



## The Lost Jewels of Nabooti

*R.A. Montgomery, Vorrarit Pornkerd (Illustrator), Sasiprapa Yaweera (Illustrator), T. Kornmaneeroj (Illustrator), K. Chanchareon (Illustrator), S. Butsingkhon (Illustrator), A. Utahigarn (Illustrator)*

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THE LEGENDARY JEWELS OF NABOOTI ARE MISSING! WILL FINDING THEM HELP WORLD PEACE? OR COULD IT KILL YOU? Two huge diamonds and two priceless rubies have been stolen from a museum in Paris. People in your own family have died trying to protect these jewels. Now, you must help your cousins Peter and Lucy do the same, but is it worth risking your life? Strangers offer help, even the police, but can you trust them? Remember, you control what happens next by turning to the page you choose. Molotawa looks at you for a moment, and then says, "I am a prince of the ancient Nabooti tribe. We ruled a large region of Africa for many, many years before Africa was taken by European countries. We were fair and just. The jewels are a powerful symbol of our leadership. They have magic powers. We must have them back to continue our work." "If you wish, you can meet my father, the king, here in Paris, or you can go now to Senegal where my people are." YOU choose what happens next!

## The Lost Jewels of Nabooti Details

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**Download and Read Free Online The Lost Jewels of Nabooti R.A. Montgomery , Vorrarit Pornkerd (Illustrator) , Sasiprapa Yaweera (Illustrator) , T. Kornmaneeroj (Illustrator) , K. Chanchareon (Illustrator) , S. Butsingkhon (Illustrator) , A. Utahigarn (Illustrator)**

## From Reader Review The Lost Jewels of Nabooti for online ebook

### David Sarkies says

#### A quest for some magical jewels

21 July 2012

Well, when I first went to select this book the cover was unrecognisable and I thought for a moment that I may not have read it. However I noted that the first cover that appears is the cover of the reissued version and that when I found the original cover memories of this book did come back. Further, when I read the blurb and one of the commentaries I remembered this book, but like the commentator that I read I don't remember coming to a successful conclusion. In fact the difficulty with these books is that the successful conclusion is not always obvious. I do still have two of them up the back, but one of them is The Cave of Time so I guess I won't be getting any successful endings from that one.

This book involves the theft of some sacred jewels of a lost African Tribe from the Louvre. Apparently these jewels are magical and have the power to unite the world under a single government and usher in an era of world peace. Sounds pretty ridiculous to me, and the idea of a world government is pretty scary, particularly understanding human nature. We all wish for world peace, and some of us have the misguided idea that a one world government would bring that about. Sure, there will be peace, but usually after all of the opponents of the government are killed off, and once that happens the government is then likely to turn on anybody that they consider to be a threat to stability and in turn kill them off as well.

Apparently this book is rubbish and lacks a lot of continuity. Personally, I will go with the commentators opinion since I do remember that these books tended to be quite difficult to solve. Then again, unlike the Fighting Fantasy series, it is never always clear whether you reached a successful ending. At least with the Fighting Fantasy books you know that you have completed the game successfully when you finally turn to the last paragraph. Okay, not all of them are like that, but even Demons of the Deep, where the successful conclusion is hidden within the book, you are still quite aware that you have reached the successful ending as opposed to the not so successful, but you managed to survive, endings.

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### Tory Wagner says

My children have fond memories of reading these "Choose Your Own Adventure" stories. We have a family bookclub and my granddaughter chose this one. It's a great way to get children excited about reading and is palatable for adults!

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### Wil Wheaton says

I hate to say this, because I love this series, but this book is awful. For a book that's supposed to encourage the reader to make decisions which lead to many different stories and endings, it doesn't feel like the reader has much agency.

Instead of giving us choices that lead the reader on various exciting adventures, each decision is either *good*

or *bad*. Good choices keep the story going, and bad choices lead to abrupt and unsatisfying endings. There's one good path through this book, and if you aren't on it, it's frustrating and not very fun to read.

Skip this title, and read one of the other classics in this series.

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### **Brian Umholtz says**

This is more like it. The new artwork is much better than I expected (out of the few new editions I've seen so far) and the endings made a little more sense. The one real drawback I found was finding out the online-only ending featured inside is no longer available. Otherwise, *The Lost Jewels of Nabooti* is paced well and fun to read.

