

Scooby Doo Legend Of The Vampire

Find out all about freaky vampires with Scooby and the mystery gang!

Presents the history of the American cartoon character, who has become a well-beloved brand around the world.

On vacation in Australia, Scooby-Doo and the Mystery, Inc. gang attend a music festival held at Vampire Rock. But the music goes flat when the gang learns that a legendary Australian creature called the Yowie Yahoo is kidnapping the musical acts and turning them into vampires! Masquerading as a heavy metal band, Scooby-Doo and the gang must survive a trip of rock-and-roll vampires if they want to crack the outlandish Outback mystery surrounding The Legend of the Vampire.

While working as camp counselors at Craggy Mountain, Shaggy and the gang are needed to solve a frightening mystery involving a campfire legend come to life.

**Scooby-Doo! and the Truth Behind Sea Monsters
Meddling Kids**

The Legend of the Lady's Slipper

Scooby-doo! and the Legend of the Vampire

Follow Scooby Doo and his pals as they investigate a slimy sea creature that is haunting all of the rides at Ocean Land water park. Includes colorful illustrations and a note about the author.

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"The popular Scooby-Doo and the Mystery Inc. gang teach kids all about sea monsters"--

Scooby and the gang try to keep a monster in a wax museum from stealing a rare necklace.

NEW YORK TIMES BESTSELLER "Freaky pleasure...it scratches a nostalgic itch for those who grew up on Saturday morning Scooby-Doo cartoons and sugar-bombed breakfast cereal" --USA Today "Deliriously wild, funny and imaginative. Cantero is an original voice."

--Charles Yu, author of *How to Live in a Science Fictional Universe* With raucous humor and brilliantly orchestrated mayhem, *Meddling Kids* subverts teen detective archetypes like the Hardy Boys, the Famous Five, and Scooby-Doo, and delivers an exuberant and wickedly entertaining celebration of horror, love, friendship, and many-tentacled, interdimensional demon spawn. SUMMER 1977. The Blyton Summer Detective Club (of Blyton Hills, a small mining town in Oregon's Zoinx River Valley) solved their final mystery and unmasked the elusive Sleepy Lake monster—another low-life fortune hunter trying to get his dirty hands on the legendary riches hidden in Deboën Mansion. And he would have gotten away with it too, if it weren't for those meddling kids. 1990. The former detectives have grown up and apart, each haunted by disturbing memories of their final night in the old haunted house. There are too many strange, half-remembered encounters and events that cannot be dismissed or explained away by a guy in a mask. And Andy, the once intrepid tomboy now wanted in two states, is tired of running from her demons. She needs answers. To find them she will need Kerri, the one-

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time kid genius and budding biologist, now drinking her ghosts away in New York with Tim, an excitable Weimaraner descended from the original canine member of the club. They will also have to get Nate, the horror nerd currently residing in an asylum in Arkham, Massachusetts. Luckily Nate has not lost contact with Peter, the handsome jock turned movie star who was once their team leader . . . which is remarkable, considering Peter has been dead for years. The time has come to get the team back together, face their fears, and find out what actually happened all those years ago at Sleepy Lake. It's their only chance to end the nightmares and, perhaps, save the world. A nostalgic and subversive trip rife with sly nods to H. P. Lovecraft and pop culture, Edgar Cantero's *Meddling Kids* is a strikingly original and dazzling reminder of the fun and adventure we can discover at the heart of our favorite stories, no matter how old we get.

Scooby-Doo in Scooba Doo!

Scooby-Doo and the Legend of Vampire Rock

Scooby-Doo! and the Truth Behind Vampires

Scooby-Doo And The Legend Of The Vampire

The members of Mystery, Inc., join an expedition to salvage a sunken ship loaded with Confederate gold and visit a haunted Egyptian pyramid.

Scooby-Doo and Mystery Inc. gang visit an archeological dig, but the camp is deserted. A journal reports a series of frightening encounters, and the gang is convinced that a creature has kidnapped the crew.

Scooby and the gang investigate when a

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mysterious green goo causes everyone trapped inside it to become frozen.

