

Deathtrap

Down in the dark, twisting labyrinth of Fang, unknown horrors await you. Divided by the mind of Baron Sukumvit, the labyrinth is riddled with fiendish traps and monsters, which will test your skills almost beyond the limit of endurance. For ages 8 +.

This is the colour, distribution version. Better Mousetrap is an extensive supplement for the Mutants & Masterminds 3e rules. Written by Steven Trustrum, contributor to the DC Adventures product line, and illustrated by industry veteran, Eric Lofgren, this massive sourcebook covers everything from how to create interesting, challenging super-villains to new game mechanics (advantages, extras, flaws, Expertise variations, and more), to entirely new rules that will help you take your game to a new level of excitement.

Detectives Hennessey and Yellich delve into the life of a freelance reporter whose apparent suicide may be something more sinister.

Deathtrap by Deborah Bryan released on Feb 20, 1987 is available now for purchase.

A man without scars never had to fight for something he believed in. A new relationship takes time and effort. A new relationship with Orlando de la Pena takes a whole lot more. As a Dom, Rogue knows what he wants, but Orlando refuses to fit neatly into the box labeled &'submissive'. He's feisty, demanding and far too pretty for his own good. Orlando loves Rogue and he's learning to love The Wyverns, but he hates being stuck out in the desert. Finding a niche in the world of bikes and fierce warriors is difficult, and

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Orlando's impatience gets the better of him. He walks out into the desert and runs in to an antisocial diamondback. Rogue has more than one problem to deal with. The Longhorns MC issues a challenge for territory. The Bellazi cartel is out for Wyvern blood. The Wyverns are under siege, and Rogue has to work out how to save not just Orlando, but all of them.

Common Smith is in a race against time to retrieve sensitive British intelligence before it falls into enemy handsYugoslavia, Winter 1924. The British official courier plane from Cairo to Gibraltar has been forced down in the mountains off the Yugoslavian coast by snow. The plane was on its way to London bearing vital documents about Moscow's plans for the Balkans, including an uprising in Yugoslavia. It is vital that no one finds these plans, including the Royal Yugoslavian Secret Police, for they too have communist sympathisers in their ranks. Now, in a race against time, Common Smith and the crew of the Swordfish must sail to the island of Vis, then up the River Dvar and smuggle themselves into the snow-bound mountains. Their mission: recover the British airmen and the sensitive documents they were carrying. But the elements and Yugoslavian Secret Police are not the only forces Common Smith is contending with. A mysterious Communist leader is hiding out in these mountains with his men, and they know about the crash too... A gripping, edge-of-your-seat race against time from one of the masters of military adventure fiction.

A Study Guide for Ira Levin's "Deathtrap", excerpted from Gale's acclaimed Drama for

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Students. This concise study guide includes plot summary; character analysis; author biography; study questions; historical context; suggestions for further reading; and much more. For any literature project, trust Drama for Students for all of your research needs.

FROM THE BESTSELLING AND CRITICALLY-ACCLAIMED AUTHOR OF SPARE ROOM, GANGLAND GIRLS TRILOGY and the FLESH AND BLOOD SERIES Dreda Say Mitchell was awarded an MBE in Her Majesty The Queen's 2020 New Year's Honours List 'Dreda Say Mitchell has been flying the flag for crime writing for years' BERNARDINE EVARISTO, author of Girl, Woman, Other, winner of the Booker Prize 2019 PRAISE FOR DEATH TRAP: 'Breathless from the first word and thrilling to the last' LEE CHILD 'Wonderful vivid writing and a truly original voice' PETER JAMES Teenager Nikki Bell is the only witness to the brutal murder of two members of her family and their cleaner. She's lucky to be alive. But the murder isn't a one-off. It's part of a bigger, more violent attack planned on affluent families in the area - and now Nikki, as the only living witness, is a dangerous threat to the well-orchestrated scheme. As the net draws tighter around the killers, DI Rio Wray must do whatever it takes to keep Nikki alive. But when you're dealing with criminals, there's no line they won't cross . . . In a kill-or-be-killed-world, who will be first to pull the trigger? Praise for Dreda Say Mitchell: 'As good as it gets' Lee Child 'Thrilling' Sunday Express Books of the Year 'Awesome tale from a talented writer' Sun 'Fast-paced and full of twists and turns.'

