
Goosebumps Choose Your Own Adventure Online

Tick Tock, You're Dead! (Give Yourself
Goosebumps)
Zapped in Space
Beware, The Snowman (Goosebumps #51)
Give Yourself Goosebumps Special Edition:
Trapped in the Circus of Fear
Case Closed #1: Mystery in the Mansion
Trapped in Bat Wing Hall
Deep in the Jungle of Doom (Give Yourself
Goosebumps #11)
Mystery of the Maya
Magick Box
Secret Agent Grandma
Attack of the Mutant; My Hairiest Adventure; A
Night in Terror Tower; The Cuckoo Clock of Doom
Goosebumps Collection
Welcome to the Wicked Wax Museum (Give
Yourself Goosebumps #12)
The Horror at Chiller House (Goosebumps
HorrorLand #19)
Please Don't Feed the Vampire!
Scary Birthday to You!
Scream of the Evil Genie (Give Yourself
Goosebumps #13)

Into the Twister of Terror
You're Plant Food!
Journey Under the Sea
The Lost Jewels of Nabooti
Goosebumps Boxed Set
Give Yourself Goosebumps Boxed Set
Trapped in the Circus of Fear
The Magic of the Unicorn, the Throne of Zeus, the
Trumpet of Terror, Forecast from Stonehenge
#19
Deadly Experiments Of Dr. Eeek, The (Give
Yourself Goosebumps)
Escape from Camp Run-For-Your-Life (Give
Yourself Goosebumps #19)
The Curse of the Creeping Coffin (Give Yourself
Goosebumps)
It Came from the Internet
Attack of the Beastly Babysitter (Give Yourself
Goosebumps #18)
Secret Agent Grandma (Give Yourself
Goosebumps #16)
Return to the Carnival of Horrors (Give Yourself
Goosebumps #22)
Little Comic Shop of Horrors (Give Yourself
Goosebumps #17)
Night In Werewolf Woods (Give Yourself
Goosebumps)
The Beast from the East (Goosebumps #43)
Escape from the Carnival of Horrors; Tick Tock
You're Dead; Trapped in Bat Wing Hall; The
Deadly Experiments of Dr. Eeek
Beware of the Purple Peanut Butter (Give Yourself

Goosebumps)

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

Choose Your Own Story: the Minecraft Zombie Adventure

Knight In Screaming Armor (Give Yourself Goosebumps)

*Goosebumps
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Own
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NOVAK DORSEY

Tick Tock, You're Dead! (Give Yourself Goosebumps)

Scholastic Inc.

You are invited to choose from over 20 spooky endings. You go to meet your granny at the train station and you start seeing double -- double grannies!

Which one is your real grandma?

Zapped in Space

Scholastic Inc.

"Reader beware--you choose the scare! GIVE YOURSELF

GOOSEBUMPS! Your teacher thinks it'll be good for your class to hang out at the new wax museum in town. Yeah, right! Once you get there your teacher starts blah-blahing about something or other and that's when you and your friend see the red door. If you decide to check out what's behind door #1, you'll discover the museum owner's secret for making lifelike sculptures. And it doesn't look like fun! If you decide to ditch the red door and go the other way you'll end up meeting scary Sybil Wicked — and

wish you hadn't. Will you escape this creepy place before you're turned into a human candle? The choice is yours in this scary

GOOSEBUMPS

adventure that's packed with over 20 super-spooky endings! *Beware, The Snowman (Goosebumps #51)* Scholastic Australia Readers are invited to choose one of 20 spooky endings when the Horror Club goes on a scavenger hunt.

Give Yourself Goosebumps Special Edition: Trapped in the Circus of Fear

Apple 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! *Case Closed #1: Mystery in the Mansion* Scholastic Inc.

"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!" *Trapped in Bat Wing*

Hall Choose Your Own Adventure "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!

Deep in the Jungle of Doom (Give Yourself Goosebumps #11)
Scholastic Paperbacks
Jaclyn used to live with her aunt Greta in Chicago. But not anymore. They've moved to a place called Sherpia. It's a tiny village on the edge of the Arctic Circle. Jaclyn can't believe she's stuck out in Nowheresville. No movie theaters. No malls. No nothing. Plus, there's something really odd about the village. At night there are strange howling noises. And in front of every house there's a

snowman. A creepy snowman with a red scarf. A deep scar on his face. And a really evil smile...

Mystery of the Maya Apple

"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!" [Magick Box](#) Scholastic Inc.

Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! 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! *Secret Agent Grandma* Goosebumps Escape from the Carnival of Horrors (Give Yourself Goosebumps) Scholastic Inc.

Attack of the Mutant; My Hairiest Adventure; A Night in Terror Tower; The Cuckoo Clock of Doom Thorndike Striving Reader "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!

Goosebumps Collection

Scholastic Inc.
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 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.

Welcome to the Wicked Wax Museum (Give Yourself Goosebumps #12)

Scholastic Inc.
Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! 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! The Horror at Chiller House (Goosebumps HorrorLand #19) Apple

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

Please Don't Feed the Vampire! Scholastic Inc.

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.

Scary Birthday to

You! Scholastic Inc.

Reader beware--you choose the scare! GIVE YOURSELF

GOOSEBUMPS! Late one night you and your friends visit the old fairgrounds. They're 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!

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

Scholastic Inc.

"Reader beware--you choose the scare! GIVE YOURSELF

GOOSEBUMPS! Your parents are going away so your super-cool grandma is coming to stay with you. But when you go to meet granny at the train station you start seeing double—double grannies! There's one granny on the station platform. And another one writing in lipstick

on the window of the train. Which one is your real grandma? If you think she's on the platform you find yourself face to face with a hideous monster! If you decide to jump on the train, you are surrounded by a group of angry aliens out to take over the world! The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!"

Into the Twister of Terror Thorndike Striving Reader

An interactive story takes the reader on a visit to a virtual reality theme park where the scares are all too real.

[You're Plant Food!](#)

Scholastic Inc.

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.

Journey Under the Sea Scholastic Inc.

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!

Best Sellers - Books :

- [Meditations: A New Translation By Marcus Aurelius](#)
- [Happy Place By Emily Henry](#)
- [Stone Maidens By Lloyd Devereux Richards](#)
- [The Creative Act: A Way Of Being](#)
- [The Creative Act: A Way Of Being By Rick Rubin](#)
- [Bluey And Bingo's Fancy Restaurant Cookbook: Yummy Recipes, For Real Life](#)
- [I Love You Like No Otter: A Funny And Sweet Board Book For Babies And Toddlers \(punderland\)](#)
- [A Court Of Thorns And Roses \(a Court Of Thorns And Roses, 1\)](#)
- [Why A Daughter Needs A Dad: Celebrate Your Father Daughter Bond This Father's Day With This Special Picture Book! \(always In](#)
- [Haunting Adeline \(cat And Mouse Duet\) By H. D. Carlton](#)