

## Goosebumps Choose Your Own Adventure Online

Get out your bathing suit! You and your family are off on a summer vacation to a place called WoodsWorld. You can't wait to mess around down at the lake. Then at the Kids only Campfire you hear the rumor about WoodsWorld. Legend has it, werewolves roam the woods at night. But you're not scared. You're ready for adventure. Will you explore the deepest, darkest part of the woods? Brave the Tunnel of Waves, home of the terrifying lake monster? Or battle an army of red fire ants? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings! An interactive story takes the reader on a visit to a virtual reality theme park where the scares are all too real.

Four best-selling Classic Goosebumps with bonus materials in eBook format! A collection of four best-selling Classic Goosebumps books including Night of the Living Dummy, Deep Trouble, Monster Blood, and The Haunted Mask. Compiled together for the first time in an eBook format!

Your mom has just gotten a job at Dr. Eeek's lab and she promises to take you and your friend Sam to the movies if you meet her at work. But then, you begin to see weird things and before you know it, you are lost. Readers are invited to choose one of 20 spooky endings to escape Dr. Eeek's lab before you and Sam become human science experiments!

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The Magic of the Unicorn

Return to the Carnival of Horrors (Give Yourself Goosebumps #22)

The Creepy Creations of Professor Shock (Give Yourself Goosebumps #14)

Space and Beyond

Escape from Camp Run-For-Your-Life (Give Yourself Goosebumps #19)

"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! You escaped the first time. But Big Al, the evil carnival manager, wants your second visit to last forever! You've got to get out there—before midnight. If you win three midway games, you have a chance. But the games are horrifyingly hard. Like Q Quest. If you pick the wrong number, the penalty will really blow you away! Maybe you should look for a way out on the rides. But watch out for the Roller Ghoster. It's a steer-yourself roller coaster—filled with ghosts! The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!"

"A give yourself Goosebumps books; more than 20 different endings!"--Cover.

Make choices with your child and try to find the seven lost jewels for grandma's crown!

Adapted from the bestselling Choose Your Own Adventure book where YOU choose what happens next to reach three happy endings.

You wake up as a zombie, in the world of Minecraft! You can only make weird grumbly growl noises and hold your hands right out in front of your face! How did this happen?! Will you try to get home? Or enjoying scaring all the puny players? It's all up to you in this Choose Your Own Story book. You get to decide how the story goes, so it will be the most exciting story ever!

Each section of the book will offer you a couple choices about what you want to do next. As

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you make your choices, your experience of reading the story will be different from everyone else's. There are 25 different endings to discover and only some of them will take you to the sequel. Are YOU smart enough to make all the right decisions and find your way to the end? Well, prove it! Or maybe you just want to make all the WORST decisions and see what sort of trouble you can get in. It's really up to you! Make friends with mobs, terrorize the players, maybe protect them, and discover the secrets of the world of Minecraft in this brand new book! You will never have read a book like this before. The Minecraft Zombie Adventure is a great book for any kid ages 8+. It will be a memorable experience for any reader and is also a great experience to read together, deciding on the choices as a team. Interactive fiction, like this book, is a proven way to get reluctant readers into reading heavier fare. It's always exciting because there is always something for the reader to do. What are you waiting for? Read it now!

Zapped in Space

Night in Werewolf Woods

Into the Twister of Terror

Knight In Screaming Armor (Give Yourself Goosebumps)

Escape from the Carnival of Horrors (Give Yourself Goosebumps)

***When an unusual entertainer becomes the bearer of the birthday gifts, the guest of honor must take extra precautions before opening his presents in this frightening tale for middle readers. Original.***

***B-O-R-I-N-G. That's how you'd describe your family vacation in New York***

***City. Instead of visting all the cool spots, like Rockefeller Center and the Statue of Liberty, your parents drag you to a bunch of stupid museums. Then, at the Museum of Natural History something really strange happens. You accidentally get involved in a strange experiment that sends you traveling through time! Will you duel with knights at a medieval castle? Come face-to-face with a man-eating dinosaurs? Or take a ride through outer space? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!***

