

HOLIDAY HOUSE



WELCOME!



This **ONLY IF YOU DARE** event kit contains chilling activities for the young spook-seeker.

WHAT'S INSIDE

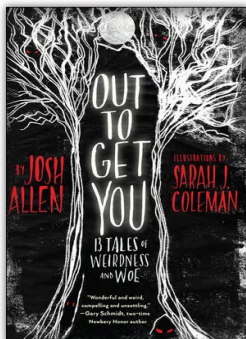
- **WICKED WORD SEARCH**
- **CORN MAZE CRAZE**
- **UNSETTLING UNSCRAMBLER**
- **DREADFUL DRAWING CHALLENGE**
- **JOSH ALLEN'S HOW TO WRITE A SPOOKY STORY**
- **A JOSH ALLEN GHOST STORY GENERATOR**



You never know what's out to get you. Though you might think you're safe from monsters and menaces, everyday objects can turn against you, too. A mysterious microwave. A threatening board game. A snowman that refuses to melt. Even your own heartbeat has its secrets. Thu-thump. Thu-thump. When you stop to listen, each beat sounds more menacing than the last.

Master storyteller Josh Allen brings thirteen nightmare scenarios to life in this page-turning collection that's perfect for budding horror junkies. In his wondrous world, danger waits behind every doorway . . . even in the most ordinary places.

ALSO FROM JOSH ALLEN



Thirteen ordinary kids. Thirteen ordinary towns. Danger lurks around every corner! Get ready for a collection of thirteen short stories that will chill your bones, tingle your spine, and scare your pants off. A stray kitten turns into a threatening follower. The street sign down the block starts taunting you. Even your own shadow is out to get you! Spooky things love hiding in plain sight.

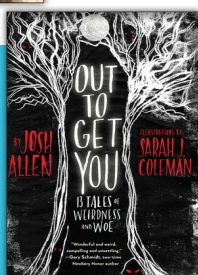
The everyday world is full of sinister secrets and these page-turning stories show that there's darkness even where you least expect it. Readers will sleep with one eye open. . . .



JOSH ALLEN checks under his bed before switching off the light each night. During the day, he teaches creative writing and literature at Brigham Young University-Idaho. His debut book for young readers, *Out to Get You*, received two starred reviews and was a Junior Library Guild selection. He lives in Idaho with his family.



SARAH COLEMAN was an early pioneer of hand lettering and has illustrated covers for many renowned books, including the 50th anniversary edition of *To Kill a Mockingbird* and Newbery Honor-winner *Wolf Hollow*. Her design clients range from Coca Cola and Starbucks to *The New York Times*. She lives in the UK.



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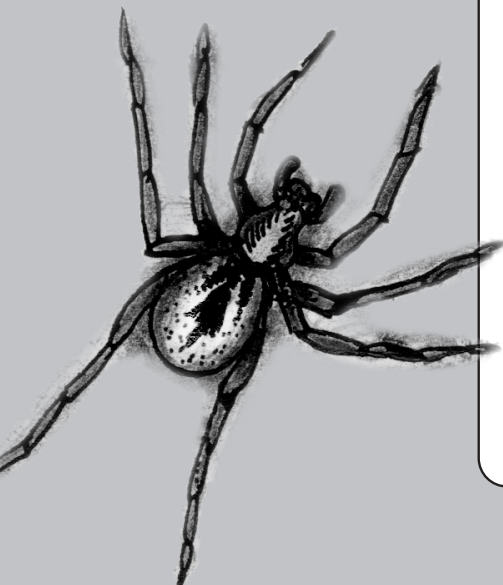
WICKED WORD SEARCH

There are thirteen horrifying Halloween-related words in this puzzle. We've given you seven. Search for them all . . . but **ONLY IF YOU DARE.**



WORD BANK:

