

READ THE MAZE OF BONES 39 CLUES NO 1 FREE

Evan Poole

The Maze Of Bones 39 Clues No 1 Introduction

The 39 Clues 1: The 39 Clues: The Maze of Bones

39 clues to unscramble. One fabulous prize to win. It's a riddle, a book and a game to play. Are YOU up to the challenge? Written by celebrated author Rick Riordan, this interactive challenge takes books to a place they've never been before.

The Maze of Bones

"What would happen if you discovered that your family was one of the most powerful in human history? What if you were told that the source of the family's power was hidden around the world in the form of 39 clues? What if you were given a choice: take a million dollars and walk away or get the first clue? If you're Amy and Dan Cahill, you take the clue and begin a very dangerous race." --Back cover.

The 39 Clues Complete Collection

Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue." Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Napoleon to Houdini is related to the Cahills, yet the source of the family power is lost. 39 Clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on, and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents. The 39 Clues is Scholastic's groundbreaking new series, spanning 10 adrenaline-charged books, 355 trading cards, and an online game where readers play a part in the story and compete for over \$100,000 in prizes. The 39 Clues books set the story, and the cards, website and game allow kids to participate in it. Kids visit the website - www.the39clues.com - and discover they are lost members of the Cahill family. Experience the complete adventure with Dan and Amy Cahill in this fantastic 10 book series collection - including the finale 39 Clues Book 10: Into the Gauntlet!

The Maze of Bones

The Cahills are the most powerful family the world has ever known. However, the family is fractured, and the source of its power has been lost. The story begins with the death of matriarch Grace Cahill. In her will she leaves her heirs a choice: they can either receive a million dollars or a clue. The first Cahill to assemble all 39 clues hidden around the world will discover what makes the family so powerful - a reward beyond measure. It's Cahill versus Cahill in a race to the finish, with readers hot on the heels of the main characters, fourteen-year-old Amy Cahill and her eleven-year-old brother, Dan. The story spans 10 adrenaline-charged books, 350 game cards, and an online world allowing readers to play a part in the story and compete for more than \$25,000 in prizes.

The Maze of Bones

At the reading of their grandmother's will, Dan and Amy Cahill are given the choice of receiving a million dollars or uncovering the 39 clues hidden around the world that will lead to the source of the family's power, but by taking on the clues, they end up in a dangerous race against their own family members. Maze of bones is the first in a series of 10 books. The publisher offers an online game as well.

The 39 Clues #1 The Maze of Bones

The Cahills are the most powerful family the world has ever known. However, the family is fractured, and the source of its power has been lost. The story begins with the death of matriarch Grace Cahill. In her will she leaves her heirs a choice: they can either receive a million dollars or a clue. The first Cahill to assemble all 39 clues hidden around the world will discover what makes the family so powerful - a reward beyond measure. It's Cahill versus Cahill in a race to the finish, with readers hot on the heels of the main characters, fourteen-year-old Amy Cahill and her eleven-year-old brother, Dan. The story spans 10 adrenaline-charged books, 350 game cards, and an online world allowing readers to play a part in the story and compete for more than \$25,000 in prizes.

The 39 Clues

Dan and Amy Cahill are given the choice of receiving a million dollars or uncovering the thirty-nine clues hidden around the world that will lead to the source of the family's power, but by taking on the clues, they end up in a dangerous race against their own family.

Beyond The Grave

The graphic novel adaptation of the mega-bestseller that launched a global phenomenon! Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue." Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Marie Curie to Harry Houdini is related to the Cahills, yet the source of the family power is lost. 39 Clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on, and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents.

39 Clues: The Maze of Bones: A Graphic Novel (39 Clues Graphic Novel #1)

The first book in the #1 bestselling phenomenon sends readers around the world on the hunt for the 39 Clues! Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue." Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Napoleon to Houdini is related to the Cahills, yet the source of the family power is lost. 39 Clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on, and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents.

