



The Prisoners of Time

Joe Dever

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The reader's decisions will determine whether Lone Wolf can escape from the Daziarn Plane and find the lost treasure of Sommerlund.

The Prisoners of Time Details

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Author : Joe Dever

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Genre : Fantasy, Games, Gamebooks, Role Playing Games, Fiction, Gaming, Young Adult, High Fantasy, Choose Your Own Adventure, Science Fiction Fantasy

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From Reader Review The Prisoners of Time for online ebook

Mathew Walls says

I love the concept of this book, the journey across an alien world is cool and I like meeting gods, but the game balance is just completely thrown out the window here. Technically this book is winnable if you've been lucky and made good decisions in the previous books, but it's still bullshit-hard. There are also some really long sections of dull exposition and world-building, which isn't great. But the main thing dragging it down is just the fact that you're almost certainly going to have to cheat to win, and that sucks.

Chris Gousopoulos says

Love the worldbuilding but the sequence of fights starting with the Chaos Master is insanely unbalanced and difficult

Dave says

Rather linear and super tough, but probably the weirdest of the Lone Wolf gamebooks.

Etienne says

Des hauts et des bas. Beaucoup de textes, peut très bien devenir pénible pour un jeune lecteur. Relativement plus long que les autres livres de la série également. De plus les combats se font très rare dans les deux premiers tiers du livre. Là où ce livre se démarque positivement, un univers légèrement différent de ce à quoi on est habitué, des combats et des ennemis épiques vers la fin (dernier tier) et une grande finale.

Roger says

this is interesting. a RPG style novella. part of the Lone Wolf series?

looks like Choose your Own Adventure combined with Dungeons and Dragons

checking Wikipedia, it looks like there's a whole series of gamebooks. cool.

J.R. Handley says

I dusted this series of books off to read with my sons, unsure what to expect. I had many fond childhood memories of reading these as a kid, but would they stand up? The answer is yes, they aged well. The stories were pretty straight forward, but my imagination has evolved enough to cover the gaps that this story had. Bear in mind, it was written for children... and isn't that why we read them, to immerse ourselves into the

story? So yes, it was a lot of fun and I only cheated a little bit

David says

A great penultimate gamebook for the original 12-book Lone Wolf adventure series. The story's pace is good and there's enough action and suspense in it despite being a gamebook.

Michael says

Much more linear than previous installments in the series and very unbalanced in difficulty. Using the Hardcore settings on the gamebook player at <http://www.projectaon.org/staff/eric/>, this book is virtually impossible. I cannot make it through without dying. Had I known what was needed before getting to this book I MIGHT have made it a little easier. I had to revert to the By-the-book rules to complete it without cheating. All books in the series free and online in a game-book player here: www.projectaon.org

Death Count:

Book 1: Died 9 times

Book 2: Died 11 times

Book 3: Died once

Book 4: Died once

Book 5: No deaths

Book 6: Died 4 times

Book 7: Died 3 times

Book 8: Died 21 times

Book 9: Died 12 times

Book 10: Died 11 times

Book 11: Died 30+ times
