

WORLDS COLLIDE

The Ultimate Book Bash



How to Host Your Own WORLDS COLLIDE Party

Welcome to **Worlds Collide: The Ultimate Book Bash**, an exciting month-long middle-grade reading campaign designed with one goal in mind: to bring together fans of The 39 Clues™, Infinity Ring™, Spirit Animals™, and TombQuest™ series in a celebration of multiplatform storytelling!

The global Worlds Collide campaign will take place online throughout the month of March with exclusives, activities, and author interactions on Scholastic's safe, moderated multiplatform web hub **scholastic.com/worldscollide**. The anchor live event, a Worlds Collide Convention at the Scholastic Headquarters in New York City, will take place on Saturday, March 21. We invite you to join the fun and host a Worlds Collide party at your library or bookstore!

How to Get Started

✓ Pick a Date

Any day in March is great! Or, time your event to coincide with Scholastic's Worlds Collide Convention in New York City on March 21 from 1–4 PM EST, and log on to video chat with series authors live from the event and connect with fans from around the globe!

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✓ Advertise

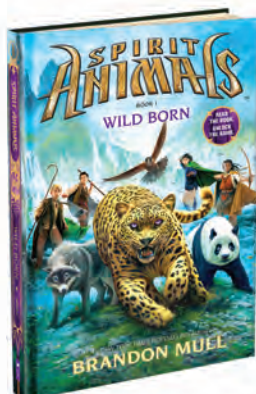
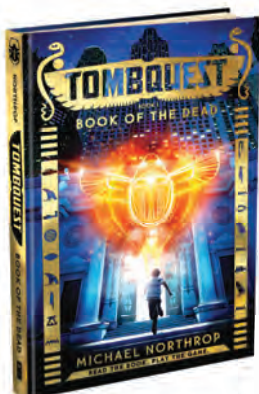
Make a poster or a sign-up sheet with the date, time, and location of your Worlds Collide party.

✓ Dress Up

Encourage your guests to dress up as their favorite character from one of the four series! Join in the fun by sporting your own series gear, too!

✓ Decorate

Give your event space pizzazz with creative, series-themed decorations, such as book cover blow-ups, crests and emblems, and character quotes.



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Set Up Stations

Designate five separate areas in your event space for the following Worlds Collide activity stations. You might want to display a sign at each station so that guests can easily identify activity locations. Also, be sure to set up tables and chairs, and provide pens, scissors, tape, and other craft supplies ahead of time.

- **Costumes & Crafts** - Kids will get to decorate and create their own official convention badges and costume accessories.
- **Readers Theater** - Set the stage and bring adventure to life with dramatic readings by kids from scripts of their favorite series.
- **Fan Fiction** - With story starters from actual series authors, this imagination station is sure to get kids' creative juices flowing.
- **Group Quest** - An adventure-filled Clue hunt, this group game will have kids pooling their talents to save the world.
- **Game Lab** - As you set up your event space, also consider providing computer access. Kids will have a blast introducing each other to their favorite series games. (Note: If you plan on using tablets, you will need to download the Spirit Animals app to play the Spirit Animals game.)



Bonus Ideas

Try adding some of these fantastic activities for serious series enthusiasts:

- **Collect Quirky Quotes** to be posted on a four-quadrant quote board in your event space. Have paper, pens, and tacks or tape available for kids to post their favorite series quotes.
- **Hold a Spirit Animals Nectar Ceremony**, if you anticipate a lot of Spirit Animals fans, and let kids summon their own imaginary spirit animals. (See pages 18–22 of *Spirit Animals: Wild Born* for a ceremony description.)
- **Pop a Cahill Branch Quiz** to celebrate The 39 Clues series! To introduce new readers, have kids sign up for an account at The39Clues.com and follow the prompts to discover their Cahill family branch.
- **Open a Time Warp**, if you think you'll have a lot of Infinity Ring fans at your party. Set out pictures of recognizable artifacts from different historical eras and have players see how many they can correctly identify.
- **Offer Book-Themed Snacks**, such as The 39 Clues Cahill serum, Spirit Animals ceremony nectar, Infinity Ring pretzel twists, or TombQuest gummy mummies.
- **Create Photo Ops** by providing extra props and costumes for kids to use during the event (see the Bonus ideas on the Costumes & Crafts reproducible sheet). Set up a photo station to take pictures of fans and make sure to tag any photos uploaded to social media with [#worldscollide15](https://www.instagram.com/worldscollide15).
- **Sponsor a Worlds Collide Raffle** and give away a fun prize, such as a copy of one of the books.

WORLDS COLLIDE

's Series Checklist

I've read _____ books.



- ☐ TombQuest: Book 1: *Book of the Dead*
- ☐ TombQuest: Book 2: *Amulet Keepers* **Coming May 2015!**



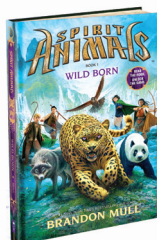
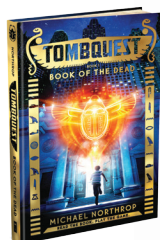
- ☐ Spirit Animals: Book 1: *Wild Born*
- ☐ Spirit Animals: Book 2: *Hunted*
- ☐ Spirit Animals: Book 3: *Blood Ties*
- ☐ Spirit Animals: Book 4: *Fire and Ice*
- ☐ Spirit Animals: Book 5: *Against the Tide*
- ☐ Spirit Animals: Book 6: *Rise and Fall*
- ☐ Spirit Animals: Book 7: *The Evertree*
- ☐ Spirit Animals: Special Edition: *Tales of the Great Beasts*



- ☐ Infinity Ring: Book 1: *A Mutiny in Time*
- ☐ Infinity Ring: Book 2: *Divide and Conquer*
- ☐ Infinity Ring: Book 3: *The Trap Door*
- ☐ Infinity Ring: Book 4: *Curse of the Ancients*
- ☐ Infinity Ring: Book 5: *Cave of Wonders*
- ☐ Infinity Ring: Book 6: *Behind Enemy Lines*
- ☐ Infinity Ring: Book 7: *The Iron Empire*
- ☐ Infinity Ring: Book 8: *Eternity*



- ☐ The 39 Clues: Book 1: *The Maze of Bones*
- ☐ The 39 Clues: Book 2: *One False Note*
- ☐ The 39 Clues: Book 3: *The Sword Thief*
- ☐ The 39 Clues: Book 4: *Beyond the Grave*
- ☐ The 39 Clues: Book 5: *The Black Circle*
- ☐ The 39 Clues: Book 6: *In Too Deep*
- ☐ The 39 Clues: Book 7: *The Viper's Nest*
- ☐ The 39 Clues: Book 8: *The Emperor's Code*
- ☐ The 39 Clues: Book 9: *Storm Warning*
- ☐ The 39 Clues: Book 10: *Into the Gauntlet*
- ☐ The 39 Clues: Book 11: *Vespers Rising*
- ☐ The 39 Clues: Cahills vs. Vespers Book 1: *The Medusa Plot*
- ☐ The 39 Clues: Cahills vs. Vespers Book 2: *A King's Ransom*
- ☐ The 39 Clues: Cahills vs. Vespers Book 3: *The Dead of Night*
- ☐ The 39 Clues: Cahills vs. Vespers Book 4: *Shatterproof*
- ☐ The 39 Clues: Cahills vs. Vespers Book 5: *Trust No One*
- ☐ The 39 Clues: Cahills vs. Vespers Book 6: *Day of Doom*
- ☐ The 39 Clues: Unstoppable Book 1: *Nowhere To Run*
- ☐ The 39 Clues: Unstoppable Book 2: *Breakaway*
- ☐ The 39 Clues: Unstoppable Book 3: *Countdown*
- ☐ The 39 Clues: Unstoppable Book 4: *Flashpoint*
- ☐ The 39 Clues: Doublecross Book 1: *Mission Titanic*