The Maze of Bones (The 39 Clues, Book 1)

Amy and Dan Cahill have been located once again, this time in the company of the notoriously unreliable Alistair. Spies report that Amy and Dan seem to be tracking the life of one of the most powerful fighters the world has ever known. If this fearsome warrior was a Cahill, his secrets are sure to be well-guarded.

The Sword Thief

Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue." Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Napoleon to Houdini is related to the Cahills, yet the source of the family power is lost. 39 clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on, and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents. The 39 Clues is Scholastic's groundbreaking new series, spanning 10 adrenaline-charged books, 350 trading cards, and an online game where readers play a part in the story and compete for over \$100,000 in prizes. The 39 Clues books set the story, and the cards, website and game allow kids to participate in it. Kids visit the website - www.the39clues.com - and discover they are lost members of the Cahill family. They set up online accounts where they can compete against other kids and against Cahill characters to find all 39 clues. Through the website, kids can track their points and clues, manage their card collections, dig through the Cahill archives for secrets, and "travel" the world to collect Cahill artifacts, interview characters, and hunt down clues. Collecting cards helps: Each card is a piece of evidence containing information on a Cahill, a clue, or a family secret. Every kid is a winner - we'll give away prizes through the books, the website and the cards, including a grand prize of \$10,000!

The Maze of Bones

The explosive finale to Scholastic's mega-selling series. Throughout the hunt for the 39 Clues, Amy and Dan Cahill have uncovered history's greatest mysteries and their family's deadliest secrets. But are they ready to face the truth about the Cahills and the key to their unmatched power? After a whirlwind race that's taken them across five continents, Amy and Dan face the most difficult challenge yet - a task no Cahill dared to imagine. When faced with a choice that could change the future of the world, can two kids succeed where 500 years worth of famous ancestors failed?

Into the Gauntlet

Are you ready to save the world? The bestselling series returns with an adventure spanning 6 explosive books, 2 secret-filled card packs, and a website that places readers right in the action. Thirteen-year-old Dan Cahill and his older sister, Amy, thought they belonged to the world's most powerful family. They thought the hunt for 39 Clues leading to the source of that power was over. They even thought they'd won. But Amy and Dan were wrong. One by one, distress calls start coming in from around the globe. Cahills are being kidnapped by a shadowy group known only as the Vespers. Now Amy and Dan have only days to fulfill a bizarre ransom request or their captured friends will start dying. Amy and Dan don't know what the Vespers want or how to stop them. Only one thing is clear. The Vespers are playing to win, and if they get their hands on the Clues . . . the world will be their next hostage.

The Medusa Plot (The 39 Clues: Cahills vs. Vespers, Book 1)

Amy and Dan dodge the shadow of a man in black as they search for the 39 clues.

Storm Warning

Dan and Amy Cahill are given the choice of receiving a million dollars or uncovering the thirty-nine clues hidden around the world that will lead to the source of the family's power, but by taking on the clues, they end up in a dangerous race against

The Maze of Bones (Graphic Novel)

KNOW THE TRUTH You are a member of the Cahill family, the most powerful family the world has ever known. The source of the family's power has been lost, hidden around the world in the form of 39 clues.

Your Mission: Be the first to find the clues. This handbook has everything you need on the hunt: Get never-seen-before intel about the Cahill branches. Discover insider information about key players, including the Kabras. Track branch strongholds on your own Agent Map. Protect your secrets with 18 pages of codes. Forge documents to confuse rival clue hunters. Good luck on the hunt. You're going to need it.

