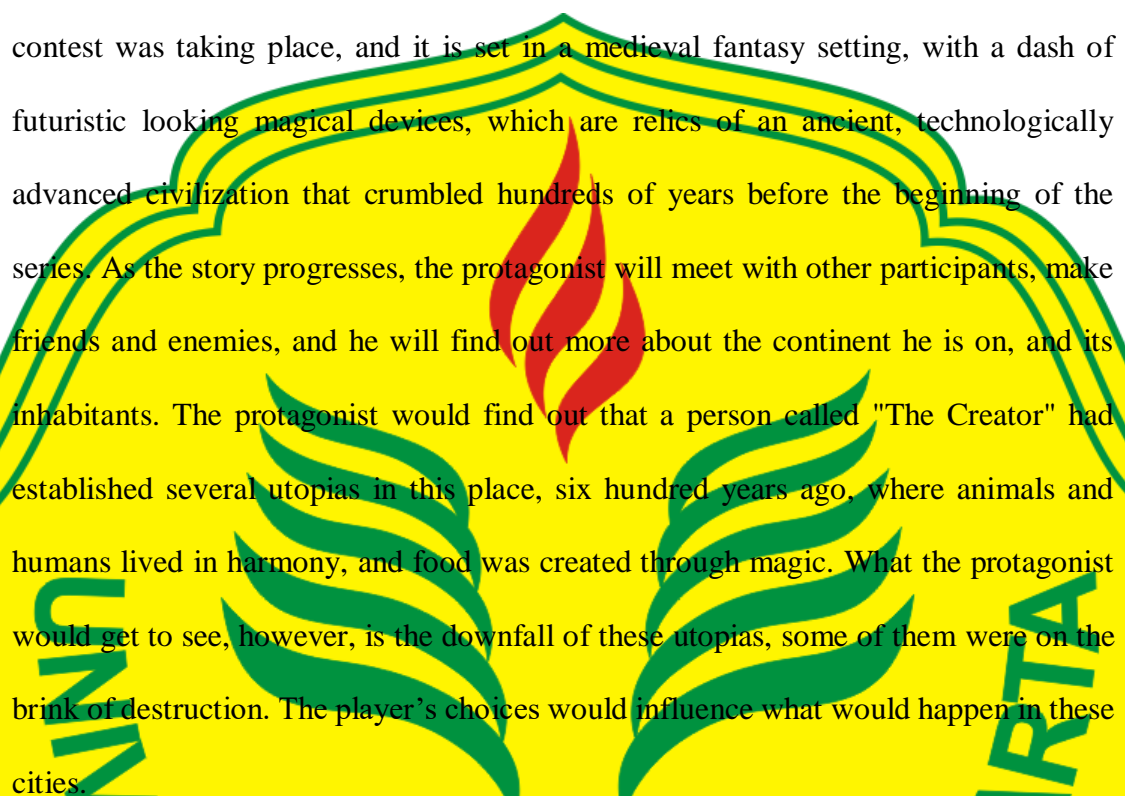# CHAPTER I

INTRODUCTION

1.1 Background of the Study

In the year of 1979-1998 there was a series of children's books called Choose Your Own Adventure book (CYOA) by Edward Packard, and published by Bantam Books. This book is an interactive novel where the reader could choose their own plot of the story by the choices that is available in the book. By making choices, the reader will determine the protagonist's action and the plot's outcome. The series was based upon a concept created by Edward Packard and originally published by Constance Cappel's and R.A. Montgomery's Vermont Crossroad Press as the "Adventures of You" series, starting with Packard's *Surgance Island* in 1976 (Scott Kraft, 1981)

Similar to CYOA book, there is another interactive fantasy novel that is released on 31st of July 2016 written by Chris Michael Wilson, Magium. Unlike CYOA, this novel is not printed as a book, but as an android game application. Following the same concept of CYOA, this game also has a feature of determining the story's plot flow and the protagonist's action. What makes it different from the old CYOA is that this game added another feature, a status device, which player will need to use to improve the protagonist's ability which is needed to proceed through the story, this function is

indeed only available through this application, not in a book like the old CYOA book because there is some programming included to process the flow of the story.

Games on mobile phones is often associated with fast-moving gameplay and intensive graphic, but Magium is different, this game prioritizes words over graphic, what makes Magium as a game is no other than its ability to make decision to create multiple interactive paths that the protagonist can proceed the story, plus its feature of stat-based system which can lock or unlock certain action or scene of the story depending on how the player distribute the stat points on the branches. The branches of the stat device are: Strength, Toughness, Hearing, Speed, Reflexes, Observation, Ancient Languages, Combat Technique, and Premonition. In Magium, the player plays as an ordinary guy named Barry, who joins a deadly mage tournament against the most powerful mages in the world in the hopes of using the prize to fulfill his lifelong dream of becoming a mage himself.

