## Interactive Fiction Roars Back to Life on Kindle

SAN FRANCISCO, Dec. 22, 2010: Lovers of interactive fiction, rejoice! Choice of Games, a quirky independent games company, has just released their first two interactive fiction titles for Amazon Kindle. Both games are available now in the Amazon Kindle Store.

In their first game, "Choice of the Dragon," you play as a dragon who kidnaps princesses and sleeps on gold for fun. You'll dominate the local kingdom, loot and pillage, and inspire terror in the hearts of your enemies.

Their second game, "Choice of Broadsides," is a swashbuckling naval adventure, in the spirit of C. S. Forester's Hornblower or Patrick O'Brian's Aubrey/Maturin books, with a dash of Jane Austen. As a young officer fighting the Napoleonic Wars, you'll take command of a Royal Navy frigate, earning glory in the name of the Crown.

"Our games are perfectly suited for Kindle," said Dan Fabulich, co-founder of Choice of Games. "Building our games entirely with text gives us the freedom to tell sophisticated stories that put you and your choices at the center of the action. Our games are like 'Choose Your Own Adventure' books, but bigger, deeper, and richer."

Choice of Games continues to plan and produce interactive games. "We've got several games in the pipeline," said Fabulich. "Text-based interactive fiction has been mostly dormant for almost twenty years; we're delighted to be at the vanguard of the new interactive fiction revolution for e-readers."

## **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 <u>Guardian</u>.

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