



The Shamutanti Hills

Steve Jackson

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Far away in the land of Kakhabad, chaos is brewing... The evil Archimage has stolen the precious Crown of Kings, intending to use its power to further his tyrannous ends. In this first book of Steve Jackson's Sorcery! series, you embark on a quest in the turmoil of Kakhabad, progressing through four books in order to achieve your ultimate goal - the Crown of Kings. Your first task is to traverse the dangerous Shamutanti Hills!

Unique in the Fighting Fantasy series, the Sorcery! books allow you to choose your role - will you be warrior or sorcerer? Can you master the demands of the sorcerer's craft, casting spells with the Sorcery! spell book and using all your wits to overcome the enemy? Be careful, for nothing in Kakhabad is quite as it seems...

The Shamutanti Hills Details

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Author : Steve Jackson

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From Reader Review The Shamutanti Hills for online ebook

Olivier Delaye says

The first of a series of 4 gamebooks called Sorcery!, and by far the best in the genre. Great magic system with 48 different spells at your disposal. Great plot and subplots, good writing, pretty hard to finish but that's also part of the fun!

OLIVIER DELAYE

Author of the SEBASTEN OF ATLANTIS series

Nicolas Ronvel says

Un petit coup de nostalgie avec la lecture de ce premier tome de la série Sorcellerie !

J'ai joué le jeu de la mémorisation des sorts, et m'en suis pas trop mal sorti. J'ai (bien sûr) triché sur les combats aux dés, et je ne me suis raté qu'une seule fois (satané champ de lotus).

Au niveau de l'histoire, c'est assez plaisant car on avance bien, le monde est assez intéressant, et il n'y a pas de gros blocages ni de labyrinthes de remplissage.

Nicola says

The shortest and least challenging of the 4 Sorcery books but still very entertaining. I haven't played any of these games for so many years I'd almost forgotten how enjoyable they are, a perfect change for when my brain gets too overwhelmed with French and Japanese learning.

I went through this 4 times, picking different ways each time and I'm sure I've figured out the 'best' path. Excellent fun :-)

Paul Gibbons says

Great spell system. I love it. Defiantly a step up from early fighting fantasy. I like the way you have to struggle to remember the spells much like a wizard should lol. Remembering what ingredient works with which spell as well. If you like the idea of been a wandering wizard with spells for every situation then this is highly recommended.

Dr Zoule says

I remember being offered a tattered old copy of this oddity by a troubled kid at school. I remember voraciously reading it from cover to cover, again and again, year after year. I remember reading it lying on my stomach in a hotel room in Singapore. I remember having goose bumps from the air conditioning and the wickedness of Alianna.

Michael Kelly says

I remember finding this first volume of the popular part 'Sorcery!' series on the shelf of a small local bookshop more than two decades ago. It was in a cardboard slipcase together with the 'Sorcery! Spell Book'. This was the big twist, this gamebook series allowed the reader to play as a sorcerer. The snag was that the spells had to be memorised from the book, and each had a cost to cast. It added a whole new dimension.

Wizardry wasn't the only innovation with this series. Penned by Steve Jackson, one of the co-creators of the Fighting Fantasy series, it was intended to be read by older readers. The four books in the series were larger than the other gamebooks of the time (and grew positively huge by volume 4) and they were all linked. Decisions and items carried on from one book to the next, and all manner of moral questions faced the reader with no necessarily right or wrong answer. Resources such as rations have to be carefully husbanded. If the reader doesn't eat, he will weaken. And money is required to sleep in the safety of an inn.

The ultimate quest is to recover the stolen Crown of Kings from the Archmage, but at this stage of the adventure such considerations are far distant. The first book is a surprisingly gentle introduction as the reader leaves the safety of his home and travels through the poisoned lands of the Shamutanti Hills, heading for the great port city of Khare, the gateway to the even worse lands beyond.

