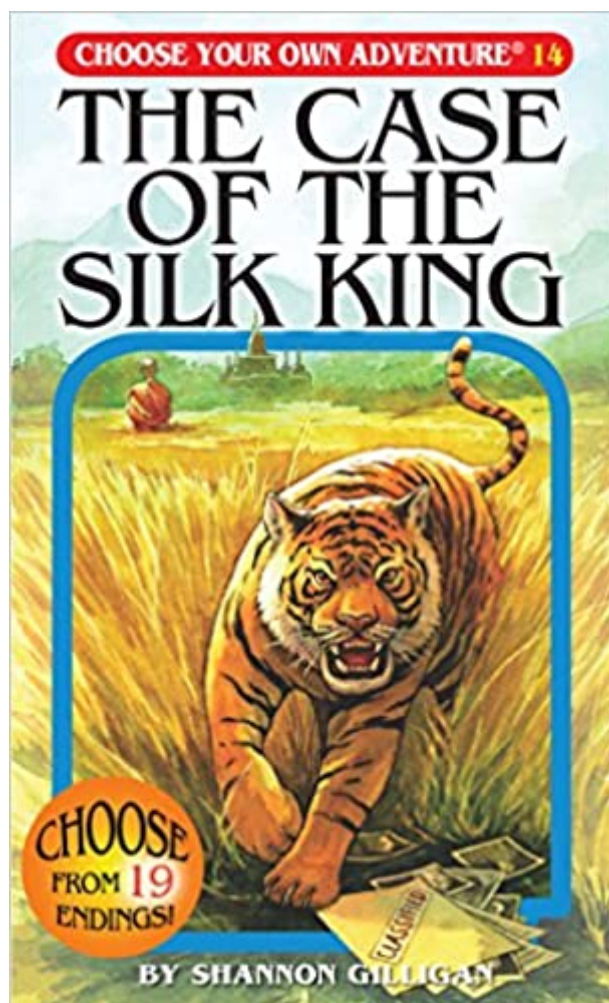


The book was found

The Case Of The Silk King (Choose Your Own Adventure #14)



Synopsis

The Case of the Silk King by Shannon Gilligan takes YOU on a detective-style adventure as you explore Asia for the missing "Silk King," Jim Thompson. 9-12 year old readers will journey to Bangkok, Thailand, following a lead received in a mysterious package containing \$2,000, a plane ticket, and a strange newspaper clipping. Choose Your Own Adventure The Case of the Silk King is an interactive adventure book in which YOU decide what happens next. In 1967, Jim Thompson, a famous businessman with connections to the CIA, went missing in Malaysia. You are a detective with an eye for a good case, so hopping a plane to Asia isn't out of the ordinary. When you land, will you find that you're not the only one on the case? Who kidnapped Jim Thompson? Will you be next? For readers who enjoyed other titles from the Choose Your Own Adventure series, including: The Lost Jewels of Nabooti by R. A. Montgomery, Cup Of Death by Shannon Gilligan, and Mystery of the Maya by R. A. Montgomery.

Book Information

Lexile Measure: 780 (What's this?)

Paperback: 144 pages

Publisher: Chooseco (November 1, 2006)

Language: English

ISBN-10: 193339014X

ISBN-13: 978-1933390147

Product Dimensions: 4.2 x 0.4 x 6.9 inches

Shipping Weight: 4 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 2 customer reviews

Best Sellers Rank: #412,127 in Books (See Top 100 in Books) #69 in [Books > Children's](#)

[Books > Education & Reference > History > Asia](#) #318 in [Books > Children's Books >](#)

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Age Range: 9 - 12 years

Grade Level: 4 - 7

Customer Reviews

Choose Your Own Adventure books were born from role-playing simulation games; and soon the books, which allowed readers to pick many different routes that the story could take, caught fire with children. --The Burlington Free Press

SHANNON GILLIGAN is a well-known creator of interactive, narrative computer games. She has spoken about interactive narrative and game design at conferences in Japan, Europe, and the United States. Gilligan got her start in this field by writing for the Choose Your Own Adventure series in the 1980s. Her books and games have sold several million copies around the world. She graduated from Williams College in 1981 and lives in Warren, Vermont with her husband R.A. Montgomery and her extended family. Gilligan returns to Asia at least once a year. She harbors a secret ambition to write a cookbook.

Love these as a kid and now my kids are also enjoying them.

The series certainly has gone downhill since the glory days. "The Case of the Silk King" is among the best CYOA ever produced. I don't know if Shannon Gilligan ever wrote another CYOA book, but this one rivals Edward Packard. It loosely takes the real-life story of Jim Thompson, an American silk magnate who disappeared in Thailand, and has the reader pretend to be a young detective asked to track down Thompson years later. There no real reason tendered for why so many people don't want you to discover the truth, but this minor quibble never distracts from the general quality of the book. It takes the hoary conventions of CYOA books -- especially the use of the exotic locale -- and plays them to the hilt. If I recall correctly (I'm nineteen...it has been years...), you can get killed off by everything from a Bengal tiger to a flash flood if you make the wrong choice. This is rather unique in the series, in that it takes off on an actual historical happening. CYOA doesn't get any better than this. (P.S. -- Check out my review of "Your Code Name is Jonah" -- another classic CYOA book. E-mail me...we can talk about the strange hold this series has on the imagination...)

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