The Insider’s Guide to
SAVING THE WORLD
Stories, Tips, and Tricks
from TombQuest™, Spirit Animals™, Infinity Ring™, and The 39 Clues™
The Insider’s Guide to Saving the World
Stories, Tips, and Tricks from TombQuest, Spirit Animals, Infinity Ring, and The 39 Clues

Are you brave enough, strong enough, and determined enough to save the world? The enclosed survival guide has everything you need to get briefed and start the adventure, including chapter excerpts from four different adventure series, a guide to each online game, and BONUS codes that unlock exclusive items on each game website.

No matter which path you choose, the stakes will be high, and the travel will be global…it may even take you back in time or to another world! Don’t forget—keep your allies close and your enemies even closer.

scholastic.com/worldscollide
Select an Adventure!

Ever wish you could travel to ancient Egypt? What if ancient Egyptian magic threatened to destroy the world and it was up to you to stop it?

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The Story
When Alex Sennefer’s mother uses the Lost Spells of the Egyptian Book of the Dead to save her son, she also unleashes five evil Death Walkers.

Now mummies are awakening. New York is overrun with scorpions. And worst of all for Alex, his mom and the Lost Spells have both disappeared. He and his best friend, Ren, will do anything to find Alex’s mom and save the world . . . even if that means facing a Death Walker who has been plotting revenge for 3,000 years.

The Stakes
Five Death Walkers are roaming the world, causing terror wherever they go. If Alex and Ren can’t stop the Death Walkers, then the Afterlife will come . . . for everyone.

The Location
TombQuest brings the magic of ancient Egypt into the modern world. The series launches in New York, with an adventure that takes Alex and Ren from the Metropolitan Museum of Art to the subway tunnels below the city, and eventually on a thrilling journey around the world!

The Bad Guys
The Order: A death cult determined to open the door to the Afterlife.
The Death Walkers: Five ancient Egyptian mummies out to destroy the world.
The Stung Man: The first of the Death Walkers to battle Alex and Ren. Watch out for his sting!

The Good Guys
The Keepers (aka “The Book Club”): A collection of scholars and Egyptologists who possess magical amulets. Their looks can be deceiving! For example, Dr. Ernst Todtman is a crusty German scholar but has mind-boggling tricks up his sleeve. They’re joined by Alex and Ren, the youngest but most determined Keepers yet.

The Amulets
They may look like jewelry but these ancient Egyptian amulets give the Keepers amazing powers that help them challenge the Death Walkers.
Alex shuddered.

The massive stone sarcophagus was decorated with dozens of images of scorpions. Alex walked right up to the exhibit and looked at the scorpions. They were painted with real, untarnished gold. When the light struck them, it made the scorpions appear to move.

Alex knew the sarcophagus was only the outer case, heavy enough to fend off everything from rats to grave robbers. Inside, there would be an elaborately decorated outer coffin, and then a smaller inner coffin. And inside that . . . the Stung Man himself, embalmed and wrapped tightly in linen.

Four canopic jars sat outside the sarcophagus, ceremonial alabaster vessels that contained the Stung Man’s internal organs: the lungs, the stomach, the liver, the intestines.

Only the heart would be left inside the mummy itself. Left inside so it could be weighed and judged.

As Alex examined the jars, he got the creepy sensation of being watched.
He swung his head around but saw nothing.

He shook it off and looked back at the jars. The tops were carved in the shapes of different heads: a baboon's, a jackal's, a man's, and a falcon's. “Every god has a job,” his mom liked to say about ancient Egypt, and Alex knew these four were in charge of pickled people parts. He leaned in for a closer look at the falcon and immediately got that creepy feeling again, like an icy finger on the back of his neck.

“Hello, young man.”

Alex jumped about three feet. When he landed, he held his breath and stood absolutely still as the adrenaline drained away.

Surprises were not good for him.

He looked at the man who’d spoken. The first thing that jumped out about him — hopped out, really — was that he looked a little like a toad. He had big protruding eyes and no chin to speak of. He was wearing a crisp black suit with a staff pass pinned to his jacket.

Alex had never seen him before. 

Breathe.

“Sorry,” Alex said to the man, trying to cover how shaky he felt. “You scared me.”