A very good job is made of describing the journey and the passage through the hills and woods, encountering all manner of creatures and poverty stricken villages. One refreshing thing was that I found very many encounters could be avoided with a little thought, and some of the creatures didn't necessarily attack unless provoked. Knowing when to fight and when not was a useful skill to acquire. It was atmospheric, interesting, and there were a large number of alternate paths through the countryside and choices to be made, increasing replay value enormously.

I had little difficulty until I met the manticores pictured on the cover. This shredded me twice before I finally laid it to rest. Shortly thereafter, I found myself outside the gates of Khare, ready to begin book 2...

LemmiSchmoeker says

This is a nice diversion from the standard Fighting Fantasy scheme, in which the player has to memorise three-letter codes for magic spells and is then asked which of them he knows: but there are nonsense codes mixed in that lead to certain doom. For instance: "Will you cast a spell: SUS, HUF, DIP, FOF, SUD" where DIP and SUD don't exist, and HUF cannot be cast in the present situation. This creates a strangely effective atmosphere, as the player learns more spells and becomes more confident in using them.

It's amazing how many meaningful encounters still fit in 456 sections, given that a whole lot of them just describe how a spell is non-existent or won't work right now.

Dies Irae says

Capitolo introduttivo breve e piuttosto semplice. Raro riscontrare particolari problemi, ad eccezione del segmento con i cacciatori di teste e dell'impennata di difficoltà finale dovuta alla manticora con annesso piccolo labirinto; perfetto esempio dei rigidi vincoli jacksoniani. Ambientazione nella media, arricchita dalla presenza di diversi villaggi ben caratterizzati. Bestiario sottotono. Gameplay ottimo, a patto di affrontare l'avventura nei panni del mago. Ho giocato con le seguenti stats:

- abilità: 8
 - resistenza: 20
 - fortuna: 9
-

Leo . says

Man these books were popular when I was a youngster. If you like a book/role playing game where you are a wizard I recommend these books. Before Harry Potter but equally as good.??

Alicia says

I remember thinking these books were just so darn cool when I was growing up - I had purchased the second and third off the shelf on a whim from a used bookstore. I sold them and regretted the decision almost instantly, so I was excited to be able to request the first book in the series through our library's new Outerlibrary Loan service.

I "played" a full game through and remembered why I liked the books more as a concept than in practice: I'm terrible! I always get the plague or run over by a boulder because I think I may be able to figure out a clever way to save my skin (I'm no Indiana Jones)! The "interface" is very ingenious - how perfect to have a printed, randomized set of die at the foot of all right-hand pages to make the game playable out of the box. The story is creative, and I love the interactivity. Next-level Choose Your Own Adventures.

Capitalismissexy says

awesome jeid knight like monk with some like psionix?

project aon has em free online

other like it:

https://allthetropes.org/wiki/Golden_...

which way books

choose your own adventure

lone wolf

Stuart says

This was an innovative combo of choose your own adventure and RPGs in a cohesive fantasy series. Really loved it as a kid, to the point of contorting my body to roll dice on the floor of the plane in economy on my way to Wisconsin for Christmas one year. Good fun!

Weathervane says

Round up all minimites and ship them to camps, it's the only way. Avoid Jan and the game becomes much easier.

I also thought very unamusing Mr. Jackson's fondness for fake magic codes only one letter off from the real configurations. I did not submit to the rules in these cases. You can't make me attempt to memorize 20+ spells and then pretend it's fair to place as a choice YAB instead of YOB. Memorization is fine as a game element, but the challenge should be in remembering what each spell *does*, not *what words comprise a spell in the first place*.

But hey, I'm not the game expert.

Caleb M. says

read/played this on google play. enjoyed it a lot. the story was surprisingly well done. I didn't expect a whole lot from a choose your own adventure book from the 80's but it was well worth the read and my time. I will get back to the others at some point.

Paul Christensen says

There was an old man in a tree
Whose plight was distressing to see;
For the Elvins who stowed
Him up over the road
Couldn't find their remarkable key.

If the Minimite friends you, beware.
He won't go, you'll be filled with despair.
Maybe helping the Svinns
Could relieve you of him?
Or Black Lotuses, quelling the air?

