

## Scooby Doo Legend Of The Vampire

Paul Bunyan's Sweetheart Scooby-Doo (1997-) #70 Scooby-Doo! A Science of Sound Mystery Scooby-Doo in Trick Or Treat! Scooby-Doo! Barnstormin' Banshee The Terror of the Bigfoot Beast Scooby-Doo Comic Chapter Books Titanic at Grandpa's Clock The Orange Shoes Scooby-Doo! and the Truth Behind Werewolves Scooby-Doo! and the Truth Behind Sea Monsters Scooby-Doo in Don't Play Dummy with Me What Is the Story of Scooby-Doo? A Fist for Joe Louis and Me Scoob! Best Friends Activity Book (Scooby-Doo) Scooby-Doo's Greatest Adventures Scooby-Doo! and the Truth Behind Vampires Scooby-Doo!. Curse of the Stage Fright Legend of the Gator Man Scooby-Doo Team-Up (2013-) #57 Handkerchief Quilt Secret of the Haunted Cave Scooby-doo and the Legend of the Vampire Scooby-Doo and the Sunken Ship Nora's Ark Scooby-Doo, Where Are You? (2010-) #94 Meddling Kids Scooby-Doo in Terror Is Afoot! Chill Out Scooby-Doo! The Boy Who Wanted to Cook Scooby-Doo! and the Truth Behind Zombies The Secret of the Flying Saucer Mystery of the Mist Monster Scooby-Doo Team-Up: Doomed! Essential Effects Scooby-Doo and the Pirate Treasure (Scooby-Doo) Scooby-Doo (1997-) #58 The Curse of Atlantis

### Paul Bunyan's Sweetheart

Paul Bunyan has a BIG problem. He's in love but the lady who has caught his eye will have nothing to do with him. What's a giant lumberjack to do? When Paul Bunyan meets pretty Lucette, he knows she's the gal for him. After all, she's so tall she can't fit into an ordinary cabin. She can churn butter into a thick creamy river, and when she cleans house she can twirl up a tornado! Why, it's a match made in heaven! But to win Lucette's heart, Paul must prove his worth in a love test. Acclaimed storyteller Marybeth Lorbiecki brings together history and legend for a rollicking American tall tale. Enchanting artwork tenderly gives life to the BIGGEST love story the north woods region has ever seen. Marybeth Lorbiecki has written more than 20 award-winning books, including the acclaimed Jackie's Bat and Sister Anne's Hands (IRA Best Books of the Year 1999). History and conservation are favorite themes in her work. Marybeth lives in Hudson, Wisconsin. Renée Graef is well known as the illustrator for the "Kirsten" books in the American Girl children's book series, and has also illustrated many My First Little House books. Renée's other work with Sleeping Bear Press includes B is for Bookworm: A Library Alphabet. Renée lives in Cedarburg, Wisconsin.

### Scooby-Doo (1997-) #70

Scooby-Doo and the Mystery, Inc. gang celebrate 50 years of spooks, scares and silliness in this all-ages collection of stories from the pages of SCOOBY-DOO #1, 10, 35, 68 and 72, SCOOBY-DOO TEAM-UP #2, 5, 7, 8, 9, 12, 18, 37 and 40, and SCOOBY-DOO, WHERE ARE YOU? #48, 51, 54, 71, 78, 79, 83, 85! Includes appearances by Batman, Wonder Woman, Superman, Swamp Thing, the Flintstones, the Jetsons, and a whole menagerie of super pets!

### Scooby-Doo! A Science of Sound Mystery

An all-new activity book based on Warner Bros. newest animated film,

SCOOB!--available at home on demand May 15, 2020! SCOOB! is the untold origin story of Scooby-Doo in the biggest comedy adventure of the summer! Boys and girls ages 3 to 7 will love this full-color activity book that includes over 50 stickers.

## **Scooby-Doo in Trick Or Treat!**

La Bonne Vache (The Good Cow) is a little restaurant in the south of France. It takes its name from and is famous for its boeuf à la mode, a delicious beef stew. Ten-year-old Pierre longs to follow in the culinary footsteps of his father, Monsieur Valcourt. Monsieur Valcourt is the chef and owner of La Bonne Vache. Pierre spends as much time as possible in the restaurant's kitchen, hoping for a chance to demonstrate his cooking skills. But his parents shoo him away and he is not allowed to cook. One day Pierre meets a visitor who is on his way to eat at the restaurant. This is no ordinary visitor but an important food critic. His experience at La Bonne Vache could bring great honor to the restaurant. At last, Pierre sees his chance to prove himself. Award-winning author Gloria Whelan received the National Book Award for her young adult novel, *Homeless Bird*. Her books with Sleeping Bear Press include *The Listeners*, *Friend on Freedom River*, and *Jam and Jelly with Holly and Nellie*. She lives in Michigan.