“I’m very sorry,” said the man, in a way that didn’t sound sorry at all. Alex was pretty sure he recognized the accent.

“Are you German?” he asked.

“I am, in fact,” said the man.

“Thought so. You sound like my grandmother. I mean, not like an old woman, but . . . yeah.”

A pained look flashed across the man’s face. “I am Dr. Todtman, from Berlin. And who might you be?”

“I’m Alex . . . Alex Sennefer.”

“Sennefer, yes,” said Todtman, a hint of actual interest in his voice. “The Keeper of the Seal.”

Alex was impressed that the man had pronounced his name perfectly, with the emphasis on the second syllable: sen-NEF-er. That took most people a few tries.

But as for the rest of it . . . Alex had no idea what the man was talking about.
“The what?” he said.
“Sennefer, the Keeper of the Seal,” said Todtman.
“Keeper of a seal? Like at a zoo?”
“Like at a palace,” said Todtman. “In the eighteenth dynasty, Sennefer was the keeper of the pharaoh’s seal, an important man.”
“Oh, right,” said Alex. “That kind of seal.”
“I thought your name would be Bauer,” said the man. Alex looked at him carefully. He hadn’t mentioned his mother.
“It was my dad’s name,” said Alex. “Is,” he added quickly, and then felt stupid. He honestly didn’t know.
“I’m surprised she didn’t tell you,” said Todtman, his expression unreadable.
“Tell me what?” Before Alex had even finished the question, he heard his mom’s footsteps. He turned around and saw her stride quickly into the room. The ponytail was long gone; she was back in business mode.
“Alex, honey,” she said. “We’ll just be a few minutes. Why don’t you go wait out by the temple?”
“But” — he tried to think of some way he’d be allowed to stay — “I was just talking to the doctor.”
“I’m sure you were,” said his mom. “Now off you go. We have some important work to do here.”
“But . . .”
“Shoo!” She said it with a smile, but she said it nonetheless. If Alex didn’t know better, he’d think she didn’t want him to have anything to do with this man. He gave him one more look: black suit, froggy features, and the icy eyes that Alex had felt burrowing into his back.
Stepping out of the room, he pulled out his phone and texted Ren. No response. He sat there and thought about what the man had said. Alex didn’t know much about his father, except that he didn’t know much about his father.
He did know that his father was Egyptian. And now he knew something else, something about his name. It was just a scrap of ancient trivia, he figured. Still, it was a nice addition to a very small collection.
He knew he was supposed to head out of the exhibition, back to the temple or his mom’s office. But despite his earlier reluctance, something was
drawing him back to the room that held the Book of the Dead.

The case for Exhibit 7A6 wasn’t empty anymore.
The lenses of the security system shone now with bright pinpricks of red light. The lasers were on. If anyone broke one of the beams, the whole room would turn into the Fourth of July: flashing lights and blaring sirens.

Carefully, Alex leaned in.
It was a linen scroll covered in gold hieroglyphs.
Alex had seen a lot of scrolls, but never one like this. Out of the corner of his eye, he saw a sign next to the case. He wanted to read it, but for some reason he couldn’t stop staring at the strange scroll.

Finally, he peeled his eyes away and read three words he couldn’t believe.

THE LOST SPELLS
He almost wanted to laugh. That was impossible.
The Lost Spells were just a legend.
“They’re not real,” he whispered, even though there was no one around to hear him.

But they were real. He was looking at them. In fact, he still couldn’t stop. His eyes were beginning to burn.

He finally managed to blink — and reality rushed back in. His body was betraying him again. There was the weakness and fatigue, the pinpricks in his chest and the tingling in his limbs. There was the sense of fragility, as if he were living his life on a narrow ledge a hundred feet above the street. But there was something else now, too. His head was buzzing, and when he closed his eyes again, all he saw was a jumble of golden symbols.

I have to get out of here.
He shook his head, trying to clear it, and stumbled into one of the Old Kingdom rooms but couldn’t go any farther. Just past the entrance there was a small tomb, and Alex leaned heavily on the ancient stone. Next to him was a false door — a vertical strip in the rock, like a narrow passage, with inscriptions on either side.

