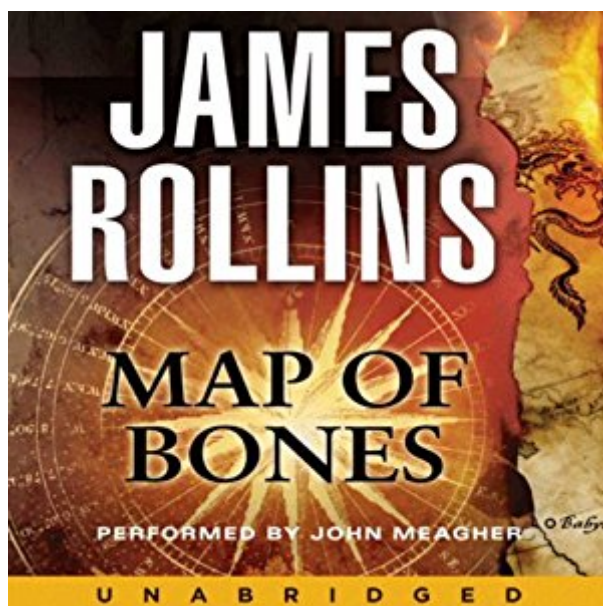


The book was found

Map Of Bones: A Sigma Force Novel, Book 2



Synopsis

The bones lead to ancient mysteries and present-day terror . . . To follow them means death. During a crowded service at a cathedral in Germany, armed intruders in monks' robes unleash a nightmare of blood and destruction. But the killers have not come for gold; they seek a more valuable prize: the bones of the Magi who once paid homage to a newborn savior . . . a treasure that could reshape the world. With the Vatican in turmoil, Sigma Force under the command of Grayson Pierce leaps into action, pursuing a deadly mystery that weaves through sites of the Seven Wonders of the World and ends at the doorstep of an ancient, mystical, and terrifying secret order. For there are those with dark plans for the stolen sacred remains that will alter the future of humankind . . . when science and religion unite to unleash a horror not seen since the beginning of time. --This text refers to the Audio CD edition.

Book Information

Audible Audio Edition

Listening Length: 14 hours 2 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: HarperAudio

Audible.com Release Date: December 8, 2009

Whispersync for Voice: Ready

Language: English

ASIN: B00309U8BE

Best Sellers Rank: #116 in Books > Audible Audiobooks > Mysteries & Thrillers > Espionage

#750 in Books > Audible Audiobooks > Fiction & Literature > Action & Adventure #769

in Books > Audible Audiobooks > Mysteries & Thrillers > Suspense

Customer Reviews

Just when you think you have a situation figured out, Rollins slips in a new twist and keeps doing it til the end, all the while developing an exciting and coherent story line, along with great character development. If you enjoy a thrilling mystery, with a bit of ancient history and mysticism thrown in then this is the story for you. Rollins, as usual, does not disappoint.

This is the third time I've tried to get into the book. The opening is great and I love where it may be going but it's soooooo slow and the characters are all over the place. I have found myself reading

the same paragraph 10 times because I keep nodding off. I just can't do it. I can't make it beyond chapter 4 and I even made it through *Gone Girl*. Sorry - I don't like giving bad reviews especially since I didn't finish it. I just want to warn people like me who need a fast paced thriller that this one may not be for you.

I'm a firm believer in not reviewing if I can't say anything nice... so here's the nice: there were some great descriptions of authentic Italian food in *Map of Bones*. Other than that it was so boring I couldn't finish it. Normally I would jump on a reviewer who didn't finish a book before reviewing but after reading the same scene, slightly rewritten, three times over I had to stop reading. It was driving me bonkers. Surely there must be another setting for a thriller besides the Vatican. Been there, done that.

Not a bad easy read, but it tends to be repetitive. Put the protagonists in a seemingly impossible to escape situation, which they then escape. Then, set up the next seemingly impossible to escape situation, which they then escape. Wash, rinse, repeat. I like a good action story, and this has plenty, but prefer better developed characters and dialogue.

Three Sigma Force Soldiers, a priest from the Vatican, and an Italian policewoman, who is the priest's niece, set out to solve a Vatican puzzle. They are in constant danger by The Red Dragon Organization who are searching for the same knowledge. Who are the traitors who help The Red Dragons?

Molassas is slow and so is this.

Johnny Quest meets the *Da Vinci Code*! The plot is far-fetched speculation tied together by the slimmest of threads. "But how can we be sure?" Gray said. "Maybe we're reading too much into it." (p.294). The entire book consists of characters who read too much into everything but end up saving Planet Earth, anyway. Wish I could be more positive but by the end of this I just wanted it to be over.