## **Scooby-Doo! Barnstormin' Banshee**

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

## **The Terror of the Bigfoot Beast**

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

## **Scooby-Doo Comic Chapter Books**

Animate the world around you! Follow along with veteran Disney effects artist Mauro Maressa as he teaches you how to create and animate natural phenomena like water, fire, smoke, lightning, lava, mud, and wind. *Essential Effects* will help you plan, draw, design, and animate traditional 2D effects, taking your ideas all the way from rough sketch to finished product. Using a series of full-color visual breakdowns and diagrams, this book gives you a clear, concise understanding of what it takes to create credible, compelling effects in your own projects.

## **Titanicat**

Supergirl may be as invulnerable as her cousin, but even bullet-proof skin can't help her when she's haunted by the ghosts of Krypton! Plus, an urgent call for help brings the Mystery Machine racing to the Louisiana bayou to tangle with a zombie problem with some help from Swamp Thing! And the gang really gets things rolling when they team up with Metamorpho! Collects SCOOBY-DOO TEAM-UP #37-42.

## **Grandpa's Clock**

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

## **The Orange Shoes**

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.

## **Scooby-Doo! and the Truth Behind Werewolves**

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

## **Scooby-Doo! and the Truth Behind Sea Monsters**

Having worked as Grandpa's assistant on clock-building projects, when Cayley learns that her grandfather is in the hospital, she reassures him with familiar words of wisdom that apply not only to good craftsmanship, but to life itself.

## **Scooby-Doo in Dont Play Dummy with Me**

When Shaggy and Scooby are tricked into coming to the Himalayas to be bait for the Abominable Snowman, the rest of the gang arrive to sort out the mess.

## **What Is the Story of Scooby-Doo?**

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.

## **A Fist for Joe Louis and Me**

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

## **Scoob! Best Friends Activity Book (Scooby-Doo)**

Zoinks! There's a zombie on the loose! Scooby-Doo and the gang track the panflute-playing zombie to discover why the town's children all follow it. Using the science of sound, they uncover the zombie's secrets and learn about freaky sound frequencies!

## **Scooby-Doo's Greatest Adventures**

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-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! and the Truth Behind Vampires**

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!.**

A relaxing weekend at a cabin in the woods turns into an adventure when Scooby Doo and the gang apparently encounter Bigfoot--and the reader must help them solve this mystery.

## **Curse of the Stage Fright**

Scooby and the gang have faced yetis on distant mountain peaks before—but on a fitness center's climbing wall in the middle of the city?! Our heroes will have to scale the heights to get to the bottom of the mystery of the Abominable Indoor Snowman—if they can conquer Shaggy's fear of heights, that is.

## **Legend of the Gator Man**

This heartwarming story by Natalie Kinsey-Warnock is based on a real-life event: the Vermont Flood of 1927. Watercolors by Caldecott Medal-winning artist Emily

Arnold McCully capture both the sweeping drama of the flood and the comfort of a cozy kitchen filled with friends, neighbors, and good cheer

## **Scooby-Doo Team-Up (2013-) #57**

Scooby-Doo and the gang are on the island of Bimini in the Bahamas to investigate a report that the lost city of Atlantis has been found--and the reader must choose the path their investigation will take, and how they will respond to the dangers that lurk underwater for anyone who seeks to find the lost civilization.

## **Handkerchief Quilt**

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

## **Secret of the Haunted Cave**

The Mystery, Inc. gang turned to stone? Find out how and why in "Petrified"! Plus, a museum gets a rare Chinese statue it didn't ask for, and a threatening ghost wants it back in a story guest-starring players from the popular "Dragon's Eye" storyline!

## **Scooby-doo and the Legend of the Vampire**

The Mystery, Inc. team solves a number of mini-mysteries featuring aliens, monsters, and ghosts, and describes the legends of werewolves and Medusa.

## **Scooby-Doo and the Sunken Ship**

Delly Porter has a happy life. She needs new shoes, but doesn't really mind because she loves the soft, silky feel of the dirt road beneath her bare feet. She's a good artist, too, even if she has to make her own art supplies. And she loves her schoolteacher, Miss Violet, who lets her help in the classroom. Life only looks brighter when Miss Violet announces the school will have a Shoebox Social to help raise funds for new art materials. But when what should be a festive occasion is threatened by prejudice and cruelty, Delly finds out that one must stay true to oneself to successfully navigate life's joys and sorrows. From Trinka Hakes Noble, the author of *The Scarlet Stockings Spy* and *The Last Brother*, comes the story of a young girl who learns the most precious things in life are not measured in dollars and cents but by the warmth of one's heart. And that truth, beauty, and love are in the eye of the beholder.

## **Nora's Ark**

The gang chases a galloping ghost from the Wild West in "Postal Ghost" and finds a scaly surprise lurking in the South Pacific in "Creature from the Blue Lagoon!"

## **Scooby-Doo, Where Are You? (2010-) #94**

The Scooby gang is on a road trip when they discover a UFO in a Kansas cornfield, and the reader will decide just how their investigation will proceed as they seek to

discover the truth behind this extraterrestrial visit.