***"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! You're headed to a South American jungle with your nature-study class. Everything seems pretty cool at first, but then you start to get bored. Where's the beach? Where's the excitement? So you and your friend decide to do a little exploring on your own. That's when you see something so freaky, all you want to do is get out of there! If you run screaming down one trail you'll end up at a waterfall with a creepy underground cave. If you choose the other trail you'll eat some fruit that turns you into a crazy-looking sea monster. Will you get back to normal before things start to get really fish?!! The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings! "***

***"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! As usual, it was a pretty long day at school. So before you do your homework you decide to grab a soda. But when you open the can, out pops a genie who offers you three wishes. She seems pretty cool, so you accept. If you start out with an easy one—like wishing to be gorgeous—she turns you into something that everyone wants to see! But that something isn't exactly human. If you still think she's cool and wish to be rich, you'll definitely find out the hard way that money isn't everything. Will you get back to normal before you're ""all wished up""? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!"***

***A Give Yourself Goosebumps Book***

***Attack of the Beastly Babysitter (Give Yourself Goosebumps #18)***

***Case Closed #1: Mystery in the Mansion***

***Tick Tock, You're Dead!***

***Scream of the Evil Genie (Give Yourself Goosebumps #13)***

Amanda and Josh think the new house they just moved into is haunted-  
Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! Late  
one night you and your friends visit the old fairgrounds. They're

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putting up rides and booths for the annual carnival. But this year things look really different. Really odd. Really scary. The place is lit up by a hundred fiery torches. And spooky music is coming from the main tent. Then you meeting Big Al, the creepy carnival manager. He's invited you in to test some of the rides. Will you brave the terrifying Supersonic Space Coaster? Risk the horrors of the Reptile Petting Zoo? Slice through the oily waters of Booger Bog? Or confront the evil Snake Lady? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!

Werewolf Village. The Doom Slide. The Coffin Cruise. These are just a few of the terrifying attractions that await Luke and Lizzy Morris at HorrorLand. Step right up and join the Morris family as they ride each ride-and scream each scream-for the first time in this classic prequel to the all-new Goosebumps HorrorLand series.

Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! While you're on vacation you get a chance to check out an exhibit of Egyptian artifacts and a pretty cool mummy. But when you get to where the mummy is supposed to be all you find is a pile of bandages and a really old diary filled with entries that seem to have been written by Mr. Mummy himself! If you touch the bandages they'll wrap themselves around you and poof -- you're a mummy. If you decide to use the clues in the diary to find the wrapped wonder you'll find yourself searching

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through the pyramids in Egypt. Will you be stuck there -- forever? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!

Classic Goosebumps #32: Please Don't Feed the Vampire!

Journey Under the Sea

Goosebumps Collection

Little Comic Shop of Horrors (Give Yourself Goosebumps #17)

The Lost Jewels of Nabooti

*What do people do at the Super Bowl? Readers pick from eight different scenarios and experience "next best thing to being there yourself" opportunities for interactive career exploration. Sidebars promote additional learning activities and independent reaserch*

*Your school trip to the Botanical Gardens turns out to be a bit more thrilling than you bargained for. From the very outset, those posters warning of a deadly plant virus and the dilapidated entrance make you a tiny bit uneasy. But your seriously square teacher has offered a prize for the best report so you've got to find out something really cool. Don't worry there's plenty to write about - that man-eating turtle in the tropical zone, for example, or the very large, strangely human trees playing video games in the basement!*

*This is a choose-your-own-scary-ending story from Goosebumps author R.L. Stine. On holiday in the American desert, you arrive at Snakebite Canyon. The gift shop has*

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*two fascinating bargains - magic snake eyes that let you turn into animals, or a treasure map. Which will you choose?*