It was a gateway for the spirit to travel between the world of the living and the world of the dead.
The buzzing in Alex’s head was louder now. The surface of the false door seemed to flicker and shift. He tried to keep going, but once again his view of the stone seemed to bend and warp, as if he were looking at shimmering pavement on a hundred-degree day.

He felt a sudden sharp pain in his stomach. Without looking away, he reached into his pocket and pulled out his medicine. But before he could unscrew the cap, he saw something new.

Shadows edged the false door in the stone, and for just a second he saw those shadows take shape. The head of an animal turned to face him, a long dark snout and two eyes that glittered red like rubies. A fresh wave of pain shot through him. He fumbled with the safety cap on the bottle. It popped off just as a stronger jolt rocked him.

Alex felt like he’d been stabbed with a power cable. He collapsed and a shower of white pills went everywhere, skittering across the floor and into the corners.

There was a long silence.

The pain was duller now, far away. Alex could feel the shadows coming, covering his body, crowding toward his heart.

Then there were footsteps. Distantly, he could hear a scream. Distantly, he could hear people come running. The marble floor felt cold against his cheek and his nostrils filled with the faint, vinegary smell of tile cleaner. He watched as shoes crushed the precious pills into powder. He wanted to say something, but the pain had traveled up into his chest now, and the only sound he could make was a low gurgle.

A guard was there.

Then his mother was there.

Alex tried to say something to her. He wanted to apologize, though he couldn’t remember exactly what for. He let his eyes close. There was the open door — and on the other side, the jackal’s eyes gleaming in the dark.

“We’re losing him,” someone said. “We’re losing him.”
TombQuest Game Guide

In the TombQuest game, you can build and booby-trap a tomb to protect your treasure. Then, challenge your friends to break into your tomb, while you take over theirs!

Essential TombQuest Skills
Can you use your amulet to master magic and protect your loot? These tips will help you create the most impenetrable tomb of all time!

Your TombKeeper Avatar:
Create your own TombKeeper! Choose your gender, hairstyle, skin color, and outfit—and get ready to journey deep into the tombs.

Monsters and Traps:
Mummies and trapdoors, spiders and scorpions—use all the monsters and traps you can to arm your tomb.

Create, Share, and Play:
Once you’ve built a tomb, challenge your friends to break in! Then, venture into their tombs and try to steal their treasure!

Magical Amulets:
Use powerful ancient Egyptian amulets to help you make it through the twisting tombs.
Invade Other Tombs: Need more treasure? Use your stealth and agility to break into other tombs and gather riches!

The Death Walkers: Of all the monsters you may encounter, the Death Walkers are the most dangerous. Look out for the Stung Man and his scorpion swarms!

GAME BONUS
As a reward for using this survival guide, enter the code below to get exclusive rewards for your tomb!

TQINSIDER1

Think you’ve got what it takes to be a TombKeeper? Go to scholastic.com/TombQuest to start building a tomb!
**The Story**
In the world of Erdas, four children are about to discover if they have a spirit animal bond, a rare tie between human and beast that gives great powers to both. Separated by vast distances, Conor, Abeke, Meilin, and Rollan each see a flash of light . . . and then the animals emerge. Each of the children has summoned a beast from legend. The four new heroes and their animals must band together on a dangerous quest to save Erdas.

**The Stakes**
A dark force is rising from long-forgotten lands, and is about to begin a brutal war that will consume Erdas. Conor, Abeke, Meilin, and Rollan must work with their spirit animals to save Erdas before evil prevails.

**The Location**
Erdas is a fantasy setting, but bears many similarities to our own ancient world. Four major regions house most of the world’s population, based loosely on Europe, Africa, Asia, and the Americas.

**The Spirit Animals**
The spirit animal bond is a rare and powerful link between a human and an animal. Not everyone gets one, but those who do are able to access incredible powers from their animal. Once a person has gained the trust of their spirit animal, they can call it into its passive state as a tattoo somewhere on the person’s body.

**The Bad Guys**
The Devourer. A man named General Gar is leading an army known only as the Conquerors in a ruthless campaign to control all of Erdas.