Upon first looking at this book's description on you might think that it is nothing more than another *Da Vinci Code* rip-off however if you are a fan of *Sandstorm* then you will understand that this is not the case. This taut thriller about a conspiracy of (yet another) secret religious sect of the Catholic

Church delivers all the punch of a well-plotted novel. Grayson Pierce, an operative for the U.S. top secret Sigma Force, is called to command a group of two other agents, Monk and Kat, to investigate the mysterious massacre of church goers in Cologne, Germany and the theft of the cathedral's relics, the bones of the Magi. They are assigned to work with an intel group from the Vatican, Monsignor Vigor Verona and his niece Rachel, a lieutenant in the Carabinieri Corps. The five quickly discover that the deaths in Cologne were carried out by the Imperial Dragon Court, a secret society dating back to the Middle Ages, and that the theft of relics in that church was just the beginning. Through Vigor's vast knowledge of church symbolism, history, and architecture, and the others' combined education in chemistry, physics, and engineering, they begin to solve the mystery that could lead to Armageddon. Their lives are threatened at every turn as they race the ruthless members of the Dragon Court to uncover the next clue. Dan Brown popularized the literary premise of a complex religious conspiracy by a secret sect with The Da Vinci Code. James Rollins's book is just as great as The Da Vinci Code because of its smooth writing and plotting and better integrated historical details. Rollins's approach allows for a breathtakingly fast pace and incredible suspense. Sometimes the connections between the past and the riddle at hand are tenuous, although the information itself is usually fascinating. Rollins moves convincingly from one point of view to another, using all to satisfying effect, and he does great when trying to stir up the emotional connections between characters. The action easily keeps the reader down into the story. The truly intriguing aspect of this novel is that every character believes that Biblical Armageddon will occur if the Dragon Court solves the final riddle. Although the clues are solved using science, they lead to what is ultimately a supernatural mystery. Map of Bones is "the first in the exciting new Sigma adventure series" so it should be interesting to see how Rollins follows up this series debut. I'm sure he will deepen the characterization of his Sigma Force even more as his readers start to identify with them throughout the series, and his excellent storytelling ability will serve him well. This novel makes fantastic escapist reading and yet delivers some intellectual depth to distinguish it from many other thrillers. If you are a fan of Dan Brown then I highly recommend this for readers looking for a good thriller.

[Download to continue reading...](#)

Map of Bones: A Sigma Force Novel, Book 2 Six Sigma Green Belt Study Guide: Test Prep Book & Practice Test Questions for the ASQ Six Sigma Green Belt Exam Lean Six Sigma: A Beginner's Guide to Understanding and Practicing Lean Six Sigma Lean Six Sigma For Beginners, A Quick-Start Beginner's Guide To Lean Six Sigma ! - Lean Six Sigma for Service : How to Use Lean Speed and Six Sigma Quality to Improve Services and Transactions Bones, Bones, Dinosaur Bones

(Army Air Force and U.S. Air Force Decorations) Decorations, Medals, Ribbons, Badges and Insignia of the United States Air Force: World War II to Present, 2nd Edition LIST SERIES: JAMES ROLLINS: SERIES READING ORDER: SIGMA FORCE BOOKS, THE BANNED AND THE BANISHED BOOKS, GODSLAYER BOOKS, JAKE RANSOM BOOKS, TUCKER WAYNE BOOKS, STANDALONE NOVELS BY JAMES ROLLINS The Bare Bones Bible™ Handbook for Teens: Getting to Know Every Book in the Bible (The Bare Bones Bible™ Series) Amazing Minecraft Comics: Flash and Bones and the Mystery of the Secret Stronghold: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 7) Amazing Minecraft Comics: Flash and Bones and Hero-brine's Mountain Prison: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 4) Amazing Minecraft Comics: Flash and Bones and the Mysterious Bloodrock Mountains: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 3) Amazing Minecraft Comics: Flash and Bones and the Empty Tomb of Hero-brine: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 1) Amazing Minecraft Comics: Flash and Bones and the Jungle Demon Agramon: The Greatest Minecraft Comics for Kids (Real Comics in Minecraft - Flash and Bones Book 9) Amazing Minecraft Comics: Flash and Bones and the Demon Zombie Curse: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 8) Amazing Minecraft Comics: Flash and Bones and the Enderman Zombie Potion: The Greatest Minecraft Comics for Kids (Real Comics In Minecraft - Flash And Bones Book 5) Your Bones: How You Can Prevent Osteoporosis and Have Strong Bones for Life™ • Naturally Your Bones: How You Can Prevent Osteoporosis & Have Strong Bones for Life Naturally Osteoporosis: How To Reverse Osteoporosis, Build Bone Density And Regain Your Life (Osteoporosis, Bone Density, Strong Bones, Healthy Bones, Osteoporosis Cure) Perfect Bones: A Six-Point Plan for Healthy Bones

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)