The 39 Clues Book 7 The Viper 39 S Nest

#The 39 Clues Book 7 #The Viper's Nest #39 Clues series #young adult mystery #Cahill family adventure

Dive into The 39 Clues Book 7: The Viper's Nest, a thrilling chapter in the internationally bestselling young adult mystery series. Follow Amy and Dan Cahill as their perilous global scavenger hunt intensifies, forcing them into deadly situations and closer to uncovering the true legacy of their powerful family. This book promises suspense, historical clues, and relentless adventure for fans of the 39 Clues series.

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The Viper's Nest (The 39 Clues, Book 7)

The most dangerous secret in Amy and Dan's past is unveiled in Book 7 of the #1 New York Times bestselling series. The hunt for 39 hidden Clues that lead to an unimaginable power have taken a heavy toll on fourteen-year-old Amy Cahill and her younger brother, Dan. They've just seen a woman die. They're wanted by the Indonesian police. They're trapped on an island with a man who knows too much about the death of their parents. And a tropical storm is rolling in. Just when they think it can't get any worse, it does. Because the Cahills have one more rattling skeleton for Amy and Dan to discover . . . the terrible truth about their family branch.

The Viper's Nest

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 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!

Smiler's Bones

A "hugely fascinating" (Kirkus), "wonderful" (VOYA) historical novel based on the harrowing true story of Minik, an Eskimo boy seized in the name of exploration and brought to New York in the 1900s. In 1897, famed explorer Robert Peary took six Eskimos from their homes in Greenland to be "presented" to the American Museum of Natural History. Among the six were a father and a son. Soon, four were dead, including the father (whose bones, unbeknownst to the son, were put on display). One returned to Greenland. And the other -- the young boy -- remained, the only Eskimo in New York for twelve years. His name was Minik. This is his story. A story of lies and deceptions. A story about the price of exploration. A story about discovering the truth of a culture.

Proof Positive

When Andrew and Evie finally find their mother, they must go underground with her in order for all of them to be safe, but the Company's agents make it more difficult than it should be. Twins Andrew and Evie search for their mother, a secret agent hiding from the Company, by solving the clues she has left for them in San Francisco, while trying to avoid the Company's agents, who hope the children will lead them to her. It's been almost a full year since Andrew and Evie's mom disappeared, and the twins are determined to find her. They've been following her trail, decoding the clues she's left them. And that trail is drawing them closer to their mother than ever before. But now the Company is on to the fact that Mom is communicating with the twins and they will do anything to get to her first. The Company's agents are desperate to intercept Mom's messages. It is up to Andrew and Evie to stop them and to find Mom before her enemies do.

Pop

Gordon Korman's acclaimed and timely YA novel explores the dangerous side of high school contact sports. Marcus is new in town and is hoping to make the championship high school football team, but it seems like a closed club, run by current star quarterback Troy. One day, while tossing the ball around in a park one day, Marcus meets Charlie, a man in his fifties who can play football like an old pro, which is exactly what he happens to be — a former NFL player and local celebrity. Charlie has boundless energy and coaches Marcus on his fear of being tackled, but as Marcus becomes more involved in this friendship with Charlie, it becomes painfully obvious to him, through the simplicity of Charlie's thoughts, that the long-term effects of the violent plays he suffered during his football glory days have taken their toll on Charlie. With wit and sensitivity, Gordon Korman tackles truths about high school sports, while delivering a poignant story about an unlikely friendship.

Into the Gauntlet

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 the 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?

The Emperor's Code

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 Dead of Night

When the Vespers continue their abductions and cross a line by kidnapping Atticus, an 11-year-old non-Cahill civilian and Dan's only friend, Dan and Amy confront their biggest challenge ever in order to keep Atticus alive.

The Sword Thief

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 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.

Examining Paratextual Theory and its Applications in Digital Culture

The paratext framework is now used in a variety of fields to assess, measure, analyze, and comprehend the elements that provide thresholds, allowing scholars to better understand digital objects. Researchers from many disciplines revisit paratextual theories in order to grasp what surrounds text in the digital age. Examining Paratextual Theory and its Applications in Digital Culture suggests a theoretical and practical tool for building bridges between disciplines interested in conducting joint research and exploration of digital culture. Helping scholars from different fields find an interdisciplinary framework and common language to study digital objects, this book serves as a useful reference for academics, librarians, professionals, researchers, and students, offering a collaborative outlook and perspective.

The Black Book of Buried Secrets

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.