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Crime Scene Magazine

A hit play on Broadway, this suspense thriller combines fiendish cleverness with deft entertainment in shock after edge-of-the-seat shock

For Raven Black, hunting criminals is second nature. So is denial. It's not easy moving forward with one foot stuck in the past. But a new case offers her a much-needed distraction when Keystone accepts their toughest assignment yet-to track down an elusive criminal who's selling children on the black market. Their investigation leads them deep into the underbelly of the Breed world, a place both treacherous and enticing. With no room for mistakes, Raven makes a tough decision to lock the door to her past before it interferes with her job. The only trouble? Christian holds the key.

Fighting Fantasy gamebooks have sold over 17 million books worldwide, in over 30 languages. YOU were the hero in Deathtrap Dungeon, fighting monsters and foes with a pencil, two dice and an eraser. And now - YOU ARE THE COLOURIST! Bring your favourite orcs, knights and even a Manticore to life, colouring the original emotive illustrations by artist Iain McCaig.

Set in an experimental community on Mars in the year 2039, The Robot Wars series features 14-year-old virtual reality specialist Tyce Sanders. Life on the red planet is not always easy, but it is definitely exciting. Tyce finds that the mysteries of the planet point to his greatest discovery—a new relationship with God. He talks about his growing faith and curiosity in a manner that kids can relate to as they are probably wondering some

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of the same things. Each book contains two exciting adventures. In the first adventure, the Mars project is in trouble and only Tyce holds the key. In the second adventure, Tyce has discovered there may be killer aliens on the loose. Robot Wars is a repackaged and updated version of Mars Diaries. There are now five books in the series; each book contains two stories. These new books contain a foreword about how far science has brought us.

A Study Guide for Ira Levin's "Deathtrap," excerpted from Gale's acclaimed Drama for Students. This concise study guide includes plot summary; character analysis; author biography; study questions; historical context; suggestions for further reading; and much more. For any literature project, trust Drama for Students for all of your research needs.

The reader-player faces the challenging Trial of Champion and must navigate the terrifying pitfalls of the labyrinth of FANG, devised by the fiendish Baron Sukumvit, in an interactive fantasy adventure. Reprint.

Dip your toes into the award-winning book series! "I'm already a huge fan of Max and the Multiverse, and this story pulled some good giggles." - S. Shane Thomas, Science Fantasy Hub Max shifts between parallel universes whenever he falls asleep. A curious affliction, especially for a nerdy teen trapped on a spooky spaceship. Max awakes aboard a large and mysterious vessel. It's dark, it's smelly, and he's bleeding from the head. His crewmates are nowhere to be found. Not the best way to start a day, and

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matters are made even worse when he begins to uncover the truth of his predicament. * Haven't read the books? No problem! Max and the Multiverse shorts are stand-alone tales that serve as entry points into the series. And if you're hungry for more, this short also includes the first chapter of book one as a springboard into the saga. * Also available in the Series Box Set (3 Books, 3 Shorts).

Reincarnated into another realm, Lenostrus finds himself in the middle of an ancient battle. A new god in a foreign land, his designation the lost, and the hidden. His true abilities lie dormant; he finds himself easy prey of a ruthless enemy pantheon. Walk with him and his comrades as they travel the land, becoming stronger with each battle fought. Dungeon brawls, enemy gods, and a story that spans the nameless planes of a forgotten realm. Bear witness to a new kind of tale where different series heroes paths entwine, rising together to face their enemies!

