



MEDIA RELEASE

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Herbie Brennan's Barbarian Opus has invaded!

Tin Man Games' first collaboration with J.H. "Herbie" Brennan, *The Complete Sagas of Fire*Wolf*, arrives on the iOS App Store, Amazon Appstore and Humble today, following a recent Android release on Google Play.

Smart phone, tablet and desktop digital gamebook fans can now take part in all four adventures that make up *The Complete Sagas of Fire*Wolf*. Originally published as *Sagas of the Demonspawn* in four paperbacks during the mid-1980s, Tin Man Games has combined the epic sagas into one seamless adventuring experience. Herbie Brennan said, "This is like stepping into the future. I never thought I'd live to see old Fire*Wolf in an electronic loincloth!"

*The Complete Sagas of Fire*Wolf* is different to previous Tin Man Games gamebooks, and unusual for gamebooks generally, in that it is written in third person, past tense. Herbie continues, "What I was aiming for in the old days wasn't so much a gamebook as the first interactive fantasy novel."

Fire*Wolf, exiled from his Barbarian village, sets out into the Wilderness. On the way he will encounter many dangers and learn the truth behind his heritage. Growing from a simple barbarian to a skilled sorcerer, Fire*Wolf will not only have to survive personal danger but thwart the greatest threat Harn has ever had to face... The Demonspawn.

Tin Man Games has used its critically acclaimed gamebook engine to deliver animated page-turning, dynamic links, an automated character sheet to show changing stats, items, and magical spells. The player can also roll physics-based 3D dice in Tin Man Games' most complex dice-based combat system yet. Neil Rennison, creative director said, "We've taken the original system and simplified it a little, although there are still more stats than any of our previous titles! We've designed the combat to use a card system that displays the results of each action in an easy-to-understand way, so it keeps fights moving quickly."

*The Complete Sagas of Fire*Wolf* makes great use of the latest smart phone and tablet hardware, using the increased screen space of tablets to read horizontally or vertically. A retro mode has been included for nostalgic fans, which displays Geoff Taylor and John Blanche's classic black and white illustrations. Those players who want full colour can view brand new illustrations courtesy of Simon Lissaman, who previously illustrated Tin Man's Fighting Fantasy adaptation of *Starship Traveller*.

Herbie finished, "You know what? When I wrote those books back in the eighties, my publishers would have amputated their arms for the sort of technology available nowadays. What Tin Man has done to the sagas is nothing short of miraculous. Gamebooks have never had it so good."

Tin Man Games will also be releasing an adaptation of Herbie Brennan's popular *GrailQuest* series sometime during 2015.

The Complete Sagas of Fire*Wolf is now available to download from the iOS App Store, Google Play, Amazon Appstore for Android. It is also available for PC, Mac, Linux and Android via the Humble Widget on the Gamebook Adventures website:

<http://gamebookadventures.com/gamebooks/the-complete-sagas-of-firewolf>

It costs USD\$9.99/AUD\$12.99/£6.99/8,99€.

Tin Man Games maintain a site dedicated to their digital gamebooks at www.GamebookAdventures.com.

Tin Man Games also runs a developer blog at www.TinManGames.com.au.

Note to Editors:

J.H. Brennan, known also as "Herbie" Brennan, is an author of over 100 fiction and non-fiction books for adults, teens and children. He has also designed and written a number of RPGs and gamebooks, and is best known for his *GrailQuest* series.

Geoff Taylor is a prolific fantasy artist. He has illustrated books for famous fantasy writers such as J.R.R. Tolkien, Raymond E. Feist, Katherine Kerr, Phillip K. Dick and David Eddings.

John Blanche has rich history of illustrating fantasy and sci-fi, being best known for his work with Games Workshop and illustrating the *Sorcery!* gamebook series by Steve Jackson.

Simon Lissaman is an Australian concept designer and illustrator with 14 years experience in games, print and film. He has worked with many games companies such as Steve Jackson Games and Fantasy Flight Games.

For further information contact Neil Rennison on +44 (0)7557 878620 or press@tinmangames.com.au.