

Chapter 1 : How to make a "Choose your own adventure" story with Google apps - Google Docs

www.nxgvision.com is a community-driven website centered on Choose-Your-Own-Adventure style storygames. Members create their own storygames, read and comment on other members' storygames, participate in the forum, and improve their writing ability.

Choose Your Own Adventure: The following video games are particularly suited to teens story-wise, though content ratings list most of these games as M for Mature, which are more appropriate for older teens. **A Tale of Two Sons:** Two brothers leave their storybook village to look for a cure for their dying father, meeting people and creatures and villains that they can help, ignore, or hurt. You control both brothers at the same time, each mapped to a thumbstick on the controller; the better you get at the controls, the more seamlessly the brothers work together to solve puzzles or avoid danger. The brothers have different personalities and motivations, and their growing relationship is the heart of this story. This game has a beautiful, fairytale-inspired world and a story that packs an emotional punch. Teens can connect with the themes of sibling love, sibling rivalry, and the fear of losing a parent. **Kaitlyn,** 21 years old, returns from a trip abroad to find her parents and year-old sister missing from their new home. You play as Kaitlyn as she explores this empty house, full of letters, photos, journals, tapes, and so on, piecing together the clues of what happened. The story takes place in the 90s and a lot of it is focused on Sam, the sister, starting a new school and making a new friend named Lonnie, who she eventually falls in love with. This is a touching story about the difficulty of fitting in in a new school, making new friends, and falling in love as a young lesbian. The ending will spark a lot of conversations. This is a point-and-click adventure focused on character and atmosphere, with meaningful choices for the player to make. Episodes of this game started in , but the fifth episode is forthcoming early No ERSB rating available. Billed as a magical realist adventure game, this is great fit for the ever-popular **Welcome to Night Vale** crowd. The first episode of **Life is Strange 2**, a sequel with new characters, will come out in September Teens will appreciate the idea that their choices shape the direction of the story, especially as Max is a relatable character with difficult choices to make. The story in this interactive movie game follows three androids in a future Detroit as they become self-aware and, through various means including escape from the city and forming a revolution, seek freedom from their oppressors. The gameplay is based on dialogue, exploration, and completing quick-time events QTE , and nearly every choice can alter the story. Any of the three main characters, and several important side characters, can die or fail, and the way events play out is exclusively due to the choices players make. Incredible graphics, strong voice acting, and a fully-realized future world flesh out what is otherwise a rather typical science fiction story of sentient AI. Science fiction fans will love the story, or at least love discussing it, and with the multitude of choices that alter the narrative, replay value is high. This is another interactive movie game, but this time, you play as eight distinct characters in a slasher story. On the one-year anniversary of the disappearances of twins Hannah and Beth, their brother Josh and seven friends gather for their annual winter getaway, now a sort of memorial, at the remote mountain lodge from which they disappeared. Naturally, events grow sinister and the characters, typical to the horror genre, split up, discover secrets, and oh yeah, get menaced by an elusive killer. Every decision the player makes for the characters can lead to their survivalâ€”or death. This is a fun alternative to movie night.

Chapter 2 : Play Choose your own adventure , a free online game on Kongregate

Chooseco publishes the Choose Your Own Adventure series. Widely commended for its appeal to reluctant readers, the interactive, multiple-choice multiple-ending series is the 4th-bestselling series for children ever published, with more than million copies sold in 38 languages.

Developers like Bioware and Sucker Punch have woven the choice mechanic into its Mass Effect and inFamous games, employing the model of being able to chose responses and reactions events, which then dictate interactions and how a story may play-out. Rather than muddying the tale with lots of breaks for shooting or leveling-up characters, some developers have taken to focusing mostly on telling a story with many different branches. Where multiple playthroughs can yield more information, allowing players to delve deeply into the many different ways a journey could unfold. Davey Wreden Of course, some games allow their users veer far of the intended path while others force you to stay a little closer to the intended direction. Check out the full list below. The Stanley Parable System: PC From the beginning of the game, players have the option to go on an adventure or stay within their lonely, familiar cubical and forgo all possibilities. This options is the first of many decisions players will be presented with in the walking choose your own adventure game. Players also have lots of options as a bodiless narrator will egg you along one of the stories many paths. Users can chose to ignore everything he says, some of what he says, or comply with everything he says. Players will feel especially compelled to replay various choices to see how interactions and key moments in the story play-out. Oftentimes, players will believe that there are cases where they can outplay death. Telltales other notable adventure games include The Wolf Among Us where players assume the role of detective Bigby Wolf from the Fables comic books; Game of Thrones where users play as characters from the minor house Forrester; and Tales from the Borderlands where players assume multiple roles as the characters try to survive by coning their way through the wastes of Pandora. A Hate Story System: A Hate Story sets players up to solve a mystery by navigating through the personal logs of a colony that has been long-dead. Players will pour over text logs that read-out like a soap opera tabloid “ offering new information every five minutes that will undoubtedly keep most players hooked. But each of the AIs offer polarizing views of the events uncovered by the player, and help bring a different dynamic to what would have otherwise been a basic novel. As Passepartout, players set out on an adventure to guide your Master on the fastest route all the while maintaining his health, finding faster means of transports, and keeping tabs on funds. These interactions have the opportunity to offer players with new paths for their journey or interesting perspectives on the history of the time. The words, accompanying sound effects, and minimalist visuals make for a vivid telling of the tale. PC Ever want to know the crushing strain of living with depression? Depression Quest offers an unusual opportunity to peek into the life of someone living with depression through this text-based, interactive story. Will you attend a party or stay at home? Or should you work at your desk or retreat into the safety of your bed? While the options seem rather dull, the reality is these kinds of decisions weigh heavily on your character. The lifestyle and reactions of the main character may seem over-the-top to those who have never experienced the debilitating disease themselves. But if players open their minds and empathize, users will have the opportunity to understand. PC Hatoful Boyfriend is a dating simulation meets visual novel where players get to romance pigeons. Users play as a human going to an all-bird academy. However, this year is the time for romance. Find the door and earn your freedom. The game features visuals, sound effects, and music that add to the atmosphere, accompanied by often graphic descriptions. DS users on the other hand will be treated to puzzle games and conversational choices to break up the blocks of reading time. Players will be posed with seemingly random gut decisions i. Choice of Games 8. Creatures Such As We System: The pages turn and each page offers a new path to take. The game dives into how people cope with the loneliness they face and the philosophical discussion of how games tie into our everyday lives. More from Tech Cheat Sheet:

