

Goosebumps Choose Your Own Adventure Online

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SIENA SYLVIA

Secret Agent Grandma (Give Yourself Goosebumps #16) 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.

Choose Your Own Story: the Minecraft Zombie Adventure Scholastic Australia

Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS! Top secret and dangerous. That's what your mom, a famous scientist calls, the research she's been doing at the labs of Dr. Eeek. You're dying to know what it's all about.Then one day you get lost in the labs. Before you know it you've become a human guinea pig in Dr. Eeeks deadly experiments!!If you choose one lab, you meet a dog wearing sneakers. He's half dog, half kid. And now he's after you!!If you choose another lab, you get lost in a maze-a maze that just happens to be the home of an enormous rat! The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!

[Goosebumps Collection](#) 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!

Into the Twister of Terror Scholastic Inc.

In the third special "power play" edition, readers must choose the right power objects to bring to the creepiest show on Earth--or risk becoming a real sideshow freak!

[The Magic of the Unicorn](#) Scholastic Paperbacks

Pick-your-own-path and puzzle-packed mystery collide in the first book in Lauren Magaziner's new hilarious and high-stakes 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 nasty 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?

The Curse of the Creeping Coffin (Give Yourself Goosebumps) Apple

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!

[Scream of the Evil Genie \(Give Yourself Goosebumps #13\)](#) Scholastic Inc.

The reader embarks on an expedition in an underwater vessel to find the lost city of Atlantis. By choosing specific pages, the reader determines the outcome of the plot.

The Lost Jewels of Nabooti Scholastic Inc.

This 6-book boxed set of interactive, children's classics includes 6 books from the Choose Your Own Adventure series: The Abominable Snowman, Journey Under the Sea, Space and Beyond, The Lost Jewels of Nabooti, Mystery of the Maya, House of Danger

[Trapped in the Circus of Fear](#) Escape from the Carnival of Horrors (Give Yourself Goosebumps)

Take a little Horror home with you! Take a little Horror home with you!Jonathan Chiller has called the kids from books #13-18 back to HorrorLand to collect payment. The only way for the kids to get back home is for them to win at a HorrorLand-style scavenger hunt. They each must find a red chest. Inside, the miniature Horror will act as a portal to send them back home.They'll be competing against Murder the Clown, Chef Belcher, Mondo the Magical, and three other unsavory characters from the previous six books. Little do they know that all six adversaries are actually Chiller in disguise. And Chiller will lie and cheat his way to victory.

Case Closed #1: Mystery in the Mansion Choose Your Own Adventure

"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!

Zapped in Space Scholastic Inc.

Ginger Wald and her identical twin brothers, Nat and Pat, are lost in the woods. No problem. After all, Ginger did go to that stupid nature camp. Still, there's something odd about this part of the woods. The grass is yellow. The bushes are purple. And the trees are like skyscrapers. Then Ginger and her brothers meet the beasts. They're big blue furry creatures. And they want to play a game. But in this game, the winners get to live. The losers get eaten...

[Return to the Carnival of Horrors \(Give Yourself Goosebumps #22\)](#) Apple

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...

[The Horror at Chiller House \(Goosebumps HorrorLand #19\)](#) Scholastic Inc.

They're baa-ack! Make way for the bestselling children's series of all time! With a fresh new look, GOOSEBUMPS is set to scare a whole new generation of kids. So reader beware--you're in for a scare! A Goosebumps 'Choose Your Own Horror' Adventure! This Halloween you're stuck with a lame costume called "vampire in a can": a cheesy vampire costume stuffed inside a can. But then you finds a strange packet of red goo inside that will turn anyone who swallows it into a vampire. Will you swallow it and turn that lame costume into the real thing? Or will your adorable poodle Fifi wind up with a bite that's worse than her bark?

You're Plant Food! 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?

Please Don't Feed the Vampire! Thorndike Striving Reader

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!

[Journey Under the Sea](#) Scholastic Inc.

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

Scary Birthday to You! Scholastic Inc.

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!

Secret Agent Grandma Scholastic Inc.

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

[Deadly Experiments Of Dr. Eeek, The \(Give Yourself Goosebumps\)](#) Scholastic Paperbacks

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!

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

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!