

YOU'RE THE MAIN CHARACTER. YOU MAKE THE CHOICES.

CAN YOU SURVIVE **20,000 LEAGUES** **UNDER** **THE SEA?**

A CHOOSE YOUR PATH BOOK

by Jules Verne & Deb Mercier

TABLE OF CONTENTS

1. In Search of a Monster	6
2. An Unknown Species of Whale.....	34
3. Moving in a Moving Thing	29
4. The <i>Nautilus</i>	20
5. Hunting Trip.....	51
6. Adventures on Land and Sea	70
7. A Priceless Treasure	112
8. European Waters	87
9. Southern Waters	115
10. The Gulf Stream.....	76
11. The Captain's Fate	94
STEM Activity: Make a Cartesian Diver.....	146
<i>Can You Survive the Call of the Wild?</i> (Preview)	149
About the Authors.....	152



1. IN SEARCH OF A MONSTER

Your name is Pierre Arronax, and you're a scientist working for the Museum of Natural History in Paris. The year is 1867. You and your assistant, Conseil, are now aboard the ship *Abraham Lincoln*.

There have been reports of a creature attacking other ships in the Pacific Ocean. You believe it's a Giant Narwhal, a monster nearly 60 feet long and sporting a spear-like tusk. The United States government has asked you to help hunt it down.

The *Abraham Lincoln* is armed with every weapon possible, and you even have a world-famous harpooner on board: Ned Land. You've heard stories about this Canadian—that he is the best whale hunter, or whaler, to ever sail the seas. He's been described as skilled, cool, daring, and cunning.

You've been at sea for more than three months now. Tonight, like most nights, you stand on deck watching the sea for signs of the Giant Narwhal. Conseil stands by your side. Large clouds scud in front of the moon.

GO TO THE NEXT PAGE.

A shout from Ned Land shatters the quiet. “Look there—off the starboard bow!”

The ship’s captain orders, “All stop,” and the engines go still. The *Abraham Lincoln* glides quietly forward. Your pulse races as you eye the waves. Out in front of the ship, the monster lies partially emerged from the water. Its body throws off an intense, mysterious light.

The beast starts to move.

“It’s darting toward us!” you yell.

Shouts of excitement erupt from the crew. This is the moment you’ve been waiting for. The Giant Narwhal is within your sights.

It’s nighttime, a very dangerous time to stage an attack. It might be safer to wait, yet you don’t want to risk the creature escaping. You must advise the captain.

**WHAT WILL YOU
CHOOSE
TO DO?**

Retreat.

GO TO PAGE 38.

Attack.

GO TO PAGE 14.

You decide to trust Captain Nemo; you do nothing. Soon the natives return to shore. But you see that even more of them have assembled there.

Keeping an eye on them, you and Conseil search the waters near the submarine for interesting samples. Conseil finds a colorful shell to admire, but it suddenly bursts apart in his hand. You look around and realize that the *Nautilus* is now surrounded by a dozen canoes. Arrows ping off the sides of the submarine. You and Conseil scramble back inside. Conseil goes to find Ned, and you head for the captain's room.

"I know I'm disturbing you, but the natives are surrounding us in canoes," you say. "In a few minutes, we will be attacked by hundreds of them."

The captain frowns. "We'll close the hatches." With the push of a button, he orders the ship's crew to close the hatches.

"But tomorrow we will have to open the hatches to renew our air," you remind him. "If the natives are on the platform when we do, nothing will prevent them from boarding this vessel."

"Let them come," says Captain Nemo. "My visit to the island should not cost the life of a single one of them." The captain changes the subject. "Tomorrow, at

20 minutes to three in the afternoon, the *Nautilus* will be free to leave the Strait of Torres.”

* * *

That night, you toss and turn as you listen to the natives swarm and stamp on the platform.

The next afternoon, you feel small vibrations run through the submarine. You hear the *Nautilus* grate against the coral reef as it rocks with the rising tide. The captain informs you he’s ordered the hatches opened.

“What about the natives?” you ask.

“What about them?” replies the captain.

“Won’t they come inside the *Nautilus*?” you ask.

The captain shrugs. “How?”

“By climbing into the hatches that you’ve ordered opened,” you protest.

“Mr. Arronax, they will not enter the *Nautilus*. Come and you will see.”

You meet Ned and Conseil at the bottom of the central staircase. Together, you watch as several crewmen open the hatches to the platform. Cries of rage come from above, and 20 angry faces appear. But the first native who places his hands on the stair rail seems struck by

an invisible force. He flees. Ten of his companions meet the same fate.

Unable to restrain himself from a fight, Ned Land rushes to the staircase. The moment he grabs the rail, he's thrown back. "It's as if I was struck by a thunderbolt!" he screams.

Now you understand. The rail on the ladder isn't really a rail. It's an electric cable, which can deliver a powerful shock.

Shortly afterward, the *Nautilus* floats free of the reef. You sail from the dangerous Strait of Torres and leave the natives behind.

* * *

Days, weeks, and months pass. Being on board the *Nautilus* begins to feel normal, while your life back on land is a distant memory.

You wake one morning in January and look at the barometer in the drawing room. It's been falling for days. You think a storm is on the way.

You climb to the platform to find the sea rough and rolling. Strong winds howl around you. A crewman is taking his daily measurements on the platform.

Captain Nemo appears on deck and looks toward the horizon with a telescope. He turns and speaks to the crewman, who looks upset. You can't understand what they say, but they are arguing.

You look in the same direction Captain Nemo had, but you don't see anything alarming. The captain gives an order, and the *Nautilus* increases speed.

