

Journey Under The Sea (Choose Your Own Adventure)

List of Choose Your Own Adventure books

books in the Choose Your Own Adventure gamebook series and its various spin-off series. These books are written for a simpler reading level than the main

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Gamebook

Gamebooks are sometimes called choose your own adventure books or CYOA (after the influential Choose Your Own Adventure series originally published by

A gamebook is a work of printed fiction that allows the reader to participate in the story by making choices. The narrative branches along various paths, typically through the use of numbered paragraphs or pages. Each narrative typically does not follow paragraphs in a linear or ordered fashion. Gamebooks are sometimes called choose your own adventure books or CYOA (after the influential Choose Your Own Adventure series originally published by US company Bantam Books) or pick-a-paths. Gamebooks influenced hypertext fiction.

Production of new gamebooks in the West decreased dramatically during the 1990s as choice-based stories have moved away from print-based media, although the format may be experiencing a resurgence on mobile and ebook platforms. Such digital gamebooks are considered interactive fiction or visual novels.

R. A. Montgomery

November 9, 2014) was an American author and key figure in the Choose Your Own Adventure interactive children's book series. Montgomery was born in Greenwich

Raymond Almiran Montgomery Jr. (March 9, 1936 – November 9, 2014) was an American author and key figure in the Choose Your Own Adventure interactive children's book series.

20,000 Leagues Under the Sea (1954 film)

20,000 Leagues Under the Sea is a 1954 American science fiction adventure film directed by Richard Fleischer, from a screenplay by Earl Felton. Adapted

20,000 Leagues Under the Sea is a 1954 American science fiction adventure film directed by Richard Fleischer, from a screenplay by Earl Felton. Adapted from Jules Verne's 1870 novel Twenty Thousand Leagues Under the Seas, the film was produced by Walt Disney Productions. It stars Kirk Douglas, James Mason, Paul Lukas, and Peter Lorre. Photographed in Technicolor, the film was one of the first feature-length motion pictures to be filmed in CinemaScope. It was the first feature-length Disney film to be distributed by Buena Vista Distribution.

20,000 Leagues Under the Sea was a critical and commercial success, being especially remembered for the fight with a giant squid, as well as Mason's definitive performance as the charismatic anti-hero Captain Nemo. The film won two Academy Awards for Best Art Direction and Best Special Effects.

Indiana Jones Adventure

Jones Adventure is an enhanced motion vehicle dark ride attraction based on the Indiana Jones film series, located at Disneyland and Tokyo DisneySea. Guests

Indiana Jones Adventure is an enhanced motion vehicle dark ride attraction based on the Indiana Jones film series, located at Disneyland and Tokyo DisneySea. Guests accompany intrepid archaeologist Dr. Indiana Jones on a turbulent quest, aboard military troop transport vehicles, through a dangerous subterranean lost temple guarded by a supernatural power.

The attraction premiered as Temple of the Forbidden Eye at Disneyland in Anaheim, California on March 3, 1995, and opened to the general public on March 4, 1995. A second, and nearly identical, version of the ride opened as Temple of the Crystal Skull on September 4, 2001, at Tokyo DisneySea in Chiba, Japan, unrelated to the 2008 film *Indiana Jones and the Kingdom of the Crystal Skull*. On August 10, 2024, it was announced at the D23 Expo that an Indiana Jones attraction will replace Dinosaur at Disney's Animal Kingdom in Bay Lake, Florida, featuring a different story, involving Indiana Jones in search of a mythical creature in a Mayan temple.

Black Mirror: Bandersnatch

the Choose Your Own Adventure book series, filed a lawsuit against Netflix for trademark infringement by use of the phrase "choose your own adventure"

Black Mirror: Bandersnatch is a 2018 interactive film in the science fiction anthology series Black Mirror. It was written by series creator Charlie Brooker and directed by David Slade. The film premiered on Netflix on 28 December 2018, its release date only officially announced the day before. Netflix did not confirm the interactive nature of Bandersnatch until its release, though there was much media speculation.

In Bandersnatch, viewers make decisions for the main character, the young programmer Stefan Butler (Fionn Whitehead), who is adapting a fantasy gamebook into a video game in 1984. Other characters include Mohan Thakur (Asim Chaudhry) and Colin Ritman (Will Poulter), who work at a video game company; Stefan's father, Peter (Craig Parkinson); and Stefan's therapist, Dr. Haynes (Alice Lowe). A postmodernist work with free will as a central theme, the film was named after a real video game planned for release by Imagine Software in 1984, the game in turn named after the bandersnatch, a creature of Lewis Carroll's creation.

