



Give Yourself Goosebumps: Tick Tock, You're Dead!

R.L. Stine

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Give Yourself Goosebumps: Tick Tock, You're Dead! R.L. Stine
"Reader beware--you choose the scare! GIVE YOURSELF GOOSEBUMPS!"

B-O-R-I-N-G. That's how you'd describe your family vacation in New York City. Instead of visiting all the cool spots, like Rockefeller Center and the Statue of Liberty, your parents drag you to a bunch of stupid museums.

Then, at the Museum of Natural History something really strange happens. You accidentally get involved in a strange experiment that sends you traveling through time! Will you duel with knights at a medieval castle? Come face-to-face with a man-eating dinosaurs? Or take a ride through outer space?

The choice is yours in this scary GOOSEBUMPS adventure that's packed with over 20 super-spooky endings!

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Give Yourself Goosebumps: Tick Tock, You're Dead! Details

Date : Published June 30th 2015 by Scholastic Paperbacks (first published 1991)

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Author : R.L. Stine

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From Reader Review Give Yourself Goosebumps: Tick Tock, You're Dead! for online ebook

Ardy Damar says

Ribet bener ne buku..

Kaitlyn says

It's as silly and formulaic as the others, but it's one of the better ones in the series.

Cristina says

Tão bom voltar atrás no tempo e reviver os arrepios que via na televisão... Que saudades... E neste género de "escolhe a tua aventura" nunca tinha lido nenhum, isto é tão divertido!

Edacheeky (Eda D) says

OH MY GOD I REMEMBER THAT CLOCK FACE IT USED TO CREEP ME OUT EVERY TIME OMG HAHAHA I LOVED THIS BOOK SO SO MUCH :)

Tiffany Spencer says

Tick Tock Your Dead

PLOT: (MAIN STORY): I was at a museum with my parents, and my little annoying brother runs off. So I go off to catch him. As I run down the hall I run into a door that is slightly open so I step inside. Inside is a big contraption with a door. There's a man inside that says he's been waiting for me, and we don't have a lot of time to waste. He wants me to test out the contraption that will make me time travel. But there is my little brother to worry about. He convinces me that time won't move, and when I come back I will still be in the same time slot. I mean who can pass up time travel. As he's warming up the machine, my little brother burst into the room. I yell at him NOT to go near the machine, but as always he just shouts. "You aren't the boss of me." He steps into the door and is gone. There's no telling if he went forward or backward.

YEARS AGO (FIRST EVER READ)

I decide to go to the future. I have this image about futuristic things, that disappointingly are NOT happening today. What a letdown after watching the Jetsons. Anyway, before I go the man gives me a warning that I don't quite hear. So then I think I see my brother but he disappears behind a building. Do I go in the direction that looks like New York OR do I go in the direction that looks like a new futuristic town? I pick the new futuristic town. But soon a robot police steps up to me, and tells me no humans are allowed and he drags me to court. The judge gives me the option to take my punishment at school or take my punishment at

the zoo. So I choose the zoo. But then he takes me to the zoo, and locks me in a cage where I have to live FOREVER. Robot kids are feeding me and I think of this as a bright side.

CURRENT RE-READ

*Looking for my brother wasn't an option (if you notice in these it always steers you away from making the choice over what you should *do to the more adventurous one).

*So time travel it is (which is pretty cool)

*Denny shows up and goes through the chronoport (the name of the time travel machine).

*We're told we have two hours to get to him before he vanishes forever.

*Definitely feeling the Back To The Future vibe here!

*I choose New York and see a red-haired boy so I try to follow.

*A newspaper says it's only a day into the future.

*I see my own family.

*Then a truck comes barreling straight at them.

*I decide to stop the truck

*To do that I turn back time an hour earlier (oh btw I have a time turner)

*We go to Herring Bros garage cause that's the name we see on the side of the truck.

*The receptionist mistakes me as a dispatcher and sends me to load a red truck under a man named Abe.

*A green truck is about to leave.

*We see that there are mice in crates in the truck, we release them, and yell for help.

*The drivers are so busy chasing mice that the red car driver doesn't leave and therefore you save your family,

THE END

(While this was a good ending it was a little too vague for me. While I saved my family does that mean that when I return Danny will be back in the present? It didn't let me continue on with the mission of finding him and bringing him back so why it the story at this point.)

