In print for the first time this millennium! *By Balloon to the Sahara* (original #3) and the never-before-seen *Escape from the Haunted Warehouse*

SPRING 2015
FROM THE LOST ARCHIVES

BY BALLOON TO THE SAHARA
By D. Terman

We are finally restoring to print one of the most notable fan favorites in the original collection, 1980s-era #3 By Balloon to the Sahara. The perfect Choose Your Own Adventure soup of daredevil kids on a European trip, really scary bad guys, an alien, a submarine, and the most complex, looping, multiple-ending map in our catalog. This is an epic entry into the Lost Books we will be releasing with no series numbers, from our archived collection of favorite oddities and curious things.

EAN: 978-1-937133-48-1
$6.99 US | $7.99 CAN
4 1/8" x 6 7/8"
Paperback
144 pages
Available April 2015

ESCAPE FROM THE HAUNTED WAREHOUSE
By Anson Montgomery

This mythic title was announced as the very last Choose Your Own Adventure to be published during the series’ initial run. It received five star reviews and was heartily praised on Internet forums—yet the book never made it to store shelves. Until now. YOU are a brave (but pretty normal) student who pays the bills with your part-time warehouse job. One catch: what’s warehoused in this building are the most terrible haunted items in the world. A bloodstained axe owned by the murderous Elizabeth Báthory, the killer trapdoor of Australia’s Princess theater, and a possessed utility sink are just a few of the items in the care of your boss, the eccentric Mr. Del Grady. One evening, the warehouse door locks from the inside—trapping you and the haunted menagerie inside—forever?

EAN: 978-1-937133-47-4
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144 pages
Available April 2015

Translated into over 25 languages
Bestselling title back in print for the first time!
EIGHTH GRADE WITCH
By C. E. Simpson
A move to a creepy Brooklyn brownstone adds tumult to your eighth grade year. The fact your parents are professional Demonologists doesn’t help. Strange neighbors report that your house was abandoned because it’s haunted. Evil and spooky coincidences follow you from your new home to your new school. Are you the victim of “new girl” pranks, or is your house a creepy portal through time?

EAN: 978-1-937133-45-0
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Paperback
144 pages

BLOOD ISLAND
By Liz Windover
You are the key biologist aboard a research vessel named Albatross III, headed into the Pacific from San Francisco. Midway through your 5-day voyage, the crew reveals their anxiety about your destination: Blood Island. It is a legendary place, difficult to reach and with a propensity for conflict, murder, and insanity logged during the rare visits to its shores. As if that wasn’t enough, Blood Island is also home to a life-threatening volcano with a record of unexpected eruptions. You and your team are skilled, but will you all survive?

EAN: 978-1-937133-46-7
$6.99 US | $7.99 CAN
4 1/8” x 6 7/8”
Paperback
144 pages

Chooseco relaunches a popular horror spin-off of the bestselling Choose Your Own Adventure series - Choose Your Own Nightmare. Featuring brand new gothic watercolor artwork by Gabhor Utomo and bone-chilling multiple endings.
**THE ABOMINABLE SNOWMAN #1**

By R. A. Montgomery

Your friend Carlos goes missing in the remote kingdom of Nepal. You are both young mountain climbers on an expedition to find the yeti, also known as the Abominable Snowman. Your mission has taken you to the inhospitable environment of the world’s highest mountains. You think Carlos was hot on the trail of the yeti, but he faces snowstorms, avalanches, and rumors of magic portals and strange beings. You want to bring back proof of the yeti’s existence, but you must also save your closest friend.

ISBN: 1-933390-01-8
EAN: 978-1-933390-01-7
$6.99 US | $7.99 CAN
144 pages

**JOURNEY UNDER THE SEA #2**

By R. A. Montgomery

“All systems GO. It’s awesome down here.” You are deep under the surface of the sea, the least explored region on the planet. Your mission: to find the lost continent of Atlantis. You are alone in a small deep-sea craft, using brand-new technology and equipment. Giant squid, killer sharks, and species never before seen by humans might be caught in The Seeker’s powerful lights. You must make the choices necessary to go deeper, hoping one will lead to your quarry: the mythical lost continent of Atlantis.