Scooby and his mystery-solving gang are back to tackle monsters, mayhem, and gruesome goings-on.

*Scooby-doo and the Legend of the Vampire
A Novel*

*Scooby-Doo! and the Witch's Ghost
Scooby-Doo Mystery Incorporated*

When Scooby-Doo and the gang attend a rock concert, the band's lead singer vanishes in a puff of smoke and is replaced by a zombie, so the gang must capture the zombie and find the real singer. Spotlight editions are printed on high-quality paper and with reinforced library bindings specifically printed for the library market. Grades PreK-4.

Para Scooby-Doo y los chicos de Misterio S.A. un viaje a Australia significa koalas, canguros y-- vampiros?

It's the classic girl detectives like you've never seen them before!

Daphne Blake and Velma Dinkley have a terrifying new mystery to solve - and this time, the culprit is far more frightening than any man in a mask... Popular Daphne Blake and über-nerd

Velma Dinkley are not friends. They aren't enemies either, but they don't have any reason to speak to each other, and that's how they prefer it. The two girls grew up together - they'd been best friends since pre-K - but when they hit middle school, Daphne dropped Velma and never looked back. These days, Daphne's deep in the popular crowd, daughter of the richest family in town, while Velma's an outsider, hiding from the world behind her thick glasses. When they run into each other in the halls of Crystal Cove High, they look the other way. But then Daphne's best friend, Marcy - who happens to be Velma's cousin - goes missing. A century ago, there was a wave of disappearances in

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Crystal Cove, and many local people believe that supernatural forces were behind it. Now the whole town believes those same forces are back . . . and up to no good. Daphne and Velma may be the only ones who can solve the mystery and save Marcy-if they can trust each other enough to try. Especially since the truth might be stranger-and scarier-than either girl can imagine . . .

"The popular Scooby-Doo and the Mystery Inc. gang teach kids all about zombies"--

Scooby-Doo! and the Sunken Ship

Scooby-Doo! and the Thanksgiving Terror

What Is the Story of Scooby-Doo?

The Crazy Convention Caper

Scooby and company are going camping at Treasure Bend, a campsite famous for its old mines and buried treasure, but the rumor of a golddigger's zombie make Scooby and Shaggy just a little uneasy.

What A night for a knight-An Old legend come true and a vanished archaeologist is in this episode.

Traditional chapter book text combines with comic book art in these hybrid comics featuring Scooby-Doo and his friends Fred, Velma, Daphne, and Shaggy! Avid and reluctant readers alike will gravitate toward this exciting storytelling style: comics fans will be drawn to the twelve pages of comics-style illustrations in each book, while traditional readers will love the fast-paced action that propels them forward from chapter to chapter. Join Scooby and the gang as they solve spooky mysteries and expose common criminals in a truly dynamic reading experience!

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"12 pages of comic action in each book!"--Cover.

Scooby-Doo! and the Frankenstein Monster
Scooby Doo and the Legend of the Vampire
Scooby-Doo's Original Mysteries
Scooby-Doo and the Vampire's Revenge

While on a trip to the mountains, Scooby and his pals learn about the problems at Lone Wolf Ranch and so set out to put an end to the mystery by finding the hairy wolfman and recovering the missing golden horseshoes.

The ghost of Sarah Ravenscroft, a real witch, causes Shaggy, his friends, and Scooby more trouble than they are expecting.

The Legend of the Lady's Slipper is a suspenseful tale of a young maiden's run through the forest in an attempt to save the people of her village. Dashing through the forest, with starlight at her heels," Running Flower is a testament of courage, loyalty, and sacrifice. You will remember her story whenever you see delicate pink and white lady's slippers carpeting the ground of a northern forest. Add The Legend of the Lady's Slipper to your collection and let it enchant you for years to come. Kathy-jo Wargin aims to help young readers notice the most intricate details of a story by adding the

