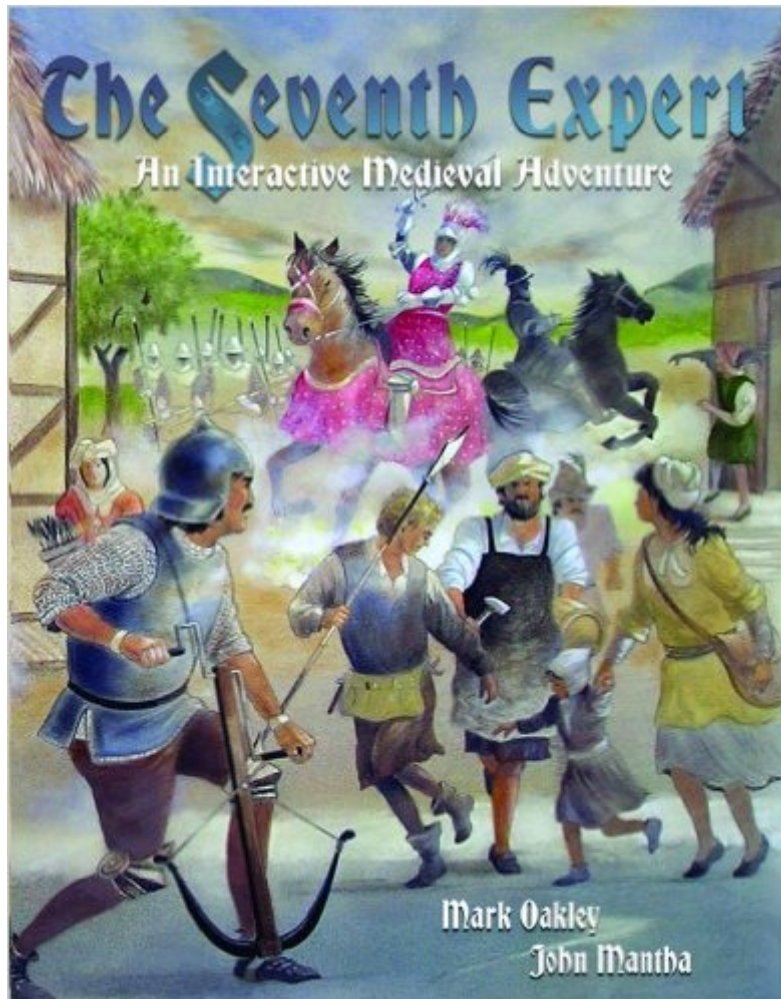


The book was found

The Seventh Expert: An Interactive Medieval Adventure



Synopsis

Medieval history meets interactive storytelling. In 1362, violent storms pounded Europe, wiping out some coastal settlements. The Seventh Expert, which provides a compelling mix of history, storytelling and interactive fun, puts the reader in charge of rebuilding one medieval village. Through seven action-filled chapters, each representing a year of rebuilding, the reader faces the struggles of the emerging community. Luckily, six village experts are at the reader's service to offer advice along with a wide range of medieval tools and implements. These experts include: Blacksmith: tools (hammers, plows) and weapons (swords, arrows) Carpenter: buildings (houses, mills) and vehicles (carts, wagons) Farmer: food (bread, beer) and medicines (herbs, soap) Hunter: hunting equipment (bows, traps) and fishing gear (hooks, nets) Knight: siege weapons (cannon, catapults) and defenses (watch towers, palisades) Leatherworker: clothing (boots, leather armor) and riding gear (harnesses, saddles). The reader becomes the "seventh expert," responsible for deciding which resources best suit each year's challenges. From finding food to fending off warlords, success depends on making the wisest choices. In all, 60 tools and implements are available in a back-of-the-book catalog, with descriptions of their real-life properties and historical value to communities in the middle ages. Bursting with dramatic illustrations, memorable characters, and dozens of sidebars filled with facts about medieval life, The Seventh Expert is a history lesson like no other.

Book Information

Paperback: 96 pages

Publisher: Annick Press (September 12, 2008)

Language: English

ISBN-10: 1554510651

ISBN-13: 978-1554510658

Product Dimensions: 7 x 0.2 x 9 inches

Shipping Weight: 8 ounces

Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #132,385 in Books (See Top 100 in Books) #6 in [Books > Teens > Education & Reference > Science & Technology > Technology > How Things Work](#) #7 in [Books > Teens > Education & Reference > History > Medieval](#) #57 in [Books > Teens > Historical Fiction > Medieval](#)

Customer Reviews

I happened upon this book (at the Library, but shhhh don't tell) and grabbed it for the Family. They loved the concept. After working up some charts, we dove into it. Everyone was working at their Christmas crafts whilst I read out a chapter, and explained to them some ideas of what we needed to buy. Our nurse insisted we buy as many healing herbs as we could, which was good because we kept rolling plagues on the random events table. Everybody loved it and it made for a great family game.

Fun, cleverly written book that gets the reader involved in the life of a Medieval village. My 9 and 11 year old children, along with my husband have been really enjoying it. We're wondering if there are more like it in different time periods. We highly recommend.

This is a fantastic book. Well written, full of detailed information about the time period, interactive. Was purchased to go with homeschool curriculum I ordered for my son for the upcoming school year, but as soon as it arrived he took off with it and has gone through it several times in the few days we've had it. Think Oregon Trail for medieval times--the student's choices drive what happens next. Beautifully illustrated. Wish there were more for other time frames!!

My daughter (8 years old) couldn't stop playing this game. I think we managed to continue building the town over 30 years, by continuing the last year over and over again. Very educational and very fun.

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