Chapter 3 : 8 Games That Let You Choose Your Own Path

Students learn how to write "Choose Your Own Adventure" stories by reading and following example of this type of story. This sample story features the basic outline, character, and plot detail usually found in this popular story format.

What is a choose-your-own-adventure story? It took me only an hour or so and I enjoyed myself enormously. I want to meet them again and learn more about both the town and the story universe. How to write your own choose-your-adventure story. That said, what follows are several tips from avid readers and writers of CYOA stories. Plotting There are several programs that can help you keep your decision tree straight. It allows me to draw mind maps of all sorts. I can pick custom colors and outlines as well as leave copious notes. Inklewriter no longer converts your manuscript into the Kindle format. How should you start? Sketch out the story Write out a sketch of the story, a kind of zero draft, and then go back through it and break it into blocks. These blocks are linked together to form narrative chains. The number of levels a narrative chain has depends on how many blocks it has. In a full CYOA there can be as many as blocks of text. The minimum length for a book is 50, words, but, depending on the genre, can be quite a bit more. Urban fantasy books, for example, are usually around 80, words long. Because of their choices, a reader would normally see only one block of text from each level. This means that each reading experience, each adventure, would be only 10 or 20 blocks long which comes out to between 2, and 5, wordsâ€™the length of three blog articles! Though, that said, one of the fun things about CYOA stories is that readers can circle back creating a kind of time-warp. Story blocks Len Morse in Writing Tips how to Write a Choose your own Adventure Story suggests, for each block, trying to answer the following questions: Does your hero have any traveling companions? What is their relationship? Friends, enemies, peripheral characters, pets? Is it needed to achieve the goal? Food, clothing, money, weapons, climbing gear, a holy relic? Where is the hidden letter, who was in bed with whom, how to avoid a fight or pick a lock? Reached a destination, killed the enemy, won over the love interest, found the special item, rescued the prisoner? Choose your story endings. Morse mentions that there are five basic kinds of templates for endings: There should be a handful of endings somewhere in the middle that cut the story short. Maybe your hero gets the treasure, and then gets captured. Decide on your secondary characters There are going to be a number of characters in your story. This could be a secondary helper, perhaps even an animal, who keeps the hero company. For example, Minsc and Boo. This could take any number of forms, even that of an animal.

Chapter 4 : www.nxgvision.com - Funny Videos, Funny Jokes, Dumb Pictures, Online Games

Choose Your Own Adventure is a series of children's gamebooks where each story is written from a second-person point of view, with the reader assuming the role of the protagonist and making choices that determine the main character's actions and the plot's outcome.

Chapter 5 : Choose Your Own Adventure Books

Choose your own adventure (CYOA) books started out, in the 80s and 90s, as "a series of children's gamebooks where each story is written from a second-person point of view, with the reader assuming the role of the protagonist and making choices that determine the main character's actions and the plot's outcome."

Chapter 6 : Choose Your Own Adventure: Living the Story through Video Games - The Hub

www.nxgvision.com offers thousands of Funny Videos, Silly Jokes, Crazy Pictures, Online Games, Famous Quotes, Comics, Insults, Riddles, and much more.

Chapter 7 : Storygames > www.nxgvision.com

Infinite Story - Interactive Fiction Engine Our application allows users to read and collaboratively write Infinite Stories. They are otherwise known as branching, choose-your-own-adventure, CYOA or text adventures " all collectively known as interactive fiction ().

Chapter 8 : Popular Choose Your Own Adventure Books

Kongregate free online game Choose your own adventure - The 3 installment of the series. This is where it originated, Kongregate: D Enjoy, and if you . Play Choose your own adventure.

Chapter 9 : The 7 Most F***ed Up Real 'Choose Your Own Adventure' Books | www.nxgvision.com

The "Choose Your Own Adventure" style of books has always been a favorite among young readers. Literary enthusiasts attain the rare ability to move from passive observer into a position of.