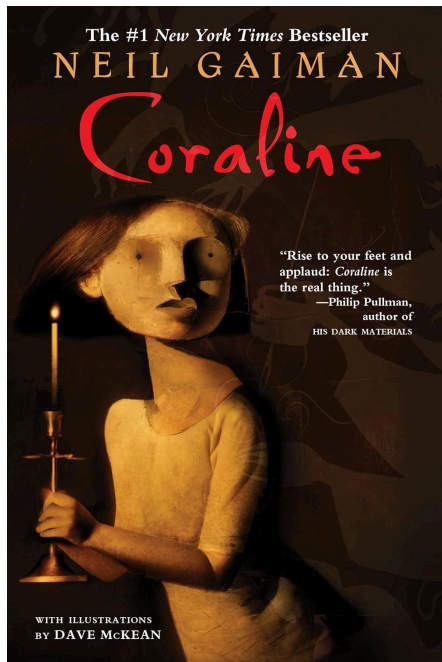


## Creepy Middle Grade Books



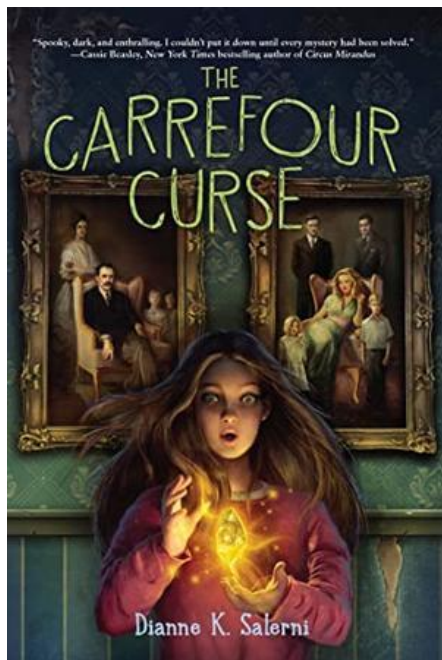
### **Coraline - Neil Gaiman**

When Coraline steps through a door to find another house strangely similar to her own (only better), things seem marvelous.

But there's another mother there, and another father, and they want her to stay and be their little girl. They want to change her and never let her go.

Coraline will have to fight with all her wit and courage if she is to save herself and return to her ordinary life.

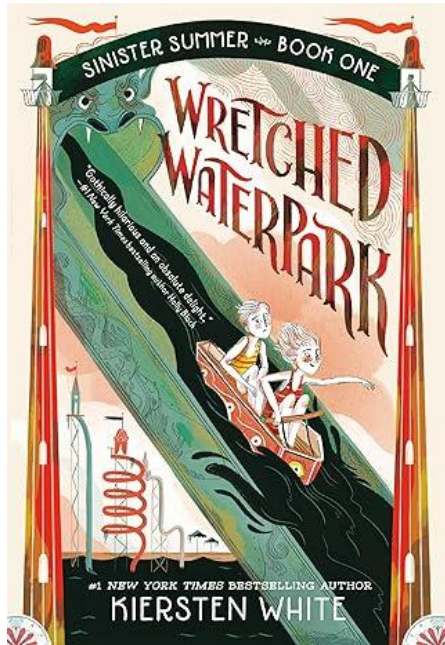
Neil Gaiman's *Coraline* is a can't-miss classic that entralls readers age 8 to 12 but also adults who enjoy a perfect smart spooky read.



### **The Carrefour Curse - Dianne K. Salerni**

Twelve-year-old Garnet regrets that she doesn't know her family. Her mother has done her best to keep it that way, living far from the rest of the magical Carrefour clan and their dark, dangerous mansion known as Crossroad House.

But when Garnet finally gets summoned to the estate, it isn't quite what she hoped for. Her relatives are strange and quarrelsome, each room in Crossroad House is more dilapidated than the last, and she can't keep straight which dusty hallways and cobwebbed corners are forbidden. Then Garnet learns the family secret: their dying patriarch fights to retain his life by stealing power from others. While the Carreffours squabble over who will inherit his role when (if) he dies, Garnet encounters evidence of an even deeper curse. Was she brought to Crossroad House as part of the curse . . . or is she meant to break it?