WORLDS COLLIDE

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Station #1: Costumes & Crafts

Host Instructions

Two of the most iconic elements of any convention or major fan event are the official badges attendees get when they sign in—and of course, costumes! Set up a dazzling crafts center for kids to create their very own official convention badges and costume accessories. Dedicate one area of this station for making convention badges (or set badges up at check-in), and designate a separate section for each series. Set out the materials you see listed below. (Note: all of the reproducibles referenced below are included in the following pages.)

Official Convention Badges

1. Copies of the Official Convention Badges activity sheet (Reproducible A)
2. Writing and coloring tools
3. Scissors
4. Badge holders, lanyards, safety pins, or string for easy badge wearing.

BONUS: Print badges on cardstock for added durability. Provide craft materials, such as stickers and glitter pens.

The 39 Clues Dossiers

1. Manila folders
2. Writing and coloring tools

BONUS: Provide stickers, “top secret” ink stamps, or even hazard tape for guests to decorate their dossiers.

Infinity Rings

1. One copy of the Infinity Ring activity sheet (Reproducible B)
2. Black, gray, and neon green colored pipe cleaners, chenille sticks, or felt
3. Neon beads, glitter glue, foil, or other metallic craft supplies

BONUS: Create pretend passports and have kids fill in dates (and places) they have been or would like to go on their Infinity Ring adventures.

Spirit Animals Masks

1. Copies of the Spirit Animals Masks activity sheets (Reproducibles C–F)
2. Writing and coloring tools
3. Scissors and elastic string

BONUS: Print masks or have kids trace on cardstock for durability. Provide glue, feathers, glitter, fake fur, and other craft accessories to decorate with. As an added bonus, provide green fabric for those who’d like to make their own green cloaks.

TombQuest Egyptian Headdresses

1. Copies of the TombQuest Headdress activity sheets (Reproducible G—3 pages)
2. Writing and coloring tools
3. Scissors and elastic string

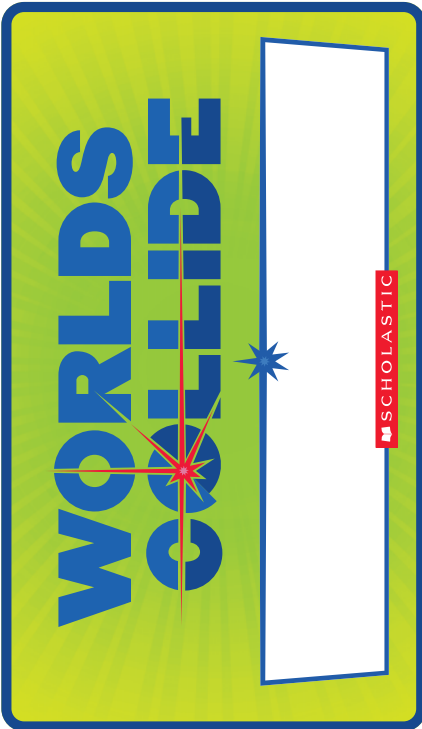
BONUS: Provide glue, glitter, and other craft accessories to decorate with. As an added bonus, offer chopsticks, pipe cleaners, foil, and felt for kids to create scepters.

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Station #1: Costumes & Crafts: Official Convention Badges

 <p>A green rectangular badge template with a blue border. It features the text "WORLDS COLLIDE" in large, bold, blue letters on the left. A red starburst graphic is positioned to the right of the text. Below the starburst is a white rectangular area for a photo. On the right side, there is a red vertical bar with the Scholastic logo and the word "SCHOLASTIC" in white.</p>	 <p>A green rectangular badge template with a blue border. It features the text "WORLDS COLLIDE" in large, bold, blue letters on the left. A red starburst graphic is positioned to the right of the text. Below the starburst is a white rectangular area for a photo. On the right side, there is a red vertical bar with the Scholastic logo and the word "SCHOLASTIC" in white.</p>	 <p>A green rectangular badge template with a blue border. It features the text "WORLDS COLLIDE" in large, bold, blue letters on the left. A red starburst graphic is positioned to the right of the text. Below the starburst is a white rectangular area for a photo. On the right side, there is a red vertical bar with the Scholastic logo and the word "SCHOLASTIC" in white.</p>
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REPRODUCIBLE A

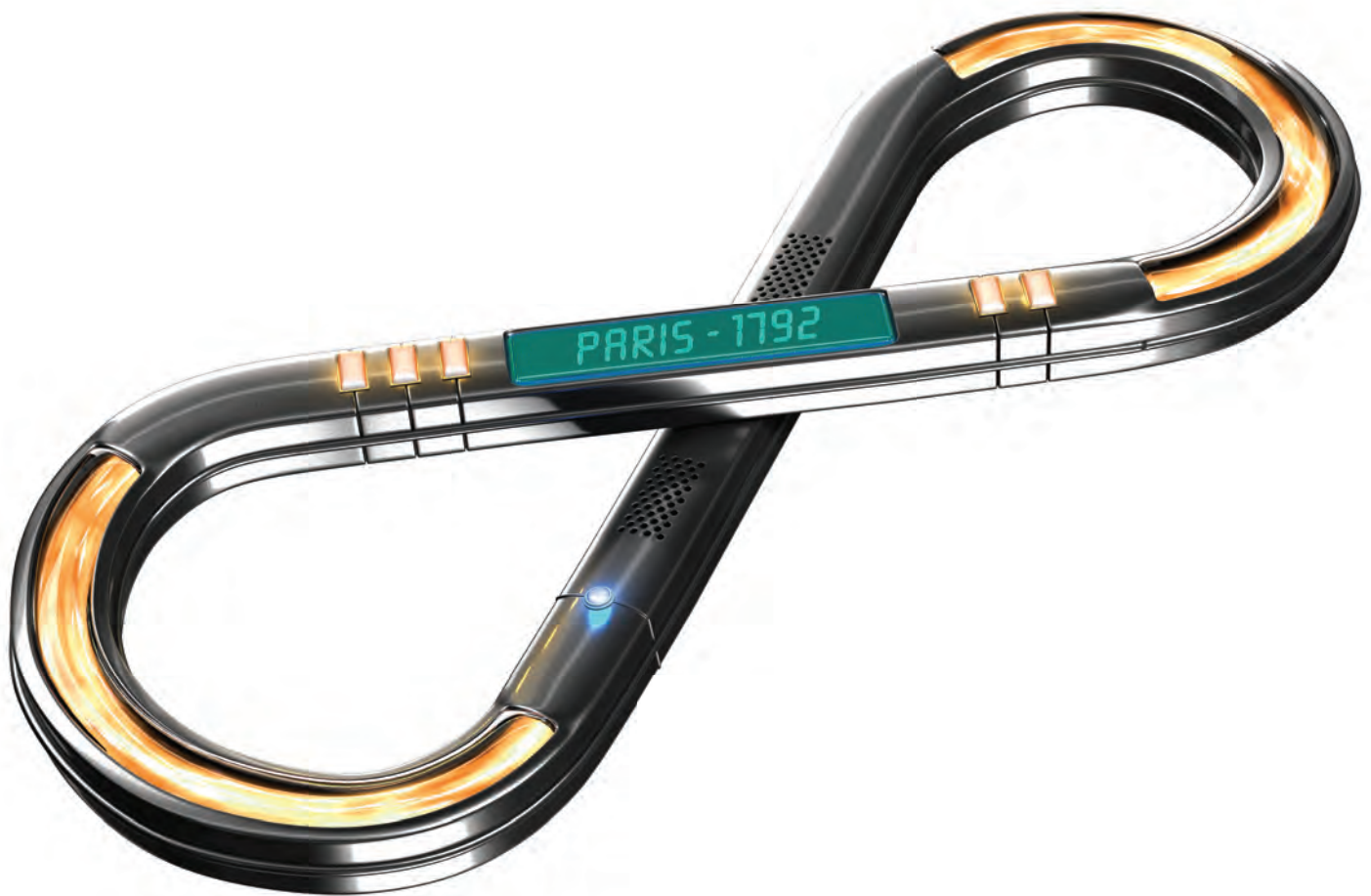
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Station #1: Costumes & Crafts: Infinity Rings

