

Little Comic Shop Of Horrors Give Yourself Goosebumps 17 By R L Stine

In this alternate universe, Victor Von Doom is Magneto's right hand, an excellent position for a non-mutant, but Doom refuses to remain second-best. Then, the mutants have used Tony Stark's brilliant technology to oppress humans for far too long. It may be time for Tony to reveal the one creation he didn't hand over to the mutants -- a very familiar suit of armor.

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 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!

Each volume collects four stories of terror and wonder centering around Count D's Pet Shop, where the mysterious count sells magical creatures who come with a contract whose terms must not be broken.

Discover the bone-chilling adventures that made Goosebumps one of the bestselling children's book series of all time. Now with all-new bonus materials! Swimming, basketball, archery. King Jellyjam's sports camp has it all. Too bad Wendy isn't a total sports freak like her brother, Elliot. But how excited can you get over a game of softball. It's just a game, right? WRONG. Camp Jellyjam is no ordinary sports camp. And Wendy's about to find out why. Why the counselors seem a little TOO happy. And why they are so obsessed with winning. It might have something to do with the hideous, slimy discovery lurking in the darkness....Now with all-new bonus features including an author interview, bizarre sports trivia, and more!

Halftone Horrors

The Monster of Frankenstein

Little Comic Shop of Horrors

An Illustrated History

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!"

On your way home from school you notice a comic shop you've never seen before. Its full of amazing stuff. Why don't you visit the Horror section in the basement? But be careful - that sign doesn't actually say Horror comics.

Classic comic book stories about the Holocaust and interviews with their artists and writers, with a cover drawn especially for this book by Neal Adams. An amazing but forgotten chapter in comics history! Long before the Holocaust was taught in schools or presented in films such as Schindler's List, the youth of America was learning about the Nazi genocide from Batman, the X-Men, Captain America, and Sgt. Rock. Comics legend Neal Adams, Holocaust scholar Rafael Medoff, and comics historian Craig Yoe bring together a remarkable collection of comic book stories that introduced an entire generation to an engaging and important subject. We Spoke Out is an extraordinary journey into a compelling topic.

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!

Escape from the Carnival of Horrors (Give Yourself Goosebumps)

Unspeakable Vault (of Doom)

Pet Shop of Horrors

Tales of Horror

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

Cullen Bunn! After rejecting the calls of a dark god and his rat emissary beneath the sewers of Spiral City, Cthu-Lou's favorite television program is interrupted by an underground world-ending horror machine.

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 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 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.

This series features familiar faces from Johnny, the Homicidal Maniac, but focuses on poor little Squee, Johnny's little trauma magnet neighbor. Squee reminds us all of what children

about: witnessing vicious dog attacks, being abducted by aliens, and having dinner at Satan's house.

While staying with their grandmother for the summer, Mia and Ginny visit a used bookstore in town where they find themselves plunged into a world of terror.

DC House of Horror (2017-) #1

Little Shop of Horrors

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

Scary Summer

The Art of Horror

JOSHUA WILLIAMSON & MIKE HENDERSON'S CRITICALLY ACCLAIMED HIT HORROR SERIES RETURNS! Is the Nailbiter alive? Where is Sheriff Crane? Are they part of the se

A lighthearted view of H. P. Lovecraft's Cthulhu Mythos, *The Unspeakable Vault (of Doom)* is based on the webcomic of the same name by François Launet, which chronicles the "daily" lives of the Great Old Ones, including Cthulhu, Nyarlathotep, and Yog-Sothoth, among others. This funny collection of gag comic strips is a parody of the horror genre that further investigates in humorous detail the monster characters originally created by Lovecraft. Although meant to invoke laughter instead of the usual terror found in Lovecraft's work, the book explores dark and mature themes such as death, religion, and the occult, albeit in a light and fanciful manner. This work is in association with Diabolo Ediciones.

Two generations of writers from one family got together for twelve terrifying tales. Like the best drinks served by a barista, these tales were each written in a different coffee shop around the country. Read the horror anthology where the shaking does not come from caffeine but from the twelve tales of terror. You will never look at coffee shops the same again.

Tales of Horror was a Horror comic series published by Toby/Minoan Publishing. A popular comic during the 1950's it, like many others of the genre were removed from publication due to their exceptionally bloody and gory content. Back in print once again, this wonderful work features stories from four complete issues.

We Spoke Out: Comic Books and the Holocaust

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

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

Strange Terrors

Little Shop of Hamsters (Goosebumps HorrorLand #14)

While acknowledging the beginnings of horror-related art in legends and folk tales, the focus of the book is on how the genre has presented itself to the world since the creations of Bram Stoker and Mary Shelley first became part of the public consciousness in the 19th century. It's all here: from early engravings via dust jackets, book illustrations, pulp magazines, movie posters, comic books, and paintings to today's artists working entirely in the digital realm. Editor Stephen Jones and his stellar team of contributors have sourced visuals from archives and private collections (including their own) worldwide, ensuring an unprecedented selection that is accessible to those discovering the genre, while also including many images that will be rare and unfamiliar to even the most committed fan. From the shockingly lurid to the hauntingly beautiful including images of vampires, werewolves, zombies, ghosts, demons, serial killers, alien invaders, and more every aspect of the genre is represented in ten themed chapters.

