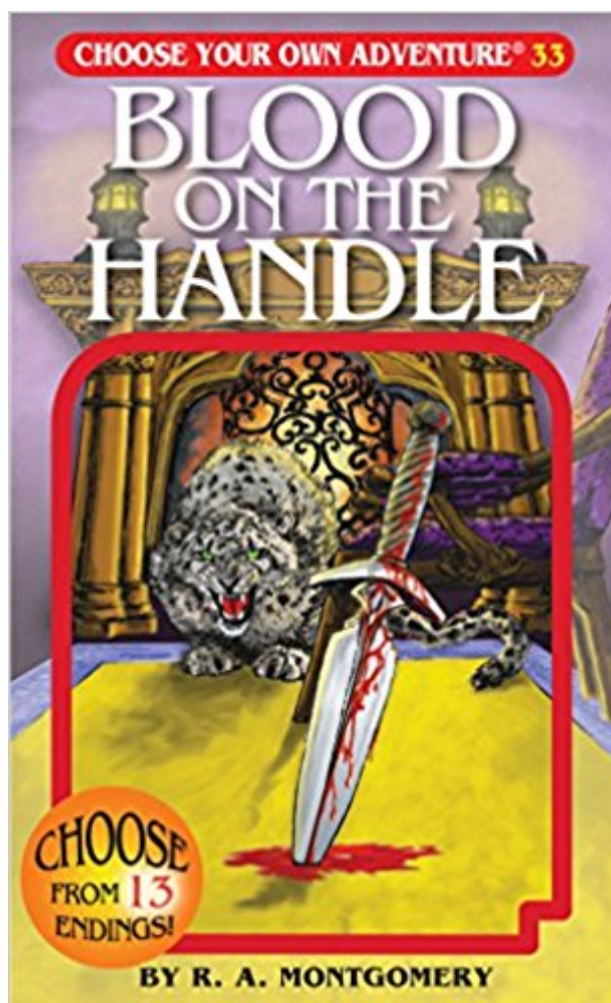


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Blood On The Handle (Choose Your Own Adventure #33)



Synopsis

Blood on the Handle by R. A. Montgomery takes YOU on an intriguing adventure to solve a murder mystery at your Uncle Morgan's gothic mansion. 9-12 year old readers will go on high-speed chases, search for answers in a wax museum, wander into a voodoo ceremony, and investigate ancient Egyptian sarcophagi that might contain clues. Choose Your Own Adventure Blood on the Handle is an interactive adventure book in which YOU decide what happens next. You live in New Orleans with your Uncle Morgan and come home one day to find his study splattered with blood, a dagger sticking out of the floor. Do you search the mansion's secret passageways for clues or sneak onto a U. S. Coast Guard helicopter? Can you trust any of Uncle Morgan's strange friends? What secret identity may he have been hiding from you? For readers who enjoyed other titles from the Choose Your Own Adventure series, including: Pirate Treasure of the Onyx Dragon by Alison Gilligan, Terror on the Titanic by Jim Wallace, and Escape From the Haunted Warehouse by Anson Montgomery.

Book Information

Paperback: 144 pages

Publisher: Chooseco (February 15, 2010)

Language: English

ISBN-10: 1933390336

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Product Dimensions: 4.3 x 0.3 x 6.9 inches

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Average Customer Review: 2.5 out of 5 stars 2 customer reviews

Best Sellers Rank: #1,194,936 in Books (See Top 100 in Books) #113 in [Books > Children's Books > Education & Reference > Law & Crime](#) #1326 in [Books > Children's Books > Activities, Crafts & Games > Interactive Adventures](#) #1532 in [Books > Religion & Spirituality > Occult & Paranormal > Unexplained Mysteries](#)

Age Range: 9 - 12 years

Grade Level: 4 - 7

Customer Reviews

R. A. MONTGOMERY attended Hopkins Grammar School, Williston-Northampton School and Williams College where he graduated in 1958. He pursued graduate studies in Religion and Economics at Yale and NYU. Montgomery was an adventurer all his life, climbing mountains in the

Himalaya, skiing throughout Europe and scuba-diving wherever he could. His interests included education, macro-economics, geo-politics, mythology, history, mystery novels and music. He wrote his first interactive book, *Journey Under the Sea*, in 1976 and published it under the series name *The Adventures of You*. A few years later Bantam Books bought this book and gave Montgomery a contract for five more, to inaugurate their new children's publishing division. Bantam renamed the series *Choose Your Own Adventure* and a publishing phenomenon was born. The series has sold more than 260 million copies in over 40 languages. He was married to the writer Shannon Gilligan. Montgomery died in November 2014, only two months after his last book was published.

In many ways, this is the perfect R.A. Montgomery CYOA book, in that it encompasses his classic elements: (1) your parents are dead; (2) you are living with an uncle; (3) an international crime syndicate is somehow involved; (4) the story involves several exotic means of transportation; (5) there are voodoo references; but sadly also (6) "Once there, you will be faced with endless questions to which you know few answers." (page 87) Interestingly, the illustration on page 17 of the *Voodoo Store* storefront contains an image unmistakably evocative of a hemp leaf. The premise of this book is good. Your parents have recently died, and you live with your only other living relative, an extremely wealthy bachelor uncle who is involved in a lot of mysterious stuff. One day, when you return home from school, neither of the two household help is around, and in the study, an rare and expensive dagger is stuck, point first, in the middle of the floor, with blood everywhere. An exotic sportscar speeds away from the house, and you follow on your new fancy motorcycle. Interesting, right? I won't say this is a bad book, but there is no consistency, and only very rarely do you get something remotely involving a resolution. Sometimes, the handyman is a such a prolific jewel thief that his haul is carrying not in envelopes, not in purses, not in suitcases, but fills up entire Egyptian coffins! Sometimes, it is suggested that your uncle is involved in this, while other times your uncle merely figured out what he was up to. Another path finds your uncle performing a voodoo ritual behind the voodoo store, where it is suggested he was brought back to life. In all of the other endings, you never figure anything out, and never know what your uncle was up to, except that he might be an undercover FBI agent. However, Uncle Morgan is a pretty cool character, even with most of the details missing. I was interested to learn more about him, and frustrated that we never really did. This book reminds me of the *Lost Jewels of Nabooti*, because there is no resolution, and no apparent solution to what is only the vague hint of a mystery. If there was a good ending here, it would have been a 5 star book, but it really lacked that one more page explaining everything and tying your observations throughout the story together. Maybe some people like things more

open-ended, but I prefer some closure. Anyway, it is definitely not a bad book, and even the fervent RAM-hater should find something redeeming here.

One of the weakest CYOAs I ever read. Don't want to spoil it but not much variety in the endings, to put it mildly. It is a bit unique so completists might like it but overall felt rushed and was pretty boring. Maybe the author was getting a bit burnt out on CYOAs by this point...

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