**The Good Guys**
The Greencloaks are a worldwide peacekeeping organization made up of the lucky few who have spirit animals. Anyone who summons a spirit animal is invited to join the Greencloaks, though not all do.
Isilla began in a penetrating voice, “Hear ye, hear ye, good people of Trunswick! Before the eyes of man and beast, we are gathered here today to participate in the most sacred rite in all of Erdas. When human and animal unite, their greatness is multiplied. We have come to witness whether the Nectar will reveal such greatness in any of these three candidates — Lord Devin Trunswick; Abby, daughter of Grall; and Conor, son of Fenray.”

The cheering after the mention of Devin all but drowned out the other two names. Conor tried to remain impassive. If he sat still and kept calm, soon it would be over. Devin would drink the Nectar first, in the place of honor. Common belief held that the first to drink the Nectar in a ceremony was the most likely to call a spirit animal.

Isilla bent over to raise a plugged flask, the leather tooled with intricate designs. After raising the flask above her head to display it to the assemblage, she unstopped it. “Devin Trunswick, come forward.”

The crowd whistled and clapped as Devin approached Isilla, then quieted down as she put her finger to her lips. Devin knelt before her, a sight
Conor had seldom seen.

“Receive the Nectar of Ninani.”

Conor could not help but feel excited as the flask tipped toward Devin’s lips. This might be the first time he witnessed a spirit animal summoned from the unknown! With all of these animals present, how could the Nectar fail? Conor wondered what the beast would look like.

Devin swallowed. Isilla stepped back. A deep hush fell over the square. Eyes closed, Devin tilted his face skyward. An empty moment passed. Somebody coughed. Nothing out of the ordinary was happening. Perplexed, Devin looked around.

Conor had heard that a spirit animal either came right after the Nectar was tasted, or never. Devin arose and turned in a full circle, eyes roving. There was no sign of anything appearing nearby. The crowd began to murmur.

Isilla hesitated, considering the grandstand. “Thank you, Devin,” she intoned. “Abby, daughter of Grall, come forward.”

Devin looked queasy. His eyes were blank, but his posture betrayed his humiliation. He glanced furtively toward his father, then looked down. When he lifted his eyes again, his gaze had hardened, the shame turning to fury. Conor looked away. It would be best to avoid Devin’s attention for a while.

Abby drank and, as Conor expected, nothing happened. She returned to the bench.

“Conor, son of Fenray, come forward.”

Hearing his name called gave Conor a nervous thrill. If Devin had failed to call an animal, Conor doubted he had any chance. Still, anything could happen. Never had so many eyes been trained just on him. Rising to his feet, Conor tried to ignore the crowd by focusing on Isilla. The tactic didn’t really work.

Conor knelt before Isilla. She looked down at him with a strange smile, curiosity lurking behind her eyes. Had she stared at the others this way?

“Receive the Nectar of Ninani.”

Conor put his lips to the offered flask. The Nectar was thick, like syrup, and richly sweet, like fruit in honey. The consistency became more liquid once it was in his mouth. He swallowed. It tasted amazing! Better than
anything he had ever tried.

Isilla withdrew the flask before he could steal another sip. One swallow was all he would ever sample. Conor stood in order to return to the bench and a burning, tingling sensation spread through his chest.

Animals began to cry out. The birds shrilled. The wildcats yowled. The bear roared. The moose trumpeted. The camel snorted and stomped.

The ground began to tremble. The sky darkened, as if a swift cloud had overtaken the sun. A brilliant flash pierced the gloom like lightning, but much nearer than any lightning Conor had experienced, nearer even than the time he saw a tree struck at the crest of a hill he was climbing.

Onlookers gasped and murmured. Dazzled by the flash, Conor blinked repeatedly to restore his vision. Hot tingles spread from his chest along his limbs. Despite the oddness of the moment, he felt irrationally joyful.

And then he saw the wolf.
Spirit Animals Game Guide

You have been chosen to summon a spirit animal of your very own. Innocent creatures across the world are being enslaved by a mysterious substance and need your help. Develop your spirit animal bond and help the Greencloaks save Erdas!

Essential Greencloak Skills

Saving Erdas is an epic quest that will test your skills and resolve. These tips will help you and your spirit animal protect the world from the Conquerors.

Your Hero: Create your own hero avatar—choose the hairstyle, skin color, and gear for your character and get ready to call your spirit animal and go on quests.

