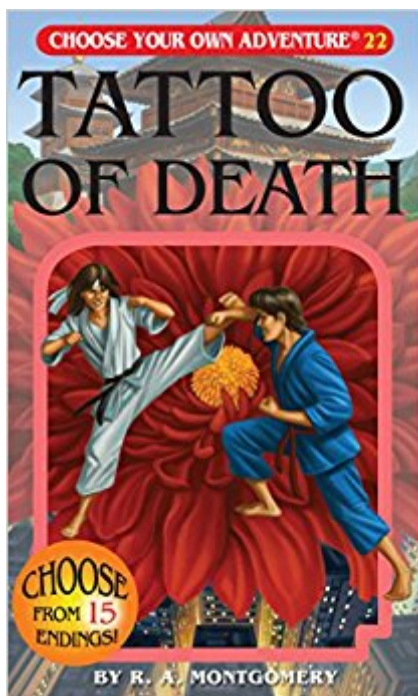


The book was found

Tattoo Of Death (Choose Your Own Adventure #22)



Synopsis

Tattoo of Death by R. A. Montgomery takes YOU on a high-stakes martial arts adventure in Los Angeles, California. 9-12 year old readers will stand up to a gang of smugglers, refusing to give in to their criminal demands, fleeing the city in a high-speed chase down Route 66, and testifying in court to put the crooks behind bars. Choose Your Own Adventure Tattoo of Death is an interactive adventure book in which YOU decide what happens next. You befriend two boys at your martial arts studio, and before you know it, they force you to join their gang, the notorious Red Flowers! Do you allow them to blackmail you? Or do you hide out in your parents' beach house to devise a plan? What do you do with the mysterious package they ask you to deliver? For readers who enjoyed other titles from the Choose Your Own Adventure series, including: Struggle Down Under by Shannon Gilligan, Secret of the Ninja by Jay Leibold, and Cup of Death by Shannon Gilligan.

Book Information

Paperback: 144 pages

Publisher: Chooseco (November 1, 2007)

Language: English

ISBN-10: 1933390220

ISBN-13: 978-1933390222

Product Dimensions: 4.2 x 0.4 x 6.9 inches

Shipping Weight: 0.8 ounces (View shipping rates and policies)

Average Customer Review: 2.6 out of 5 stars 5 customer reviews

Best Sellers Rank: #2,237,465 in Books (See Top 100 in Books) #8 in Books > Teens > Sports & Outdoors > Martial Arts #76 in Books > Teens > Literature & Fiction > Sports > Martial Arts #12529 in Books > Teens > Literature & Fiction > Action & Adventure

Customer Reviews

Though targeted at 7-12-year-olds, the Choose books should appeal to kids of all ages. But not just because adults are hoping to ride rocket ships down memory lane. The Web has taught us to appreciate nonlinear narratives, and Montgomery's series employs game theory to keep readers interested. --Wired Magazine

The Red Flowers is L.A's Baddest Gang -- And You're on its Most Wanted List! When you become friends with two slimy students in your martial arts class, you are soon lured into the dangerous Red Flowers gang: thugs who smuggle innocent people into the United States, then force them into

slavery. You're in deep -- the ugly flower tattoo on your arm proves that -- but you are determined to stop these deadly deals, unless the Red Flowers stop you first. The Anaconda, a hit man named after the South American killer snake, and the rest of the gang are hunting you. How will you stay alive? If you go to Japan to make a deal with the gang leader, turn to page 97. If you hide out at a deserted beach house, turn to page 67. If you go to the police, turn to page 91. Be careful! The Red Flowers make paybacks through violence and death. You may get the gang busted. Or you may run straight into one of the Red Flowers' traps -- and disappear forever. What happens next in the story? It all depends on the choices you make. How does the story end? Only you can find out! And the best part is that you can keep reading and rereading until you've had not one but many incredibly daring experiences! Choose Your Own Adventure "RM" -- This text refers to an out of print or unavailable edition of this title.

The flower tattoo was a symbol of evil; when you read into action you want out of this gang of thugs almost immediately. That's when the action really begins, there are myriad decisions that will be made, nothing is better than nailing the hoodlum gang members, there's a whole host of ways in taking them down. "GOOD LUCK FRIENDS"

Okay, in almost every one of these CYOAs I can recall, the opening part of the book before the first choice is engaging, and the bad books fall off the rails when the book can't deliver. I remember watching the first season of the show LOST on ABC, and being enthralled, wondering where they could take this story from here. Of course, there was nowhere to go with it, and the subsequent seasons were disappointing. This book is the exception. The opening part is totally inane. You are the son of the governor. Somehow, against your will, you are inducted into a gang, and given a tattoo (the tattoo of death, which is a flower). Incidentally, the tattoo is never really mentioned again, and has no significance to the story. You find out, as the exposition goes on, that the gang one time robbed a store, and before you realized what was going on, handed you the money, and videotaped you. So you are beholden to them. And these were just a couple of nice young boys in my Tai Chi class! The story is really the worst, and the writing is also terrible, which I think it must be to conceal the total lack of substance. The choices are also ridiculous. Sometimes, you find out that the leader of the gang is a cyborg human. In another ending, it ends "Censored Due to Violence". Talk about lazy. There is a lot of talk about Tai Chi in this book, so much so that it makes me think that RAM tried to wade into the "Master of [Insert Martial Art here]" sub series, but the title was changed to Tattoo of Death at the last minute, even though there is only a passing reference to the tattoo the

gang gives you. You could take out the tattoo, and it wouldn't make the slightest difference. I honestly don't see how anyone could like this book. There was not one ending that was good, not one bright spot, not even one plausible sequence. I have read bad CYOA books before -- in a series of almost 200 books there are bound to be some stinkers. I have read maybe a score (that's 20 to you non-Gettysburg address fans) or two of these books, and this one is HANDS DOWN the worst. I have defended RA Montgomery in the past, but this book is indefensible.

When I was 11-14, I read nothing but CYOA books. I loved them. But, you know, I just got too old and sophisticated to read them. The other day, I was cleaning my room and came across this book. I read it for 20 minutes. It's still as good as it was back in 1996.

Why are there two #22 choose your own adventures Tattoo of Death, and Space Patrol I don't understand this at all

This book is awful! No matter how many times I read through it I couldn't understand it. It kept jumping from one thing to the other and made utterly no sense. I used all 138 pages to wipe my butt! Eat that R. A. Montgomery!!

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