ISBN: 1-933390-02-6
EAN: 978-1-933390-02-4
$6.99 US | $7.99 CAN
144 pages

**SPACE AND BEYOND #3**

By R. A. Montgomery

Kenda or Croyd? Born aboard a deep space cruiser on a dangerous research mission, you have three days to choose your home planet and travel there alone in a small space pod. Space is endless and unknowable—if you reach your destination, will you find a warm and welcoming society, or a hostile planet full of distrust and violence? Be courageous! And good luck. May the Infinite Spirit guide you safely.

ISBN: 1-933390-03-4
EAN: 978-1-933390-03-1
$6.99 US | $7.99 CAN
144 pages

**THE LOST JEWELS OF NABOOTI #4**

By R. A. Montgomery

Boston, Paris, then Morocco? A whirlwind trip is ahead of you: you must help your cousins, Peter and Lucy, find two huge diamonds and two priceless rubies stolen from a museum in Paris. Now, your cousins’ lives are in danger for however long they continue their search, and you are their only hope to recover them. Strangers offer you help and clues, but you aren’t sure whom to trust. A bigger mystery looms over this story: who are the rightful owners of the lost jewels of Nabooti?

EAN: 978-1-933390-04-8
$6.99 US | $7.99 CAN
144 pages

Be cautious, Be daring! This is a great starting point for reluctant readers and boys who don’t know what to choose. Read the books again and change your decision! Definitely would recommend. We bought these for an 8-year-old boy who is reading at a high level. Sara R.
MYSTERY OF THE MAYA #5
By R. A. Montgomery
Your oldest friend Tom is missing, and you’re having nightmares—nightmares of bloody altars and human sacrifice! You hop a flight to Mexico to look for him. He disappeared while researching the ancient Mayan ruins of Chichén Itzá. Your guide, Manuel, is knowledgeable but keeps saying strange things—can he be trusted? You may end up traveling through time, and living with the real Mayans. You might even learn why they disappeared 800 years ago. You will face moments that make and break entire civilizations, but will you locate Tom?

HOUSE OF DANGER #6
By R. A. Montgomery
You receive a phone call. Someone on the other end is begging you for help. He sounds scared. You trace the call to the site of an old prison that burned to the ground more than 100 years ago, taking the lives of 112 prisoners. Even though you’re an expert detective, you know this case will be unusually creepy and dangerous. But how can you ignore a cry for help? Depending on your choices, you might encounter angry chimpanzees, counterfeit money, space aliens, time travel, Civil War ghosts, or all of the above. This will be one case you’ll never forget—if you make it out alive!

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RACE FOREVER #7
By R. A. Montgomery
Your dad backs out last minute, leaving you as the lead driver in an international road race that starts in Nairobi, Kenya. This is a big deal, an opportunity you’ve spent your life training for. Two races, one for speed, the other for skill, await you. You can choose your car, and you can choose your course, but you can’t choose who you’re up against or what you’ll encounter in the African wilderness. Flash floods, guerrilla warriors, enraged rhinos, and busted axles will foil you at every turn in the road. But for the one winner, glory awaits!

ESCAPE #8
By R. A. Montgomery
You are a spy in the year 2045, and you’ve just escaped from prison in Dorado, a repressive police state in the now-divided United States. You have vital knowledge of Dorado’s plans to take over the territories of Rebelium and Turtalia. You must make it back home, to Turtalia, where democracy still has a chance. You are anxious to reunit with your teammates Matt, Mimla, and Haven. The Doradan Secret Police, relentless killers, are on your trail. The future of a great country lies in your hands, and time is running out.
LOST ON THE AMAZON #9
By R. A. Montgomery
You are a skilled doctor, and you believe that the Amazon rainforest holds secrets and cures that could benefit the entire world’s population. You’ve assembled a talented medical team to help you, but when you arrive in the heart of the Amazon River basin to meet them, they have vanished. With the help of your guide, Owaduga, you set out by boat on the vast Amazon River to find them. Some of the myths about this dangerous region are true, and there are stories here that you alone will hear—if you survive to tell them.