Use this picture as a reference when creating your very own infinity rings using the materials provided.



REPRODUCIBLE B

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Station #1: Costumes & Crafts: Spirit Animals Panda Mask

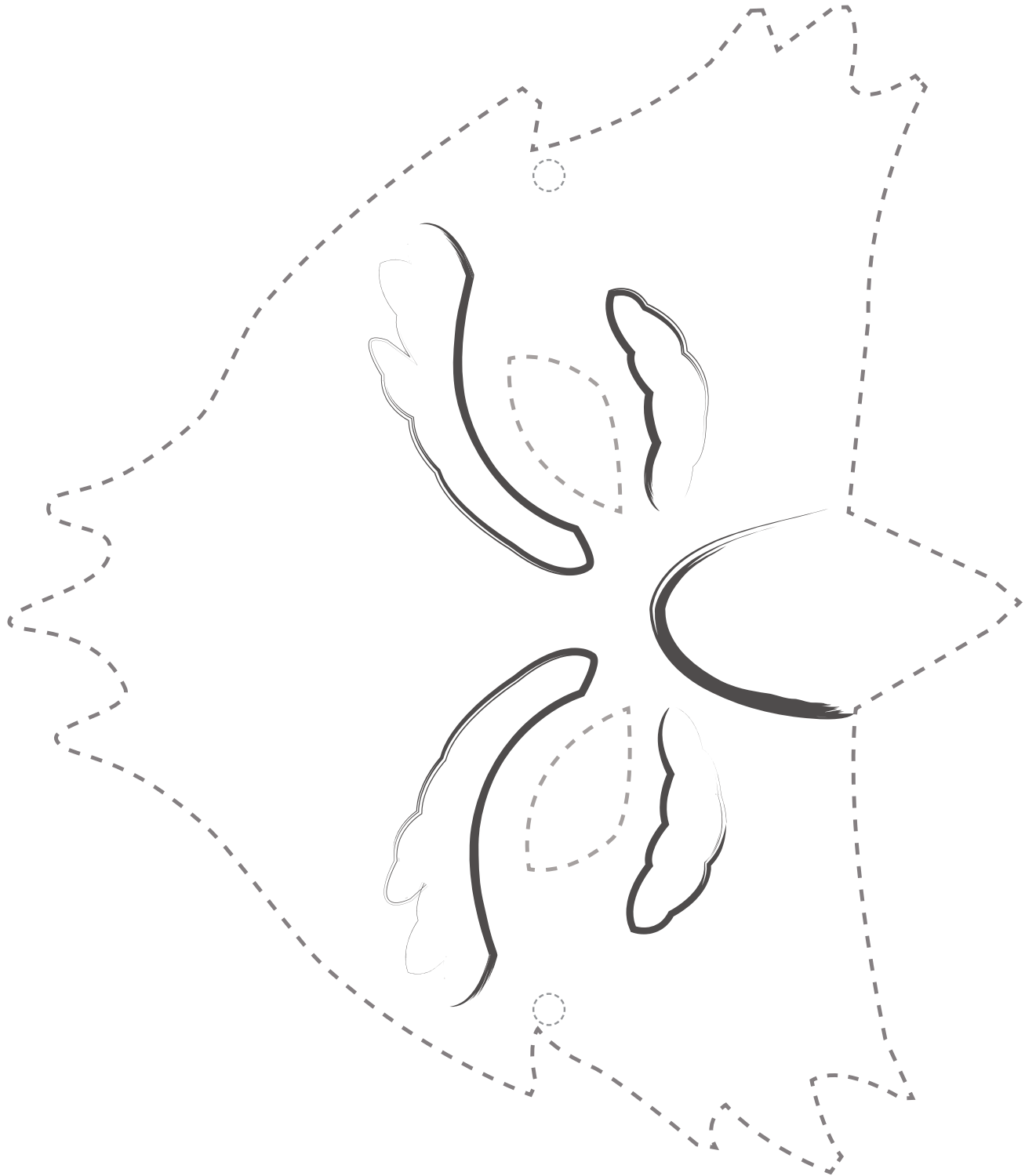
Is your spirit animal a panda? Decorate your mask, then cut it out and attach a string to wear!