Take a little Horror home with you! Sam Waters desperately wants a pet. Too bad his parents don't think he's responsible enough and will barely let him keep the weird Insta-Gro animal from the HorrorLand gift shop. To prove he's responsible, Sam takes an after-school job in a pet store that sells nothing but hamsters. To his horror, Sam soon finds that cute little hamsters can become very UNCUTE monsters. Suddenly, Sam isn't fighting for a pet-he's fighting to survive! Could the HorrorLand souvenir have anything to do with this?

Discover a terrifying world in the woods in this collection of five hauntingly beautiful graphic stories that includes the online webcomic sensation "His Face All Red," in print for the first time. Journey through the woods in this sinister, compellingly spooky collection that features four brand-new stories and one phenomenally popular tale in print for the first time. These are fairy tales gone seriously wrong, where you can travel to "Our Neighbor's House"—though coming back might be a problem. Or find yourself a young bride in a house that holds a terrible secret in "A Lady's Hands Are Cold." You might try to figure out what is haunting "My Friend Janna," or discover that your brother's fiancée may not be what she seems in "The Nesting Place." And of course you must revisit the horror of "His Face All Red," the breakout webcomic hit that has been gorgeously translated to the printed page. Already revered for her work online, award-winning comic creator Emily Carroll's stunning visual style and impeccable pacing is on grand display in this entrancing anthology, her print debut. 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!

The History of Horror Movie Comic Books

Little Comic Shop of Horrors #17

The Horror at Chiller House (Goosebumps HorrorLand #19)

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

This 240-page full-color hardbound book tells the history of officially licensed comic book adaptations of every hit, cult, and obscure horror film to receive attention within the comic book medium. From the early days of the publishing industry - like Dell,

Gold Key, and Charlton Comics Group - to the indie boom of the 1990s (Adventure Comics, Epic, Innovation) - and ending on the modern-day comic giants (Dynamite Entertainment, Boom!, IDW Publishing). The guide spotlights iconic films and franchises such as Nosferatu, Frankenstein, Night of the Living Dead, A Nightmare on Elm Street, Hellraiser, Army of Darkness, Hatchet, and more! Halftone Horrors includes a visual guide to all the issues, variants, one-shots, ashcans, and more - an exhaustive tome to the history of cinematic comic adaptations. The most comprehensive guide ever published on the subject.

"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!"

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

"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! "

Nailbiter Volume 7: Nailbiter Returns

Black Hammer: Visions #6

Stay Out of the Basement

Squee's Wonderful Big Giant Book of Unspeakable Horrors

Large Print Edition

"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!

"Comics your mother warned you about"--Cover.

"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!"

In this epic sequel to middle-grade graphic novel Oh My Gods!, Karen and her new friends descend into a forgotten maze beneath Mt. Olympus Junior High in search of an online troll by the name of M1N0T4UR. For fans of Raina Telgemeier and Kayla Miller. When Karen moved to Mt. Olympus, she certainly didn't expect to start junior high with a bunch of gods and goddesses--let alone discover she's a demigoddess (who doesn't yet know her powers)! Having recently joined the school newspaper, Karen decides to investigate a mysterious online troll that goes by the moniker M1N0T4UR. This leads her to a treacherous maze beneath the school where Karen and her friends must complete a set of phases to leave the labyrinth. The stakes are higher than ever and a wrong move could lead to

some terri-BULL consequences in this a-maze-ingly action-packed, fast-paced, pun-filled companion to Oh My Gods!.

Goosebumps Triple Header

Secret Agent Grandma (Give Yourself Goosebumps #16)

Knight In Screaming Armor (Give Yourself Goosebumps)

The Horror at Camp Jellyjam (Classic Goosebumps #9)

The Little Coffee Shop of Horrors Anthology

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!

"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!"

Graphic novel adaptations of three of R.L. Stine's Goosebumps books.

The spooky, three-headed spokesmonster presents a collection of tales including "Ghoul School," "Welcome to Triple Terror," and "The Mummy with My Face."

Through the Woods

Haunted Horror

Fantastic Four / Iron Man

Diary Of A Mad Mummy (Give Yourself Goosebumps)

House of M

An all-new, all-creepy one-shot set in the DC Universe-just in time for Halloween! Martha Kent fights for her life against a creature from a spacecraft that lands in front of her farmhouse. A young woman is possessed by the spirit of a murderous Amazon warrior. The last surviving member of the Justice League faces down a horror beyond imagining. All these and more are what happens when the most exciting new voices in contemporary horror fiction are paired with the talents of some of the greatest artists in the DC firmament! And if that isn't enough to scare you, there's Keith Giffen, too.

Strange Terrors was a pre-comic code horror comic series. Popular but short lived, this series was published by St. John publications who at one time was a giant of the comic book industry. St. John Publications was an American publisher of magazines and comic books. During its short existence (1947-58), St. John's comic books established several industry firsts. Founded by Archer St. John (1904-55), the firm was located in Manhattan at 545 Fifth Avenue. After the St. John comic books came to an end in 1958, the company continued to publish its magazine line into the next decade. This book has been image enhanced to give the reader a comic as it was, freshly published more than fifty years ago and contains stories from two complete issues.

When Margaret and Casey see their father become weedy while working on his botany experiments, they worry that his plant-testing may not be entirely harmless.

Monsters at Midnight

Oh My Gods! 2: The Forgotten Maze

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

The Curse of the Creeping Coffin (Give Yourself Goosebumps)