ISBN: 1-933390-09-3
EAN: 978-1933390-09-3
$6.99 US | $7.99 CAN

PRISONER OF THE ANT PEOPLE #10
By R. A. Montgomery
You are a talented member of an elite, interplanetary research team called Zondo Quest Group II. Your goal: to stop the Evil Power Master from causing the disintegration of matter. Meaning: he destroys whole planets in a quest to control the universe. Your group leader, Rendoxoll, is a neurotic, mechanical being from planet F32. One of your teammates, Flppto, is a brilliant Martian and a great friend. Rendoxoll calls on you to search for two other teams that have gone missing. But to do this, you may have to undergo miniaturization. Can you defeat the Evil Power Master? Or will the Ant People take you captive once you’ve been shrunk down to their size?

ISBN: 1-933390-10-7
EAN: 978-1-933390-10-9
$6.99 US | $7.99 CAN

TROUBLE ON PLANET EARTH #11
By R. A. Montgomery
Oil is the Earth’s most valued resource—and someone or something is making it disappear. You and your partner Ned, who uses ESP to solve mysteries, are determined to get to the bottom of the sudden oil shortage. You think it’s just been used up by greedy humans, but Ned is convinced it’s been stolen. Could it be a group bent on world domination? Or something even worse? From Washington DC to Saudi Arabia, from under the sea to outer space, you and Ned will do whatever it takes to figure it out. The world’s economy—and even the planet’s existence—hangs in the balance.

EAN: 978-1-933390-11-6
$6.99 US | $7.99 CAN

WAR WITH THE EVIL POWER MASTER #12
By R. A. Montgomery
“SUDDEN TOTAL DESTRUCTION OF PLANETS HAEMOG AND AROUTH,” the message reads. This could only mean one thing: the Evil Power Master is back. He has the ability to disintegrate matter, meaning entire planets are gone in the blink of an eye. You lead a team against him, and you look to the Lacoonian government to help end him once and for all.

ISBN: 1-933390-12-3
EAN: 978-1-933390-12-3
$6.99 US | $7.99 CAN
CuP of deAth #13
By Shannon Gilligan

Your family is spending the year in Kyoto, Japan. Your best friend, Kenichi, calls you one afternoon and asks you to meet him right away at the tea ceremony school where his older brother, Takeshi, studies. A very famous and valuable tea bowl known as “Yukisoo” is gone. This is no accident or ordinary theft. The tea bowl has as much value on the black market as it does in the sacred tea ceremony, and the people who had access to it are important and powerful.

ISBN: 1-933390-70-0
EAN: 978-1-933390-70-3
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Paperback
144 pages

BEYOND ESCAPE! #15
By R. A. Montgomery

It’s been two years since you escaped from prison in the totalitarian state of Dorado. You are still working as a spy for your home state of Turtalia. The dictatorship Dorado has been quiet, a sure sign of trouble. You receive an urgent message from Matt and Mimla, your friends and fellow spies, saying their mission failed and they need your help. At the same time, you learn that a Doradian prisoner has escaped with three top secret files. Deciding whether to rescue Matt and Mimla or to go after the prisoner is only the first tough choice you’ll make. Freedom and democracy for Turtalia and beyond are on the line. Don’t give up!

EAN: 978-1-933390-15-4
$6.99 US | $7.99 CAN
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Paperback
144 pages

THE CASE OF THE SILK KING #14
By Shannon Gilligan

The year is 1982. You’re a detective, and your next case arrives in an envelope with $2,000 and a plane ticket to Bangkok, Thailand. You are asked to investigate the disappearance of Jim Thompson, AKA the Thai Silk King. He went missing without a trace 15 years before, but someone suspects he’s alive and well and living as a Buddhist monk. There’s a $100,000 reward for information leading to the Silk King’s recovery. But who sent you the plane tickets?

EAN: 978-1-933390-14-7
$6.99 US | $7.99 CAN
4 1/8” x 6 7/8”
Paperback
144 pages

SECRET OF THE NINJA #16
By Jay Leibold

You have moved to Japan to study the non-violent martial artform of Aikido. Your friend Nada thinks recent strong storms are linked to a beautiful, mysterious samurai sword that was sent anonymously to her family’s dojo. With the help of the sensei, Nada’s teacher, you embark on a mission to rid the dojo of evil spirits. You unravel a puzzle that traces back hundreds of years, to feudal Japan, and involves generations of skilled, clashing ninjas. If you rely on your training and your instinct, you will have a chance to solve this ancient puzzle.