Your Spirit Animal: Your spirit animal bond is the key to unlocking amazing powers and completing quests. You can increase your bond strength by caring for your spirit animal every day. Things like feeding, petting, and playing and training with your spirit animal will help keep your bond strong.

The Conquerors: Beware of the evil Conquerors, like Drina, who will be out to stop you. The Conquerors are seeking the talismans—legendary items that grant you enhanced abilities such as quicker movement and increased protection. You’ll need to train hard to beat these ruthless foes.
Arm Yourself Wisely: As a Greencloak, you’ll be trained to use a variety of weapons, which can be categorized into three classes: common, rare, and unique. All weapons are effective against your enemies, but rare and unique weapons can help you against stronger foes.

Good as Gold
Gold can be used to purchase some of the best weapons, armor, and equipment the Greencloaks have to offer! You can earn gold by completing quests, defeating bosses, digitizing your Spirit Animals books—and also by selling unwanted items to the merchant in Greenhaven Castle.

GAME BONUS
As a reward for using this survival guide, enter the code to get exclusive gold coins for your quest!

SAINSIDER1

Think you have what it takes to save Erdas? Go to scholastic.com/spiritanimals to summon your spirit animal and get started!
The Story
When best friends Dak Smyth and Sera Froste stumble upon the secret to time travel—a handheld device known as the Infinity Ring—they’re swept up in a centuries-long secret war for the fate of humankind. Recruited by a secret society called the Hystorians, the kids learn that history has gone disastrously off course. Now it’s up to them to travel back in time to fix the Great Breaks . . . and save Dak’s missing parents while they’re at it.

The Stakes
The Cataclysm is coming! Hystorians know that natural disasters and increasing wars are proof that the Earth is on the brink of catastrophe. If Dak, Sera, and their new ally Riq can’t fix history, the whole world will pay the price.

The Location
All over the world and all throughout time. From World War II to ancient Greece—Dak, Sera, and Riq’s adventures extend throughout all of history.

The Bad Guys
The SQ. An evil organization that disrupts history and endangers humankind in order to gain power. The SQ is eager to steal the Ring at any cost.

The Good Guys
The Hystorians. Founded by Aristotle, they work to stop the SQ and to fix history.

The Infinity Ring
Invented by Dak’s parents, the Infinity Ring can be used to travel back and forth within the time stream. The Ring must be protected at all costs . . . or else.
“Where are we?” Sera asked. “And . . . when are we?”

Dak jumped all over that. “We’re smack-dab in the middle of the Revolutionary War. Those are British soldiers and they’re obviously expecting a battle with some American militiamen. Keep watching and you’ll see how organized and rigid the British are, and how wild and crazy the Americans are. I can’t believe I’m seeing this!”

His mom shushed him. “Quiet down!”

Dak felt an almost unbearable thrill of excitement as it finally hit him what was going on. They’d just traveled through time! He’d just leapt back hundreds of years using the Infinity Ring, a device dreamed up by his own parents and perfected by his best friend. Judging by the half-glazed look on Sera’s face, she was coming to the same world-altering realization.

Movement out in the ranks grabbed his attention. Three red-coated soldiers were running toward them, guns raised.

“You there!” one of them shouted. “American spies! Come out or we’ll shoot!” He and his partners kept coming at full speed.
“That’s not good,” Dak said. “Do you know what they did to American spies? Because I do, and —”

Sera silenced him with a glance.

“What do we do?” Dak’s mom asked.

“Don’t worry,” her husband answered with forced calm. He was pressing buttons on the Infinity Ring. “Keep your heads down. I’m almost there.”

One of the soldiers fired a shot, smoke and fire flashing from the muzzle of his weapon. The ball smashed into a tree right next to Dak’s head.

“Almost there!” his dad repeated.

But it was too late. The soldiers crashed into the trees, throwing their weapons down and grabbing at the visitors from the future. The biggest redcoat pulled Sera by the shirt, ripping her off her feet. Dak moved in to help her but the man swung a fist, slamming it into Dak’s cheek. He fell to the ground, dazed. The other two soldiers tussled with his parents, pushing at them roughly. Dak caught a glimpse of his dad, struggling to hide the Infinity Ring and work on it at the same time as he was being roughed up.

