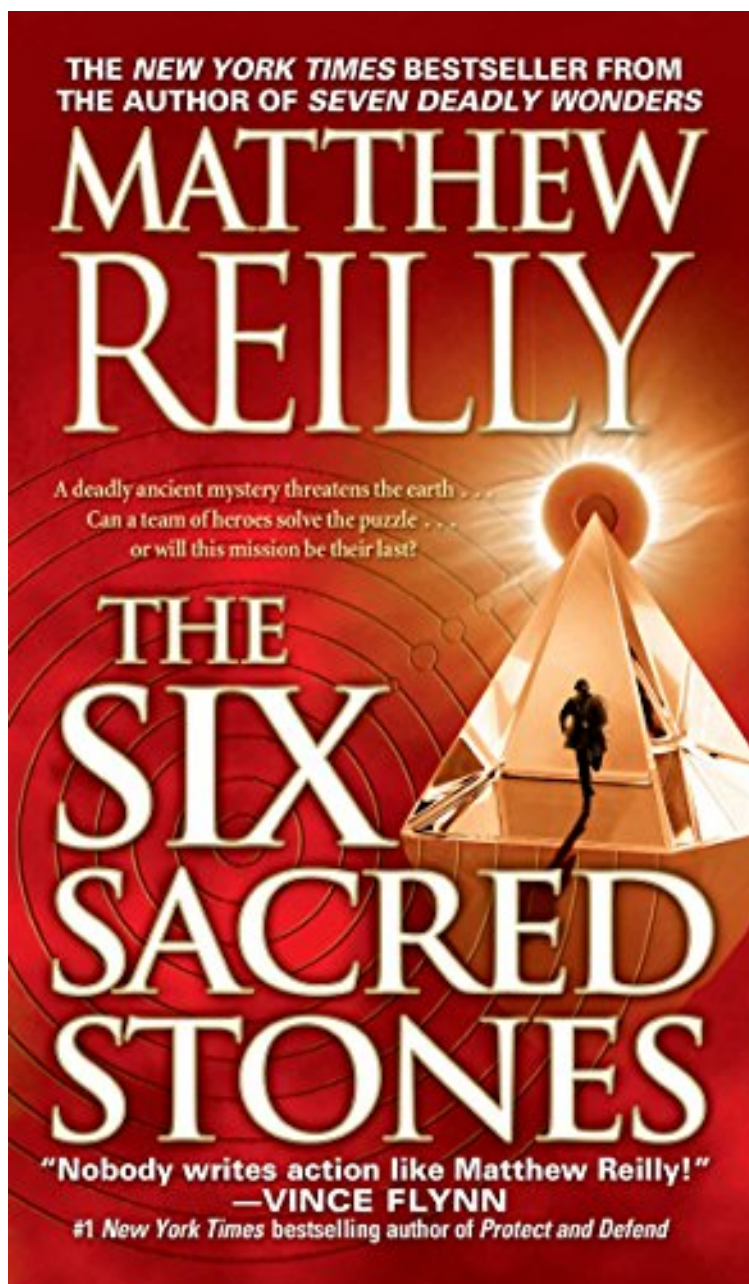


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The Six Sacred Stones



Par Matthew Reilly
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Description :

Prsentation de l'diteurAfter the thrilling exploits in Matthew Reilly's action-packed New York Times bestseller, Seven Deadly Wonders, supersoldier Jack West Jr. and his loyal team of adventurers are back, and now they face an all-but-impossible challenge.A mysterious ceremony in an unknown location has unraveled their work and triggered a catastrophic countdown that will climax in no less than the end of all life on Earth. But there is one last hope. If Jack and his team can find and rebuild a legendary ancient device

known only as the "Machine," they might be able to ward off the coming armageddon. The only clues to locating this Machine, however, are held within the fabled Six Sacred Stones, long lost in the fog of history.

And so the hunt begins for the Six Sacred Stones and the all-important knowledge they possess, but in the course of this wild adventure Jack and his team will discover that they are not the only ones seeking the Stones and that there might just be other players out there who don't want to see the world saved at all. From

Stonehenge in England to the deserts of Egypt to the spectacular Three Gorges region of China, The Six Sacred Stones will take you on a nonstop roller-coaster ride through ancient history, modern military hardware, and some of the fastest and most mind-blowing action you will ever read. From Publishers Weekly The wildly imaginative Reilly has taken inspiration from comics, video games, movies, thrillers and Code-style puzzle novels to create this rocket-fueled sequel to his 7 Deadly Wonders. After completing a 10-year mission to acquire the Golden Capstone of the Great Pyramid from what's left of the Seven Wonders of the Ancient World, Jack West Jr. has retired to the Australian outback to raise his adopted daughter, Lily.

Jack's pal, Professor Max T. Epper, known as Wizard, has discovered that the Dark Sun, a mysterious heavenly body, is due to emerge in nine days, triggering the Apocalypse. Ultimate disaster can only be averted if someone can locate the six legendary Pillars, cleanse them with the Philosopher's Stone and insert them in the 6 Vertices, thereby causing the Great Machine to power on and negate the fatal blast from the Dark Sun. If anyone can perform these Herculean labors, it's Reilly's resourceful hero. A pervasive tongue-in-cheek quality (one that extends to the low tech-looking maps and illustrations) will help readers find this outlandish adventure thrilling. (Jan.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. Revue de presse "The wildly imaginative Reilly has taken inspiration from comics, video games, thrillers and Code-style puzzle novels to create this rocket-fueled sequel to his 7 Deadly Wonders...A

tongue-in-cheek quality (one that extends to the low-tech looking maps and illustrations) will help readers find this outlandish adventure thrilling." -- Publishers Weekly "[T]his fast-paced, international adventure will keep you turning pages...just sit back and enjoy the ride." -- Elizabeth Willse, The Star-Ledger "The 6 Sacred

Stones is a pedal-to-the-metal literary ride, so hold on tight." -- Larry Cox, Tucson Citizen "Matthew Reilly novels should come with health warnings on the cover. [T]he non-stop life-threatening action from enemies using guns, missiles, poisons, machetes and martial arts against Reilly's heroes is not for the faint-hearted. It's a wild ride." -- Ray Chesterton, The Daily Telegraph (Australia) "The age-, sex- and race-balanced team

from Reilly's 2006 thrill-a-second novel 7 Deadly Wonders returns, still under the management of handily bionic and super resourceful Australian Commando Jack West...[A] video game in print." -- Kirkus s "In this sequel to Seven Deadly Wonders, Reilly increases the tension and the threat to produce another winner. The

interwoven combination of action and mythology in the narrative makes for the perfect winter beach read." -- Library Journal "Whisking you through wave after wave of nonstop action on a cloud of exuberant

improbabilities, Reilly really makes you feel like a kid again; it's a blast." -- Booklist