Seven Wonders Book 2: Lost in Babylon

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure Seven Wonders! Lost in Babylon is the second book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling The Colossus Rises chronicles Jack McKinley and his friends as they carry on their mission to save their lives—and the world—by locating seven magic orbs called Loculi, which are hidden in the Seven Wonders of the Ancient World. After defeating the Colossus of Rhodes and capturing the first of the Loculi, their friend Marco has disappeared. With no leads, no clues, and no one else to turn to, the kids have no choice but to trust Professor Bhegad and the Karai Institute again as they head off to Babylon. Rick Riordan, author of the Percy Jackson series, praised Seven Wonders Book 1: The Colossus Rises as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the Seven Wonders series!"

Gamification: Concepts, Methodologies, Tools, and Applications

Serious games provide a unique opportunity to engage students more fully than traditional teaching approaches. Understanding the best way to utilize games and play in an educational setting is imperative for effectual learning in the twenty-first century. Gamification: Concepts, Methodologies, Tools, and Applications investigates the use of games in education, both inside and outside of the classroom, and how this field once thought to be detrimental to student learning can be used to augment more formal models. This four-volume reference work is a premier source for educators, administrators, software designers, and all stakeholders in all levels of education.

Storm Warning

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

Two Hot Dogs With Everything

Danny Gurkin believes in his heart that the Sluggers are the best team in baseball. There's just the small matter of breaking a century-old curse involving a pretzel, a bubble-gum tycoon, and a missing shortstop. Danny also believes that the outcome of Sluggers' games depends on him and hot dogs. Because eating two hot dogs with everything before each game is the best kind of luck a fan can give his team. Danny Ghurkin has a date with baseball destiny; he just doesn't know it. Yet.

From the Mixed-up Files of Mrs. Basil E. Frankweiler

New York City girl Claudia, a mere month shy of being a twelve-year-old, has resolved to run away from home with her younger brother, Jamie. She knows that she could never pull off the classic spur-of-the-moment departure without a destination (inevitably involving having to eat outside with the insects, and cupcakes melting in the sun); so she plans everything to perfection, including their destination: the grand, elegant, beautiful, all-encompassing Metropolitan Museum of Art. However, no sooner have Claudia and Jamie settled into their new home, than they are caught up in the mystery of an angel statue bought by the museum for the bargain price of \$225. Is it in fact an as yet undiscovered work by Michelangelo, worth millions? Claudia is determined to find out, and her quest leads her to the remarkable, secretive Mrs. Frankweiler, who sold the statue to the museum - and to some equally remarkable discoveries about herself. Since its first appearance nearly 50 years ago, The Mixed-up Files of Mrs. Basil E. Frankweiler has gained a place in the hearts of generations of readers - and has rightly become one of the most celebrated and beloved children's books of all time.

Somebody, Please Tell Me Who I Am

Wounded in Iraq while his Army unit is on convoy and treated for many months for traumatic brain injury, the first person Ben remembers from his earlier life is his autistic brother.

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

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 Dead of Night

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.

Driver's Dead

A troubled ghost begs the new girl in town to help him rest in peace DIV/divDIVNobody knows exactly what happened the night Nguyen Trang drove off the cliff. When Kirsten Wilkes moves to Port Lincoln, she hears all kinds of rumors about the strange Vietnamese boy's death. Was it suicide? An accident? Was there anybody else in the car? Even though her family has just moved into Nguyen's new house, Kirsten doesn't have time for rumors. She's too busy trying to make it through driver's ed alive./divDIV/divDIVKirsten is one of the worst drivers Port Lincoln has ever seen. The only thing that makes the class bearable is Rob Maxson and his dreamy green eyes. But when Nguyen's ghost appears in Kirsten's bedroom, begging her to bring his murderers to justice, she begins to fear that driver's ed isn't the only thing that could get her killed./divDIV /divDIVThis ebook features an illustrated biography of Peter Lerangis including rare photos and never-before-seen documents from the author's personal collection./divDIV /divDIV/div

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.

Beyond The Grave

Jack Frost has stolen the Pet Fairies' magical pets! Can Rachel and Kirsty help find them? Or will the pets be lost forever? The Pet Fairies have one of the most important jobs in Fairyland! They work with their special pets to make sure that all animals find safe homes. But now Jack Frost has stolen the magical pets! Could they be lost forever? Katie the Kitten Fairy's kitten, Shimmer, is missing. Can Rachel and Kirsty get Shimmer back to Fairyland in purr-fect condition? Find the magical pet in each book and help keep all the animals safe!