THE STRANGE CITY

Another option was going into the future and landing in a strange city.

*It's run by machines.

*One of them arrest me (robot).

*The judge sentences me for being seen on the street.

*I pick the school as a punishment.

*There's a framilizer if you answer the teachers questions wrong you get in it and you disappear.

*You decide to go back in time to the lab and ask for help.

*UH OH the chronometer evaporates in your hand. REALLY?

*It ends unless you know the answer and unfortunately I don't know how many electrons are in taffy.

RATING: 6 While I liked the premise of this book and the thought of time traveling to futuristic cities and into the future and there was some fun potential for where my stories could have gone, every single ending in this one was short and just not satisfying. I didn't choose to go to the past and back to the Wild West out of disinterest, but maybe that's where the better stories were. Did anyone go in that direction and take that path?

Rebecca says

The beauty of R.L Stine 'choose your own adventure' books is that he ensures that the most improbable and

interesting scenarios are available for the reader to choose from. Outstanding in this particular genre.

Ixchel says

YOU MUST READ IF YOU WANT AN ADVENTURE!!! The book *Tick Tock, You're Dead!* by R.L. Stine is a great yet exciting book. This book isn't like any other book you have seen before. This book will take you on a wild ride though the past or the future you choose. The goal will be to find your and get out in the time that you have and if you choose a wrong path you're dead. Beware for what you choose.

Diana says

aww i remember reading all the goosebumps series and the fear street series i loved reading them and have some of goosebumps movies i remember watching the series on tv when i was little me and my brother were always watching it and sometimes watch his new series the haunting hour i love R.L. Stine:) keep writing

April Sarah says

This is such a fun read. It was great to go back to a goosebumps book. So much nostalgia. The only issue I had was sometimes the main plot got lost in the different paths you could take, which lead to a very unsatisfying conclusion.

Respati Loy Amanda says

Orang bilang seri Goosebumps petualangan lebih tidak seram dibanding seri non-petualangan. Namun menurut saya semua seri Goosebumps karya R.L. Stine tidak ada yang tidak seram! (Mungkin karena saya membacanya sejak kecil). *Tick tock, you're dead* (*Ding Dong Matilah Kau!*) sukses membuat nyali anak-anak seumuran saya waktu itu jadi ciut dan dihantui ketakutan. Ini merupakan petualangan seorang kakak (di dalam buku kita menjadi kakaknya) dalam mencari adiknya yang hilang saat karyawisata. Dalam pencarian tersebut kita dihadapkan oleh banyak pilihan, namun setiap pilihan pasti ada unsur horornya yang pasti akan membuat kita ketakutan.

Claire Burlap says

Is it weird that I always picture "myself" as a boy in these choose-your-own-adventure books, even though I am female?

Analeigh says

Goosebumps Tick Tock You're Dead by R.L Stine is a good book. The thing that I liked about this book is that you are able to choose how you want the book and you can actually be in the book, but one thing that I don't like is that this story is very short and I didn't really like the ending that I picked, I had expected more action. This book is about when you and your family go to New York City for Christmas vacation, but your parents decide to go to the Museum of Natural History and you have to be in charge of your red-haired brother Denny. Later on your little brother Denny stumbles into a room and you have the choice to save him or not. I recommend this book for ages 9-12, and for people who like very short books.

it'chy says

was the first better?

i think so

Dane Cobain says

This is one of two choose your own adventure style Goosebumps books that I own, and this one was my favourite. The story focusses on a time machine, and so as the reader, you get to travel through time as you try to make it to the end of the story without anything horrible happening.

Books like this are a lot of fun, and they're a great gift to encourage a youngster to get into reading – after all, you can re-read this over and over again and have a different story line every time. I don't want to have kids, but if I do have kids then I'll be giving them plenty of books like this.

Benjamin Stahl says

This was one of those special kinds of *Goosebumps* books in which you got to certain points in the story, and R.L. Stine gave you a choice for what you, as the character, would do. Of course, I can't recollect the story of this so well, as it was many years since I last read it, and tried to get to the end without my character meeting his death.

But I remember finding the concept pretty mind-blowing at the time. It was basically like an imaginary role-playing video game. My brother and I used to entertain each other by making up stories in a similar vein, and providing certain options for how the story could continue. Pretty awesome stuff, really, as it got kids more excited about reading in a way I think, back then, was highly original.
