

CHOOSE YOUR OWN ADVENTURE®

Mystery of the Maya

By R. A. Montgomery

Choose from
29 ENDINGS!



Series Editor: Marcos Benevides

**Mc
Graw
Hill**

ATTENTION!

For teachers' inspection ONLY

**This book is not like other books.
This book is about YOUR adventure!**

In this book, YOU are the hero. You choose what to do next. You decide where to go. Can you find a happy ending, or will you meet a quick death? It's all up to you.

At the bottom of each page, you may find an instruction, for example: *Continue to the next page*, or, *Turn to page 87*.

However, on most pages, you will have a choice, like this:



If you open the door, turn to page 95.

If you turn around and go home, turn to page 50.

Make your choice, turn to that page, and meet your destiny!

Your adventure starts on page 1...

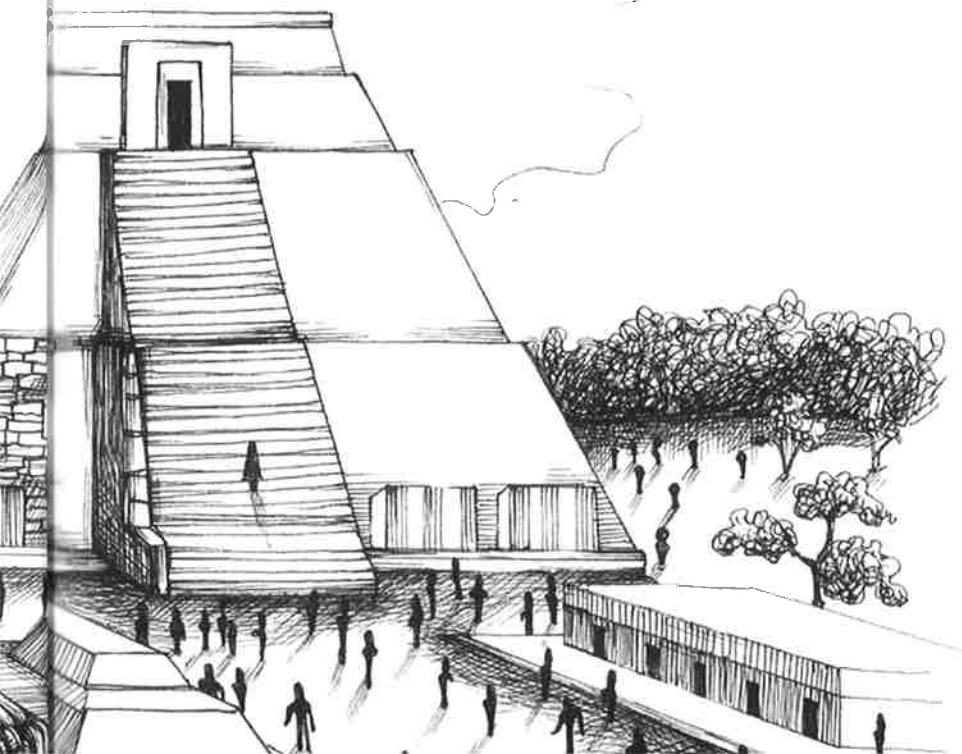
These words will appear many times in this story. If you learn them before you start to read, it will be easier to read quickly.

Priest	someone who guides religious ceremonies
Warrior	someone whose job is to fight
Pyramid	old stone buildings with triangular sides
Temple	a building where priests do their work
Altar	a kind of table used by priests in temples
Sacrifice	a gift to a god
Jungle	a very thick, wet forest (e.g. the Amazon)



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Jaguar	a big yellow wild cat with black spots
Spear	a long wooden stick with a sharp point
Beach	a sandy area between land and sea
Island	a piece of land with water on all sides
Jade	a valuable green rock
Terrorist	someone who uses violence to cause fear
Potion	a special drink; often a kind of drug
Blood	the red liquid inside people and animals
Captain	the leader of a boat or group of warriors
Trader	someone who buys and sells goods
Slave	someone who is owned by another person
War	a big fight between countries or cities
Mystery	something that no one knows
Secret	something you should not tell others



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U.S.A.

NEW ORLEANS

GULF OF MEXICO

CUBA

CANCUN

MERIDA

CHICHEN ITZA

UXMAL

THE YUCATAN
PENINSULA

MEXICO CITY

MEXICO

GUATEMALA

HONDURAS



You are an adventurer.