ISBN: 1-933390-16-6
EAN: 978-1-933390-16-1
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“Received my copy of Secret of the Ninja in the mail a couple days ago. Thanks for sending it! My middle son is really enjoying it.” —Jim C.
THE BRILLIANT DR. WOGAN #17
By R. A. Montgomery
The brilliant Dr. Diana Wogan is gone. You are the youngest scientist in the world-famous Delta Group, and Dr. Wogan was your leader and mentor. She had invented a machine to neutralize a nuclear bomb, which would be devastating in the wrong hands. This machine is missing too. Delta Group was dedicated to pursuing solutions for global peace, but you doubt that finding Wogan will be anything but peaceful. Dr. Wogan is your dear friend, and her work is powerful—but in the wrong hands, life as we know it could change forever.

RETURN TO ATLANTIS #18
By R. A. Montgomery
You are an undersea explorer who realized your lifetime dream three years ago when you discovered the Lost Continent of Atlantis. Unfortunately, you barely escaped with your life and brought no proof of the Lost Continent back with you to the surface. This time you are bringing your friend Horton along to help out. But the evil Nodos want to keep Atlantis, their home, a secret—and they seem to sense your every move before you make it!

FORECAST FROM STONEHENGE #19
By R. A. Montgomery
Your friend Twig has convinced you to go to Stonehenge. Twig insists you meet a man named Alastair who has some information about one of the famously missing stones of Stonehenge, the heelstone. Your curiosity gets the better of you, but when you arrive, the site has been closed off because of a terrorist threat. Will you be able to find Alastair in all the madness? What dark secrets will he impart to you? The history of Stonehenge is rich and mysterious, and so are the beings who call it home.

INCA GOLD #20
By Jim Becket
Your friend Sally is a computer genius, and you think she’s stumbled onto a computer program that could change treasure hunting forever. You think you’ve located the coordinates for the Lost City of Gold, where the Incas hid their treasure from Spanish Conquistadores in the 1500s. Using grant money won from another great discovery, you both head to Peru right away to explore. You are tailed by strange men from the moment you land in Cuzco. Is someone else using your talents to find the treasure for themselves?
STRUGGLE DOWN UNDER #21
By Shannon Gilligan
Your favorite uncle Gilroy is in trouble and needs your help. With your parents on vacation in the U.S., you decide to set out from your home in Melbourne, Australia, to meet Gilroy in Alice Springs, more than 2,000 miles away in the middle of the Outback. Uncle Gilroy was in the newspaper for discovering an amulet he believes is proof of an ancient desert civilization. Traitors and crime syndicates are after Gilroy—they don’t believe in his ancient civilization, but they do think the amulet will lead them to untold riches in uranium.

TATTOO OF DEATH #22
By R. A. Montgomery
You’ve been trapped by L.A.’s newest gang, the Red Flowers. Ben and Sprazzle seemed so nice in your Tai Chi class, but now you know better—the tattoo on your wrist reminds you of your obligation to the gang. You find out they are in the business of smuggling immigrants into the country, but you want no part of it. Can you use your insider’s viewpoint to fight for the freedom of others, or will you succumb to their deadly deals?

SILVER WINGS #23
By R. A. Montgomery
Gliding is more than a hobby for you, but you’re not a pro yet. When your flight instructor Peter plans a gliding trip to Baja for you and your friends Isabel and Josh, you’re beyond excited. You pack supplies for your three-day camping trip on the desert peninsula. You and Isabel fly in one glider, but halfway there, Josh and Peter have to make an emergency landing in the middle of nowhere. Storms, vultures, and bandits could strike at any time. Should you land too and help them out? Or should you return home to get help?