Although there were a couple 'throwaway' endings, they didn't distract me too much from the experience of the journey. While it isn't *all* about the fighting and running, this book reads like a good young adult's action movie. There are moments of thrilling adventure as well as tough decisions to make when "you" finally have time to take a breath. Mr. Montgomery stayed on task here and made sure that rereading for different endings is rewarding since some of the world-building and character personality traits callback to different story branches. I had fun trying to balance my instincts with what I already knew about the world in here.

I would say this is a very good book to start a young reader off with if you'd like to start your child off into the roots of modern interactive fiction and aren't worried about being a series completionist. Enjoy.

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### **Katharine Ott says**

"The Lost Jewels of Nabooti" - written by R A Montgomery and published in 1982 by Bantam. "You will be relatively safe, as safe as anyone can be on the trail of the Jewels of Nabooti." This Choose Your Own Adventure story casts you back and forth in the book, as you choose one of two possible actions and are directed to a specific page in the book to continue the adventure. I tried out several different scenarios, but never did really solve the mystery. Is the object of the book to keep trying different outcomes until you reach the last page? This durable series has a well-deserved positive reputation for the younger crowd, but the format did not really appeal to me.

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### **Kyky says**

It is a good book but a ton of things are happening as once in a good way, which is why I like it. This was the very first Choose Your Own Adventure that I have ever read in my entire life. Now I like Choose Your Own Adventure books. I liked it because I got to be the one to choose what I do but I don't really know what is going to happen next.

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## **Dane Barrett says**

The Lost Jewels are a mcguffin.

This book is less about the jewels and more about an insane amount of paranoia and chases as people are either trying to ally with you or kill you, or a bit of both with some timely double-crosses.

You are tasked to help two friends find their lost jewels which have been stolen (and weren't very well protected in the first place) which will lead you on a globe-trotting goose-chase in which you have to decide who to trust and who to escape from. Literally everyone seems to be after these things, and while you're brought in to help because you are unknown to those seeking the jewels it only takes a few short minutes before absolutely everyone seems to know you're searching for them.

The book can be fun, especially when there is a chase going on (usually you running for your life), but many of the endings end up being like, "Oh you went through all that trouble? The jewels were safe here all along!" or even one moment in which they mysteriously appear in your pocket.

A bit of fun silliness which you'll hate if you try to take it too seriously.

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## **Truly says**

Akhirnya punya ini juga.

Salah satu serunya membaca buku ala ini adalah kita tak pernah tahu apa yang akan kita hadapi. Harus bijak melangkah jika tidak ingin cerita berakhir dengan cepat.

Entah kenapa, buku ini seakan mempertegas bahwa permata yang indah sering kali dibarengi dengan kutukan yang menakutkan. Seimbangkah?

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## **Petercsm730 says**

Pretty much the only time I've been unable to finish a Choose Your Own Adventure book is when R.A. Montgomery has written it. This is one of those times. It's not only bad but also nonsensical and unsatisfying. Once in a while he writes a fun book, but more often than not he writes just slightly above incoherence.

The Lost Jewels of Nabooti is the 10th in the series (4th in the reissues). It focuses on you trying to find said Jewels which have been stolen from your uncle and are said to be cursed. Most of the action takes place in Paris, Morocco, or various countries in Africa. My first read-through ended abruptly when it turned out my cousins who hired me (in Boston) were now in Morocco not only with the jewels but also as part of a secret society. Here are a couple of lines from this stupid ending: "We offer you membership in the International Tribe of Nabooti. This is an honor few people get- fewer still hear of." Does this mean there are lots of members who don't know they're members? If I chose a different path it turns out my cousins' house is filled with traps that kill me. So that stinks.

The art by Paul Granger, who did a lot of the early CYOAs, is pretty good. Lots of dynamic action though a few of the pictures look like they've been blown up. I noticed in one picture a character described as having no fingernails and no lines around the corners of his mouth had both. There might be other art

inconsistencies but I couldn't bring myself to finish this thing to find them.

R.A. Montgomerysms that I noticed in my brief read:

He dedicated the book to his sons, I believe, Anson and Ramsey. In the book you might come across three of the narrator's friends. They are Anson, Ramsey, and --Beech Muzzwell!?

Thankfully there's a picture to give me an idea of what a djellaba is. A 'scrosh' on the other hand I am still unfamiliar with.

Montgomery's got beef with little people. In my quick read I encountered two of them. One smiled evilly and had a knife in his hands. The other dressed like a child and blew me up with a fake dog.

