

Passages

Reading Level 8



Title: The Egypt Game

Author: Zilpha Keatley Snyder

Sample From The Book

Not long ago in a large university town in California, on a street called Orchard Avenue, a strange old man ran a dusty shabby store. Above the dirty show windows a faded peeling sign said:

A-Z

ANTIQUES

CURIOS

USED MERCHANDISE

Nobody knew for sure what the A-Z meant. Perhaps it referred to the fact that all sorts of strange things – everything from A to Z – were sold in the store. Or perhaps it had something to do with the owner's name. However, no one seemed to know for sure what his name actually was. It was all part of a mysterious uncertainty about even the smallest item of public information about the old man. Nobody seemed certain, for instance, just why he was known as the Professor.

The neighborhood surrounding the Professor's store was made of inexpensive apartment houses, little family-owned shops, and small aging homes. The people of the area, many of whom had some connections with the university, could trace their ancestors to every continent, and just about every country in the world.

There were dozens of children in the neighborhood; boys and girls of every size and style and color, some of whom could speak more than one language when they wanted to.



GreatLeaps.com
<http://www.GreatLeaps.com>
E-mail: info@greatleaps.com

US Toll Free: (877) GRLEAPS (475-3277)
Canada: 1 (352) 271-9720
Fax: 1 (352) 384-3883

Postal Mail
Diarmuid, Inc.
P.O. Box 357580
Gainesville, FL 32635