

## Choice of Games Releases "Choice of Romance"

SAN FRANCISCO, Aug. 24, 2010: Choice of Games announces the release of "Choice of Romance," a text-based multiple-choice game of love, deception and court intrigue, written by Adam Strong-Morse and [Heather Albano](#).

Play as a young aristocrat who comes to court looking for love... and catches the monarch's eye. Will you find true love? Gain a crown? Lose your head? Now available on iPhone, iPad, Android and the web. <http://www.choiceofgames.com/romance/>

"We've been hard at work on this game since May, and we're very proud of what we've created," said Dan Fabulich, co-founder of Choice of Games. "'Romance' allows either a male or female protagonist to pursue either the King or Queen of Iberia, or to reject the monarch entirely and marry someone else. Every ending is meaningful."

"Romance" is Choice of Games' third in-house title, following "Choice of the Dragon" and "Choice of Broadships."

### **About Choice of Games**

Choice of Games was founded by Dan Fabulich and Adam Strong-Morse in 2009. They produce text-based interactive novels for mobile platforms and the web, combining the delicious freedom of the 1980s' "Choose Your Own Adventure" books with the depth and scope of a bestselling novel.

In addition to developing their own games in-house, Choice of Games has created an easy-to-use programming language for writing text-based games, ChoiceScript, and publishes games written by other designers.

Game critics have praised Choice of Games for their innovative stance on gender issues, including a recent short article in the [Guardian](#).

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