



**START THE HUNT!**

## Dear Book Club Host:

Welcome to The 39 Clues Book Club! If you're new to the club, don't forget to check out the **Establish Your Stronghold** introductory activities to unite your new Cahill readers!

Get ready to visit the place it all began—Book 1, *The Maze of Bones*—with this month's theme: **Start the Hunt!** Your club members will race to piece together a clue, unlock a code hidden in the Catacombs, and even design their own Cahill-inspired gadget.

### Activity 1: Race to the Finish

**Prepare ahead:** 1) Make copies of the RACE TO THE FINISH handout. (You will need four clue strips for each team.) 2) Cut out the clue strips and place each set in a container—e.g., a small box or hat.

This activity tests club members' "on your feet" thinking by challenging them to pass clue strips from one club member to the next using only their feet.

Have participants divide into teams of five or more, and then have each team form a straight line. Place a box of clues at the front of each team. Club members may stand, sit, or use any other creative position to pass the strip by foot to the next person in line. If the strip falls to the floor, participants may use their hands to retrieve the strip. However, only feet may be used to pass the strip to another participant. You can either let the first team to finish read the phrase out loud to everyone, or if time permits, allow the other teams to continue until they have completed the challenge, too.

#### Read the following aloud to the group and answer questions about the rules:

Wills usually answer questions, but Grace's opened up a big one...and left it up to you to find the answer. Thankfully, she left a few clues. You'll need to stay ahead of the other teams if you hope to stand a chance of solving the mystery. To do that, you'll have to use your feet to pass each clue from one end to the other! So roll those ankles and stretch those toes—it's time for some fancy footwork!

#### Rules of Play:

1. Shoes and socks must be kept on at all times.
2. The first player in each line takes a strip from the box. After the host says, "Go," the first player must pass it to the next teammate in line using only his or her feet.
3. Once the strip reaches the end of the line, the final player must run around to the front, and read the strip aloud to his or her team.
4. That player becomes the new starter and gets the next strip to pass.
5. No hands allowed when passing a strip to a teammate.
6. The first team to pass all the strips and piece together the secret clue wins!

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## Activity 2: Catacombs Code Crack

**Prepare ahead:** 1) Print one copy of the CATACOMBS CODE CRACK handout for each participant or pair of participants. 2) Have pens and pencils available.

Distribute the **CATACOMBS CODE CRACK** handouts, one for each participant or pair of participants. Read the introduction to the group and discuss what the message might mean. Encourage club members to think of what letters might be missing and to go from there.

The answer to the puzzle is “**in the notes lie the key**”—which is what the missing letters spell in order of appearance in the message. Use the answer to prompt participants with hints as needed. The challenge will be figuring out which word is represented by the blank and remaining letters—e.g., “\_or” could be *for* OR *nor*; “s\_t” could be *sat*, *set*, OR *sit*. Encourage club members to write down their guesses in order, then look at which letters seem to make sense and which might need to be rethought.

Let those who haven’t yet finished reading *The Maze of Bones* know that this Clue is about music and foreshadows the next stage of Dan and Amy’s adventures: *One False Note*.

## Activity 3: Cahill Gadget Lab

**Prepare ahead:** 1) Print one copy of the CAHILL GADGET LAB handout for each participant or pair of participants. 2) Collect pens, pencils, crayons, or markers for participants to use.

Distribute the **CAHILL GADGET LAB** sheets to each participant or suggest that they pair up for this activity. Read the introduction aloud to the group and provide everyone with writing/coloring tools. When everyone has finished, host a Cahill Gadget “show-and-tell.”

## Activity 4: The 39 Clues Crossword

**Prepare ahead:** 1) Print one copy of THE 39 CLUES CROSSWORD for each participant or pair of participants. 2) Have pens and pencils available.

Distribute **THE 39 CLUES CROSSWORD** handout to each participant or pair of participants. Read the introduction aloud to the group.

### Answers:

**Across:** 6. Armonica 7. Grace 11. Benjamin Franklin 13. Alistair Oh 15. Nellie 17. Passy 18. Catacombs 19. Jade 20. Vienna

**Down:** 1. Philadelphia 2. Fingernails 3. Lucian 4. Charles de Gaulle 5. Eiffel Tower 8. Almanac 9. Jonah Wizard 10. Red Snapper 12. Crème Glacée 14. Holts 16. Kabra

Enjoy the adventure!