The 39 Clues Agent Handbook

Part coming of age, part call to action, this fast-paced #ownvoices novel about a Deaf teenager is a unique and inspiring exploration of what it means to belong. Smart, artistic, and independent, sixteen year old Piper is tired of trying to conform. Her mom wants her to be \"normal,\" to pass as hearing, to get a good job. But in a time of food scarcity, environmental collapse, and political corruption, Piper has other things on her mind?like survival. Piper has always been told that she needs to compensate for her Deafness in a world made for those who can hear. But when she meets Marley, a new world opens up?one where Deafness is something to celebrate, and where resilience means taking action, building a community, and believing in something better. Published to rave reviews as Future Girl in Australia (Allen Unwin, Sept. 2020), this empowering, unforgettable story is told through a visual extravaganza of text, paint, collage, and drawings. Set in an ominously prescient near future, The Words in My Hands is very much a novel for our turbulent times.

The Words in My Hands

The Cahill family has a secret. For five hundred years, they have guarded the 39 Clues - thirty-nine ingredients in a serum that transforms whomever takes it into the most powerful person on earth. Now the serum is missing. Dan Cahill and his older sister Amy have to get the serum back and stop who stole it...before it's game over. For everyone.

39 Clues: Unstoppable 1: Nowhere to Run

A million dollars, or a clue? Police report a break-in at an elite hotel, and the suspects sound suspiciously like Amy and Dan. There's a car and speedboat chase and an angry mob! When there's a Clue on the line, anything can happen.

One False Note

A Clue found in Japan has Amy and Dan jetting off to Egypt to find out just what's behind the fierce rivalry between the Tomas and Ekaterina branches of the Cahill family. Was a Clue stolen from the Tomas branch? Where is it now? And most important, can Amy and Dan get their hands on it before their rivals do? It's a wild race that will take Amy and Dan deep down into the tombs of Egypt . . . and right into the hands of the enemy.

The 39 Clues #4 Beyond the Grave

A guide to the characters and situations in \"The 39 Clues\" outlines the Cahills' secrets, including hidden facts, strategies, agents, lost founders, secret bases, and scandals, as well as information about all branches of the family.

The Black Book of Buried Secrets

ATTENTION! Amy and Dan Cahill have been located once again, this time in the company of the notoriously unreliable Alistair Oh. Could they have been foolish enough to make an alliance? Spies report that Amy and Dan seem to be tracking the life of one of the most powerful fighters the world has ever

known. If this fearsome warrior was a Cahill, his secrets are sure to be well-guarded . . . and the price to uncover them just might be lethal.

The 39 Clues #3 The Sword Thief

Spring is finally here, and Froggy can't wait to go on a bike trip with his dad. But first he needs to find his bicycle helmet, butterfly net, and trading cards—will Froggy get on the road before sunset? With kid-pleasing sound effects and punchy illustrations, *Let's Go, Froggy!* is the perfect choice for the read-aloud crowd. "A fun-for-all, tongue-tangling, giggle-getting, rousing reading-aloud . . . Should be a storytime favorite."—School Library Journal

Let's Go, Froggy!

When seven members of their family were kidnapped, thirteen-year-old Dan Cahill and his older sister, Amy, got ready for the fight of their lives. But their enemy, a terrifying group known as the Vespers, remained frustratingly elusive. They stay in the shadows, picking off Cahills one by one. And now the Vespers have landed their most serious blow yet - a blow that strikes at the very heart of the Cahill family. Because Amy and Dan discover that there's a Vesper mole in their innermost circle. Amy and Dan need to smoke out the traitor before the next hostage dies. They have just days to discover who has their back . . . and who wants to sink a knife into it.

Trust No One (The 39 Clues: Cahills vs. Vespers, Book 5)

Magnus Chase has always been a troubled kid. Since his mother's mysterious death, he's lived alone on the streets of Boston, surviving by his wits, keeping one step ahead of the police and the truant officers. One day, he's tracked down by an uncle he barely knows—a man his mother claimed was dangerous. Uncle Randolph tells him an impossible secret: Magnus is the son of a Norse god. The Viking myths are true. The gods of Asgard are preparing for war. Trolls, giants and worse monsters are stirring for doomsday. To prevent Ragnarok, Magnus must search the Nine Worlds for a weapon that has been lost for thousands of years. When an attack by fire giants forces him to choose between his own safety and the lives of hundreds of innocents, Magnus makes a fatal decision. Sometimes, the only way to start a new life is to die . . .