## **Meddling Kids**

The Scooby-Doo gang search for the pieces of the Dragon's Eye jewel in India, and investigate a barnstorming banshee terrorizing Shaggy's family farm.

## **Scooby-Doo in Terror Is Afoot!**

## **Chill Out Scooby-Doo!**

The Mystery Inc. gang--Fred, Velma, Daphne, Shaggy and Scooby-Doo--are bringing their cases to graphic novels; race around the world unmasking monsters and solving cases with the best teenage detective agency around!

## **The Boy Who Wanted to Cook**

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!

## **Scooby-Doo! and the Truth Behind Zombies**

The Mystery Inc. gang--Fred, Velma, Daphne, Shaggy and Scooby-Doo--are bringing their cases to graphic novels; race around the world unmasking monsters and solving cases with the best teenage detective agency around!

## **The Secret of the Flying Saucer**

The Mystery, Inc. team investigates a monster threatening a film star at an exclusive spa, and travel to Tokyo in search of the shards of the powerful gem known as the Dragon's Eye.

## **Mystery of the Mist Monster**

Gordy and his family live in Detroit, Michigan, the heart of the United States automobile industry. Every night after coming home from work at one of the plants, Gordy's father teaches him how to box. Their hero is the famous American boxer Joe Louis, who grew up in Detroit. But the Great Depression has come down hard on the economy. Detroit's auto industry is affected and thousands of people lose their jobs, including Gordy's father. When his mother takes on work with a Jewish tailor, Gordy becomes friends with Ira, the tailor's son, bonding over their shared interest in boxing and Joe Louis. As the boys' friendship grows, Gordy feels protective of Ira, wanting to help the new boy fit in. At the same time, America is

gearing up for the rematch between Joe Louis and the German boxer, Max Schmeling. For many Americans this fight is about good versus evil (US against Nazi Germany). Against the backdrop of the 1938 Fight of the Century, a young boy learns what it means to make a stand for a friend.

## **Scooby-Doo Team-Up: Doomed!**

### **Essential Effects**

Young Jim Mulholland can't believe his good luck: He has signed on as a cabin boy to the world's finest ocean liner, the Titanic, and can't wait for the history-making voyage across the sea to America. As part of his duties Jim is in charge of the ship's cat, a beautiful tortoiseshell that also appears happy to be on board. He calls the cat by the ship's construction number, 4-0-1, certain that she will bring him good luck. And he's delighted when 4-0-1 shortly gives birth to a litter of kittens. But once the ship's trial runs are completed and it's ready to launch to sea, Jim notices that 4-0-1 is nowhere to be found. He's got to find her-the Titanic can't cast off without her lucky cat. Jim is faced with a decision that will affect the rest of his life. A newspaper journalist for 30 years, Marty Crisp often writes about the animals that hold a special interest and place in her heart. She has published many award-winning books for children and adults, including *White Star*, her book about a dog on the Titanic. Marty lives in Ephrata, Pennsylvania. Robert Papp's award-winning artwork includes hundreds of illustrations for major publishers across the United States, and his first children's book, *The Scarlet Stockings Spy*, was named an IRA Teachers' Choice in 2005. His other books with Sleeping Bear Press include *The Last Brother* and *M is for Meow: A Cat Alphabet*. Robert lives in historic Bucks County, Pennsylvania.

## **Scooby-Doo and the Pirate Treasure (Scooby-Doo)**

Scooby-Doo, Shaggy, and the rest of the meddling kids return in a classic Little Golden Book! Join Scooby-Doo and Shaggy for a day at the beach that becomes a treasure hunt filled with spooky houses and ghostly pirates. Girls and boys ages 2 to 5 will enjoy this fun-filled adventure featuring their friends from Mystery Incorporated. First published in 1974, this classic Little Golden Book is sure to thrill new fans and collectors of all ages.

## **Scooby-Doo (1997-) #58**

For many years, Monday through Friday, Miss Anderson has walked to Parkland School, eager to begin her day's work in her classroom. She is a devoted teacher, beloved by the many children she has taught over the years. The school and her students mean everything to her. After one holiday weekend, Parkland School suffers a devastating flood. Burst pipes send water pouring into classrooms and the library. The school must close for repairs. But it's not just the building that has been damaged. New supplies and materials, especially books, are needed. But there isn't enough money to do it all. Miss Anderson cannot bear to think of her beloved school closed and her students left without materials. What can she do to

help? And when the answer comes to her, Miss Anderson knows what to do and whom to ask for assistance. Carol Crane has written 14 books for Sleeping Bear Press, including the bestselling *P is for Pilgrim: A Thanksgiving Alphabet*. As a children's literature advocate, Carol travels across the country, speaking at schools and many conferences. She makes her home in North Carolina. Gary Palmer has been a freelance illustrator for over 30 years. A graduate of the Ringling School of Art in Sarasota, Florida, Gary now works from his home studio in Charlotte, North Carolina. Gary's books with Sleeping Bear Press include *H is for Hook: A Fishing Alphabet*.

## **The Curse of Atlantis**

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

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