Your job is to travel around the world. Sometimes you explore new places. Sometimes you search for lost things. Often, you write about your adventures for newspapers and blogs.

It's exciting work, but it can be dangerous.

Three days ago, your friend, Amanda, disappeared while working in Mexico. She was writing about old Mayan temples for an American TV show.

Her brother, Tom, called to tell you the news.

"Amanda was following a hot story," Tom said. "She went into a pyramid and disappeared. No one has seen her since that day."

"Then who called you?" you ask.

"Amanda's guide, Manuel," Tom said. "He's worried about her. Before she went to Mexico, Amanda said to call you if there was a problem. Can you help?"

Amanda is your best friend. She is also a very good adventurer. If she disappeared, it must mean trouble.

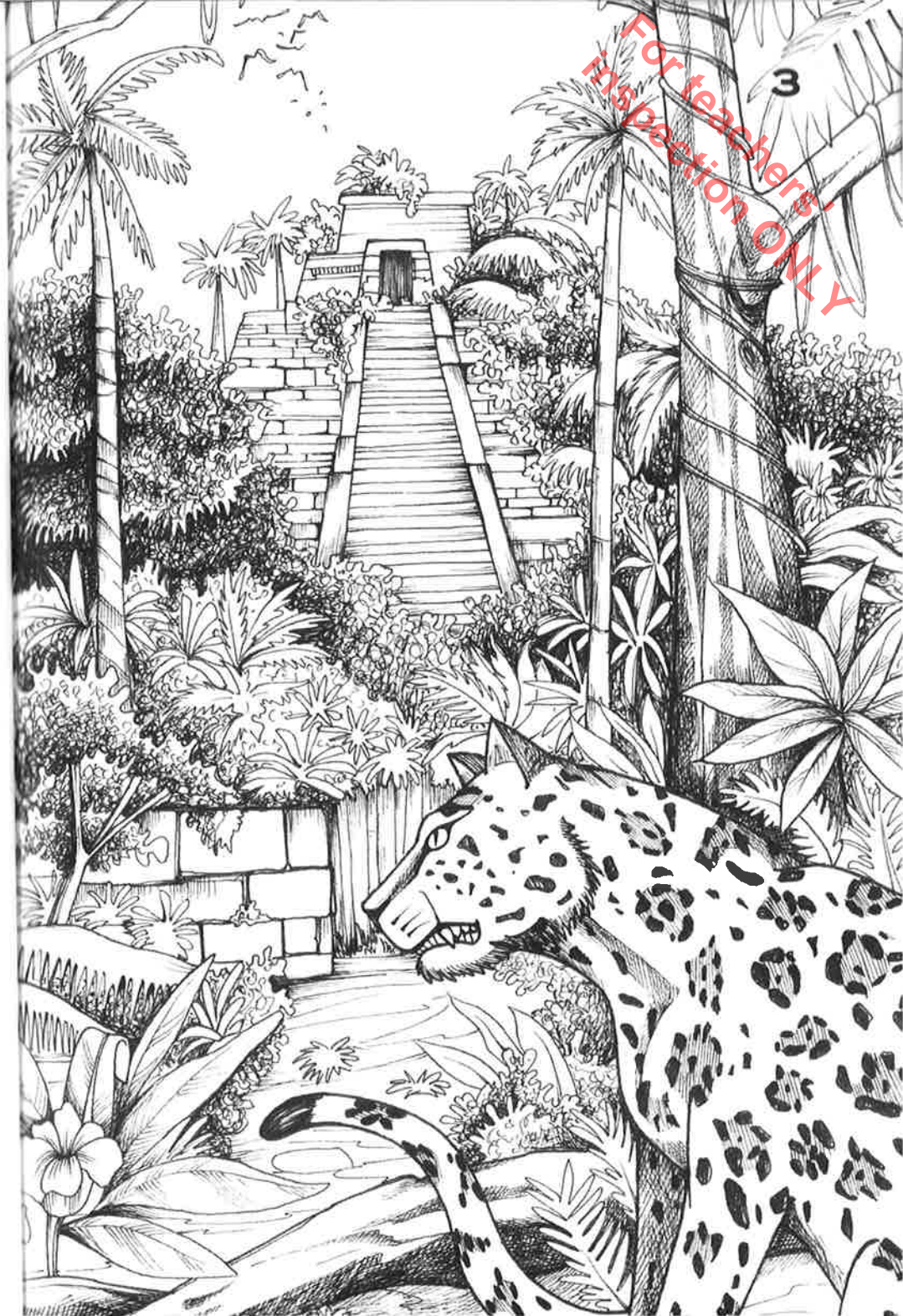
"I will help," you said to Tom. "I will go to Mexico. I will find Amanda."