Magnus Chase and the Gods of Asgard, Book 1 The Sword of Summer

This is not really a book. This is a building in the shape of a book...a maze. Each numbered page depicts a room in the maze. Tempted? Test your wits against mine. I guarantee that my maze will challenge you to think in ways you've never thought before. But beware. One wrong turn and you may never escape!

Maze

Two kids break out of a juvenile detention center and become fugitives in order to clear their convicted parents' names in this heartstopping series from kid-read master Gordon Korman. Aidan and Meg Falconer are their parents' only hope. The Falconers are facing life in prison -- unless Aidan and Meg can follow a trail of clues to prove their innocence. The problem? Right now they're trapped in a juvenile detention center. Until they escape one night -- and find themselves on the run, both from the authorities and from a sinister attacker who has his own reason to stop them. The Falconers must use their wits to make it across the country ... with plenty of tests along the way. Gordon Korman takes readers into FUGITIVE territory -- with thrilling results.

On the Run #1: Chasing the Falconers

Now available for the first time: all five novels from the amazing Heroes of Olympus series, collected in one stunning digital edition. Join the Heroes of Olympus - Percy Jackson and friends - for an adventure like no other. When Jason, Piper and Leo crash-land at Camp Half-Blood, they have no idea what to expect. Apparently this is the only safe place for children of the Greek Gods . . . Despite the monsters roaming the woods and demigods practising archery with flaming arrows and explosives - some things just have to be taken on trust. But now rumours of a terrible curse - and a missing hero - are flying around camp. And it seems Jason, Piper and Leo are the chosen ones to embark on a terrifying new quest. And when Percy Jackson wakes up with no memory of his past, it's clear things are only just beginning . . . Heroes of Olympus: The Complete Series includes all three novels in the incredible series from Rick Riordan: The Lost Hero, The Son of Neptune, The Mark of Athena, The House of Hades and The Blood of Olympus

Heroes of Olympus: The Complete Series (Books 1, 2, 3, 4, 5)

The most dangerous secret in Amy and Dan's past is unveiled in Book 7 of the #1 New York Times best-selling series. It's no longer a game. The body count is rising. Shaken by recent events, Amy and Dan flee to an exotic land and trace the footsteps of their most formidable ancestor yet: a military leader of mythic proportions. Yet just as the siblings begin to master the art of ancient warfare, they confront a dangerous enemy that can't be felled with a sword: the truth. With the stakes higher than ever, Amy and Dan uncover a devastating secret that changes everything.

The Viper's Nest

All five novels in the bestselling, blockbuster Percy Jackson series, collected in one stunning digital edition. I was just a normal kid, going to school, playing basketball, skateboarding. The usual. Until I accidentally vaporized my maths teacher. 'Look, I didn't want to be a Half-Blood. I never asked to be the son of a Greek God.' Percy Jackson: The Complete Series includes all five novels in the action-packed, electrifying series from Rick Riordan: The Lightning Thief, The Sea of Monsters, The Titan's Curse, The Battle of the Labyrinth, and The Last Olympian. Now I spend my time battling monsters and generally trying to stay alive. Angry Gods. Cannibal Giants. Ancient Labyrinths. Untold Evils. It's not easy being a demigod. Rick Riordan has now sold an incredible 55 million copies of his books worldwide. The Percy Jackson series has sold over 1.25 million copies in the UK alone.

Percy Jackson: The Complete Series (Books 1, 2, 3, 4, 5)

An escalating race to find the 39 Clues finds Amy and Dan pursuing a Clue guarded by thousands of the world's best-trained soldiers, an effort that separates them in explosively dangerous ways.

