



F.F. COLLECTORS BOOKMARKS



BOOKMARK.

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FIGHTING FANTASY COLLECTORS BOOKMARKS

Collect the set and enter the **FIGHTING FANTASY COMPETITION OF THE CENTURY!**

Every new FF book published in October and November contains a FF Collectors Bookmark – these are the books to watch out for if you want to collect the set – **OCTOBER – FF 23: Masks of Mayhem, Titan, The Riddling Reaver,**
NOVEMBER – FF 24: Creature of Havoc, Helmquest

HOW TO ENTER: Two gruelling quests that require all your skill and ingenuity. Enter one or both competitions.

THE ADVENTURER'S COMPETITION

Each bookmark contains a new chapter in the adventures of Jerik Kalazar, famed adventurer and treasure seeker. In each story there is a puzzle which will give you a one syllable word answer.

Can you solve the puzzle below? Send in your answer on a postcard and you could win

■ **A complete signed set of FF books** ■ **£10 of Puffin Books** ■

Runners up prizes ■ **100 Fighting Fantasy Posters** ■

Closing date: 31st March 1987

PART 2 THE GRAND QUEST

If you collect all 5 bookmarks and solve every puzzle you will have 5 words altogether. Take the letters of all of them, jumble them together and you will find the location of Varag Hawkflight's treasure. This entitles you to enter the

FIGHTING FANTASY COMPETITION OF THE CENTURY! Send your answer, together with the cut-off section on the corner of all 5 bookmarks and you could win an incredible prize!

■ **A MONSTER DAY OUT WITH STEVE JACKSON and IAN LIVINGSTONE** including a visit to Games Workshop Factory in Nottingham and lunch with the Puffin FF editors

■ **PRIZES £100 of the latest Games and Citadel Miniatures** ■ **£100 of Puffin Books** ■

Hand-made FF trophy ■ **A complete signed set of FF books** ■

Your picture printed in WARLOCK magazine *Runners up prizes – 200 Fighting Fantasy Posters*

Remember your entry to this part of the Competition is only valid with the cut-off sections from all 5 bookmarks enclosed.

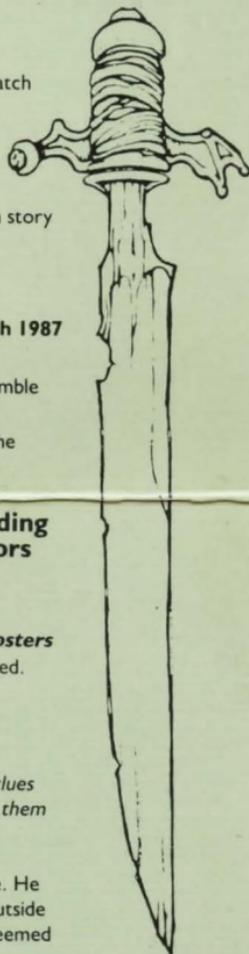
Closing date: 31 March 1987

Send your entries to: F.F. Bookmarks Competition, Puffin Books, 27 Wrights Lane, London W8 5TZ

3. THE RIDDLING REAVER

The young scribe Jerik Kalazar has been left several items by an old adventurer, Varag Hawkflight, which have given him clues to a great treasure hidden somewhere in Allansia. After surviving the threats of a group of uncouth pirates by impressing them with his quick thinking, he has arrived in the Allansian city of Port Blacksand.

Stepping ashore on the docks at Port Blacksand, Jerik knew at once where he was headed. The old adventurer, Varag Hawkflight, had mentioned the wizard Nicodemus, and he resolved to seek out the ageing sorcerer and ask for his advice. He shouldered his bundle, and walked along the dock and up the street... The first person he came to was a fisherman, sat outside the cottage sewing some nets. Approaching the weather-beaten man, Jerik politely enquired where he might find the esteemed sorcerer Nicodemus. The fisherman looked at him as if he had sworn, threw down his nets, and stomped into his cottage,



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slamming the door behind him. Jerik scratched his head, and wondered what he had said wrong, before continuing down the street. The next person he asked, though, actually swore at him before stomping off, and the person after that put his hand on the hilt of his sword, as if to draw it, before he thought better of it and stalked away. It seemed obvious that Nicodemus was not in favour with these people!

Cursing his ill-luck, and wondering how he was going to find the wizard, Jerik sat down and put his head in his hands. He had been sitting like this for a few minutes, when he felt someone sit down beside him. Looking round he saw a young lad, much like himself, and also with his head in his hands and a glum expression on his face. Tentatively, Jerik asked what the matter was, "Oh," said the lad, "I'm gonna get flogged by me master again, I guess, because me numbers is all wrong again. I work for Abnab the Merchant, but I can never work out the prices of anyfing. So today he set me a problem and said if I couldn't solve it he'd give me the beating of me life!"

"Tell you what," said Jerik, "if I help solve your problem will you show me where Nicodemus the wizard lives?" The young man looked at him with a start, but then agreed. "That old wizard isn't liked much 'round here, cos' 'e's too nice, but yeah, I'll show yer where he lives. Me problem is this: a pound each of Silver, Copper, Lead and Tin costs 200 gold pieces; Silver and Copper together costs 90 gps; Copper and Lead costs 80 gps; and a pound of Lead costs 10 gps. So which metal costs 40 gold pieces a pound? It beats me!"

Can you solve the puzzle?



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