Station #1: Costumes & Crafts: Spirit Animals Falcon Mask

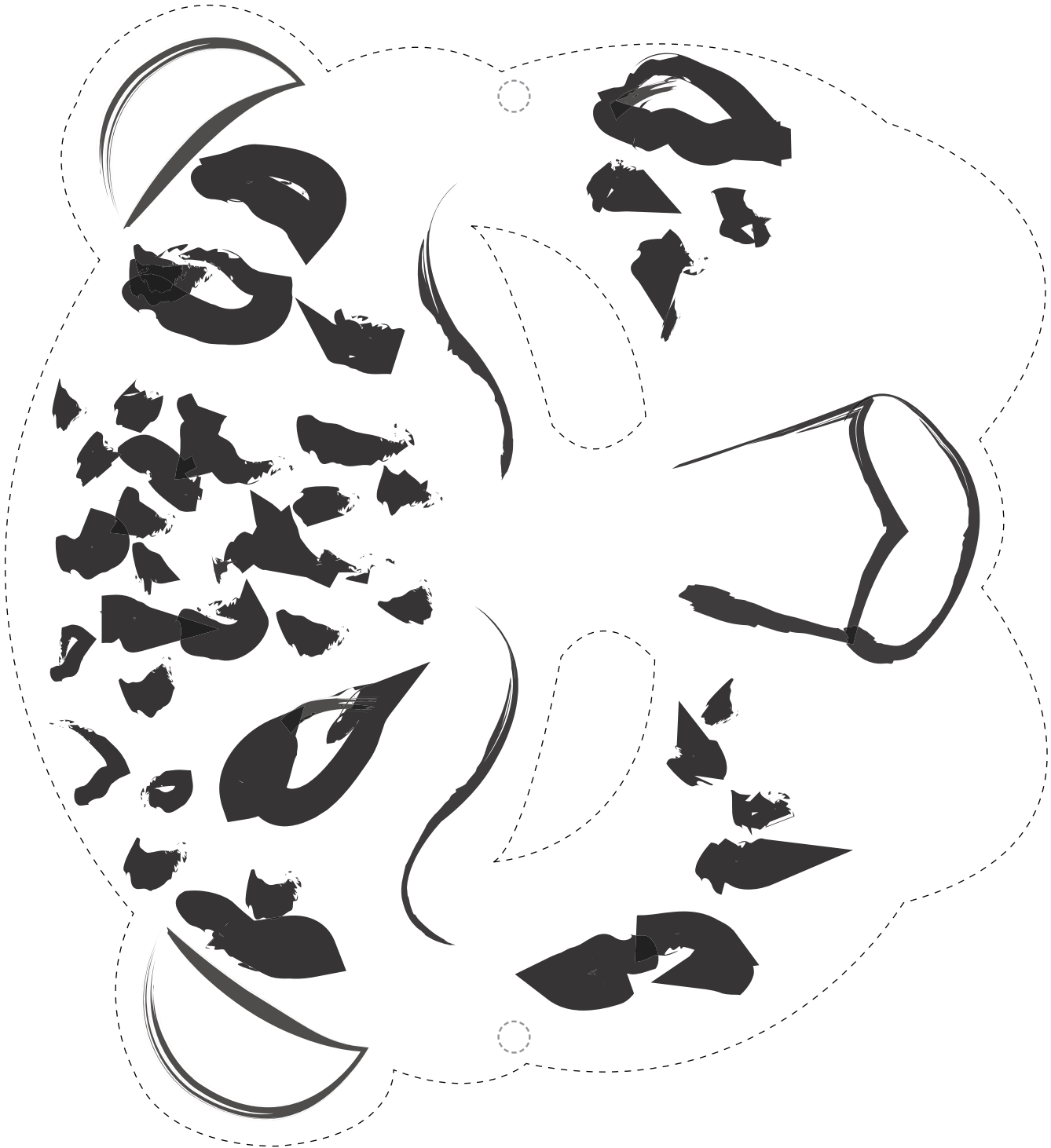
Is your spirit animal a falcon? Decorate your mask, then cut it out and attach a string to wear!





Station #1: Costumes & Crafts: Spirit Animals Leopard Mask

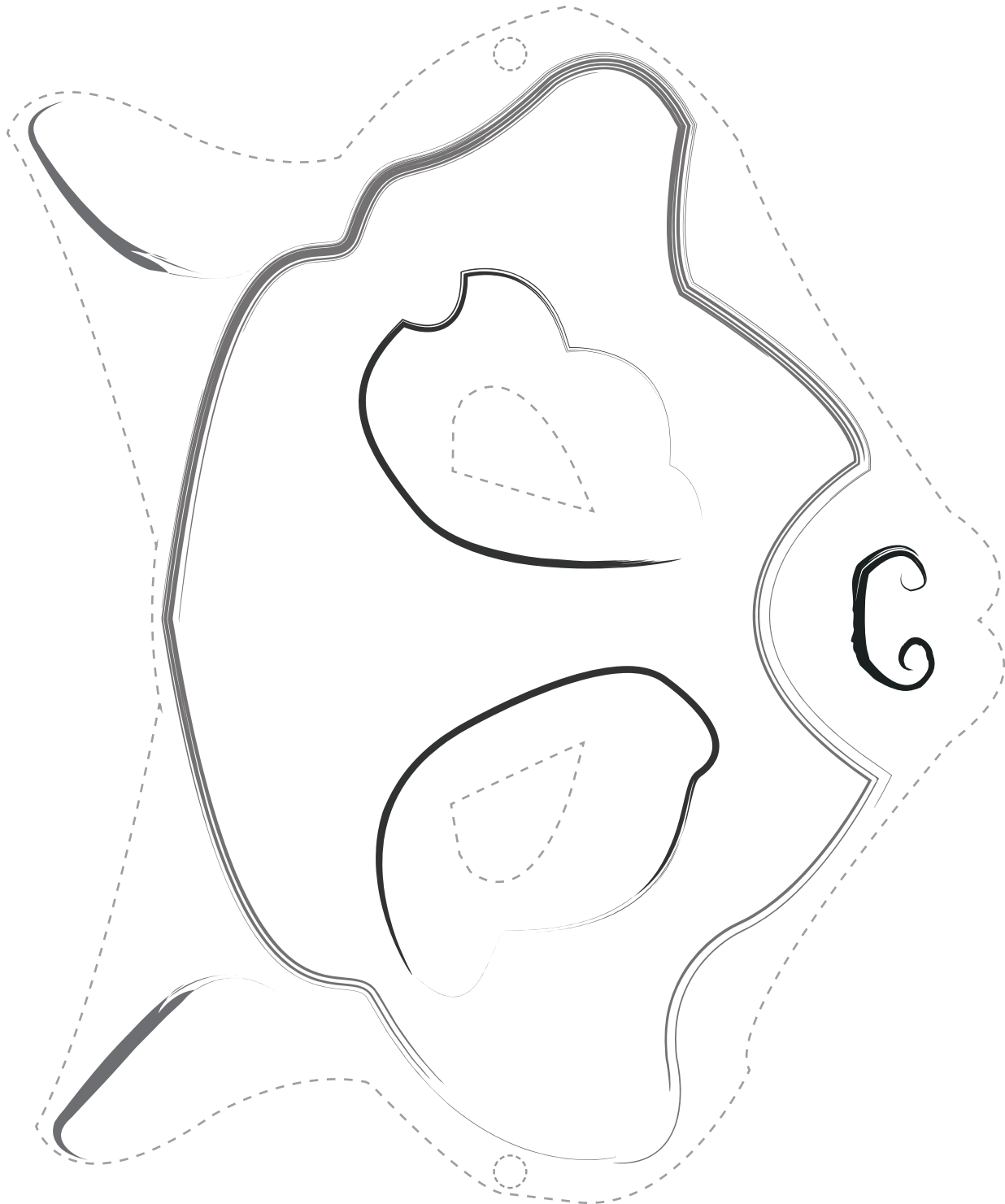
Is your spirit animal a leopard? Decorate your mask, then cut it out and attach a string to wear!





Station #1: Costumes & Crafts: Spirit Animals Wolf Mask

Is your spirit animal a wolf? Decorate your mask, then cut it out and attach a string to wear!





