

CHOOSE YOUR OWN ADVENTURE®

Journey to Atlantis

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Choose from
32 ENDINGS!

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You are a deep sea diver.

For many years, you have looked for Atlantis, the lost city under the sea. There are many stories about Atlantis. No one knows which stories are true.

Some people say that, thousands of years ago, Atlantis was the greatest city in the world. They say it had a very advanced culture. Then, one day, the whole city fell into the sea. Now, no one remembers where Atlantis used to be.

Other people believe that Atlantis is a city of people from another world. Maybe it is a water world, where people have gills and breathe like fish. Maybe that is where stories about mermaids come from.

You don't know which stories are true, but it is your dream to find Atlantis. You have read hundreds of old books and maps. Now, you think you have finally found the lost city.

Today, you are going to where you think Atlantis is, deep under the sea. You are traveling on the *Maray*, a diving ship. It carries all of your equipment, and a team of people to help you. You will dive down by yourself in a small submarine called the *Seeker*.

You are excited, but also a little scared. This may be the most dangerous journey of your life!

After two days at sea, you are finally there. You are above the lost city of Atlantis—or so you think!

The *Maray* stops, and you get into the small submarine. Then, your team carefully sets it down in the water. You wave to the *Maray* and start going down into the sea.

Soon, it is quiet, as the *Seeker* goes deeper and deeper into the cold, dark sea. After just five minutes, you are so deep that there is almost no light from the sun. The *Seeker* moves through the water very quietly, making you feel alone.

You look out of the side windows and see strange white fish swim by—fish that you've never seen before. It feels like you are in another world. This is your favorite thing about exploring under the sea.

Quietly, the *Seeker* keeps going down.

Deeper...

and deeper...

and deeper still.

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Suddenly, the *Seeker* stops moving.

You look around quickly, checking the windows above and below you. It looks like the submarine is resting on a ledge, near a deep canyon in the sea floor.

Is this the canyon that leads to the lost city of Atlantis?

First, you send a radio signal to the *Maray*. You tell them that you made it down to the canyon safely.

"We hear you, *Seeker*," your team member on the *Maray* answers. "So, what are you going to do next?"

Good question, you think.

You are wearing a diving suit, so you can swim outside the *Seeker*. You can take a closer look at this ledge. On the other hand, you can stay in the submarine and go deeper into the canyon.

Remember, you are in another world now—a very dangerous world. Any choice you make could be your last!

You are about to make your first choice!
Make your choice before you turn the page.



*If you take the *Seeker* deeper into the canyon,
turn to page 6.*

If you swim out to look at the ledge, turn to page 8.

"I'm going down into the canyon," you tell the Maray.
"Wish me luck!"

"Good luck, Seeker," they answer. "And be careful down there!"

You push forward on the control stick, and the Seeker moves quietly down into the canyon. As you go deeper into the dark canyon, you turn on the powerful spotlights. Then, you travel down for another twenty minutes, going deeper than any human has ever been!

At last, you get close to the bottom of the canyon. To the left, you see a small cave. The entrance is round, as if it has been made by humans. To the right, you see bubbles rising from the floor of the canyon. *What is making those bubbles?* you ask yourself.

What do you do?



If you go look at the small cave, turn to page 10.

If you go look at the bubbles, turn to page 12.

You move the *Seeker* towards the cave. As you get closer, you see that it is big enough for the *Seeker* to enter. Carefully, you move the submarine inside.

Once inside, you see that the cave is much larger than you thought. In the lights from the *Seeker*, you see long ledges along the cave walls. They look big enough for even large submarines to rest on.

What is this place? you ask yourself. The cave looks like it was made by people, not by nature.

The spotlights are good, but not good enough to see the ledges clearly. You also have a special spotlight, which can light up the whole cave. However, this spotlight can only be used twice, and only for a short time.

Do you want to use the special spotlight now, or continue deeper into the cave?



If you go deeper into the cave, turn to page 17.

If you use the spotlight now, turn to page 23.

You move the *Seeker* deeper into the cave.

You travel a long way, until finally you come to a round door made of metal. Is this the door that leads to the lost city of Atlantis?

You try to open the door using the special arm on the outside of the *Seeker*, but it doesn't work. There is nothing on the door for you to hold.

Next, you send a radio signal towards the door. You hope that someone on the other side will hear you, and open the door. However, after five minutes, there is still no answer, and the door is still closed.

You have another idea. The *Seeker* carries strong explosives, to use in an emergency. Maybe you can blow the door open with an explosive!



If you try to blow the door open, turn to page 25.

If you keep trying the radio signals, turn to page 26.