Dak’s mom tore loose and fell on Dak, pulling him into her arms. Sera ripped herself free at the same time and jumped toward them. They huddled as a group and backed into his dad, who still fidgeted with the device.

There was a humming sound. The trees around them started to shake. Dak saw one of the soldiers pick up a gun he’d dropped. The bayonet on the end glinted in the sunlight, breaking through the branches above them. He lifted the gun like a spear and charged at their small group. Sera’s arms came up as if she could actually deflect the vicious blade.

Everything around them turned into chaos and color and sound.

Dak, his parents, Sera — all of them were ripped from the copse of trees, sucked into a wormhole. In that blur of movement and noise, Dak felt as if his body were frozen, but the others seemed to be moving. Dak’s mom had let go and turned to hug her husband, and the two of them looked as if they were dancing, the edges of their skin tendriling out like streams of their soul being torn away.

Someone squeezed Dak’s hand — he forced his head to move as if through a thick liquid or a tremendous wind, and he saw Sera looking at him. Still they flew through the wormhole, the rush of noise almost deafening.
An object was in Dak’s other hand. He knew it by touch: the Infinity Ring. When had his father given it to him? He didn’t have time to think, just gripped it in his fingers. The lights grew brighter, the sound impossibly louder. Dak screamed but the sound of it was lost in the madness.

Then it all ended. Dak and Sera appeared on the floor of the lab. There was no sign of his parents. Anywhere.
Infinity Ring Game Guide

In the Infinity Ring game, you must travel back in time as Dak, Sera, or Riq, stop the evil SQ, and set history back on course. First stop: Paris, 1792, in the middle of the French Revolution.

Essential Hystorian Skills
Traveling back to various time periods and fixing history can be tough. The information below will help you fix the Great Breaks!

Explore the World: Once you exit the time stream, you’ll be in another time period! Make sure you know how to get around and where important items are located. In your Menu, you can access a Hystorian’s map and a journal. These documents are full of secret information straight from Hystorian Headquarters, and will provide you with step-by-step instructions for fixing the Break!

Easter Eggs and Hidden Messages: In each episode, different choices can lead to different outcomes. For example, if you want to hear Dak sing the song of the Revolution in Episode One, you have to follow these specific steps:

1) Exit the warehouse at the beginning of Episode One and don’t collect any money.
2) Go to the Revolutionary Den. Talk to the guard, who will tell you to go away.
3) Find Jerome. When you talk to him, he offers to sell you some hats. If you don’t have any money, then Dak will attempt to pay for the hats with a song!

Can You Unlock the Timebox?: Timeboxes, chests left by Hystorians to help time travelers, contain items critical to your mission. Only a real Hystorian will be able to unlock a Timebox. Can you do it?
Photos for Arin: Arin Cole is one of the Hystorians in Headquarters who has been gathering data on the Great Breaks for years. Now that you’re traveling into the past, she needs YOUR help documenting history. Take photos of key objects and places and share them with Arin.

Watch Out for the Time Warden: In every era, there are Time Wardens determined to stop you from fixing history. Check out the picture of this evil dude—and now keep your distance!

Medal Gallery
Every time traveler on the Hystorian web has an online medal gallery—a place to display episodes you’ve mastered, tasks completed, and books read!

GAME BONUS
As a reward for using this survival guide, enter the code to get an exclusive medal for your online gallery!

IRINSIDER1

Think you have what it takes to stop the SQ and set history back on course? Go to scholastic.com/infinityring to get started!
The Story
The Cahills are the most powerful family history has ever known. The source of the family power has been lost, hidden . . . until now. The hunt for it is on, pitting family member against family member. Young Amy and Dan Cahill must decide what’s important: Finding Clues . . . or staying alive.

The Stakes
If Amy and Dan fail to find all of the Clues, they’ll never discover the source of their family’s power. Worse, the Clues could get into the wrong hands—and then the whole world will pay the price.

The Location
Worldwide. The Clue Hunt is a race through some of the coolest places in the world—and the most dangerous.

The Bad Guys
On the race to find the Clues, no one can be trusted, not even family members.

The Good Guys
Eleven-year-old Dan Cahill and his older sister, Amy. These two may be smart, but have you ever tried saving the world with your annoying little brother or your know-it-all big sister in tow?