The Emperor's Code

Could Amy and Dan's biggest enemy be . . . a friend? Book 6 challenges everything you thought you knew about the Clues race. A hint from their parents' past puts Amy and Dan on the trail of secrets their grandmother Grace would NEVER have wanted them to know. Awful memories begin to crowd in on Amy, just as her enemies circle closer. How far would she go to protect Dan? How much of a Cahill is she prepared to be? Perhaps Grace was right - some secrets are better left buried.

The 39 Clues #6 In Too Deep

CALLING ALL CAHILLS! Announcing a 39 Clues Superspecial adventure -- the gang is back, and called to investigate one of their own: Sinead Starling. A TRAITOR RETURNSThe Cahills are the most powerful family history has ever known. For the past five centuries, they have secretly served as guardians of the world. The Cahills command presidents, take down corrupt governments... and are currently led by a

fourteen-year-old boy with a superhero complex. Dan Cahill may be young, but he's nobody's fool. So he knows he must act fast when he learns that Sinead Starling, a former friend who betrayed the family, is up to her eyeballs in a plot to control a deadly virus. But is Sinead behind the plot, or is she a hero trying to stop the virus from getting out? The search for Sinead will take Dan and his friends from Cuba to the Bermuda Triangle, where the fate of the world may just depend on whether the Cahills can trust a traitor...

Outbreak (The 39 Clues Superspecial)

The heart-stopping action and magic explode off the page in "The Red Pyramid, The Graphic Novel," based on the worldwide bestselling novel by Riordan.

The Red Pyramid

Australia has been invaded. Nothing is as it was. Six teenagers are living out their nightmare in the sanctuary of a hidden valley called Hell. Alone, they make their own rules, protect what is theirs, and struggle for courage and hope in a world changed forever. Seeking supplies, allies, and information, the friends make forays into enemy territory, drawing on nerve and resourcefulness they never even knew they had. As the risks become greater, so too do the sacrifices they must make. Intense, passionate, and compulsive, *The Dead of Night* continues the frighteningly real story begun in *Tomorrow, When the War Began*.

The Dead of Night

From the #1 New York Times bestselling author of the Percy Jackson and the Olympians series The Edgar, Shamus, and Anthony award-winning Rick Riordan delivers a spellbinding novel of a man on an edge so extreme that his fall will destroy not only him—but all that he holds dear. Cold Springs Chadwick's life was balanced on a knife's edge—his career, his marriage, his relationship with his dangerously troubled daughter. And then one autumn night, the worst possible thing happened.... Now, a decade later, Chadwick's heart is on the mend. Working for an old military buddy, he saves kids for a living, escorting troubled teens to a Texas wilderness school that specializes in the toughest brand of love. Until he gets a phone call that threatens to shatter his new life. Mallory Zedman is taking the same terrible path Chadwick's own daughter once took. Defiant and out of control, Mallory is determined to destroy herself and anyone who tries to stop her. No sooner does Chadwick snatch her off the streets than he discovers she is wanted for questioning in a brutal murder—a slaying that seems directly linked to Chadwick's past. To save Mallory, tough love will not be enough. Chadwick must find the truth behind the murder—and in doing so revisit the infidelities, shattered promises, and violent passions that cracked his world apart. And he must jeopardize the one thing he still has left to lose—a slim hope of redemption.

Cold Springs

¿Qué pasaría si descubrieras que tu familia es una de las más poderosas de toda la historia de la humanidad? ¿Y si te dijeran que la fuente de poder de la familia está escondida por todo el mundo, bajo la forma de 39 pistas? ¿Y si, además, te dieran a elegir entre tener un millón de dólares... o conseguir la primera de las pistas? Si fueras Amy y Dan Cahill, ¿escogerías la pista y empezarías una carrera muy peligrosa!

El laberinto de huesos

Tensions continue among Mike Havel's Bearkillers and their allies, Clan Mackenzie under the leadership of Juniper Mackenzie and Norman Armingher, the warlord of Portland, after Armingher's daughter falls into the hands of Clan Mackenzie. Reprint.

A Meeting at Corvallis

The Maze Of Bones: The 39 Clues

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