

Read Book Ghost Island Choose Your Own Adventure Dragonlarks Pdf For Free

Always Picked Last Your Very Own Robot Dragon Day Caravan Sand Castle Unicorn Princess Lost Dog! Fairy House Your Very Own Robot Goes Cuckoo-Bananas! Monsters of the Deep Princess Island The Haunted House Lost Dog! Indian Trail Your Grandparents Are Spies Dino Lab Mermaid Island Your Baby Unicorn Glitterpony Farm (Choose Your Own Adventure - Dragonlark) Space Pup The Owl Tree Unicorn Princess Bigfoot's Secret Vacation (Choose Your Own Adventure - Dragonlark) Your Very Own Robot / the Haunted House / Ghost Island Ever Wonder Why? Gus Vs. the Robot King Fire! Alice in Wonderland: Through the Looking Glass: A Matter of Time Why Are You Looking at Me? Return to Haunted House The Witch's Sister Your Very Own Robot Goes Cuckoo-bananas! Ghost Island Your Grandparents are Zombies Dorothy and the Magic Belt Search for the Dragon Queen The Haunted House Cyberhacker The Whole Dragonlark Enchilada Journey Under the Sea

(Ages 5-8) Once a year, young Dragonlarks become Dragons, and learn to fly. There are big celebrations, games, and contests all day and prizes at night. Will you win a race, or grab a piece of the goblin cake? (Ages 5-8) At the Dino Lab, dinosaurs are brought back to life. While you're visiting, two baby dinos escape! It is your job to help find them and bring them back to the lab. Are the dinos at the zoo? Should you look for them at the movies? Do dinosaurs eat popcorn? 4th Bestselling Children's Book Series of all Time -The New Yorker You and your cousin are on your family's magical farm during this interactive Easter adventure. It's Easter Sunday, and you're spending the day with your Aunt Jo and cousin Kat on their farm. But Glitterpony Farm isn't just any old farm: it's filled with all kinds of strange animals. Aunt Jo leaves you and Kat in charge for the afternoon. Can you keep FancyPants McGlitterpony entertained while you help Bunnifer (aka the Easter Bunny) deliver all of her eggs? By the end of the day you find yourself at a wacky animal dance party that includes bounce bees, slimy snails, and a disco ball hamster. In other words, it's an Easter like no other. Choose Your Own Adventure is the bestselling gamebook series of all time. Empowering generations of children

through choice, it is widely commended for its appeal to reluctant readers. Adventure awaits the reader in figuring out how to search for a lost dog. An enchanting tale of a young boy's efforts to save a magical tree, winner of the 1997 Smarties Prize. The owl tree is not like any tree Joe has ever seen. It's huge and leafy and shivers at times like a person; it even seems to speak. Granny Diamond once saw an owl perched among its branches and she has loved the tree ever since. It means the world to her. But her neighbour, Mr Rock, wants to cut it down. Why does he dislike the owl tree so much? Does the tree have a secret to tell Joe? And how can he, a boy too scared even to climb the tree, be the one to save it? The reader makes the decisions of what to do with a burning house. (Ages 5-8) Meet Princess Peregrine Yvette (aka "Princess Dirt"), who has the manners of a gentledame but the kneecaps of a troll. Princess Perri's mother sends her off to princess camp on Princess Island for a bit of polishing up on her royal skills, but Princess Dirt's heart is in the wilds of nature. A young brave lives with his tribe in a Pueblo village and there has been no rain for a long time, and the crops he eats are dying, and he wonders if the spirits called kachinas really help people. "Why?" is the first question we learn to ask as children and the one our parents have the hardest time answering. This is because "Why?" is the most difficult question to research. Why is the color blue used for boys? Why do worms come out onto sidewalks after a rain? Why do chefs wear tall hats? Everyone knows that Donuts have holes . . . We clink glasses before saying a toast . . . Golfers yell "fore!" before teeing off . . . We nod our heads yes and shake our heads no But how many of us know why? You'll learn the answers and a whole lot more in this fun and fact-filled almanac. And all you have to do is ask WHY?! You are a computer hacker of the future, and the future is really different. You are able to perform virtual reality "dives" into the computer itself--the Cyberverses--and explore limitless worlds. Which is really great, until your friend and hacking partner Greg disappears. Did the police nab Greg for hacking crimes? Or is someone or something much worse behind his disappearance? Offering seven possible endings, the reader's decisions will determine what haunted place will be explored, from a palace guarded by angry elephants in Thailand to England's haunted Montague Hall. Dorothy and her friends, the Tin Woodman, the Scarecrow, and Jack Pumpkinhead, travel across Oz in search of the young wizard who stole Princess Ozma's Magic Belt. Your parents are scientists. One day, they throw some pieces of a robot into the rubbish. If you can figure out how to put the pieces together, you'll have a robot of your very own! But do you know enough to control it? Or will it take over your school? Shrink-wrapped with belly band: Your Very Own Robot - Haunted House - Ghost Island 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. Based on events from the film Alice

