



Mystery of the Maya

R.A. Montgomery

Download now

Read Online ➔

Mystery of the Maya

R.A. Montgomery

Mystery of the Maya R.A. Montgomery

THE GREAT MAYAN CIVILIZATION DISAPPEARED MORE THAN 800 YEARS AGO. COULD WE BE NEXT?

Your friend Tom disappears on assignment in Mexico searching for clues to the sudden collapse of the Mayan civilization. Meanwhile a pool of human blood appears at a Mayan ruin where Tom was last seen alive. What is behind Tom's disappearance? Has he traveled back in time? Or are the practices of the Maya alive and well, including human sacrifice?

A large spacecraft hovers over the pyramid.

"What's happening Manuel?" you ask, hardly believing what you see.

"These Mayan ruins are contact points for other planets. Earth is seen as a leading planet. Other civilizations want to learn from us. They asked us to come to an outer galactic congress on the rights of life in the universe. That is the last transport. If you think Tom may have gone on the mission, go now."

If you decide to join the mission, knowing the danger of never returning, turn to page 87. If you decide to stay and finish your job, turn to page 88.

Did Tom drink Dr. Lopez's time travel potion? Should you travel to Chichen Itza first or does your instinct tell you to go to Uxmal? Is the strange message in the Nunnery meant for you? And what is the meaning of the red hand? Many choices await your search for the mystery of the Maya. Choose wisely. Tom's life might depend on it.

Mystery of the Maya Details

Date : Published May 1st 2006 by Chooseco (first published January 1st 1981)

ISBN : 9781933390055

Author : R.A. Montgomery

Format : Paperback 131 pages

Genre : Gamebooks, Choose Your Own Adventure, Fiction, Childrens, Adventure, Young Adult

 [Download Mystery of the Maya ...pdf](#)

 [Read Online Mystery of the Maya ...pdf](#)

Download and Read Free Online Mystery of the Maya R.A. Montgomery

From Reader Review Mystery of the Maya for online ebook

Syd Knee says

Book was pretty good. i read it a few times. And every time it seemed to have a different story then I remember the time before. Not many books can have that effect on me. I think it's a great book. But you should only read it once if you liked it. If you think it sucked try to read it again. I bet you you will have a different view the second, third or fourth time.

Nelson Zagalo says

Voltei a este formato de livros apenas para poder analisar melhor as técnicas e o design por detrás das escolhas oferecidas ao leitor. Para quem não conhece, "Mystery of the Maya" pertence a uma série que dá pelo nome de "Escolha a Sua Própria Aventura" criada por Edward Packard, que consiste em fazer desenrolar uma aventura base que se diversifica por meio de escolhas conducentes a uma miríade de diferentes desenlaces. O leitor é personagem da própria história e as decisões do personagem são as suas.

...

..

Continuar a ler, com links e imagens, no blog:
<https://virtual-illusion.blogspot.com...>

Vanellope says

Honestly, I probably shouldn't give it more than 4 stars. But this was one of my two absolute favorite choose your own adventure books when I was little, and I must've read it a million times. So, 5 stars from my 9-year-old self.

Mizuki Kaiju says

Mystery of the Maya

Written by R.A Montgomery

Time:7/9=6min

7words

Maya-lost-friend-adventure-time travel-warrior-fight

Discussion Question

If you were to have to fight as a warrior, can you do it?

In my case, I can't do it because I can't kill people even I have to do. Maybe I will escape from it.

This book can make our own stories. We can choose our own adventure. It was exciting. Actually, I tried to read it many times. I didn't like that story, but I can enjoy my adventure.

Eric says

Go to the next page if you love making your own decisions about how the plot develops in a book! These are excellent read alouds for the classroom too! The author made the effort to make the Mayan world depicted historically accurate.

Peter Derk says

For this one, I made an attempt at crowdsourcing. I posted the decision points on a forum and asked people to help make the right decisions.

The story is about a dude who disappeared while doing some kind of reporting on Mayan temples.

So you go to check things out, you meet the requisite creepy guide who seems to know more than he's letting on, and you immediately stumble on some kind of transporter beam taking people to a space ship.

You go into the beam, and here's what the text says:

Gaining confidence, you step into the transporter beam and are carried up into the spacecraft. You hear nothing as you shoot up and away into the far reaches of the universe, to the planet Merganatic and the great Congress on Intergalactic Life. You wonder why the Mayan sites were chosen as contact points. Their brutal and complex society seems an odd choice for other planets. Who knows what lies ahead?