TERROR ON THE TITANIC #24
By Jim Wallace
You are one of 2,228 souls aboard the maiden voyage of the RMS Titanic. You’re traveling with your father’s business partner, Andrew. You think he’s up to no good, so while at sea you investigate Andrew’s shady dealings. Late one night, you think you spot an iceberg in the ship’s path. You’re just a kid—will the crew listen to you? You might make it home to see a bright future in New York, or you might head to a watery grave.
SEARCH FOR THE MOUNTAIN GORILLAS #25
By Jim Wallace
You’re a photojournalist on an assignment in the Impenetrable Forest of Uganda, where a few mountain gorillas have been spotted. The mountain gorillas are a seriously endangered species, and you are trying to save them. But the country is dangerous—the jungle holds many threats, not least of all poachers and their traps. When a girl from a local tribe goes missing, your choices get even more difficult. Will you be able to document the gorillas’ plight and help save this magnificent species?

MOON QUEST #26
By Anson Montgomery
You live on the moon, and always have. It’s 2053, and the Tycho Colony—a thriving economy of 100,000 people—is all you’ve ever known. You’ve taken your last school exams, and summer vacation has started. Summers on Luna aren’t like the ones you hear about on Earth, but vacation means you have plenty of time to explore. Should you stick closer to home and work as a tour guide? Or should you join your friends Tamil and Emma for some real adventures on the far side of the moon?

PROJECT UFO #27
By R. A. Montgomery
You are an astronomer with a secret: you have telepathic conversations with a non-Earthling, an alien named Freedo. Here on Earth, top agencies have recognized your cutting-edge astronomical research into black holes and intelligent alien life. You are recruited by two high-level research teams. But Freedo tells you to be wary. He isn’t sure these groups have your best interests at heart, and he suspects there may be other aliens in your midst. Above all, you must keep Freedo a secret, or both of your lives will be in danger.

ISLAND OF TIME #28
By R. A. Montgomery
You have a day off from school, so you convince your friend Jayme to go out on the lake with you, even though the weather looks questionable. You want to explore an island in the middle of Lake Champlain, where some say the past is still alive. But a storm picks up on your way out to the island, and you’re not sure whether to turn back. If you make it to Providence Island, can you be sure of what you’ll find there? Lake Champlain has always been your home, but things are getting unfamiliar very quickly.

“My 3rd grade students LOVE these books - just as much as I did when I was a kid.” @Mary Pasley W.
**SMOKE JUMPERS #29**  
By R. A. Montgomery  
It’s your turn, and you step out into thin air. Your stomach lurches as you begin to freefall. It’s your first jump out of an airplane, a parachute on your back, and the beautiful forests of the Pacific Northwest below you. You’ve been training for this moment for weeks, to become an elite smoke jumper and fight wildfires. You’re worrying about your chute opening and making a good landing, but what will happen once you do land? Fires nearby are quickly becoming catastrophic, and your skills will be called on to help save whole towns from destruction.

**ISBN:** 1-933390-29-8  
**EAN:** 978-1-933390-29-1  
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*144 pages*

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**CHINESE DRAGONS #30**  
By R. A. Montgomery  
You work the land for your aunt and uncle in rural China in the year 620 A.D. Your parents were killed in an epidemic years ago. Your uncle is not a kind man, and your cousins see you as just another mouth to feed. The crops are not doing well, and times are tough. When the great and respected warrior Li Shi-min is reported to be nearby and about to make a great sacrifice for a coming battle against the Turks, you feel a rush of excitement. For some reason, you feel you must attend the sacrifice. Will it be the life-changing event you’ve been waiting for?

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*Paperback*  
*144 pages*

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**TRACK STAR! #31**  
By R. A. Montgomery  
Third again! Defeat is disappointing. Gail and Helios beat you at the 200 meter race. It is a tough event, but you know you can do better. You must. Without an athletic scholarship, you’re not sure how you and your parents will afford college next year. You’ve also heard about what can happen to athletes who dope—health problems of all kinds, plus you could get banned for years if you’re caught.

**ISBN:** 1-933390-31-X  
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**U.N. ADVENTURE: MISSION TO MOLOWA #32**  
By Ramsey Montgomery  
The United Nations tries to solve the world’s most difficult challenges through conversations and resolutions made by delegates representing the interests of their home countries. You have been chosen to represent your country in the students’ version: the Model United Nations. You meet other students with powerful international connections, who invite you to see what real global politics look like. You could go to refugee camps in Molowa, a new nation in sub-Saharan Africa, then to Arkistan, in the former Soviet Union, where there is a nuclear threat. Or you could head first to Antarctica, and help rescue a missing U.N. team.