No one's paying any attention to you. All their focus is on the horizon. Curiosity gets the better of you. You descend back to your cabin and grab a telescope of your own. Then you return to the platform. When you raise the telescope to have a look, a strong hand snatches it away. You whirl around, and Captain Nemo stands before you. His face is distorted by rage, and his eyes flash with anger. You shrink back, but then you notice Captain Nemo isn't even looking at you. He stares at some distant point on the horizon.

With great effort, the captain calms himself and says, "I require you to keep the condition we agreed upon."


"What?" you ask. "Why?"

"You and your companions must be confined."

Captain Nemo is hiding something from you, and his secrets appear to be dangerous. Your first instinct is to obey him, to stay out of trouble. But in the months

you have known him, you have learned that the captain values bravery. If you will ever gain his trust, you must show him that you are a man of courage. Is that time now? Should you stand up to him? Or are you better off doing what he says without protest?

**WHAT WILL YOU
CHOOSE
TO DO?**



Stand up to him.

GO TO PAGE 125.

Follow his order.

GO TO PAGE 101.

“You must attack at once,” you tell the captain. “This is our best chance to get that monster.”

“Ready the forecastle gun!” the captain shouts.

An old gunner with a gray beard hurries to it. He takes careful aim.

The *Abraham Lincoln* advances rapidly toward the creature’s light. The giant animal moves away at double speed, but it never distances itself more than 20 feet from the hull. Eventually, its light disappears under the waves.

It is a restless night as the crew watches for signs of the Giant Narwhal. Lights are spotted, sometimes near, sometimes far away from the ship.

In the middle of the night, you swear that you hear the loud strokes of the animal’s tail and its panting breath as it draws in air.

GO TO PAGE 39.

“It doesn’t make sense to stay here,” you say. “Our best chance is to follow the ship’s light.”

You swim forward, unsure of what lies ahead. You paddle onward for hours, and your body cramps with fatigue. Conseil tries to keep both of you afloat, but you can tell he’s struggling too.

The moon appears beyond the edges of a thick cloud. The surface of the sea glitters with light. You stop to tread water and scan the horizon.

“There it is!” You see the ship—a dark mass off in the distance.

“Help! Help!” Conseil shouts.

You both wait and listen.

“Did you hear?” you murmur, thinking you heard an answer to Conseil’s call.

“Help! Help!” Conseil repeats.

This time there is no mistake. A human voice responds to Conseil. You both begin to stroke toward the sound.

It’s been a long night of fighting the waves, and you feel your strength leaving your body. Suddenly, you’re struck by something hard. You cling to it and feel yourself being hauled out of the water. It’s the last thing you remember before you pass out.

When you awaken, you're staring into the face of Ned Land.

"Were you thrown overboard, as well?" you ask.

"Yes, Professor," he says, "but I was luckier than you. I was quickly able to find safety on a floating island."

Your mind whirls, still foggy. "A what?"

Ned laughs. "I landed on our Giant Narwhal."

"What?" you exclaim as you sit up.

"I found out why my harpoon didn't enter the beast," says Ned. "This beast is made of sheet iron."

You kick the smooth, black surface that you're sitting on and hear a metallic *klang* in response. Your fingers run over riveted plates. This is no mammal. Your Giant Narwhal is actually some sort of man-made submarine.

A bubbling begins at the back of this machine. You scramble to hang on as it starts to move.

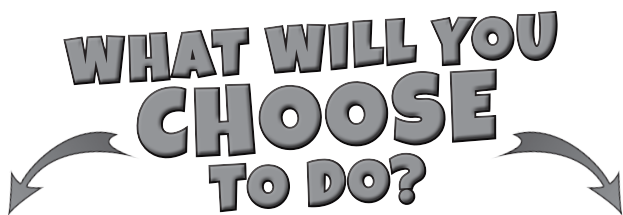
The submarine begins to sink. As the water rushes over your feet, you yell, "There has to be a way in!"

Ned kicks the sub's metal surface, making as much racket as possible. "Open up!" he yells.

The submarine stops, and you hear a scraping noise. One of the iron plates on the top of the hull moves aside,

and a man appears. He looks right at you, gives an odd cry, and disappears back inside.

Moments later, eight men wearing masks emerge from the opening. They rush toward you, and you remember that these men attacked your ship. They are your enemy, and they may intend to kill you. Yet you are tired and outnumbered. Can you hope to fight them off? Or should you surrender and pray for the best?



Fight.

GO TO PAGE 61.

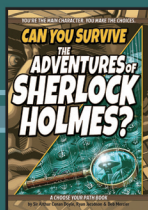
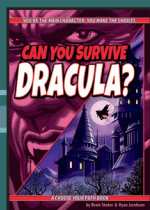
Surrender.

GO TO PAGE 29.

A SEA MONSTER. A SUBMARINE. A SPECTACULAR ADVENTURE.

A sea monster is terrorizing the ocean, and you have been chosen to stop it! Your mission takes a strange twist when the sea monster turns out to be a submarine. You are taken aboard and held captive by Captain Nemo, but is he a friend or a foe? Use your wisdom and courage to survive such perils as sharks and giant squids. *Can You Survive 20,000 Leagues Under the Sea?* adapts the classic novel into a Choose Your Path book, putting readers in control of the action. Do you have what it takes to escape from the strange captain? Or will the ocean and its unknown dangers lead to your doom? Step into this adventure, and choose your path. But choose wisely, or else!

SURVIVE THEM ALL!



www.Lake7Creative.com

JUVENILE FICTION/INTERACTIVE ADVENTURES

ISBN 978-1-940647-83-8



9 781940 647838