BROOMSTICK
CAULDRON
COBWEB
CACKLE
GRAVEYARD
HOCUS POCUS
WITCHCRAFT



V	H	P	F	R	J	L	D	E	I	V	G	B	W	R	G	H	W	O	X
W	C	W	X	H	F	H	M	E	W	E	O	I	M	Y	D	N	A	C	H
Q	O	V	S	Q	F	K	D	R	Q	P	T	M	B	T	C	G	W	V	I
W	S	H	M	B	J	J	V	I	Y	C	G	C	L	O	E	G	L	W	N
G	T	M	B	G	F	C	Y	E	H	C	J	V	B	L	H	L	N	I	B
C	U	B	Y	M	L	C	U	C	E	A	O	W	L	D	U	P	C	J	B
Z	M	I	I	P	H	N	R	Q	X	Q	E	W	R	K	T	K	C	M	P
N	E	A	D	S	N	A	C	V	J	B	Q	P	S	M	Y	E	A	L	H
D	Z	M	Q	W	F	Q	B	E	Z	I	K	M	T	H	U	S	P	T	W
R	A	T	Q	T	U	L	J	E	I	P	H	B	M	B	A	T	J	Y	V
A	B	Y	E	S	D	N	O	M	N	K	N	X	Z	V	A	Y	Z	C	U
Y	R	V	F	T	A	F	O	I	Z	V	N	U	F	S	G	C	P	N	M
E	O	U	G	H	O	U	L	R	Y	M	Y	G	Z	X	B	A	C	I	R
V	O	Y	Z	D	X	L	B	Q	D	D	X	I	S	T	I	C	U	Q	B
A	M	U	N	E	S	J	H	W	I	L	T	W	R	R	W	K	X	J	F
R	S	A	U	T	E	P	R	C	W	U	U	J	P	T	U	L	R	O	A
G	T	Z	S	N	J	B	U	T	W	J	Z	A	U	X	C	E	S	Y	R
Y	I	S	H	U	A	L	I	Y	W	U	S	Z	C	Z	I	U	V	S	C
F	C	I	D	A	V	H	O	C	U	S	P	O	C	U	S	H	X	I	A
P	K	W	F	H	D	B	K	J	O	W	B	Z	V	I	W	O	G	I	J



By Josh Allen
Illustrations by Sarah J. Coleman
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CORN MAZE CRAZE

Can you escape this creepy corn maze and still have enough time to go trick-or-treating? Watch out—some spooks may try to fool you!



Start!



Finish!



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UNSETTLING UNSCRAMBLER

Can you unscramble the names of these bizarre haunts from
Only If You Dare before it's ATO ELOT ?



LNCOE _____

ZBUB ZZZU _____

ATAOLME _____

ETMH _____

NESJJTR GIL STEEHE _____

NOASNWM _____

ECPTRSE _____

DFYE ESI ECAZ TLNEU ANERRAI _____

LOLD _____

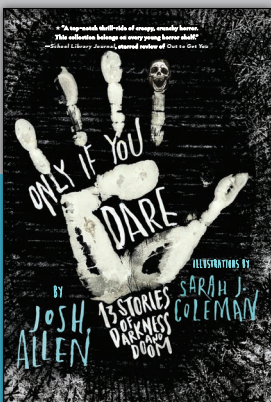
RZACL ZAYYP _____

LPILWO _____

EMC WTENTE _____

LPRGEET CRFI _____

Lost for words? Use the stories as your guide.



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ANSWERS: CLONE, BUZZ BUZZ, OATMEAL, THEM, JINGLES THE JESTER,
SNOWMAN, SPECTER, NICE AND EASY ULTRA FREEZIE, DOLL, CRAZY PLAYZ,
PILLOW, WET CEMENT, PERFECT GIRL

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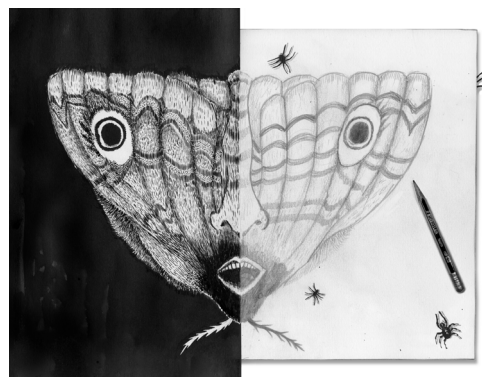
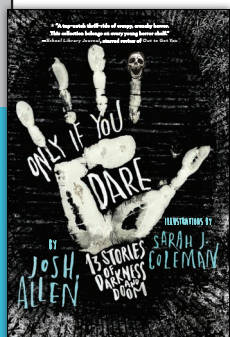


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DREADFUL DRAWING CHALLENGE

Use the space below to draw a spider, a ghost, a haunted house, or anything that makes your spine chill . . . but be careful—*It's the details that bring things to life.*



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JOSH ALLEN'S HOW TO WRITE A SPOOKY STORY: BREAK THE RULES!