Station #1: Costumes & Crafts: TombQuest Egyptian Headdress

Are you ready to walk like an Egyptian? First, cut out and tape together the four pieces of your headdress. Then write your name in hieroglyphs in the empty white box in the center (use the key provided). Attach a string to wear!





REPRODUCIBLE G

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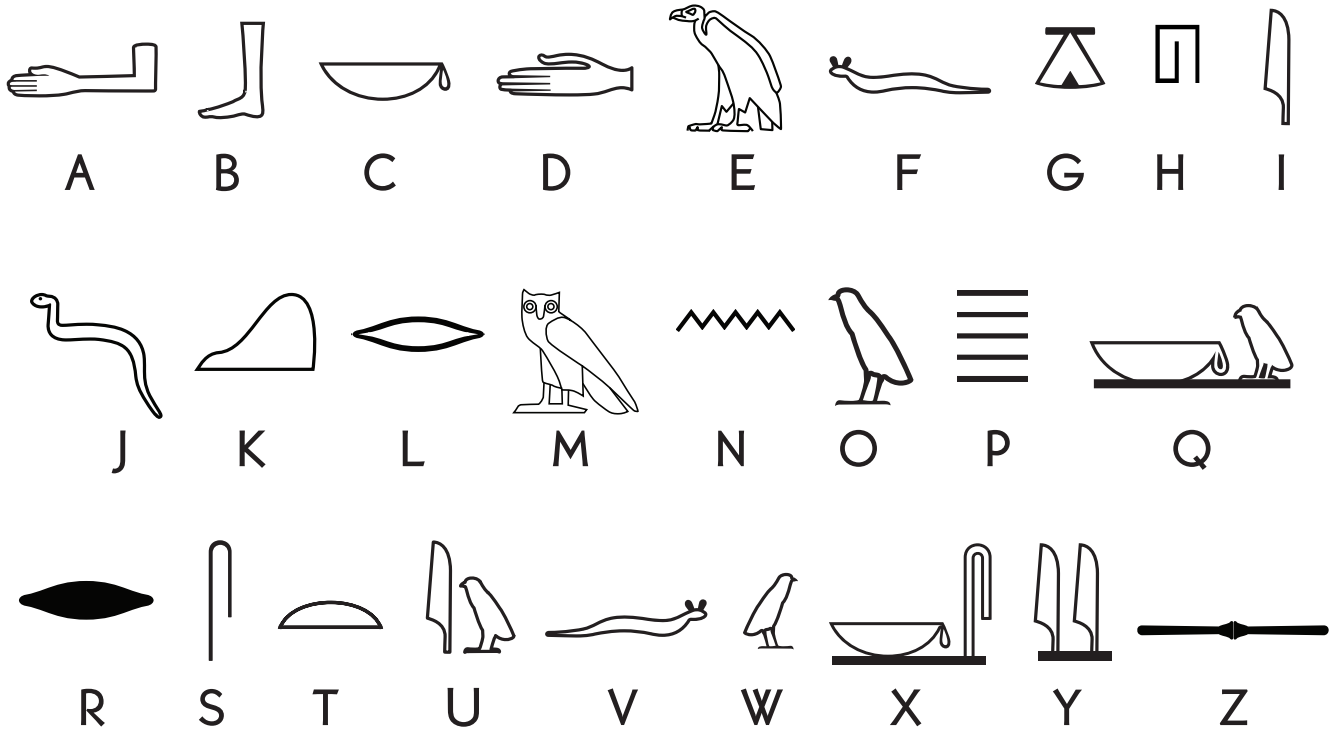
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Station #1: Costumes & Crafts: TombQuest Egyptian Headdress

Hieroglyphs Key

Write your name in the blank space provided on your headdress.



WORLDS COLLIDE

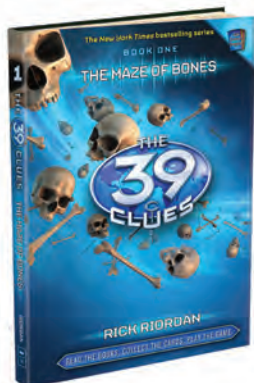
The Ultimate Book Bash

Station #2: Readers Theater

Host Instructions

Set up a dramatic stage for participants' suspenseful readings. Easy stage ideas include curtaining a large doorway or the end of the aisle between two bookcases, stacks, or tall shelves, or gathering chairs around stairs for a raised stage.

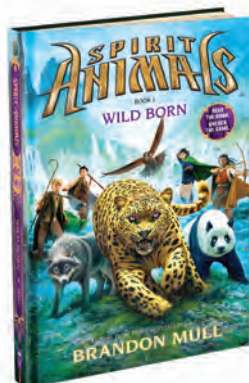
Seat the audience around your stage area and ask for volunteers to read from their favorite series (or from one they'd like to explore). Provide readers and audience members with copies of the scripts (Reproducibles H–K), and start the fun by reading the introductory lines below.



The 39 Clues: *The Maze of Bones*

by Rick Riordan

In this suspenseful script, Cahills of all kinds find out that there is a family secret...and that whoever unravels it first gets to keep the prize.



Spirit Animals: *Wild Born*

by Brandon Mull

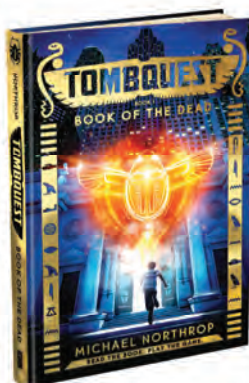
In this mystical excerpt, three young people await their turn to participate in the solemn nectar ceremony—and find out whether or not they are destined to connect with a spirit animal.



Infinity Ring: *A Mutiny in Time*

by James Dashner

In this humorous scene, a group of misfits collaborate to put a stop to a disastrous rebellion.



TombQuest: *Book of the Dead*

by Michael Northrop

In this hair-raising passage, just as a jackal-headed villain pins two young heroes in the path of a hungry mummy, help comes from an unexpected ally.

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Station #2: Readers Theater

Script from The 39 Clues: *The Maze of Bones* by Rick Riordan

FOR 4 READERS

READER 1 [Narrator]

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.

READER 2 [Narrator]

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.

READER 3 [Narrator]

Mr. McIntyre raised his hand for quiet.

[AUDIENCE: Sssshhhhh]

READER 3 [Narrator]

He slipped a document from a brown leather folder, adjusted his bifocals, and began to read:

READER 4 [Mr. McIntyre]

"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."

READER 3 [Eisenhower Holt]

Whoa. What challenge? What's she mean?

READER 4 [Mr. McIntyre]

I am getting to that, sir. "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."

READER 1 [Narrator]

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!"

READER 4 [Mr. McIntyre]

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

READER 3 [Narrator]

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 looked healthier than the last time Dan had seen her. The video must've been made months ago, before her cancer got bad.

READER 2 [Narrator]

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.

READER 1 [Grace]

Fellow Cahills. 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. You always were a stubborn bunch. For once, close your mouths and listen.

READER 3 [Narrator]

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

[AUDIENCE: Sssshhhh]

READER 1 [Grace]

I assure you 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.

READER 2 [Narrator]

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

[AUDIENCE: Sssshhhh]

READER 1 [Grace]

My relatives, you stand on the brink of our greatest challenge. 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. 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.