Through the Looking Glass, this unique illustrated novel allows readers to follow Alice, the Mad Hatter, the Red Queen and the White Queen as the characters journey through time. Each of the four characters have their own new, distinct art style to accompany their unpredictable adventures. As the readers travel along, they will be faced with choices that may turn the world upside down. An adventure story featuring a dog that disappears into an abandoned, possibly haunted, house. The reader makes choices throughout the story which will determine the outcome. Choose your own adventure. Your dog Homer is your best friend. One afternoon he chases a white cat into a creepy old house. You call Homer's name, but he doesn't come back! You think this house looks haunted. You can follow Homer into the old house, but if you meet a ghost or ghoul, you'll have to decide what to do. Offering eight possible endings, the reader invents a zombie potion that will control their grandparents' behavior. "When your new baby brother arrives, your parents understand that you're a little jealous. They give you something of your very own to care for--a pony named Sunny. But you soon discover a secret about Sunny: she's not a pony at all. Sunny is a baby unicorn! Can you keep it a secret?"-- - 100,000 copy first printing- Simultaneous printing in English French- Worldwide Press Release announcing release in partnership with WADA. By making a series of choices, the reader can explore the mysteries of the sea. By making a series of choices, the reader can help a little elf find his secret talents. (Ages 5-8) There is civil unrest in the robot news and your robot's cousin is in the middle of it. You set out to help! You'll fly over the moon in a hovercraft, discover the secret powers of jellyfish, and save the oceans and the WORLD from the threat of an ice cream sundae shortage. Your parents are inventors, and one day you rescued a robot from the trash that they didn't want anymore. You had a lot of fun with him, but boy did he make things go crazy! (Ages 5-8) You've returned to Princess Island camp for a summer of adventure. When the Head of Camp disappears and a new camper needs your help, you can save the camp from a menacing ghost, make a new best friend, and meet lots of magical creatures from unicorns, to mermaids, to talking fish. Lynn's growing conviction that her sister is learning witchcraft from a neighbor reaches its peak when Lynn, her sister, and brother are left for a weekend in the neighbor's charge. The reader takes up the role of a young dragonlark that sets out in search of the missing Dragon Queen. Bored and ignored by your busy parents, you decide to go outside and build a fairy house. Just when you're sure nothing is going to happen, you meet Bert the Below Average: a real, live fairy. He's not exactly what you had in mind. But he'll do. Let the adventures begin! You are Princess Perri and you've returned to Princess Island camp for a summer full of adventure. Now ten years old, you're excited to show off your new, lucky compass and improved curtsy-skills. When the Head of Camp is nowhere to be found, you can This story is about the life of a child with Down

Syndrome that wants to be your friend. Lynn may look different than most children, but has many of the same likes and dislikes. Help your child discover what it means to accept and embrace a relationship with people who are different. (Ages 5-8) One day, your dog Homer vanishes, and your sister helps you search for him. Along the way, you save a little girl's life, stand up to a cowboy bully named Schooner, and land a spot on a radio show! 4th Bestselling Children's Book Series of all Time -The New Yorker Spend your spring vacation with the legendary Bigfoot, either camping in the mountains in the Pacific Northwest or surfing in Hawaii. Big Bigfoot's Secret Vacation takes you on a magical adventure through the wilderness of the Pacific Northwest and the beaches of Hawaii. You are finally on spring break after a rainy winter. All you wanted was to spend your school vacation in Hawaii on the beach, but your parents have other plans. You're going camping at Bigfoot Research Camp in the rainy Pacific Northwest. You are afraid you will die of boredom until a real, live Bigfoot shows up. Maybe this camping trip won't turn out to be so boring after all? Choose Your Own Adventure is the bestselling gamebook series of all time. Empowering generations of children through choice, it is widely commended for its appeal to reluctant readers. The reader is asked to join the local children on the island of Antigua to spy on a ghost after the sun sets on a dare, in this multiple plot story. "YOU are a magical mermaid who has lived her entire life in an underwater palace. You celebrate and protect all species under the sea. Princess Island and Prince Island, the very best royal summer camps, are right nearby. Ever since you were a little mermaid you have dreamed of leaving your underwater home and joining the land princesses. Will YOU leave your comfortable palace under the sea and teach the land princesses and princes the importance of protecting the planet and our oceans?"-- WATCH OUT!!! These books are different than other books. Don't read from the first page to the last page. Instead, start on page 1, and when you come to your first choice, YOU decide what happens next. When you come to the end of a story, you can go back and start again. With 222 possible endings, this 25-book set of Choose Your Own Adventure Dragonlarks contains hours of fun adventures, decision making, and problem solving for kids ages 5-7. Follow your best puppy friend Homer into a haunted house and travel back in time. Build your very own robot out of robot junk, and shoot up to the moon! Discover magical creatures, from unicorns to mermaids to talking fish. You might even land in a tank of strawberry ice cream or on the air at your local radio station. Includes bestselling titles: Your Very Own Robot, The Haunted House, Your Grandparents are Zombies!, Princess Island, and more. Good luck! Readers become part of the story in this Choose Your Own Adventure title featuring 15 possible endings. Homer, a dog and the reader's best friend, visits the junk yard and brings back gifts that are becoming weirder and weirder. Homer soon arrives with a glowing blue Frisbee that translates every

language. Is it a spaceship? Full color. (Ages 5-8) You live in Tibet in 1696. Your parents say you're not old enough to go on the long caravan to India, through the Himalayan mountains of Nepal. You know the trip could be dangerous (bandits, bad weather, rock falls), but it would be the journey of a lifetime. You live in a house on the beach in Hawaii. Your favorite thing to do is build sandcastles right in your front yard! One night a strange storm rolls in from the ocean. You hear someone calling to you--from your sand castle. Has the storm brought an enchantment with it? You must decide whether to explore now or wait until morning. By making a series of choices, the reader must find a missing robot that has gone haywire and taken off before it can cause trouble.

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