Continuity is non-existent. In one abrupt ending my cousins left me a note saying they it's all good, they found the jewels. If I choose the other path they're still looking. If you continue on that path your next decision either leads you to being kidnapped or to the jewels magically floating to you as chosen leader of peace and justice. So that's special. The thing about being kidnapped is it's done by one big, unarmed man with his bare hands. Somehow, you with a loaded gun, and a trained Interpol, agent also with a loaded gun, couldn't stop him. In fact in all the paths after you've opted to carry a gun lead to you never using or even mentioning it.

If you get lead to any of the pages in the 100s your adventure's probably over.

Sometimes the jewels are jewels, sometimes a character will go to the bathroom and magically find them all ground up, sometimes they're a symbol for people fighting for world peace, and sometimes 'they are where you find them -wherever you look'.

Turn to one ending and all you'll get is 'Playing safe, aren't you? Double back, seek Raoul, but in the end, give up the chase for these fabled gems. You will never find them. TOO BAD. The End'. I think that was the final straw for me.

Another ending, on the page after you decide to visit someone, has a terrorist bomb go off in a subway and kill you. Said terrorist has nothing to do with the plot. Or if he does, it's kept a secret from the reader.

You can search for a Kurtz in the deep jungle. You however can't be Martin Sheen no matter which path you choose.

The word 'nabooti' is funny to me.

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### **Savion Stfleur says**

Wow, 3 kids go off to some 3rd world country to find some jewels that can bring good or bad to this world,"totally not what I was expecting." Although it had an unoriginal plot the book was quite interesting that kept me turning from page to page trying to make good decisions and not die. My favorite part of the book was when I was captured by hijackers that were taking me to China and I volunteered to be the hostage and didn't end up dieing. I would recommend this book to anyone who like to travel or dig for things( like an archeologist). The reson why I rated this book 4/5 is because mine had a terrible corny ending.

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### **Courtney says**

Bash, age 9, and I are still trying to find these jewels in a satisfying way. I believe we've read 5 different versions of the story, now. One ended in failure, 3 in death and one in the jewels already being found and we just kinda latched onto the success. This is the only book since the Elephant and Piggie series that Bash is excited to read. CYOA was my favorite series when I was his age and I'm so glad we've tried one. We will definitely read many more!

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### **Shelley says**

Eh, no me gustó el final que me tocó. Si, si. Ya se. Es pura y exclusivamente mi culpa. He abandonado la búsqueda.

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### **Rachel Brown says**

Read some of this at a friend's house. I've read a lot of CYOAs, and this one made the least sense of any I can recall.

The outcomes seemed to have no relation to the choices. The plot made no sense. Yes, there are supposed to be multiple plotlines, but in other CYOAs, there are multiple coherent stories. This one was basically completely unconnected scenes occurring for no reason. It also had really a lot of points where no choice went anywhere.

Many points of divergence went like this:

- YOU decide to help your friends track down the lost jewels of Nabooti, last seen in Morocco. But your friends tell you to go to Paris.

Go to Paris, go to Morocco, or ask a different friend for advice?

- You go to Paris. Your plane is hijacked and flown to China. THE END.

- You go to Morocco. But you can't find anyone who's heard of the jewels. You give up and go back to America. THE END.

- You ask a friend for help. He tells you to meet him in a cafe. The cafe is blown up by terrorists. THE END.

I read through a bunch of storylines over half an hour, and never even got close to the jewels. Boo.

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### **Jackson says**

I love these types of books. They are quick, fun, and mysterious. So your mission is to find the lost jewel of Nabooti without getting caught or dying whatsoever. There are multiple endings in the book. Some of the endings can be good or bad, but eventually you will still find the way to the jewels. There are multiple types of these books you can find at your local store. 4/5 short read, fun, and mysterious. One thing he could have improved on was making it longer in my opinion.

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### **pradniapramitha says**

Dari tiga kali percobaan, percobaan pertama saya berakhir di dalam pesawat yang dibajak dan menuju China tanpa tahu apakah nantinya akan selamat atau tidak. Percobaan kedua dipastikan saya selamat namun saya membatalkan misi karena takut duluan. Percobaan terakhir, saya berhasil mengembalikan permata Nabooti kepada sang Raja, sumber dari segala kebijakan, tapi terlalu mudah dan tidak ada petualangannya.

Ketika membaca buku seperti ini yang jalan ceritanya bergantung pada pilihan kita, kita barangkali hanya membaca sekitar 10-15 halaman saja dari total 121 halaman yang ada. Novel bisa menjadi sekedar cerpen kalau berakhirnya terlalu cepat kan..

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