I'm counting on you all. Good luck, and good-bye.



Station #2: Readers Theater

Script from *Infinity Ring: A Mutiny in Time* by James Dashner

FOR 4 READERS

READER 2 [Sera]

B-but. How . . . why . . .

READER 1 [Eyeball]

Oh, wash my boots, kid. . . . I've been puttin' on an act 'cause you never know what side the guards are on. Gloria and I were even careful back in town—SQ's been crawling like lice all over the docks for weeks. But she sent word ahead while you lot took the scenic route. Besides, I'd have hoped you'd seen my crystal clear heart through the beauty of my glorious eye. Now come on. I've learned enough meself to know we gots to stop this mutiny.

READER 2 [Sera]

Dak?

READER 3 [Dak]

I'd just . . . I'd kind of given up. But then you came along by yourself and I was hoping we could beat the tar out of you. And now you're letting us out. I'm a confused boy. Let's do this thing.

READER 1 [Eyeball]

Beat the tar out of me, huh? What a dumb kid.

READER 4 [Riq]

Finally, someone's said something that makes sense.

READER 1 [Eyeball]

I noticed that smelly boy, Ricardo, sneak down here this morning. So I approached him—oi, does that bloke stink like fish or what?—and told him I was on your side. He didn't believe me—I thought his rank little heart might explode on me—until I showed him some weapons I've hoarded over the last couple of voyages. By hoarded, I mean stole. Did I mention that boy smells?

READER 2 [Sera]

Yes, you did. Never noticed it myself.

READER 1 [Eyeball]

Then there must be somethin' clogging that little nose of yours. Try pickin' it more often. Works for me.

READER 2 [Sera]

Eeeewww

[AUDIENCE: Eeeewww]

READER 1 [Eyeball]

We don't have much time. Since word's gotten out about their plan, the brothers are planning to strike at midnight—I've got me own spies about, you know.

READER 4 [Riq]

How do we know you're on our side?

READER 1 [Eyeball]

Why in the blazes would I be lettin' you out if I weren't? I'm doin' it mainly for the love I have for Gloria, I tell you. She doesn't know it quite yet, mind your smarts. But me heart's been hers ever since I first laid me eye upon the glorious vision of her clobberin' a cow with that club of hers. Ah, what a woman.

We figured it best to hide our little cahoots, wantin' to be safe and all. But I been working with her some months now. And so here I am, at your service. One eye or none, I'm the best you got.

READER 3 [Dak]

So, what're we going to do? Should we just smash into the Amancios' room? Throw them overboard? Stop this thing before it even gets started?

READER 1 [Eyeball]

Don't be as stupid as you look. Do that and we'll be the ones accused of a mutiny. No, sir—we need to lie low until those turncoat brothers make their move against the captain. Then we come in and save the day. Every slimy-haired runt on this ship will know we're the heroes then.

READER 2 [Sera]

That's the plan? What if the guards come down and see that we're gone? What if the Amancios do something bad to Columbus before we can save him? Slit his throat or poison him?

READER 1 [Eyeball]

What if the moon cracks open and drops lamb chops on us. What if me legs fall off and start dancin'? We'll do our best, lad. Or should I say lassie?

READER 2 [Sera]

Brute force just doesn't seem like the most thought-out plan is all.

READER 4 [Riq]

Sometimes you just need to go for it.



Station #2: Readers Theater

Script from Spirit Animals: *Wild Born* by Brandon Mull

FOR 4 READERS

READER 1 [Isilla]

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.

READER 2 [Narrator]

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.

READER 3 [Narrator]

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.

READER 1 [Isilla]

Devin Trunswick, come forward.

READER 2 [Narrator]

The crowd whistled and clapped as Devin approached Isilla, then quieted down as she put her finger to her lips.

[AUDIENCE: Whistle and clap]

READER 1 [Isilla]

Receive the Nectar of Ninani.

READER 3 [Narrator]

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!

READER 2 [Narrator]

Devin swallowed. Isilla stepped back. A deep hush fell over the square. Eyes closed, Devin tilted his face skyward.

Nothing out of the ordinary was happening. Perplexed, Devin looked around.

READER 4 [Narrator]

Conor had heard that a spirit animal either came right after the Nectar was tasted, or never. There was no sign of anything appearing nearby. The crowd began to murmur.

READER 1 [Isilla]

Thank you, Devin. Abby, daughter of Grall, come forward.

READER 2 [Narrator]

Devin looked queasy. His eyes were blank, but his posture betrayed his humiliation. He glanced toward his father, then looked down. When he lifted his eyes again, his gaze had hardened, the shame turning to fury. Conor looked away.

READER 3 [Narrator]

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

READER 1 [Isilla]

Conor, son of Fenray, come forward.

READER 4 [Narrator]

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. Conor knelt before Isilla.

READER 1 [Isilla]

Receive the Nectar of Ninani.

READER 3 [Narrator]

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

READER 4 [Narrator]

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.

READER 2 [Narrator]

Animals began to cry out. The birds shrielled. The wildcats yowled. The bear roared.

[AUDIENCE: Roar]

READER 3 [Narrator]

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. Onlookers gasped and murmured.

READER 4 [Narrator]

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 joyful.

READER 2 [Narrator]

...And then he saw the wolf.



Station #2: Readers Theater

Script from TombQuest: *Book of the Dead* by Michael Northrop

FOR 4 READERS

READER 1 [Guard (Al-Dab'u)]

Yes, stay right there.

READER 2 [Narrator]

Alex had no intention of doing so. His head whipped from the guard across the room to the mummy struggling up from his stone bed.

READER 1 [Guard (Al-Dab'u)]

Stay still.

READER 3 [Narrator]

Alex understood now. This man was no guard. He tried to lift Ren to her feet but he wasn't strong enough and she just hung there, dead weight. He shook her. Her eyes snapped open.

READER 4 [Alex]

You gotta get up, Ren!

READER 2 [Narrator]

But just as she began to gather her feet underneath her, the man in the mask extended his right hand, palm down, and pressed it toward the floor. A great force hit Alex and Ren and flattened them against the ground. Alex tried to stand, tried to push Ren up, but it felt as if someone had dropped a mattress on them. The Stung Man, however, rose to his full height. Alex could see his face through the filthy wrappings. The skin was neither living nor dead but some grotesque approximation of both, and the entire left side was lumpy and swollen.

READER 4 [Alex]

Let us go! Let *her* go!

READER 1 [Guard (Al-Dab'u)]

The two of you are barely a snack as it is. He needs to *feed*.

READER 3 [Narrator]

Alex flicked his eyes toward Ren. Her face was tight with terror. They were laid out before the sarcophagus like two pigs in a blanket on a tray.

READER 1 [Guard (Al-Dab'u)]

He may not consume your bodies. But he will certainly take your souls.

READER 2 [Narrator]

The disfigured corpse stepped clear of its long confinement and took an unsteady step in their direction. He reached out and pulled a handful of empty air back to him. Even through the struggle and panic, Alex felt a glimmer of recognition. He remembered his own waking moments in the hospital: groggy and disoriented, unsure what his body had in store for him.