—The 39 Clues Book Club

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## Race to the Finish

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Clue Strip 1

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Clue Strip 2

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Clue Strip 3

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Clue Strip 4

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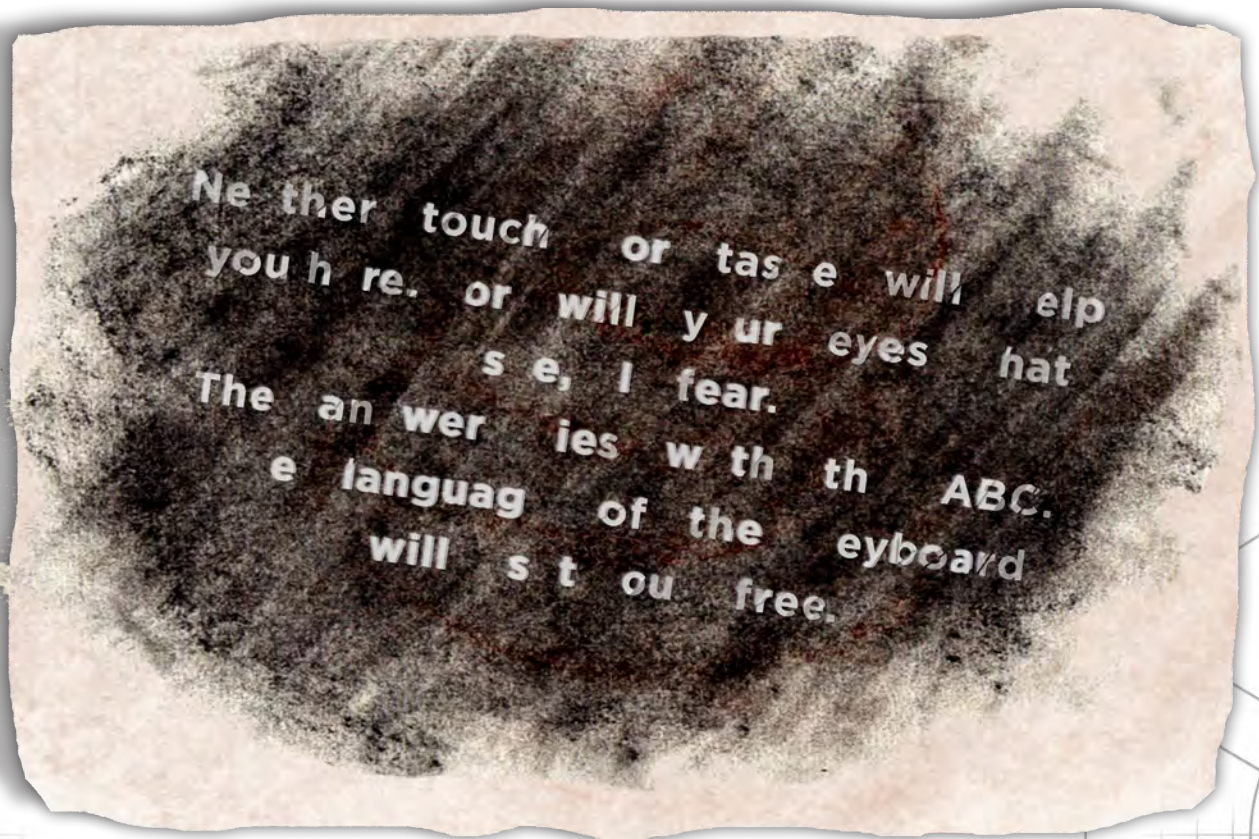
# BOOK CLUB

START THE HUNT!

## Catacombs Code Crack

You and your teammates have made it to the infamous maze of bones and are navigating with nothing but your zany au pair's penlight—and it's fading fast. Just as the light goes out, you grab the wall and your hand brushes against something etched in the mortar between the bones...a message. You whip out your grave rubbing tools to make a copy, and when you get back to safety, this is what you find:

Can you decipher the message in time to unlock the hidden code? Or will the catacombs keep their secret...forever?



Unlock the hidden code by filling in the missing letters:

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## Cahill Gadget Lab

From Ben Franklin's awesome inventions, to Irina Spasky's poison nails, and the Lucian stronghold's flat screen tabletop, gadgets abound in Cahill territory. You're going to need something extra special to get you through the clue hunt too. The possibilities are endless...what will you choose? Design your own gadget below, taking special care to sketch out important details and features, or specifications ("specs"), in text, in a blueprint—or both!