Brooker and executive producer Annabel Jones were approached by Netflix about making an interactive film in May 2017, during which time Netflix had several such projects for children underway. Difficulty in writing the highly non-linear script led to Netflix's creation of a bespoke program called Branch Manager; the unique nature of the content required adaptations in the platform's use of cache memory. Bandersnatch was originally to be part of Black Mirror's fifth series, but its lengthy production led to its release as a standalone film, delaying the fifth series to June 2019.

Critics praised the technical design of the film but criticised the story's characterisation. There was mixed commentary about the narrative and the extent to which viewer choices affected the story. The film received average rankings in critics' lists of Black Mirror instalments by quality, but garnered numerous awards and nominations, winning two Primetime Emmy Awards. A follow-up episode, "Plaything", set in the same universe as Bandersnatch and featuring Poulter and Chaudhry reprising their roles, was released as part of the series' seventh season in 2025.

Bandersnatch was one of Netflix's early forays into interactive works, but by 2023, Netflix had shifted away from interactive media towards video games offered by the service with Netflix citing that the technology had served its purpose. Netflix delisted several of its interactive works by 2025 with the exception of Bandersnatch and Unbreakable Kimmy Schmidt: Kimmy vs the Reverend. Both of these were removed from Netflix in May 2025 as part of a major interface update.

2025 in video games

REQUIEMZ??2025?4?17????" [Journey towards the end with young men on death row. Romance ADV "OVER REQUIEMZ" forces you to choose between truth and darkness

In the video game industry, 2025 saw the release of Nintendo's next-generation Nintendo Switch 2 console.

Christopher Golden

Death's Excellent Adventure. Wikiquote has quotations related to Christopher Golden. Official Web Site Christopher Golden at the Internet Speculative

Christopher Golden (born July 15, 1967) is an American writer.

Sea of Thieves

Sea of Thieves is a 2018 action-adventure game developed by Rare and published by Xbox Game Studios. The player assumes the role of a pirate who completes

Sea of Thieves is a 2018 action-adventure game developed by Rare and published by Xbox Game Studios. The player assumes the role of a pirate who completes voyages from different trading companies. The multiplayer game sees players explore an open world via a pirate ship from a first-person perspective. Players may encounter each other during their adventures, sometimes forming alliances, and sometimes going head-to-head.

The concept of Sea of Thieves was conceived in 2014. Rare was inspired by players of PC games such as Eve Online (2003), DayZ (2018), and Rust (2018), who used the game tools to create their own stories. Rare explored different settings, such as vampires and dinosaurs, before settling on a pirate theme inspired by the Pirates of the Caribbean films and The Goonies (1985). The game features a progression system that only unlocks cosmetic items as the development team wanted to encourage both casual and experienced players to play together. Rare departed from its reputation for secrecy during Sea of Thieves's development, inviting fans to test early builds.

Sea of Thieves was released in March 2018 for Windows and Xbox One; it was one of the earliest first-party games released for Xbox Game Pass subscribers. It received mixed reviews; critics praised the ship combat, multiplayer, visuals, and physics, but criticized the progression, gameplay, and lack of content. Rare envisioned Sea of Thieves as a "game as a service" and has released numerous content updates after the initial release, which improved its reception. Sea of Thieves was a commercial success and became Microsoft's most successful original intellectual property of the eighth generation, attracting more than 40 million players by April 2024. A native Xbox Series X/S version of the game was released on March 13, 2024, and the game was released for the PlayStation 5 on April 30, 2024, making it Rare's first game to be released on a PlayStation console. Sea of Thieves was the final Rare title to be directed by veteran designer Gregg Mayles, before he departed the company in 2025.

Choice of Games

romance-focused label Heart's Choice. Vampire: The Masquerade (Choice of Games) "Choice of Games

Choose Your Own Adventure Inspired Apps". Wired. May 1, 2011. - Choice of Games LLC is a video game developer based in California that creates interactive fiction.

They create their games in the custom-made ChoiceScript programming language, which is designed for writing multiple-choice games with a small number of variables.

The company was founded by Dan Fabulich and Adam Strong-Morse in 2009. It has been noted for making games that are accessible to the visually impaired. Its games have been praised for their diverse portrayals of gender and sexuality.

The company also hosts user-submitted games under the Hosted Games label on their site and app store listing in exchange for a share of the profits. In late 2019, the company introduced the romance-focused label Heart's Choice.

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