READER 3 [Narrator]

Alex tried to stand, roll, kick. Nothing. And then . . . **[Audience: *BRRAACCKK!*** The door behind them flew open so hard the safety glass cracked. With a sudden jerk, the invisible weight holding him down lifted. Alex leapt to his feet. He reached down for Ren, but she was already scrambling up. They half stumbled and half ran toward the open door.

Alex was hoping to see the police, or at least a real guard. Instead he got . . .

READER 1 [Guard (Al-Dab'u)]

Dr. Todtman!

READER 2 [Narrator]

The Stung Man came to an unsteady halt and looked from one to the other. *They're working together!* thought Alex, his brain sloshing with adrenaline.

READER 3 [Ren]

Oh no!

READER 1 [Guard (Al-Dab'u)]

Stay out of this! This is no place for frail scholars. Let me do my work.

READER 2 [Dr. Todtman]

You know I can't.

READER 1 [Guard (Al-Dab'u)]

Then you will suffer the same fate!

READER 4 [Alex]

. . . but they aren't working together . . .

READER 2 [Dr. Todtman]

Nicht heute.

READER 3 [Narrator]

Alex rummaged the cupboards of his overheated brain, found the few German words his grandmother had taught him: *Nicht heute*. Not today. Todtman reached up toward the open collar of his button-down shirt. The emergency light reflected off something in his hand. He held an amulet—it wasn't the scarab but some sort of bird—and thrust it toward Al-Dab'u.

Al-Dab'u's body lifted and jerked as a great unseen force seemed to hit him.

READER 1 [Guard (Al-Dab'u)]

You . . . I . . . didn't. Get . . . out . . . of . . . my . . . head.

READER 2 [Narrator]

The Stung Man lost interest in the two combatants and turned back toward his young meal.

WORLDS COLLIDE

The Ultimate Book Bash

Station #3: Fan Fiction

Host Instructions

Provide each guest with one full set of all story starters (Reproducibles L–O).

Read the following paragraph aloud at your event:

You love reading the books, but wouldn't it be super awesome to write one? Well here's your chance! Use these amazing writing tips and story starters—direct from the actual authors of The 39 Clues, Infinity Ring, Spirit Animals, and TombQuest—to get started on your own installment of your all-time (or new) favorite series! Share your story with other fans and aspiring writers on the Worlds Collide Forums at scholastic.com/worldscollide.

Here is some more info about the authors to share with attendees.



Photo credit: Paul Llewellyn

JUDE WATSON

Jude Watson is a celebrated author of prequel-era Star Wars books. She won a National Book Award for *What I Saw and How I Lied* (written under Judy Blundell). She is now best known for her four *New York Times* bestselling The 39 Clues books—Book Four: *Beyond the Grave*, Book Six: *In Too Deep*, Book Eleven: *Vespers Rising*, Cahills vs. Vespers Book Two: *A King's Ransom*, and The 39 Clues Unstoppable Book One: *Nowhere to Run*. Her book The 39 Clues Doublecross Book One: *Mission Titanic* releases March 2015.



Photo credit: Ken Karp

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 a major motion picture. James lives in the Rocky Mountains with his wife, four children, and a fridge full of cheese.



Photo credit: Angela Liddle

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 wrote a short story in the 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.



Photo credit: Ken Karp

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.


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Station #3: Fan Fiction Writing Tip and Story Starter from The 39 Clues Author Jude Watson

Set small goals at first. Write a page a day. Or even just a sentence or two. Get into the habit of writing, and writing will become a habit.



FLOU CREUTZ, PAUL FLEWELLYN

The black water was so calm Dan Cahill could swear that he could see the reflection of every glittering star. It was a beautiful night to get thrown off a speedboat.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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Station #3: Fan Fiction Writing Tip and Story Starter from James Dashner, Author of *Infinity Ring: A Mutiny in Time*

Writing Tip:

Practice! Just like piano, basketball, or dancing, writing requires a lot of practice.

—James Dashner



Photo credit: Ken Karp

Story Starter:

I stared down at the cool, silvery surface of the Infinity Ring, catching my warped reflection in its curved metal. It was the first time, ever, that the Hystorians had trusted me to use the thing. With butterflies of excitement swarming in my chest, I got ready to leap through the years to fulfill my assignment.

Share your story! Post your fan-fic on the Worlds Collide forums and connect with other fans!



Station #3: Fan Fiction Writing Tip and Story Starter from Brandon Mull, Author of Spirit Animals: *Wild Born*

Writing Tip:

Find people whose opinions you trust to give you good feedback. You can't see your own story through the eyes of someone who doesn't know it. Getting feedback from friends, family, or teachers is a great way to find out if everything in your head ended up down on the page the way you wanted.

—Brandon Mull



Photo credit: Angela Liddle

Story Starter:

Today was the day of my Nectar Ceremony—the day I discovered if I would summon a spirit animal. A stranger in a green cloak smiled at me as I approached the front of the stage. She handed me a small metal cup filled with clear liquid and said simply, “Drink.”

Share your story! Post your fan-fic on the Worlds Collide forums and connect with other fans!

WORLDS COLLIDE

The Ultimate Book Bash



Station #4: Group Quest

Host Instructions

Calling all 39 Clues code crackers, Infinity Ring history buffs, Spirit Animals beast tamers, and TombQuest hieroglyph experts! This group game consists of four challenges, each exercising a skill related to one of the four Worlds Collide series. Teams formed from a mix of each series' fans will need to pool all of their talents in a race to the finish against the other teams in the game.

Note: While it's optimal to have a mix of fans from each series, don't worry if you have more of one than another. All of the quest activities can be done by anyone with a mind for adventure!

Prepare Your Space

First choose four locations in your event space. Then set up four small tables for each location and set of clues. Using the provided clue strips below, write in the four locations. (You can be direct in your instructions, such as "by the elevator," or you can write each as a simple riddle, such as "near the box that flies to the sky.")

At each location, provide several copies of that location's activity sheet and one envelope containing all four location strips. Also, you might want to assign a moderator at each location to guide players through the rules of the activity.


How to Play

Have players break into four groups. If possible, each group should have representatives from all four series.

As in a scavenger hunt, groups will race to solve puzzles and collect clues. Each challenge is associated with one of the four series, though none of the challenges requires series-specific knowledge. After completing each challenge, groups can take one strip from the envelope and proceed to the location written on the strip. (If guests choose a strip to a location they have already visited, they should return it and pick another until they receive a new location.)

After groups have finished all four challenges, use the answer key to confirm answers. The first team to successfully complete all four challenges wins!

