

Choice of Games Releases “Choice of the Vampire”

SAN FRANCISCO, Aug. 30, 2010: Choice of Games announces the release of “Choice of the Vampire,” a text-based multiple-choice game written by CoG newcomer Jason Stevan Hill.

“Choice of the Vampire” begins in 1814 at the Battle of New Orleans. The first episode of Vampire follows your fledgling vampire as she navigates the dangers of her new condition in the nights leading up to and through the American Civil War. Later episodes will follow the player through the 19th, 20th and into the 21st Centuries. Now available on iPhone, iPad, Android and the web. <http://www.choiceofgames.com/vampire/>

While “Choice of the Vampire” hews closely to the perspective of the earlier Choice of Games titles, it ventures into new ground with mature themes and content appropriate to the genre. “Vampire is a very different product from our other titles,” says Hill. “It’s more like an interactive novella than a game.”

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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