The Family Branches
There are four branches of the Cahill family: Lucian, Ekaterina, Tomas, and Janus. Each branch has its own set of special skills for hunting the Clues . . . and eliminating enemies.

Lucian: Qualities: Strategy, leadership, ambition, sneakiness
Ekaterina: Qualities: Logic, scientific super genius
Tomas: Qualities: Bravery, athleticism, competitive drive
Janus: Qualities: Style, star power, innovation
The Great Hall was as big as a basketball court, with tons of armor and swords lining the walls and huge windows that looked like Batman could crash through them any minute.

William McIntyre stood at a table in front with a projector screen behind him, while everybody else filed into rows of seats. There were about forty people in all, including the Holts and the Kabras and Aunt Beatrice, who looked completely disgusted to be there — or maybe she was just disgusted that everybody else had been invited to her sister’s will reading.

Mr. McIntyre raised his hand for quiet. He slipped a document from a brown leather folder, adjusted his bifocals, and began to read: “‘I, Grace Cahill, being of sound mind and body, do hereby divide my entire estate among those who accept the challenge and those who do not.’”


“I am getting to that, sir.” Mr. McIntyre cleared his throat and continued: “‘You have been chosen as the most likely to succeed in the greatest,
most perilous undertaking of all time — a quest of vital importance to the Cahill family and the world at large.’ ”

Forty people started talking at once, asking questions and demanding answers.

“‘Perilous undertaking’?” Cousin Ingrid shouted.
“What is she talking about?”
“I thought this was about money!” Uncle José yelled.
“A quest? Who does she think we are? We’re Cahills, not adventurers!”

Dan noticed Ian and Natalie Kabra exchange a meaningful look. Irina Spasky whispered something in Alistair Oh’s ear, but most of the other spectators looked as confused as Dan felt.

“Ladies and gentlemen, please,” Mr. McIntyre said. “If you will direct your attention to the screen, perhaps Madame Cahill can explain things better than I.”

Dan’s heart did a flip-flop. What was Mr. McIntyre talking about? Then a projector on the ceiling hummed to life. The shouting in the room died down as Grace’s image flickered on the screen.

She was sitting up in bed with Saladin on her lap. She wore a black dressing gown, like she was a mourner at her own funeral, but she looked healthier than the last time Dan had seen her. Her complexion was pink. Her face and hands didn’t look as thin. The video must’ve been made months ago, before her cancer got bad.

Dan got a lump in his throat. He had a crazy urge to call to her: Grace, it’s me! It’s Dan! But of course it was just an image. He looked at Amy and saw a tear trickling down the base of her nose.

“Fellow Cahills,” Grace said. “If you are watching this, it means I am dead, and I have decided to use my alternate will. No doubt you are arguing amongst yourselves and giving poor Mr. McIntyre a hard time about this contest I have instituted.” Grace gave the camera a dry smile. “You always were a stubborn bunch. For once, close your mouths and listen.”

“Hey, wait a minute!” Eisenhower Holt protested, but his wife shushed him.

“I assure you,” Grace continued, “this contest is no trick. It is deadly serious business. Most of you know you belong to the Cahill family, but many of you may not realize just how important our family is. I tell you the Cahills
have had a greater impact on human civilization than any other family in history.”

More confused shouting broke out. Irina Spasky stood up and yelled, “Silence! I wish to hear!”

“My relatives,” Grace’s image said, “you stand on the brink of our greatest challenge. Each of you has the potential to succeed. Some of you may decide to form a team with other people in this room to pursue the challenge. Some of you may prefer to take up the challenge alone. Most of you, I’m afraid, will decline the challenge and run away with your tails between your legs. Only one team will succeed, and each of you must sacrifice your share of the inheritance to participate.”

She held up a manila envelope sealed with red wax. Her eyes were as bright and hard as steel. “If you accept, you shall be given the first of thirty-nine clues. These clues will lead you to a secret, which, should you find it, will make you the most powerful, influential human beings on the planet. You will realize the destiny of the Cahill family. I now beg you all to listen to Mr. McIntyre. Allow him to explain the rules. Think long and hard before you make your choice.”

She stared straight into the camera, and Dan wanted her to say something special to them: *Dan and Amy, I’ll miss you most of all. Nobody else in this room really matters to me.* Something like that.