## Wretched Waterpark - Kiersten White

Meet the Sinister-Winterbottoms: brave Theo, her timid twin, Alexander, and their older sister, Wil. They're stuck for the summer with their Aunt Saffronia, who doesn't know how often children need to eat and can't use a smartphone, and whose feet never quite seem to touch the floor when she glides—er—walks. When Aunt Saffronia suggests a week pass to the Fathoms of Fun Waterpark, they hastily agree. But the park is even stranger than Aunt Saffronia. The waterslides look like gray gargoyle tongues. The employees wear creepy black dresses and deliver ominous messages. An impossible figure is at the top of the slide tower, people are disappearing, and suspicious goo is seeping into the wave pool. Something mysterious is happening at Fathoms of Fun, and it's up to the twins to get to the bottom of it. The mystery, that is. NOT the wave pool. Definitely NOT the wave pool. But are Theo and Alexander out of their depth?



## The Witches - Roald Dahl

From the World's No. 1 Storyteller, *The Witches* is a children's classic that has captured young reader's imaginations for generations.

This is not a fairy tale. This is about real witches.

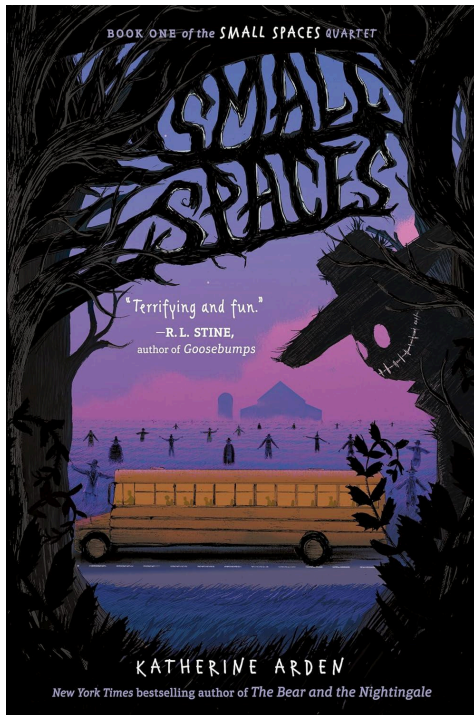
Grandmamma loves to tell about witches. Real witches are the most dangerous of all living creatures on earth. There's nothing they hate so much as children, and they work all kinds of terrifying spells to get rid of them. Her grandson listens closely to Grandmamma's stories—but nothing can prepare him for the day he comes face-to-face with The Grand High Witch herself!



## Camp Sylvania - Julie Murphy

Maggie Hagen is determined to be in the spotlight . . . if she can just get over her stage fright. This summer, she's finally going to Camp Rising Star, a famous performing arts camp she's been dying to go to for years.

But then, her parents break the news: she's being shipped off to fat camp—and not just any fat camp. She's going to Camp Sylvania, run by world-famous wellness influencer Sylvia Sylvania. When Maggie arrives at camp, things are... weird. There are the humiliating weigh-ins and grueling workouts, as expected. But the campers are also encouraged to donate blood—at their age! The cafeteria serves only red foods and there are even rumors of a camp ghost. Despite these horrors, Maggie makes friends and starts to actually enjoy herself. This place might not be so bad . . . until campers start going missing and other suspicious things begin happening—especially after dark.



## Small Spaces - Katherine Arden

After suffering a tragic loss, eleven-year-old Ollie only finds solace in books. So when she happens upon a crazed woman at the river threatening to throw a book into the water, Ollie doesn't think—she just acts, stealing the book and running away. As she begins to read the slender volume, Ollie discovers a chilling story about "the smiling man," a sinister specter who grants your most tightly held wish, but only for the ultimate price.

On a field trip to a local farm with a haunting history all its own, Ollie stumbles upon startling evidence that the story about the smiling man could be true. On the way home, the school bus breaks down and the strange bus driver has some advice for the kids left behind in his care: "Best get moving. At nightfall they'll come for the rest of you." Nightfall is, indeed, fast descending when Ollie's previously broken digital wristwatch, a keepsake reminder of better times, begins a startling countdown and delivers a terrifying message: RUN.