*"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! You and your friends decide to check out a new part of town. That's when you notice an old house with a sign that says ""BEWARE--DANGER"" on one side and ""PLEASE COME IN"" on the other. Of course, you decide to go and see what's up. The old man who lives there tells you hes looking for help cleaning out his garage. And you find a secret room. Inside there's a robot and mirrors and all kinds of great stuff. If you look in the mirrors you'll find yourself in a place where everything is backwards. If you turn on the robot you'll be walking in a metal wonderland. Can you get back before you become a pile of nuts and bolts? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!"*

*Zombie School*

*Choose Your Own Story: the Minecraft Zombie Adventure*

*Welcome to Dead House; Stay Out of the Basement; Monster Blood; Say Cheese and Die*

*Deep in the Jungle of Doom (Give Yourself Goosebumps #11)*

*Diary Of A Mad Mummy (Give Yourself Goosebumps)*

**"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! Heads up! You're on your way to sports camp! If only**

**Uncle Ed can find the place. He's the lamest driver ever. A sign up ahead says CAMP RUNNING LEAF. Hey! That's not the name of the camp you signed up for! But Uncle Ed is already driving away. Oh, well. Running Leaf is a sports camp too. Isn't that why the campers call it Camp Run-For-Your-Life? You've got a choice of events. If you enter the athletic competition called the ""Selection,"" you could be selected for a free trip... to be a slave on Plant Xentron! Yikes. Maybe you'd better choose the wilderness hike instead. Just look out for that mountain lion over there! Oh and try to steer clear of the Zombies with rotting limbs... The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!"**

**"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! You're walking through a creepy part of town when you find a new comic shop--Milos Comics Dungeon. Dungeon is right. The place is dusty, dingy, and really dark. You can see the comics are awesome. But there's something you can't see. Trouble. It's waiting--for you. If you choose to go downstairs watch out for Milo the Mutant. He's got big, bad plans for you. What? You say you'd rather stay upstairs? Not such a great idea--unless you want to battle the**

**worst villains in the history of comics! Do you have what it takes to be a superhero? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings! Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! Your cousins, Kip and Abbey, have come to visit you from jolly old England -- and guess what they brought with them? Two huge crates, each containing a suit of armor and a curse. But it doesn't matter, 'cause you're "dying" to see what's inside. If you open the crate marked "Evil Knight," you will be hypnotized by the knight's sparkling medallion and will have to face an ugly sorceress. If you open the "Good Knight" crate, you'll discover a room full of mannequin heads that talk. Before you know, it you've lost your head. Can you pull yourself together before time runs out? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!**

**Readers are placed in the character of a young person who is spending the night at a strange inn and suffering horrible nightmares about being changed into a bat, parents turning into aliens, and more. Original.**

***It's Only a Nightmare!***  
***Beware of the Purple Peanut Butter***  
***Goosebumps Boxed Set***  
***The Curse of the Cave Creatures***  
***All-Day Nightmare***

*Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! You're off to visit your grandmother, whose house backs up to a graveyard. At first the tombstones seem far away. But every day they move a little closer. Then you discover the headstones are disappearing. But the dead aren't gone -- their ghosts are moving. Right into your grandmother's house! If you decide to stay, you must battle a warrior ghost. If you decide to run, one of the kid ghosts follows you home. Will you be haunted...for the rest of your life? The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!*

*A brand new Goosebumps arc narrated by the most iconic and evil character of the series, Slappy! Robby and his sister Karla beg their parents to take them to a big carnival that has opened on the other side of town. When they arrive, the two kids are delighted by the rides, the sideshow, the interesting displays, and the great food booths. They wander away from their parents and find themselves at a*

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*less-trafficked area at the back of the carnival. Inside a large penned-in area, they see a dejected-looking boy about their age sitting on the grass. A sign on the tall metal fence reads: PLEASE DO NOT FEED THE WEIRDO. The kids are reluctant to disobey the sign, but the boy seems really nice. Karla hands him her cone through the fence. He thanks her very politely. He eats the ice cream, delicately at first, then ravenously, noisily-and as Robby and Karla stare in horror, he transforms into a raging, hairy beast.*

*What do people do on cruise ships? Readers pick from eight different scenarios and experience "next best thing to being there yourself" opportunities for interactive career exploration. Sidebars promote additional learning activities and independent reaserch.*