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*144 pages*
**BLOOD ON THE HANDLE #33**
By R. A. Montgomery

Your Uncle Morgan is your only living relative since your parents disappeared under mysterious circumstances. You are horrified when you return home from school on a normal day and Morgan has vanished—his own antique dagger soaked in blood and stabbed through a rug in his study is the only clue left behind. Your uncle keeps a lot of secrets, and you think he’s a spy. An expensive car speeds out of your uncle’s driveway, so you get on your motorcycle and follow it. No time to waste, both of your lives might be in danger now!

EAN: 978-1-933390-33-8  
$6.99 US | $7.99 CAN

**ZOMBIE PENPAL #34**
By Ken McMurtry

Your friends Elton and Mina think the new girl at school is a zombie. You’re doubtful, but she does remind you of your old penpal from New Orleans, whom you haven’t heard from in years. She isn’t the only creepy thing in town: your science teacher, Professor Gaga, has been running a series of strange experiments at his home lab, and you’ve also seen suspicious stuff happening at the local cemetery. Whatever you do, hold onto your brains!

ISBN: 1-933390-34-4  
EAN: 978-1-933390-34-5  
$6.99 US | $7.99 CAN

**BEHIND THE WHEEL #35**
By R. A. Montgomery

It’s the summer you’ve been waiting for—finally you and your cousin Hubert will get to race his vintage cars for real! Hubert lives in Switzerland, and the two competitions could take you across the borders of many European countries. There is a race for speed and one for performance—you must decide which is your best bet. But it’s more than the glory of competition or the winner’s prize at stake: you are tapped by a syndicate who wants a young competitor to help them throw the race. But there’s more than the glory…a syndicate who wants. But if you say no, what will they do to you?

EAN: 978-1-933390-35-2  
$6.99 US | $7.99 CAN

**punishment: earth #36**
By R. A. Montgomery

Generations of interspace warfare left you and your friend Og as the only kids on the planet Orca. You don’t remember the days of turmoil that led the Supreme Orcan Senate to make strict rules for inhabitants of your planet, banning curiosity and exploration. One day you and Og break the rules—again—by wandering into the off-limits territory to explore, and the Orcan Senate decides you must be punished. You are sentenced to a trip to the young nation of Earth, where curiosity and exploration are encouraged. Maybe you’ll learn the error of your ways, or maybe you and Og will decide to become Earthlings for life!

ISBN: 1-933390-36-0  
EAN: 978-1-933390-36-9  
$6.99 US | $7.99 CAN
PIRATE TREASURE OF THE ONYX DRAGON #37
By Alison Gilligan

Summers spent with your Aunt Lydia north of Seattle are never boring, and she doesn’t even seem to care when you and your sister Hannah get into mischief. This year, you are determined to locate the Onyx Dragon, an old pirate ship full of treasure that sank nearby. Your father left you some clues before he disappeared on an archaeological dig years ago. Lydia seems nervous when you talk about the Onyx Dragon and tells you not to snoop around in your family’s secrets. Other people are chasing the treasure also. It is a dangerous mission, but how can you resist when you’re so close?

EAN: 978-1-933390-99-4
$6.99 US | $7.99 CAN
4 1/8” x 6 7/8”
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SEARCH FOR THE BLACK RHINO #38
By Alison Gilligan

You join your mother, a conservation zoologist, on a trip to Kenya, where a dwindling population of black rhinos is in need of help. You’ve been visiting Kenya since you were little, because your family owns a coffee plantation there. You know all about the dangers of the jungle: wild animals that could chomp you up, man-eating tsetse flies, and flash floods. But before you leave, you hear your parents talking about new dangers: theft, money, and the FBI. A baby black rhino has been separated from his mother, and you could be the one to save him!