THE END

Okay. So in this "adventure" you make a few choices about which sites to check for your missing friend, then you go into a SPACESHIP, and that's the end of the story.

Let me say that again. The story ENDS when you go into a spaceship and things get exciting and cool.

There was this thing Kurt Vonnegut said about writing, that you should start your stories as close to the end as possible. In a way, this story succeeded AND failed. Yes, it didn't take long to get to the ending. But at the same time, I feel like the thing we're calling the ending is really the beginning in this case.

I didn't die. I also solved the mystery of the Maya, or A mystery of the Maya, I guess. But it was unsatisfying, to say the least. This book, it's like if Star Wars started where it did, and then ended when the group decided to go and save Leia. You go through all the boring stuff, the moving characters around stuff, and just when it gets good, that's when it's like, "And then, what happened after that? Who knows? Use your imagination!"

Oh, I should also mention the cardinal sin, this book starts with an "It Was Only A Dream" moment. So it's not that the whole story is bad, just the beginning AND the ending, and the stuff in the middle.

Benjamin Stahl says

Intrepid kid investigator gets himself and his friends killed. Bravo, my lad. Bravo.

Truly says

Cuman pikiran iseng, kalau buku ini cetul saat heboh ttg kalender bangsa Maya, kira-kira bakalan laris manis ngak ya. Maklum judulnya sudah sangat jelas menyebutkan tentang bangsa Maya, dan seringnya orang latah memburu segala hal yang dianggap jadi topik hangat alias kekinian.

Laura Vogt says

Okay, so these books are definitely for an older audience than my three-year-old. But, my daughter really enjoyed the unique format. She enjoyed choosing what to do next. I glossed over some of the more violent themes (and did some serious add-lib), but overall, this was a fun read-aloud.

I remember adoring these as a child. Highly recommended.

Tricia says

I used to really love these as a kid. You got to decide what happens and if you die you can come back again and try something else. There is definitely an attraction to them.

My issue with this one is that it was very inconsistent in places. For example in one case you get the treasure yourself and it is not there, but you get help and it is. Tom appears to be either dead, in the past or in the future. Regardless of the path shouldn't he be in the same spot? There is no explanation for this. Maybe they all had these inconsistencies and I am only noticing it now because I am an adult.

Molly says

Okay, I'll admit, I indulged with this. It took me back to leisure reading I did as a 10 year old. I couldn't pass up the opportunity. I will admit to an overwhelming feeling of silliness as I read it. Seemed wrong. LOL.

I did the book 3 times or had three "adventures". On the first one I learned a bit about the Mayan civilization and was killed by a Toltec arrow. The second adventure was Independence Day done Mayan style and in the third I was a klutz and nearly died. All in all, a ridiculous experiment.

Storlen says

The book I'm going to review is MYSTERY OF THE MAYA. The author is R.A. Montgomery. This book is fiction of the readers making. In other words, it is a chose-your-own-ending piece of fiction.

The main characters are Manuel and I, as a young teenage girl. In the start of the story I'm a reporter who has to write about why the Mayans disappeared. I begin the story by taking a plane to Mexico where I met Manuel, the guide. My first choice was to go straight to the Mayan ruins, but I asked Manuel to take me to Dr. Lopez where he gave me a potion that took me back in time.

One problem was that the Mayan priest had killed me by sacrificing me to their gods. I did like this book because it told me the way the Mayans sacrificed people. So the gods could make it rain.

I would recommend this book to Dianny because she has family in EL Salvador.

Sally says

I was *obsessed* with this book when I was very young! The Ashburton library had a lot of choose-your-own-adventures, but for some reason this was the only one I liked. Even if I did die EVERY SINGLE TIME.

Sydney says

After completing several rounds of the Mystery of the Maya, I believe that this was a very nicely made book. I enjoyed choosing between different life-threatening choices, and seeing what would happen to me if I time traveled to the Mayan times. Each path would lead to very exhilarating choices, which would cause interesting endings. You could never expect what would happen! My only complaint is that there wasn't really a good ending out of the endings I got so it felt like I didn't stand any chance getting a good "The End." But it was still a great book!

I would recommend this book for ages 10+, just for "violence's sake" since it does talk about human sacrifices and your blood dripping off an altar... which I still consider gruesome! But the word choice is fairly simple, with occasion of a complicated word (but rarely)

Lynn K. says

Very frequent choices. Fun and immersive.