We live in a world of rules. And mostly, those rules get followed. Mirrors reflect only what we see. Bicycles move only when you pedal them. Sinks spout water only when you turn them on. And as long as everything follows these rules, life feels comfortable and safe.

But if these rules start to get broken—if the mirror in your bathroom starts reflecting people who aren't there, if your bicycle starts going places all on its own, if your sink starts spouting water every time someone says the word “ocean”—well, that's when things start getting weird . . . and spooky!

So one way to write a spooky story is to break the rules, to let normal things start acting in abnormal ways. Here are two tips that can help you write stories that break the rules:

TIP #1: THAT DOESN'T GO THERE!

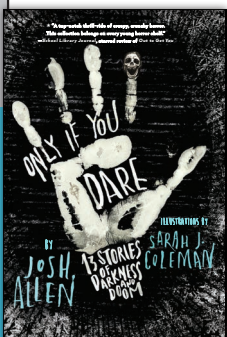
To write a spooky story, try putting something in a place where it doesn't belong. Imagine, for example, that your cousin, who lives on the other side of the country, has a favorite teddy bear, and imagine that one day this teddy bear appears, out of the blue, in your backpack. How did the teddy bear get there? Where did it come from? Is this teddy bear following you? Somehow, this teddy bear is breaking the rules! And that can be spooky!

TIP #2: THAT'S NOT SUPPOSED TO DO THAT!

Another way to break the rules is to let things act in ways they shouldn't. Imagine, for example, that one night your family's car starts up, in the dark garage, all by itself. How could this happen? And why? Does the car want you to get in it? Does it want to take you somewhere? Where? And why? Cars aren't supposed to act like this, so this car is breaking the rules. And that can be spooky!

Of course, there are plenty of other ways you can break the rules and write spooky stories, but these two should get you started. Basically, remember this: There's a normal way things are supposed to act, so if you want to write a spooky story, let things start acting in abnormal ways.

TRY IT! AND HAVE FUN!



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A JOSH ALLEN GHOST STORY GENERATOR



Create your own skin-crawling campfire tale using the template below.

SO I GUESS I'M HAUNTED NOW

I was in my bed one night, dreaming about _____, when all of a sudden, I was awakened by what sounded like a _____.

(plural noun) (verb ending in -ing) (noun)

"What the _____?" I said. I sat up. A strange smell like _____ filled the air. And then I saw him. The ghost.

(plural noun) (plural noun)

He was floating at the foot of my bed. His hair was like _____, and his eyes _____ like _____.

(plural noun) (past tense verb) (plural noun)

"I am the ghost of _____," he said.

(adjective) (plural noun)

I couldn't believe it! A ghost in my actual bedroom! I practically _____ out of my _____.

(past tense verb) (noun)

"Long ago," the ghost went on, "in this very room, I died when a _____ fell on my _____!"

(noun) (body part)

He started to _____, and then he howled _____. His voice came out like a _____.

(verb) (an adverb ending in -ly) (adjective) (noun)

Holy _____, I thought. The ghost looked at me.

(plural noun)

"Unless you bring me the famed _____ of _____," he said, "I shall return to you each night to haunt your dreams, sending you _____ nightmares of _____ and _____."

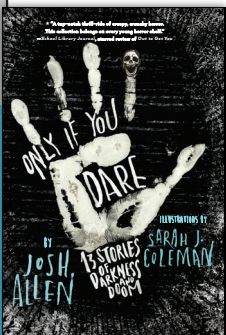
(noun) (a place) (adjective) (plural noun) (plural noun)

With that, he _____ and faded into nothing.

(past tense verb)

So I guess I'm haunted now. I mean, there's no way I'll ever be able to find what the ghost wants. I guess that means I'll be seeing him tomorrow . . . and the night after that . . . and the night after that . . . and . . .

THE END



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