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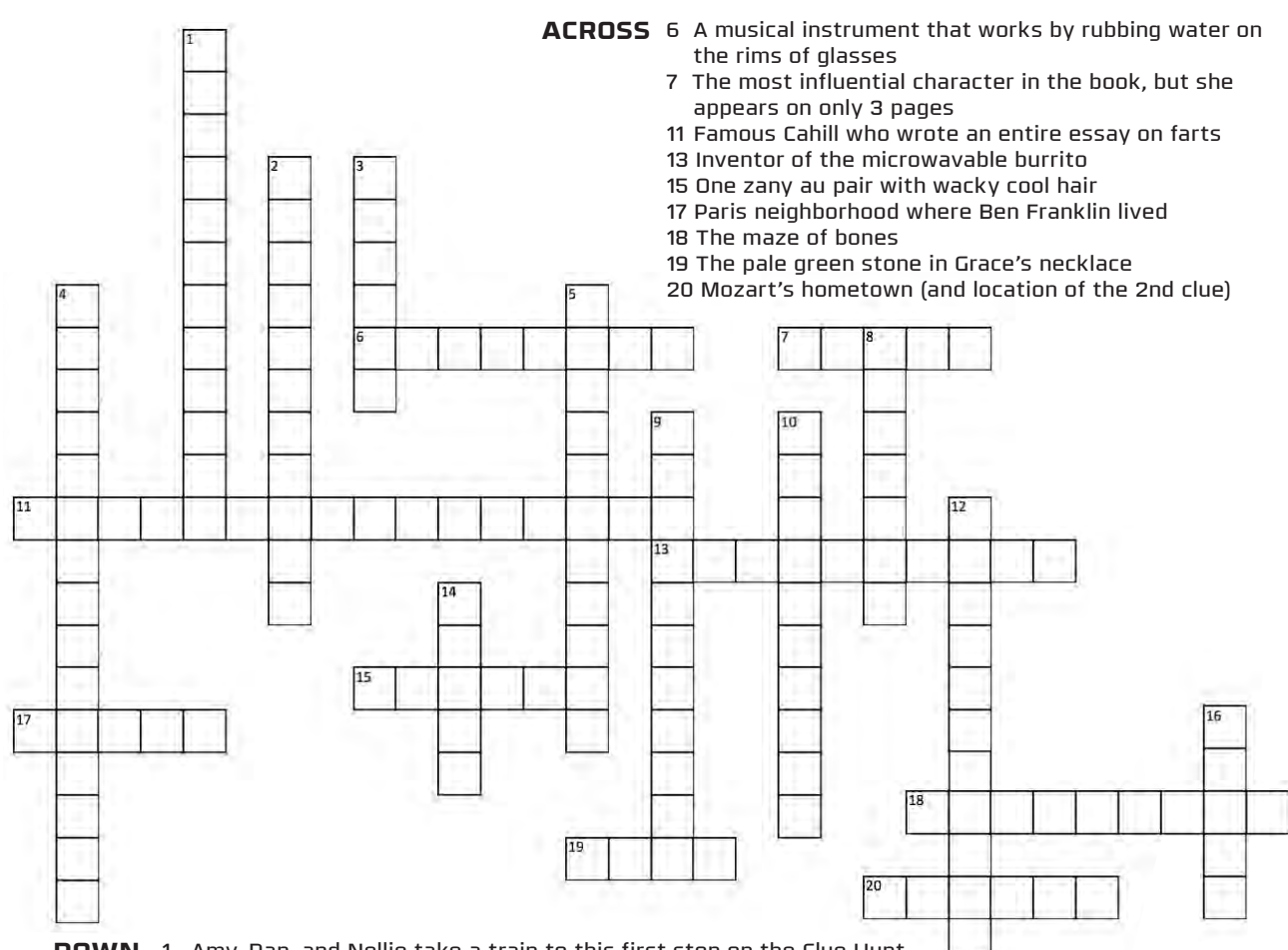


# THE 39 CLUES BOOK CLUB

START THE HUNT!

## The 39 Clues Crossword

Think you know your Cahills, eh? Think you could stand up to Grace's Clue Hunt challenge and come out victorious? Then, put your savvy to the test in this crossword. Each answer is the name of a person, place, or thing from *The Maze of Bones*. How many can you decipher?



**ACROSS**

- 6 A musical instrument that works by rubbing water on the rims of glasses
- 7 The most influential character in the book, but she appears on only 3 pages
- 11 Famous Cahill who wrote an entire essay on farts
- 13 Inventor of the microwavable burrito
- 15 One zany au pair with wacky cool hair
- 17 Paris neighborhood where Ben Franklin lived
- 18 The maze of bones
- 19 The pale green stone in Grace's necklace
- 20 Mozart's hometown (and location of the 2nd clue)

**DOWN**

- 1 Amy, Dan, and Nellie take a train to this first stop on the Clue Hunt.
- 2 The handy location of Irina Spasky's secret weapon(s)
- 3 The Cahill branch whose Paris headquarters Amy and Dan sneak into
- 4 After getting through customs at this airport, Amy felt like she'd "lost a fight with a tornado."
- 5 The location of William MacIntyre's final meeting with the man in black
- 8 Poor Richard's favorite book
- 9 He's no magician, but his name is pretty magical.
- 10 Saladin's favorite fish
- 12 On the run in Paris, Dan still finds time to dream about this sweet, frozen treat.
- 14 Better bolt like a colt before this family gives you a jolt.
- 16 Last name of an impeccably dressed brother-sister team

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