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nuances that create magic and wonder in a good tale. Kathy-jo Wargin (Nelson) was born in Tower, Minnesota and moved to Grand Rapids at the age of seven. She studied music composition at University of Minnesota-Duluth. Her transition to writing books was a natural step. As well, her love for children and her desire to expose them to vivid written descriptions, inspire her to write with great attention to the nuances of a story, opening their minds to see all the possibilities in a scene or situation. Gijsbert van Frankenhuyzen captures his lifelong connection to nature and wildlife. His talent for mural painting can be seen in several museums, including Fort Mackinac on Mackinac Island, Michigan. Born in the Netherlands, Gijsbert studied at the Royal Academy of Arts in Holland and immigrated to the United States in 1976. In 1993, after 17 years as the Art Director for the Michigan Natural Resources Magazine, he ventured out on his own. His highest professional achievement comes from being selected numerous times into the internationally renowned Leigh Yawkey Woodson Birds in Art exhibition, held in Wisconsin. Gijsbert and his wife Robbyn, give nature tours at their home outside Lansing, Michigan where they live with

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their two daughters, Kelly and Heather.

A sea creature is on the loose at Wild-World Beach! Will the gang stick together or split up? Should Shaggy and Scooby tackle their fears or their hunger first?

Does Scooby-Doo deserve a Scooby Snack? In this interactive story, YOU CHOOSE the path the gang should take. With your help, they'll solve this maritime mystery.

Scooby-Doo! and the Rock 'n' Roll Zombie

The Terror of the Bigfoot Beast

Scooby-Doo and the Zombie's Treasure

Scooby-Doo! and the Truth Behind Zombies

Scooby-Doo and the gang are excited about a beach party at Sandy Cove, but rumors of a pirate's hidden treasure have the locals acting fishy and a ghost acting frightful.

While on vacation "Down Under," Scooby and the gang decide to check out a music festival at Vampire Rock, but no sooner do they arrive on the scene than the musicians all start to disappear.

Perfect for Scooby's youngest fans, this version of Scooby's trip down under investigates whether there are really vampires at Vampire Rock. Full color.

"Batman created by Bob Kane with Bill Finger"

Scooby-Doo and the Groovy Ghost

You Choose Stories: Scooby Doo: The Secret of the Sea Creature

The Vanishing Girl (Daphne and Velma YA Novel #1)

Mystery of the Mist Monster

A collection of Scooby-Doo stories that can each be read aloud in 5 minutes! Boys and girls ages 3 to 7 who love Scooby-Doo will enjoy this hardcover 5-Minute Story Collection of tales. Featuring Scooby-Doo, Shaggy, Velma, and the rest of Mystery Inc. chasing monsters and solving mysteries, each exciting story can be read in five minutes or less, making it perfect for bedtime-or anytime!

JINKIES! When their investigation of possible Man-Bat sightings leads to a run-in with the Dynamic Duo themselves, Scooby-Doo and the Mystery Inc. gang are invited to join the society of super detectives known as the Mystery Analysts of Gotham City! The team from the Mystery Machine couldn't be more excited to meet their idols, and when the villainous Scarecrow attacks at their very first meeting, Scooby may finally realize his dream of fighting crime as the amazing Dog Wonder! From the super-powered squad of writer Sholly Fisch (ALL-NEW BATMAN: THE BRAVE AND THE BOLD) and artist Dario Brizuela (GREEN LANTERN: THE ANIMATED SERIES) comes six all-new adventures featuring everyone's favorite teen detectives in SCOOBY-DOO TEAM-UP! Collects issues #1-6 of some of the greatest and most unlikely super-unions ever! Scooby and the gang have to solve why the Thanksgiving day parade float came to life. A relaxing weekend at a cabin in the woods turns into an adventure when Scooby Doo and

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the gang apparently encounter Bigfoot--and the reader must help them solve this mystery.

Scooby-Doo! and the Gruesome Goblin

Scooby-Doo Comic Chapter Books

Legend of the Gator Man

Beware the Beast from Below

Shaggy and Scooby learn all about vampires from the Mystery Inc. gang, including what they look like, where they come from, why they chase people, where they live, and what they are most afraid of.

Scooby-Doo 5-Minute Stories (Scooby-Doo)

Scooby-Doo Team-Up

Scooby-Doo Y La Leyenda Del Vampiro /

Scooby-Doo and the Legend of the Vampire Secret of the Haunted Cave