Our intrepid explorers are wiser, deadlier, and more determined than ever. At least they got rid of the government mantle. Too many traitors, leaks and people out to kill them. But now, running their own fantastic exploration and security company, they call the shots. And they still get themselves in over their head. But a new romance, with an old friend emerges to the joy of Jake and Jo. Examining an odd, huge disc in the Yucatan, they find a foreign country developing something extremely dangerous. None of the native groups want them there, not the Mexican Army, not the rogues, not the Indio, and certainly, not the bandits. But, again, the best, deadliest security company in the

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world will not be trampled in the pursuit of truth, exposure of criminality, nor greed. Gold does to that to people. Jake and Jo don't need it, but apparently, everyone else does. Another fast paced, wild romp in the jungle by the Storyteller. (Large Print Edition) Police Captain Ethan Bing doesn't think he deserves to move on until he brings his wife's killer to justice. Then he meets a woman who cracks the ice on his frozen heart. Except, it seems the killer is back and he has her in his sights.

"The human soldiers stranded on the planet Paradise have been recruited into an Alien Legion, to do the dirty jobs that the high-tech species won't do. Their first mission is to kick the enemy off a backwater planet no one cares about. It's a simple assignment, except everyone has a hidden agenda, and the planet could become a deathtrap" -- Page [4] of cover.

The true-crime story of a bitter divorcée and the murder of her ex and his new wife, by the New York Times bestselling author of *Cruel Death*. It started when Alan Bates and his new wife arrived at his ex's house to pick up his two daughters for a weekend visit. Then two charred bodies were found in a burned-out car on a lonely Georgia road . . . and investigators pieced together a shattering story of a vicious divorce, a spurned woman's bitter rage, and a thirst for revenge that led to cruel, unflinching murder. Updating this gripping true-life thriller with shocking new details, M. William Phelps uncovers the cold heart of an unthinkable crime. Praise for *Death Trap* "A chilling tale of a sociopathic wife and mother willing to sacrifice all those around her to satisfy her

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boundless narcissism . . . A compelling journey . . . Fair warning: for three days I did little else but read this book.” —Harry N. MacLean, New York Times bestselling author of *In Broad Daylight* Perfect for readers of Anne Rule and Kathryn Casey Includes sixteen pages of dramatic photos

A Fighting Fantasy box set containing 'Warlock of Firetop Mountain', 'Citadel of Chaos', 'Deathtrap Dungeon' and 'Creature of Havoc'.

PART STORY, PART GAME - PURE ADVENTURE! Are YOU brave enough to enter evil Baron Sukhumvit's devilish dungeon and take part in his Trial of Champions? It's a trap-filled and monster-infested labyrinth where you'll compete against five other adventurers to collect certain gems, which are the key to escaping and winning the Trial.

Statements of responsibility vary on individual volumes.

Our determined heroes, principals of Exalted Security, a worldwide investigation and security firm, are called on to help a displaced CEO in a warlord's takeover of his plant and his people in the Rift Valley in East Africa. The client himself, a target, warns them that the African mind is very devious, indeed. Before the adventure is even half finished, he proves the warning true. Jo and Sam nearly become part of the problem, rather than the solution, a rarity for both of them! A bumpy ride, fraught with firefights, white slavery and yes, fish. Fish? Hmmm. (Large Print Edition)

A memoir by a World War II ordinance officer offers a behind-the-scenes account of his

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ordnance inspections during the European campaign, detailing his experiences on the front line and his job coordinating the recovery and repair of damaged American tanks. Reprint. More than 55 different enemies await you — do you have what it takes to slash your way through the Deathtrap Dungeon? • Detailed walkthroughs of all torturous areas • Tactics for fighting all enemies — from dragons to pitfiends to demonic humanoid sorcerers • Maps of crucial areas • Strategies for all weapons — from swords and flamethrowers to deadly spells • Locations of all keys, weapons, treasure, and demonic deathtraps

It's New Year's Eve 1980, and the students of DeAngelo High School are lacing up their skates for the All-Night New Year's Lock-In at the Rollerville Roller Disco. Some of them just want to skate and dance the night away to the pounding disco music. Some want to pull a few pranks and have a few laughs. For others, like Dan Parsons, tonight is a chance to move on and forget about his ex-girlfriend, maybe even flirt with Denise, that cute girl behind the snack counter. It seems like nothing can go wrong. But there's a massive blizzard raging outside, thick snow and ice are piling up against all the doors. There are those rumors that Rollerville was built over part of the old graveyard next door, and someone out there is watching. Also, a strange homeless man in the parking lot says that tonight will be the start of the so-called "Year of Blood." A night of skating and New Year's fun is about to turn into a night of violence and bloody mayhem in Disco Deathtrap.