EAN: 978-1-937133-01-6
$6.99 US | $7.99 CAN
4 1/8” x 6 7/8”
Paperback
144 pages

CURSE OF THE PIRATE MIST #39
By Doug Wilhelm

“We’re going to Guyana?” Your uncle tells you to pack quickly but doesn’t say why. He is a best-selling novelist, and his specialty is adventure stories on sea, land, or air, with one thing in common: treasure-hunting! This time, you’re seeking out a ship sunk during World War II containing a trillion dollars worth of English gold, silver, and jewels. The sunken treasure has captured the interest of lots of people, many of them rich and powerful. Will you and your uncle find fame, glory, or the plot of his next novel?

ISBN: 1-937133-02-8
EAN: 978-1-937133-02-3
$6.99 US | $7.99 CAN
4 1/8” x 6 7/8”
Paperback
144 pages

THE TRAIL OF LOST TIME #40
By R. A. Montgomery

You have a secret gift: just by touching an archaeological find, you know where it came from and how old it is. Your grandfather, a famous archaeologist, had the gift too. When he passes away, he leaves your family his home and ranch in New Mexico. He leaves you a short letter and a simple map. When you arrive at the ranch and follow the map, you uncover a secret kiva within an ancient cave. On the wall are a mammoth, a Kokopelli, a canoeing man, and other symbols from times far, far back in the past. When your hand brushes over them, the walls begin to shift. Is this kiva a portal to the ancient world?
THE GOLDEN PATH

GOLDEN PATH #1: INTO THE HOLLOW EARTH
By Anson Montgomery

Your head is spinning—you and your two best friends have just been expelled from boarding school for something you didn’t do. Not only that, but your parents, respected archaeologists, have vanished under ominous circumstances. You know the two events are connected by an ancient piece of pottery Peter found last summer that unexpectedly caught the attention of teachers and the government. There is definitely danger in the air. Part thriller, part travelogue, part personal quest, The Golden Path: Volume One weaves a labyrinthine journey as you search for answers to the truth about your past and the clues to your future. Every choice you make could be the difference between your parents’ life and death, and your ultimate destiny.

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GOLDEN PATH #2: BURNED BY THE INNER SUN
By Anson Montgomery

Just a month ago, you lived a normal life on the surface of the Earth, in the United States and Provinces. When you and your two best friends, Peter and Dresdale, were expelled from boarding school for what seemed like an innocent archaeology project, you began an epic quest to find your missing parents and clear your name. This is your first time in the fantastical regions of the Hollow Earth, and your destiny is tied to the strange beings you encounter. Are you prepared for the Desera Fox People? The Elephant Whales? Are you the Emerald Warrior? You will affect the fate of this place—and it will control your destiny. What is the Golden Path, and does it really exist?

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YOUR VERY OWN ROBOT
By R. A. Montgomery

Your parents threw away some parts to an old robot that wasn’t working anymore. You put the parts together, and turned him on. Now you have your very own robot, named Gus. Gus is really excited to meet you. But should you ask your parents for help before you take him out to play?

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YOUR VERY OWN ROBOT GOES CUCKOO-BANANAS!
By R. A. Montgomery and Shannon Gilligan

Gus is your very own robot and your best friend. Gus runs away after he hears about a new computer lab at the sewage treatment plant. You see a sign in your neighborhood advertising robot cloning classes. It’s sort of funny when Gus gets into trouble around the house, but if he destroys the whole town you are going to be in so much trouble!

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**LOST DOG!**
*By R. A. Montgomery*

Homer is your loyal dog. When he runs away, you need to find him right away. Homer has a lot of friends in town, though. He knows the kooky scientist who is always conducting experiments in his lab, and he certainly knows everybody at the pound. You just hope you can find him before the neighborhood bullies do.

---

**THE HAUNTED HOUSE**
*By R. A. Montgomery*

Homer is your dog. He chases a white cat one day and pulls his leash out of your hand while you are walking home together. You follow him to the gate of a very haunted-looking house. Inside, a crocodile cries big tears and a unicorn dances on a bridge of sunlight. Somewhere, Homer is waiting for you to find him and go back home.

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**RETURN TO HAUNTED HOUSE**
*By R. A. Montgomery*

You and Homer are experts at exploring haunted places. Homer goes to the junkyard and builds a contraption that will take you anywhere you want to go—as long as it’s haunted. He asks you if you want to go to a palace in Thailand guarded by elephant ghosts, or to a spooky old mansion named Montagoo Hall.

