

# Spooksville

The Secret Path; The Howling Ghost; The Haunted Cave  
 The Cold People  
 Spooksville  
 The Witch's Revenge  
 Night of the Vampire  
 The Attack of the Aqua Apes  
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*Spooksville*

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## SCHMIDT FREY

**The Secret Path; The Howling Ghost; The Haunted Cave** Aladdin

Intrigued by the strange floating balls of light that have appeared outside Spooksville, Adam and his friends become alarmed when one ball zaps Adam and transforms him into a strange alien being. Original.

**The Cold People** Simon and Schuster

His curiosity piqued by spooky and exciting stories, Adam talks his friends Watch, Sally, and Cindy into exploring Spooksville Cave with him, but they are quickly trapped inside by a sinister creature. Original.

*Spooksville* Simon and Schuster

Adam and his friends find a black cat in the area around Spooksville and it follows them home. Then strange things begin to happen and the cat won't go away.

*The Witch's Revenge* Simon and Schuster

When a herd of mysterious magical creatures' pranks turn cruel, Matt and his friends--Sally, Watch, and Cindy--change their warm welcome into a fight for their lives. Original.

**Night of the Vampire** Simon and Schuster

When someone casts a wicked spell on Watch, he is forced to journey into a mirror world of Spooksville, where he finds someone just like him who also needs saving, but the duo realizes that only one of them can survive. Original.

*The Attack of the Aqua Apes* The Secret Path

A secret portal leads to danger and darkness in this seventh book in New York Times bestselling author Christopher Pike's Spooksville series. At Sally's insistence, the gang sets out to find the cool and sophisticated Bryce Poole. He went off to investigate the Secret Path a week ago and hasn't been seen since. When they find his backpack abandoned next to Madeline Templeton's tombstone, they know he's gone to a different realm. Sally, Adam, and Watch travel through the tombstone's portal and find themselves in a better version of Spooksville: it has all the same buildings, except everything is brighter and more beautiful. Even the cheeseburgers taste better. But something dark lurks beneath this sunny Spooksville...

**Spooksville 3-Books-in-1! #2** Aladdin

Dinosaurs create prehistoric hysteria in this eleventh book in New York Times bestselling author Christopher Pike's Spooksville series—now on TV! There are dinosaurs in Spooksville! Huge meat-eating lizards attack people in their cars. Flying reptiles swoop down and lift kids away. But where did these dinosaurs come from? Adam and his friends discover a huge doorway that connects present-day Spooksville with sixty million years ago. It's through this that the dinosaurs are emerging and attacking the town. Who created the doorway? And can it be closed before all of Spooksville is destroyed?

*The Haunted Cave* Aladdin

When the deceased denizens of Spooksville's cemetery decide that Watch is meant to die, his friends call on the services of the town witch to arrange an audience with the grim reaper, who has plans of his own.

**Spooksville 3-Books-in-1!** Simon and Schuster

Adam and his best friends never experience a dull moment living in Spooksville. Three included stories feature alien abductions, frozen zombies, and a vengeful witch.

**Haunted Memories** Aladdin

Settling into a new home in a ghost-filled community at the Jersey Shore, Sara experiences a psychic vision of a cute stranger whom she meets days later, only to be thwarted by the young man's hostile ghostly companion. Simultaneous.

*Invasion of the No Ones* Turtleback Books

The kids from Spooksville are held prisoner on a planet of slaves after requesting money, gadgets, clothes, and galactic peace from a magic alien wishing stone.

*PHONE FEAR: SPOOKSVILLE #23* Aladdin

It's a brand-new Casper series featuring all of your favorite pals: Hot Stuff, Wendy, Spooky, The Ghostly Trio, and of course, Casper! Written and illustrated in the classic Harvey Comics style, these hilarious stories are perfect for introducing kids to comics, and will thrill nostalgia fans! CASPER'S SPOOKSVILLE #1 features "Sneak Thieves from Outer Space" by Mike Wolfer and Eisner Award-winning artist Eric Shanower, the first part of a four-part continuing story, a first for a Casper comic! Next, Hot Stuff has a cursing problem in "One Bad Apple," also by Wolfer and Shanower, then Todd Clark and Rodolfo Mutuverria deliver "Fools Gold," featuring that tuff little ghost, Spooky! All this, plus one classic reprint story!

**The Wishing Stone** Aladdin

Descend into underground danger in this third book in New York Times bestselling author Christopher Pike's Spooksville series—now on TV! There is a famous cave located just outside of Spooksville. A lot of stories surround the dark place: scary ones as well as exciting ones. Adam decides to explore the cave with his friends, Watch, Sally, and Cindy. But the moment they go into the cave, the entrance closes behind them. They are trapped. In the dark. They walk deeper into the cave, frantically searching for a way out. The batteries in their flashlights begin to run low. Then they realize something is following them. Something that has been in the cave for a long time. Something big, black...and hungry.

**The Secret Path** iUniverse

A dragon appears in Spooksville and intends to destroy the entire town unless its jewels and gold are returned.

*The Witch's Gift* Simon and Schuster

There is a horrible thing in the closet. Now there is a reason to be afraid to go to bed. Now there is a reason to lock the closet door. Now there is a reason not to turn out the light.

*Series one, volume one* Simon and Schuster

Encounter witchy wonders in this sixth book in New York Times bestselling author Christopher Pike's Spooksville series—now on TV! The time has come for Adam and his friends to again face Spooksville's most powerful citizen, Ms. Ann Templeton. Sally says the woman is definitely a witch, but Adam and Watch are not so certain. To find the truth, they visit her castle together. There they find both good and bad: creatures more horrible than anything they could imagine, but also magical tools that can create the most wonderful things. But will these tools help Adam and his friends? Or are they just instruments to trick them and make them slaves of the mysterious Ann Templeton?

*Aliens in the Sky; The Cold People; The Witch's Revenge* Simon and Schuster

The Witch invites the Spooksville gang to her castle as part of her farewell to the town, offering to grant each of them a wish, but they soon discover that the Witch's gift may have unexpected and dangerous repercussions. Original.

**The EVIL HOUSE SPOOKSVILLE 14** Aladdin

Spooksville is in trouble. Huge crabs have appeared on the beach. The crabs keep coming, and it seems no weapon can stop them.

*Attack Of The Killer Crabs Spooksville 18* Pocket Books

With Campbell in the lead, they proceeded down a long, monotonously gray corridor, turned a corner, and doubled back. A tall, slope-shouldered young man passed them with a deliberate wariness and glanced back defensively. The place certainly was "different", as well as the humanoids which inhabited it. Not a window was visible. The corridors were like subterranean tunnels. What lurked behind the cold gray walls and unmarked doors? Feeling a permeating, clammy chill, Anderson grimaced as he buttoned his coat. Now he thought he knew why they were called

spooks. If the human zombies he had seen, including his peculiar companion, were a reflection of what he himself might become, maybe he should head for daylight. But even that was prohibitively risky. He probably wouldn't be able to find his way back to the damn elevators on his own. That was incentive enough for him to spurt ahead and overtake Campbell. He didn't want to spend the rest of

his life wandering through this eerie maze.

*The LITTLE PEOPLE: SPOOKSVILLE #8* Simon and Schuster

Discovering a scary doll with a window clock built into its middle, Adam and his friends realize that they have discovered a time-travel device, which excites them, until they realize that by changing the past they can change the future. Original.

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