Katie the Kitten Fairy (Pet Fairies #1)

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)

The sequel to Gordon Korman's SWINDLE---the Man With A Plan is back! When Griffin Bing's class goes to a floating zoo, they don't expect to see animals being treated so badly. They don't expect to find Cleo, Dog Whisperer Savannah's pet monkey who's been missing for weeks. And they really don't expect to have to hide the animals once they've rescued them! Hilarity ensues as Griffin's team once more pulls off a heist . . . trying to break the animals back into a (better) zoo!

Zoobreak (Swindle #2)

Never turn your back on the Cahills . . . The most powerful family history has ever known returns with a vengeance in The 39 Clues: Doublecross! The Cahills are the world's most powerful family, but their strength is being tested. A sinister man calling himself The Outcast has targeted the family and set them an impossible test. He's recreating four of history's worst disasters and challenging the young Cahills to find and stop the tragedies before it's too late. Now, with one disaster behind them, siblings Dan and Amy Cahill and their friends have just days to discover what the Outcast's next move will be. Their frantic search seems to be pointing toward a terrifying air disaster, the explosion of the Hindenburg airship. But no one travels by airship anymore -- what do the Outcast's cryptic messages mean? The young Cahills must split up and take to the skies to try to find the answer . . . before their whole world comes crashing down.

Doublecross

A novel based on the movie.

The Sixth Sense

Percy Jackson meets Indiana Jones in the New York Times bestselling epic adventure Seven Wonders! The Tomb of Shadows is the third book in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling Lost in Babylon and The Colossus Rises chronicles the adventures of Jack McKinley and his friends in a life-or-death race to the Mausoleum at Halicarnassus. In the rubble of this Wonder of the Ancient World, they have to face down their own demons and engage in an epic battle with foes long gone. But when promises are broken, blood is spilled—and the Select are left with no choice but to destroy the one thing that might have saved them all. Rick Riordan, author of the Percy Jackson series, praised Seven Wonders Book 1: The Colossus Rises as "a high-octane mix of modern adventure and ancient secrets. Young readers will love this story. I can't wait to see what's next in the Seven Wonders series!"

Seven Wonders Book 3: The Tomb of Shadows

DIVSomething is wrong in Lab 6—what are Sam's parents hiding? /divDIV/divDIVSam Hughes has always been too smart for his own good. It's in his genes—both his parents are scientists who specialize in artificial intelligence—and sometimes it gets him into trouble. Sick of the bully who always steals his computer homework, Sam gives him a disk laced with a virus as a prank. To escape the bully's wrath, Sam runs and hides in his parents' lab./divDIV /divDIVInside, Sam hears a voice calling to him from behind a locked door labeled "Lab 6." His parents are in there, and though he can hear them, he doesn't understand what they're talking about. Are his parents hiding a body in their lab? Something strange is going on, and Sam knows the answers lie somewhere in Lab 6./divDIV /divDIVThis ebook features an illustrated biography of Peter Lerangis including rare photos and never-before-seen documents from the author's personal collection./divDIV /divDIV/div

Lab 6

This book introduces the reader to what is current and relevant in the plethora of good books available for adolescents. Literary experts illustrate how teachers everywhere can help their students become lifelong readers by simply introducing them to great reads—smart, insightful, and engaging books that are specifically written for adolescents.

Teaching Young Adult Literature Today

The moon is shining at Camp Stargaze, and Kirsty and Rachel are enjoying some night-time games. But when a strange light appears nearby, Kirsty and Rachel wonder if the goblins are up to no good with Maisie's precious moon dust...

Maisie the Moonbeam Fairy

A collection of 158 mini-mysteries in which readers play Dr. Watson to master-detective Dr. Haledjian.

Two-minute Mysteries

PERCY JACKSON meets ERAGON in the new epic saga from bestseller Peter Lerangis. "A high-octane mix of modern adventure and ancient secrets... I can't wait to see what's next" Rick Riordan

The Colossus Rises (Seven Wonders, Book 1)

After delivering the last ransom, Amy and Dan discover that Vesper One has a terrifying plot and they race against time to stop him from harming millions of innocent people.

Day of Doom

"Perfect for younger detectives. So funny and clever and sweet." Robin StevensWinner of the Sainsbury's Children's Book Prize and of the Crimefest Best Crime Novel for ChildrenHELP! My super-dramatic Aunty Bindi is getting married tomorrow and she's having a mega meltdown. But sssh! I've just found a ransom note, pushed through the letter box, saying Uncle Tony, Bindi's husband-to-be, has been kidnapped, and will only be freed if the wedding is cancelled! I have to keep this a secret otherwise it'll be panic-central...I guess it's up to me - Anisha, ACCIDENTAL DETECTIVE, to save the day.

Anisha, Accidental Detective

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

Quill & Quire

https://chilis.com.pe | Page 7 of 7