



Appointment with F.E.A.R.

Steve Jackson , Brian Bolland (Illustrator) , Declan Consideine (Illustrator)

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Appointment with F.E.A.R. Steve Jackson , Brian Bolland (Illustrator) , Declan Considine (Illustrator)
Tough, incorruptible champion of law and order, YOU are the Silver Crusader!

Using your superpowers, you protect the innocent citizens of teeming Titan City from the terrorism, violence, kidnapping and corruption of a host of super-villains. Your mission is to discover the location of the top-secret F.E.A.R. meeting, capture the Titanium Cyborg and his cohorts and bring them to justice.

Two dice, a pencil and an eraser are all you need. You have a choice of four super powers – psi powers, super strength, enhanced technological skills or energy blasts - and the power you choose will affect the course of your mission. There are Hero points to be won or lost, clues to follow, dangers to face and villains to fight.

Appointment with F.E.A.R. Details

Date : Published April 1st 2004 by Wizard Books (first published 1985)

ISBN : 9781840465273

Author : Steve Jackson , Brian Bolland (Illustrator) , Declan Considine (Illustrator)

Format : Paperback 192 pages

Genre : Games, Gamebooks, Fantasy, Science Fiction, Fiction, Role Playing Games, Choose Your Own Adventure, Childrens, Gaming, Horror, Adventure

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From Reader Review Appointment with F.E.A.R. for online ebook

Allan B says

AWSOME CHOOSE YOUR OWN ADVENTURE book

Xander says

Loved the change from the typical fantasy book fighting RPG. Instead the super powers and the story that comes along with them got me enthralled

Frankie says

This was the first ever FF book I picked up. It's also my favorite. Long before Hollywood turned Superheroes into commercial franchises, I had the chance to vicariously slip into their boots. While a lot of the plots and personalities in the story appear to be contrived (really? Super strength and the power of flight? How...original!), I liked how there were references to other fictional superheroes, as well as the Warlock of Firetop Mountain boardgame, in a somewhat exasperating (but cute) act of self-promotion.

I have to admit that I did find it difficult to ascertain the time and place of the dreaded F.E.A.R. meeting, but after solving Creature of Havoc, this book seems like a piece of cake. It also has a high replayability function because of the 4 different powers at the beginning. My favorite was ETS (enhanced technological skills).

Lastly - and the most refreshing part of it too - was that it was set in the modern era, unlike most of the other books in the series.

Now if you'll excuse me, I'm off to kick some villain ass.

Juho Pohjalainen says

One thing that always caught my eye about this book was how easily the main character could decide to give up on your job and go to the amusement park or something... and how always, without fail, something would come up and ruin your day.

That's really about all there is to say about it. All in all a fairly forgettable and not very well-designed superhero pastiche. Though I did like how the illustrations make a bit of a comic book panel imitation in them.

Jack Bumby says

The first Fighting Fantasy book I read, a present from my Nana. Played it about a hundred times. Only got the best ending once.

Vito says

Giocato tre volte e perso ignobilmente tutte e tre, poi mi sono anche rotto: va bene il tuffo nel passato, ma dopo un po' basta, eh.

Bella says

I can't stop playing it! If I were a 10 years old boy, this book would be my favourite, really!

Analuabc says

É capaz de ser o único livro que nunca consegui acabar!
Ultra difícil!

Icedlake says

This gamebook employs unique rules for the series. Also, since you play the role of a superhero you cannot kill your enemies! Pretty hard to solve yet really compelling.

Michael Kelly says

This one was an interesting experiment, casting the reader as a superhero, choosing a superpower from several available and then trying to discover the date, time and location of the upcoming F.E.A.R. (an organisation of supervillains) meeting in order to thwart them.

When I first read this gamebook many years ago, I selected super strength and breezed through it first time. It just seemed so easy. This time, I selected psi powers and failed to discover a single pertinent clue.

The book is very tongue in cheek in tone, almost comedic in places, and although my attempt was an utter failure, it was at least a hilarious one. Wrong choices and an unbroken sequence of catastrophically bad dice rolls ensured I was the worst super hero in history.

In just three days I managed to nearly get fired from my job; I spectacularly failed to fight off a shark, letting it devour a young boy; I fumbled and dropped a little girl who fell from a roller coaster, allowing her to

plummet to her death; I waited in hiding to apprehend a villain while he scarpered out the back way. Then, after I failed to dig up a single clue as to where the bad guys were meeting, they interrupted all broadcasts. The story closed as they prepared to nuke my city in 30 seconds' time.

So ... not a stellar success, but pretty entertaining. It's definitely a one-off experiment, though, and not one I would have particularly liked to have seen repeated.

David Sarkies says

Steve Jackson's Superhero gamebook

12 June 2012

I must admit that I have yet to complete this gamebook namely due to it being quite difficult - and that is an understatement. Remember Starship Traveller where you had to locate some co-ordinates and a time to be able to complete the adventure? Well Steve Jackson has not only taken this to a new level in this particular book but also regularly uses it which makes the book itself very difficult to complete. As such I have put this book on top of Seas of Blood with the intention of returning to it in the future to see if I can actually complete it.

While attempting to find a solution (without success mind you) I encountered some reviews of this book, and one of the reviews that stuck out in my mind when the writer indicated that as a teenager he preferred Ian Livingstone's books to Steve Jackson's namely because Livingstone set all of his books (with the exception of Freeway Fighter) in the fantasy world of Allansia, however as the reviewer grew older he became more impressed by Steve Jackson's works namely because he would experiment with the style and try new things and also write some very challenging stories. This I am inclined to agree with.

Appointment with F.E.A.R. is different from the rest of the Fighting Fantasy series in that you are a super hero (the Silver Crusader) with super powers and you must locate a meeting of super villains and put an end to their wicked scheme (I won't go into a tangent about the origin of the word villain, except to mention that it came from the word for peasant). There are multiple ways of completing this book which coincide with the four super powers that you can select. I selected 'gadget man' (a name I gave him myself) though I seemed to hardly use any of the gadgets during the adventure. Each of the superpowers offers a different way to complete the adventure, and also gives you different clues at the beginning.

Numbers play a very significant role in this book, which is not surprising since the numbers that you collect need to be used to determine at times where to turn to the new paragraph. This makes cheating very hard indeed (because in the other gamebooks, it simply asks you 'do you have this, if so, turn to'. That means that even if I didn't find the object (such as the Sandworm Tooth in Temple of Terror) I can try to argue to myself how I did end up with it, and then turn to the paragraph (though cheating at a gamebook is like cheating at solitaire, pointless). However, one of the problems is that sometimes it is not clear where you are supposed to use the clue that you have been given, and as such it is easy to get lost (apparently a later book is much worse for this).

The other problem I had with the book is that one thing you need to know to get to the super villain meeting is the current date. I found it very annoying that you do not know what the date is, and I even had a quick look at the beginning paragraphs and simply could not work out what the date was, which is absurd because people generally know that date off hand (unless, of course, you have been travelling around in the

TARDIS). However, other than that criticism, this is actually a very good gamebook, and would not be surprised if the quality of the books begin to decrease after this. Oh well, I still have a lot in my collection so we will see soon enough.

Paul Christensen says

You'll never know how much harm an escaping Aardvark can do,
As you ransack Titan City in the quest for helpful clues.

Maybe at the Fun Park, or the house of Daddy Rich?
You could mess with Chainsaw Bronski? Or grill a well-known snitch?

But if you fail to find the Cyborg's lair and stop the fateful meeting,
Then your city could be in for a spot of overheating...