In this .45-Caliber western, Cuno Massey won't turn his back on his friend—even in death... Life's been pretty good for Cuno Massey since he went into the freight business with Wade Scanlon. Good, that is, until Scanlon stops in at a saloon and gets shot dead by a band of outlaws. When Massey comes upon his friend in a pine box with his freight wagon plundered

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and burned, he has one goal: to find the killers. Led by the notorious bank robber Clayton Cannady, the outlaws have raised hell across the countryside, leaving a trail of dead bodies in their wake. Now, allied with a bartender and a Chinese man whose daughter was kidnapped by Cannady's gang, Massey won't rest until his friend's death has been avenged and the outlaws have paid for their sins in blood...

On December 31, 1980, a masked killer crashes the New Year's Eve party at the Rollerville roller disco, turning a night of fun into a night of murder and mayhem.

The Titans must face one of their own--Jericho Wilso--in Titans Book 2: Deathtrap. Son of Slade Wilson, also known as Deathstroke The Terminator, Jericho is able to possess others and control their actions. But over the years, his body-hopping has caused him to pick up traces of the evil personalities he has possessed, giving him an uncontrollable desire to defeat ... the Titans. Completely unhinged, Jericho continues his assault upon his former teammates. As if that wasn't enough, he also draws the Teen Titans into his twisted plot, and the Vigilante makes it his mission to stop Jericho--permanently! The Titans, Vigilante and now the Teen Titans all get roped into Jericho's insane plot. Can their combined forces halt their foe's master plan? Collects Teen Titans Annual #1, Vigilante #4-6 and Titans #12-23.

MARS ATTACKS(c): Cards, comics . . . and now brand-new, all-original novels of unthinkable terror! MURDER MANSION The invasion was quick and merciless. Nothing on Earth could counter the superior technology of the interplanetary aggressors. Their first strike left worldwide defenses utterly useless. The unbeatable Martian war machine swept the countryside, spreading a reign of terror in every direction. And one small group of humans sought safety in bizarre Gelman mansion built by an eccentric millionaire. MARTIAN

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DEATHTRAP pits a desperate band of human defenders against a merciless Martian Death Squad. The battleground is a huge mansion filled with a labyrinth of secret passages with giant insects--and certain death-- lurking outside. For the Martians, the mission is to secure the captured ground by whatever means necessary. For the humans, the goal is to beat the odds and simply survive . . .

Deathtrap Dungeon offers stunning graphics and an awesome atmosphere along with enthralling and compelling gameplay. This guide provides comprehensive maps to help readers navigate through all the hidden passages and rooms. It give the location of every weapon and puzzle. All spells, charms, cheat codes, and potions are revealed.

"This is an extremely intelligent, interesting, and well written book." -- Murder Is Academic "... compelling analysis of the comedy thriller..." -- Theatre Studies "... almost as much fun to read as is seeing the actual plays discussed..." -- Journal of Popular Culture The phenomenal success of such plays as Deathtrap and Sleuth heralded the advent of a new form of detective play -- the comedy thriller. Carlson takes the wraps off the comedy thriller and reveals its postmodern effects. He looks at all the elements of the thriller -- openings, settings, characters, plot lines, the role of the audience, and endings -- and shows how they work to overturn the conventions of realism in detective drama.

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"The remnants of the Expeditionary Force stranded on the alien-controlled planet

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'Paradise' get a chance to prove themselves, in a simple off-world training mission with a ship full of teenage alien cadets. When the mission goes horribly wrong and the survival of everyone on Paradise is at risk, the Merry Band of Pirates may have to come to the rescue. Unless they get killed first..." -- Page [4] of cover.

In life, Jane Ann never had much use for a halo, but in her violent death she finally earned one. When they found a suspect, everyone relaxed except Hugh MacReedy. Maybe he should have stayed out of it, but MacReedy owed a big debt to the patsy they were sending to the electric chair in a week. And he would have stayed out of it, if he'd known what his chances were of coming out alive ...

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