Now, three days later, you are in an airplane. You are going to the city of Merida, in Mexico's Yucatan Peninsula. You have many books about the Maya. You read them during the trip.

You learn many things. One thousand years ago, the Maya were very powerful. They had great cities all over the Yucatan Peninsula, like Chichen Itza and Uxmal. They were very advanced. They had writing, a calendar, and very advanced science. They built many huge stone pyramids, which you can still see today.

But then, mysteriously, the great cities became empty. The Mayan way of life disappeared. No one knows why. Today, there is only thick jungle and empty, dark pyramids.

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The mystery of the Maya is interesting—but you also have a different mystery on your mind: What happened to Amanda? Why did she disappear?

Your plan is to follow in her footsteps. You know that she went to Merida first, so that's where you will start. Amanda's guide, Manuel, will meet you at the airport.

"Manuel is a well-known guide to the Mayan areas," Tom told you before you left. "And he knows people at Merida University. Maybe the Mayan experts there can help you."

However, when you searched for more information about Manuel on the Internet, you found some strange things. Manuel comes from a long line of Mayan priests. He also believes that he is a Mayan priest himself.

You know that Mayan priests were very powerful. Their place was between the people and the gods. The great Mayan gods, like Feathered Snake and Jaguar, often spoke through the priests. The priests often decided between life and death for the Maya.

It will be interesting to meet this Manuel, you think.

A few hours later, you land at Merida.

As you wait for your bags, a man with long black hair walks up to you.

"Hello, my name is Manuel," he says. "Welcome to Mexico. I am your guide." He shakes your hand and smiles.

Manuel's skin shines like bronze. He has a large nose and a long forehead, like the pictures in your books. You can believe that Manuel comes from the Maya.

"I tried to help Amanda," Manuel says, taking your heaviest bag. "Unfortunately, she did not always listen to me. Maybe together we can find her."

"I hope so. Where do we start?" you ask.

"How about at the university? I have a friend there, Dr. Lopez, who may be able to help. She is an expert on the Maya. Or, if you want, we can go straight to the pyramids at Uxmal. That's where Amanda disappeared."

You are about to make your first choice!
Make your choice before you turn the page.



If you decide to see Dr. Lopez, turn to page 6.

If you decide to go directly to Uxmal, turn to page 28.

"Good choice," he says with a smile. "You will like Dr. Lopez. Come with me."

You take a taxi through the narrow streets of Merida. You see many Spanish-style buildings before you reach the university.

"Welcome to the land of the Maya," says a tall woman with white hair. "I am Dr. Maria Lopez."

Her office is full of Mayan art. You see thousand-year-old pots, and small stone statues. There are stone snakes, monkeys, jaguars, and other animals that you don't know. They are beautiful. The people who made these were very skilled.

"You are here about your friend, Amanda, aren't you?" Dr. Lopez asks with a smile.

"Yes. Yes, I am. Can you help?"

"Maybe," Dr. Lopez replies. "You see, she came here and asked many questions about the Maya. She wanted to learn, so I offered her a way—a dangerous way."

"What was it?" you ask, becoming worried.

"Time travel," Dr. Lopez answers. "You see, the Maya found the secret of time travel hundreds of years ago. I gave Amanda the secret before she left for Chichen Itza and Uxmal. Her plan was to go back 800 years. She wanted to see the pyramids when they were still new. My guess is that she is still there, back in time."

Your mouth hangs open, but you can't say anything.

Dr. Lopez looks you in the eye and continues, "I know this story is difficult to believe. But it is true. Your friend, Amanda, went back in time."

"So... then, how can I find her?" you ask.

Dr. Lopez holds up a small bottle.

"Here. Take this," she says. "It is the time travel potion. If you drink it, you will also travel back 800 years. You will be at the time when the Mayan cities started to die. Manuel can go with you. He knows that time well."

You look at Manuel. He is smiling kindly.

"I will go with you if you want me to," he says. "We can look for your friend together."

In your heart you feel that you can trust Manuel. But... time travel? Can you believe this crazy story? Your head tells you that, if Dr. Lopez is wrong, you will lose time. Time that Amanda may not have.

What is your choice?



If you follow your heart and try to travel back in time, turn to page 8.

If you follow your head and stay in the present time, turn to page 28.