Location Strips



Your next clue lies:

Your next clue lies:

Your next clue lies:

Your next clue lies:

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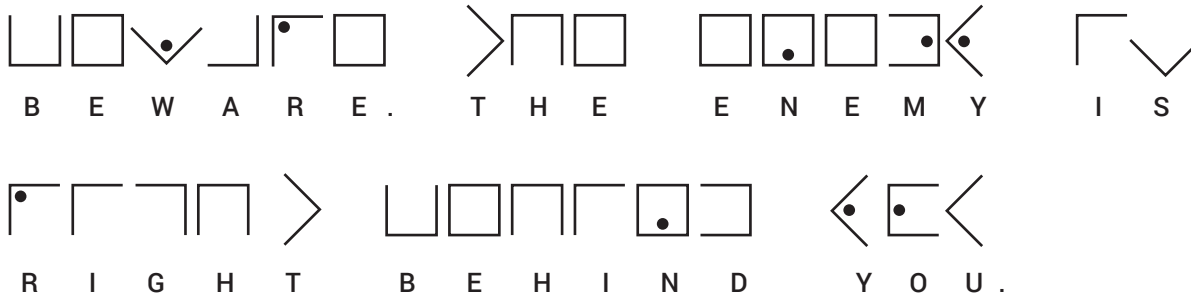


Station #4: Group Quest Answer Key

After each team completes all four challenges and returns to station #4, use this answer key to confirm their answers.

Challenge #1: The 39 Clues Code Crack Challenge

Answer: Beware. The enemy is right behind you.



Challenge #2: Infinity Ring Trivia Blast from the Past

1) B; 2) D; 3) C; 4) D; 5) D

Challenge #3: Spirit Animals Mind-Bending Riddles

Answer: #1–Panda; #2–Wolf

Challenge #4: TombQuest Hieroglyphs Puzzler

Answer: MAY I HAVE POWER OVER WATER!



Station #4: Group Quest

Challenge #2: Infinity Ring Trivia Blast from the Past

With a tool as powerful as the Infinity Ring, you could end up anywhere . . . and *anywhen*! Are you ready for the adventures that lie ahead? Prove your worth by completing this tricky history trivia challenge.

1. This time period, also known as the Middle Ages, sounds sinister. But, truly, there was nothing evil about it—unless, of course, you count an advancing hoard of ruthless Viking warriors!
A. The Black Plague
B. Medieval Period
C. Age of Enlightenment
D. Baroque
2. In 1492, we all know Columbus indeed sailed the ocean blue (thanks to the fancy footwork of Dak and Sera, of course!). But do you know the names of Columbus's ships? Which of the titles below *don't* belong?
A. El Niño
B. The Santa María
C. The Pinto Bean
D. A and C
E. The Santa Clara
F. A and B
G. C and E
3. The ancient Mayans were a fascinating people—they had an advanced writing system, they performed intricate surgical operations, they even claimed to be able to interpret the future based on findings in their calendar (as Sera learns all too well)! In what modern-day country was Mayan civilization primarily located?
A. Chile
B. Australia
C. Mexico
D. Teotihuacán
4. When Dak, Sera, and Riq travel back in time to ancient Baghdad, they find a thriving city full of scholars, merchants, and explorers from around the world. If they were to visit Baghdad today, what country would they need to travel to?
A. Egypt
B. Syria
C. Persia
D. Iraq
5. World War II was one of the worst conflicts in global history. It resulted in an estimated fifty to eighty-five million deaths worldwide. What is another name for this war?
A. World War I
B. The Great War
C. Thirty Years' War
D. The Second World War
E. None of the above



Station #4: Group Quest

Challenge #3: Spirit Animals Mind-Bending Riddles

Understanding the nature of an animal is one of the most important skills a Greencloak must master. Test your prowess on these word puzzlers. Can you recognize the spirit animals lurking behind the rhyme?

Riddle 1

This creature bears resemblance
to a fine tuxedo.
Though, if you tried to take him out,
your dinner'd be finito!
For—he simply will not dine like you...
This chap, you see, just chews bamboo.
...What am I?

Answer: _____

Riddle 2

You might have heard my eerie howl,
Or my warning "DANGER!" growl,
But please don't think I'm acting foul,
I'm just *hungry*, on the prowl...
What am I?

Answer: _____



Station #4: Group Quest

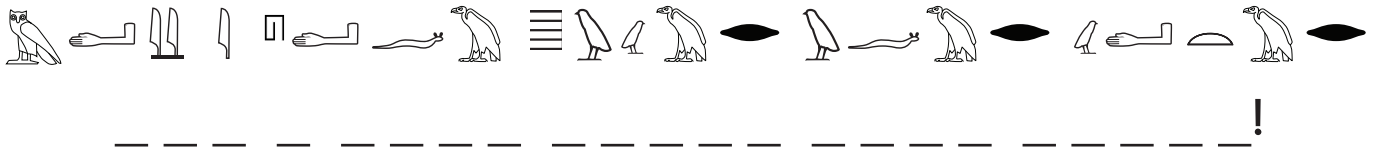
Challenge #4: TombQuest Hieroglyphs Puzzler

In TombQuest Book One: *Book of the Dead*, Alex Sennefer owes his life to a spell from the Book of the Dead. But this isn't completely fiction—the Book of the Dead really exists! It's a collection of about two hundred incantations that were said to help the deceased on their journey into the afterlife. For instance, one focuses on protecting the deceased from crocodiles in the afterlife: *Do not come against me! Do not live by my magic! No crocodile which lives by magic shall take it away!*

Use the **Hieroglyph Key** to translate the following spell from the Book of the Dead, and then create spells of your own!



First decipher this spell:



WORLDS COLLIDE

The Ultimate Book Bash



Station #5: Game Lab

Host Instructions

Provide access to internet-ready computers. (Note: If you plan on using tablets, you will need to download the Spirit Animals app to play the Spirit Animals game.)

For these game activities, players will work in pairs. Encourage guests to try games they haven't played before. Players can introduce each other to their favorite series and share insider tips with each other. Provide copies of the Insider Info sheets (Reproducible T) to each player so they can record their insider info.

Read aloud these quick summaries of each game to get players revved up for some serious fun.



The source of the Cahills' power has been lost—scattered across the earth in the form of 39 Clues. As a Cahill, a member of the most powerful family in history, you have a mission: find the Clues...and then keep them out of enemy hands. Prepare for a gauntlet of code cracking, puzzles, stealth, spy gadgets, and even stunt driving as you work to unlock this urgent mystery. scholastic.com/The39Clues



Travel back in time as Dak, Sera, or Riq to stop the evil SQ, and get history back on course. First stop: Paris, 1792, during the French Revolution. Take time to explore your new world, find hidden messages, unlock the Timebox, and be sure to evade the Time Warden! scholastic.com/InfinityRing



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. Create your avatar, develop your spirit animal bond, train hard to beat the Conquerors and help the Greencloaks save Erdas. scholastic.com/SpiritAnimals



Build your very own intricate Egyptian tomb, complete with booby traps, mummies, trap doors, spiders, scorpions, and more! Create a personalized TombKeeper avatar to guard your tomb. Then head off to tackle your friends' tombs...do you have the skills it will take to break-in? scholastic.com/TombQuest

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Station #5: Game Lab

Insider Info

Use this sheet to record all the inside info you glean as your partner shows you the ins and outs of your new favorite game!



TIPS, CLUES, AND LIFE-SAVING STRATEGIES



TIPS, CLUES, AND LIFE-SAVING STRATEGIES



TIPS, CLUES, AND LIFE-SAVING STRATEGIES



TIPS, CLUES, AND LIFE-SAVING STRATEGIES