*The reader's choices determine the outcome of an intergalactic encounter with aliens.*

*Mystery of the Maya*

*Choose a Career Adventure on a Cruise Ship*

*The Deadly Experiments of Dr. Eeek*

*Scary Birthday to You!*

*Alone in Snakebite Canyon*

*The reader's choices determine whether or not the solution to the Mayan Indians' mysterious disappearance is reached.*

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*The reader wakes up with no memories in an spooky old house and must decide how to get out and reach safety.*

*"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! Rats! You're too old for a baby-sitter. But your mom hired one anyway. And that's the good news. The bad news is the baby-sitter works for a company called KidScare. So what do you do? If you like to play games, meet Dare. He knows some killer games -- but if you lose, you'll never go home again. Forget about playing nice! Or maybe you'd rather go to the Fun Zone. Look out! Will you drown in the Bottomless Ball Pit? Will you find your way out of the Tomb of the Unknown Rat? Just one bit of advice: Whatever you do, don't eat any of that stuff marked ""Switch Cheese""! The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!"*  
*The reader journeys into a perilous fantasy world of dragons, sorcerers, and magic on a quest in search of the mythical unicorn in a multiple-plot, multiple-ending adventure.*

*It Came from the Internet*

*Attack of the Mutant; My Hairiest Adventure; A Night in Terror Tower; The Cuckoo Clock of Doom*

*One Day at Horrorland*

### *Choose a Career Adventure at the Super Bowl You're Plant Food!*

When the reader gets selected to attend Ranewash, the best boarding school in the country, he or she may find that class is not quite what they expect, in a spine-tingling tale with more than twenty different endings. Original.

Pick-your-own-path and puzzle-packed mystery collide in the first book in Lauren Magaziner ' s hilarious and high-stakes four-book middle grade series in which the reader must help Carlos and his friends put together the clues to save his mom ' s detective agency. In this wildly entertaining and interactive adventure, YOU pick which suspects to interview, which questions to ask, and which clues to follow. You pick the path—you crack the case! Carlos Serrano has never solved a mystery in his life. But when Carlos ' s mom gets sick with a flu on the morning of an investigation that could save her failing detective agency, Carlos takes on the case. With the help of his best friend, Eliza, and her wild little brother, Frank, Carlos must uncover a mystery involving an eccentric local millionaire, anonymous death threats, and a buried treasure. But with tricky riddles, cagey suspects, hidden secrets, and dozens of impossible choices, they need your help! Can you help Carlos and his friends find the culprit and save Las Pistas Detective Agency? Or will it be case closed? Middle grade readers will enjoy all four books in this favorite series: *Mystery in the Mansion* (#1), *Stolen from the Studio* (#2), *Haunting at the Hotel* (#3), and *Danger on the Dig* (#4)!

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While hiking in the Arizona desert, the reader enters a cave that is the home of the evil Cave Spirit and must defeat it or pay the ultimate price. Original.

Your aunt and uncle told you to stay out of their basement. So, of course, you check it out. That's where you find the dusty old refrigerator. In the fridge there are two containers. One is filled with purple goop. It smells just like a peanut-butter-and-jelly sandwich. The other holds a piece of chocolate cake. Your stomach is growling. If you eat the purple goop, you start shrinking. Pretty soon you're battling it out with a gigantic monster: a mouse! If you choose the cake, you grow into a tall giant. Now you're trying to escape from the police who are convinced you're a mutant alien! The choice is yours in this scary Goosebumps adventure that's packed with over 20 super-spooky endings!

The Curse of the Creeping Coffin (Give Yourself Goosebumps)

Please Do Not Feed the Weirdo (Goosebumps SlappyWorld #4)

In a story that offers twenty different endings, the reader contracts a computer virus and can receive help from such characters as a bizarre teenage computer hacker or a doctor who prescribes computer chips and dip. Original.

An adventure with more than twenty possible endings places readers in the middle of a tornado with a mind of its own.