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*My daughter (6 years old) can read most of the words in Lost Dog. It was her first ever CYOA book. I sat down to read it with her & to explain how CYOA books work. It is now her favorite book and takes it everywhere we go :) *

*—Tara*
THE LAKE MONSTER MYSTERY
By Shannon Gilligan
No one has ever proven Champ the Lake Monster exists, but you’ve heard stories your whole life about the big monster that lives in Lake Champlain. You and your sister Hannah decide you can prove Champ exists by going out on a gray day when no one else is on the water. But maybe everyone’s stayed in because a storm is coming?

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SAND CASTLE
By R. A. Montgomery
You live in Hawaii and build sand castles every day. You add turrets, moats, gatehouses, and draw-bridges to the most spectacular castle anyone has ever seen. A big storm is coming in that may wash all your hard work away, so you take one last look before going in for bed. Deep inside the castle, you think you hear a tiny cry for help!

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GHOST ISLAND
By Shannon Gilligan
You’re on vacation in the Caribbean Islands. When your parents stop their sailboat in Antigua for a few days, you set out to explore. But you hear from some local kids that the island might be haunted. You’re not sure you believe it at first, but then weird things start to happen. Maybe the ghost just needs someone to help him. Or maybe you could go back in time, and find out why this island became haunted in the first place?

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YOUR GRANDPARENTS ARE ZOMBIES!
By Anson Montgomery
Who wants to spread mulch and clean the basement? Yuck! You want to go to the movies or to the fair, but your grandparents won’t take you. You decide to make a zombie potion so that they’ll do whatever you say. But maybe you’ll miss your real grandparents…a little bit?

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DRAGON DAY
By Anson Montgomery

Today is Dragon Day. Some dragons will learn how to fly—the rest stay in Egg Land with the babies. You want to prove you are old enough and brave enough to join the flying dragons, and you have just one day to do it. Compete in races and games, and avoid the Very Bad Dragons.

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SEARCH FOR THE DRAGON QUEEN
By Anson Montgomery

Dragons from all over the universe have gathered in the Great Hall for the Treasure Ceremony. But when the moment arrives to split up the treasure, the Dragon Queen does not appear. Rumors swirl that she was kidnapped. You and your friends are brave enough to help find her, even if it means facing the haunted Ice Forest and waking up a sleeping fairy.

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SPACE PUP
By R. A. Montgomery

Your best friends are your dog Homer and your cat Zogg. But there’s a secret about them that no one knows but you: Zogg and Homer can talk! When your school friend, Janice, invites you to Paris for two weeks, you’re not sure if you can leave Homer and Zogg all alone. They had big plans to take you to outer space this summer. SPACE?! So what will you do? Should you let Squarks and diamond-covered mice teach you about different life forms in the Universe? Or do you want to climb the Eiffel Tower and fight bandits in a riverboat along the Seine?

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GUS VS. THE ROBOT KING
By R. A. Montgomery and Shannon Gilligan

Gus the robot is your sidekick, but sometimes you’re jealous of the things he can do. Send a trashcan into orbit? Check. Make everyone at your school like him when he stacks all the trays in the cafeteria into the shape of the Taj Mahal? Yup. Once he even reprogrammed the ATM to spit out money, until he was caught and had to give it back. Then Gus tells you the robot cloning lab has found a way to create a robot that’s part human being: the Robot King. Is he crazy, or will the robot cloning lab’s breakthrough create the most powerful robot in the world?

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INdIAN TRAIL
By R. A. Montgomery
It hasn’t rained for a very long time. How much longer before the crops die and your village has no food? Everyone has tried praying to the kachinas, the Pueblo spirits, but still no rain comes. Your father told you the kachinas inhabit the earth and sky, so you decide to seek them out for yourself. You believe they will listen to you, and save your village from ruin.

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CARAVAN
By R. A. Montgomery
This is your chance—you’re finally going on the caravan trip with your father! The year is 1696, and you live in Tibet where, once a year, a caravan of people, ponies, camels, and dogs travels across the high mountains, through Nepal, and into India to trade wood and silk for tea and spices. You’ve always wanted to be a part of this adventure, but the trip is long, dangerous, cold, and even a little scary.

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