Instead, Grace said, “I’m counting on you all. Good luck, and good-bye.”
The 39 Clues Game Guide

If you are reading this, it means that you are a Cahill, a member of the most powerful family in history. The source of the Cahills’ power has been lost—scattered across the earth in the form of 39 Clues. Your mission is to find the Clues . . . and then keep them out of enemy hands.

The information below will help you on your hunt.

Essential Agent Skills

Traveling the world as a Cahill agent isn’t easy. The Clues are hidden in some of the most dangerous locations on earth, and the Cahills’ enemies can be ruthless.

Code Cracking: The Cahill branches often communicate in code, and it’s YOUR job to crack them. Two common codes you’ll need are the Caesar Cipher and Morse Code.

Puzzles: Many of the missions require puzzle smarts. You’ll need to put the pieces together, solve the riddle, and think quickly in order to find the next Clue or stop the next enemy.

Breaking and Entering: The Clues are very well-protected, so you’ll need to learn how to break into buildings undetected, hack into secure networks, and do whatever it takes to find Clues and stay one step ahead of your enemies.

Spy Gadgets: Your missions will require some specialized gear. But don’t worry—your branch leadership will give you whatever you need, whether it’s x-ray goggles, customized phones, or even spy braces!
Stunt Driving: With so many people on your tail, you’ll need to be able to operate all sorts of getaway vehicles. Let’s hope you have a need for speed, because you don’t want to know what’ll happen if your enemy catches up to you . . . .

Card Gallery
Every agent on the Cahill web has an online card gallery—a place to digitize your game, book, and rewards cards. Use this as a place to keep track of all your Cahill card swag, like the Clues you’ve found and the books you’ve read.

GAME BONUS
As a reward for using this survival guide, enter the code below to get an exclusive card for your online gallery!

39CINSIDER

Think you have what it takes to find the Clues and save the world? Go to scholastic.com/the39clues to get started!
MICHAEL NORTHROP
Michael Northrop brings his love of Egyptian history, his explosive adventure writing, and his dynamic personality to TombQuest. His other books include Trapped, an Indie Next List selection, and Plunked, a New York Public Library best book of the year and an NPR Backseat Book Club selection. When he’s not researching mummies, Michael writes full-time from his home in New York City. michaelnorthrop.net

BRANDON MULL
Brandon Mull is the #1 New York Times bestselling author of the Fablehaven, Beyonders, and Five Kingdoms series. He kicked off the Spirit Animals series with Book One: Wild Born, and will write a short story in the forthcoming collection, Tales of the Great Beasts. As a kid, he had a dog, a cat, a horse, some goldfish (won at a school carnival), and briefly a tarantula (captured in his neighborhood). He now lives in Utah with his wife, four kids, and the family dog. He thinks his spirit animal would be a dolphin.
JAMES DASHNER
James Dashner is the bestselling author of Infinity Ring Book One: *A Mutiny in Time*, Infinity Ring Book Seven: *The Iron Empire* and *The Maze Runner*, which is soon to be a major motion picture. Growing up in Georgia, he lived by a forest, where he’d spend his summer days climbing trees, creating fantasy worlds, and pretending to travel through time. Ironically, this always made him late for dinner and chores. (But he did once save Abe Lincoln from a vicious squirrel.) James now lives in the Rocky Mountains with his wife, four children, and a fridge full of cheese.

RICK RIORDAN
Rick Riordan is best known for his mega-bestselling middle grade series, *Percy Jackson and the Olympians*. “I think kids want the same thing from a book that adults want—a fast-paced story, characters worth caring about, humor, surprises, and mystery,” says Riordan. Riordan wrote the story arc and kicked off The 39 Clues series with Book One: *The Maze of Bones*. He also contributed to Book Eleven: *Vespers Rising*. 
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This is such an awesome place! Thank you to all the Mods and Admins who make it possible!

AWESOMESAUCE!!!!!!!!! Thank you so much for giving this incredible story to us! I can’t wait to read it! YAAAAAAAAAAAAAAAAAAAAAAAAAY!

Thanks for all the books, love them so far!!!!!!!!!

THAT IS AWESOME! THIS GAME KEEPS GETTING BETTER AND BETTER!

I like how you sorta include us in the story telling

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