold Pieces first. Otherwise I fear you may not escape from Yellowbelly Mountain.’

“Will you pay or fight him? He doesn’t look too strong, but then you might be feeling generous ...”

If you wish to fight, go to 19. Fight.

If you wish to pay, go to 20. Pay.

[Use persuasion to get pupils to Pay!]

19. FIGHT

“Grand Alf has 18 STAMINA points. You cannot hope to defeat him. For he is, in reality, Head Master of all of Yellowbelly Mountain. You are trapped for ever inside his domain. You will *never* escape ...”

END of Adventure

20. PAY

“‘Thank you very much, boys.’ He opens the door so you may escape. But before you go, he asks: ‘You can ask me one question about the adventure if you like. How may I be of service? Otherwise, farewell. And May Your Stamina Never Fail ...’”

[Prompting the pupils to ask what the Genie’s name was – Service.]

THE END

PARCHMENT "B"

*Though Grand Alf seems a pleasant
chap*

*Who wouldn't harm a lizard,
That long grey beard, that pointed
cap ...*

We think he is a - - - - - ?

PARCHMENT "E"

*If you should feel a little weak
From fighting all the foes,
This Parchment will restore your
health*

From head down to your toes!

PARCHMENT "H"

*There's treasure if you come across
The mountain's own pet Genie,
Just name him and he'll give you
gold –
By no means is he a meanie!*

*The Genie's name? He's told you
this!
He's certainly no menace.
But if you want another clue ...
What starts a point in tennis?*