As in all interactive novels, the player's choices will affect the story, and making wrong choices can even lead to the main character's death. Besides the traditional choice making of regular Choose your own path games, Magium also has stats that the player can upgrade with points that the player will receive occasionally, throughout the game. These stats will be checked by the game from time to time, to see if they are high enough to allow the player to perform certain actions. For example, if the ancient languages stat is high enough, the protagonist can understand what animals and monsters are saying.

The story of Magium starts at the beginning of the tournament, right after the protagonist and all the other participants were transported to the continent where the contest was taking place, and it is set in a medieval fantasy setting, with a dash of futuristic looking magical devices, which are relics of an ancient, technologically advanced civilization that crumbled hundreds of years before the beginning of the series. As the story progresses, the protagonist will meet with other participants, make friends and enemies, and he will find out more about the continent he is on, and its inhabitants. The protagonist would find out that a person called "The Creator" had established several utopias in this place, six hundred years ago, where animals and humans lived in harmony, and food was created through magic. What the protagonist would get to see, however, is the downfall of these utopias, some of them were on the brink of destruction. The player's choices would influence what would happen in these cities.

The game will be divided into six or seven books (still on progress); each of them will consist of more than a hundred thousand words. The first book is approximately 178 thousand words long, which is about 700 book pages. This number also takes into account the story's branching paths. The length of a playthrough on average should be about 90 thousand words, so it is about 350 book pages. The second book will need to be unlocked before it can be played, and it will be the same for the next books as well. In order to unlock the second book, the player will either need to complete 25 of the 35 available achievements, or pay to unlock it. All of the next books

will also be unlockable in the same way. The second book is 277 thousand of words in total, on all paths, which becomes about 1100 book pages. On one path, it should be around half of those words, so roughly 140 thousand, which would become 550 book pages or so.

Based on the old and the latest type of CYOA, there is a similarity that the writer found, which is a strong fantasy elements in the story, both of the old CYOA and Magium are categorized as fantasy genre story. Although it is difficult to define literary fantasy precisely, most critics agree that it is a type of fiction that evokes wonder, mystery or magic – a sense of possibility beyond the ordinary, material, rationally predictable world in which we live (Magnus Vike, 2009). Fantasy is derived notion of unreality, images of things that are not actually present or believed to be not to be present in primary world. Fantasy is a higher form of art, indeed the most nearly pure form, and so (when achieved) the most potent (J.R.R Tolkien). Because of the strong fantasy elements in the game, the writer is urged to analyze the fantasy elements and its purpose in Magium game and compare how the medium of the narrative (as application and as written book) differentiate the story of Magium with the old CYOA book. In this research, I address Magium as a new format of CYOA book that is packed as a game application on mobile phone, while the old CYOA book is the traditional book that is published as a printed story book. Using three theories from experts, the elements of fantasy will be divided into three parts, which are the characteristic of fantasy, the function of fantasy, and the kinds of fantasy. The characteristic of the

fantasy is based on John H. Timmerman's theory, he divided the characteristic of the fantasy into six types, the function of fantasy is taken from J.R.R Tolkien's theory which divides them into three types, and the kinds of fantasy is based on the Historical Dictionary of Fantasy Literature written by Brian Stableford which divides them into fifteen kinds. The elements of fantasy is decided to be investigated because the author realizes that gamebooks usually written in fantasy genre, therefore the author would like to uncover the distinction between the two corpus in order to find the uniqueness from each corpus. The author also decided to analyze the kinds, function, and the characteristic of the fantasy from the guidance of the previous related study.

1.2 Research Question

- What are the Elements of fantasy in Magium game?
- How does the different types of medium (Printed book and game application) affect the story of the CYOA novel?

1.3 Purpose of the Study

This study aims to:

- Identify the fantasy elements in the Magium game as well as its function in literature. Analyze the development of the CYOA book by comparing it with similar type of book in game version.

1.4 Scope of the Study

The object of this study is limited to the Magium game and CYOA book. In order to make a deep analysis, the writer limits the problem by examining the fantasy elements such as characteristic, kinds, and function from the Magium game and CYOA book.

1.5 Significance of The Study

To re-introduce a gamebook that happened to be popular in late 90s by analyzing the literature elements in the book in hope to increase the reader's interest in reading. By re-introducing the game, the author hopes that a gamebook could be conserved and should not be forgotten, because gamebook is also one of the literary product. This research is also hoped to be a reference for those who would like to conduct a research in the similar field.