MYSTERY GAMEBOOKS

WEREWOLF WOOD

CAN YOU SURVIVE?



Designed by Sharon Cooper
Edited by Sam Taplin

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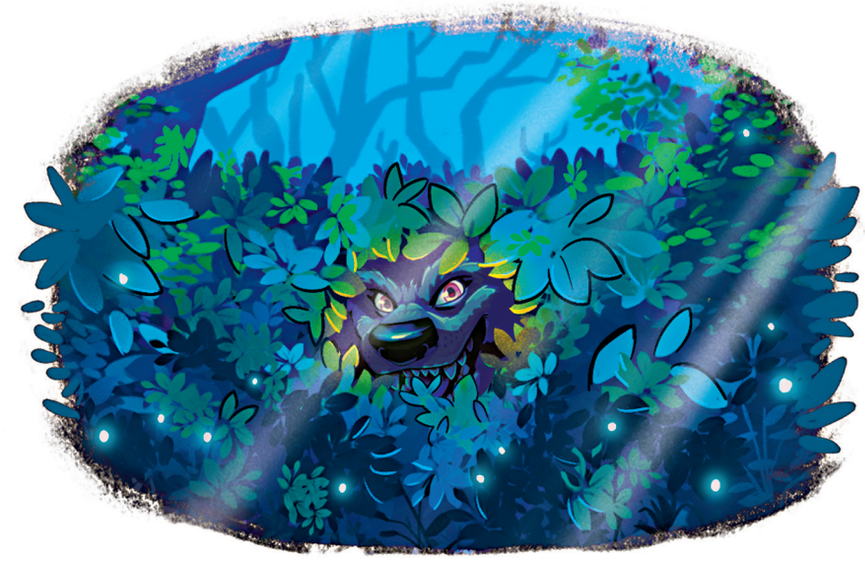
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MYSTERY GAMEBOOKS

WEREWOLF WOOD



LAN COOK

ILLUSTRATED BY JARED MACPHERSON





WELCOME TO A BOOK WITH A DIFFERENCE –
ONE WHERE THE HERO OF THE STORY IS

YOU.

A FUN VISIT TO YOUR GRANDMA'S HOUSE
IN THE WOODS IS ABOUT TO TAKE AN
UNEXPECTED AND SPINE-CHILLING TURN,
AND YOU'LL NEED TO MAKE THE RIGHT
CHOICES AND SOLVE SOME TRICKY PUZZLES
IF YOU WANT TO STAY IN ONE PIECE.
DO YOU THINK YOU'VE GOT WHAT IT TAKES?



TIME TO FIND OUT...



HOW TO PLAY

You're in control of this spooky adventure and you can decide where you want the story to go. This book is split into numbered sections and at the end of many of them you'll be given a choice about what to do next. When you've made your choice, turn to that section.

Your adventure begins at section 1, but after this it will go in the order decided by your choices. If you make the right ones, you'll have a really cool adventure. If you make the wrong ones...

YOUR ADVENTURE MIGHT COME TO A GRISLY END!



PICTURE PUZZLES

There are nine picture puzzles in this adventure, but which ones you'll have to solve depends on the choices you make. If you solve a puzzle correctly, it will reveal a section number to turn to. If you can't solve a puzzle, you'll be given a different section number. Try not to give up too soon though — solving the puzzles will give you the best chance of making it all the way to the end of the story.

ROLLING DICE

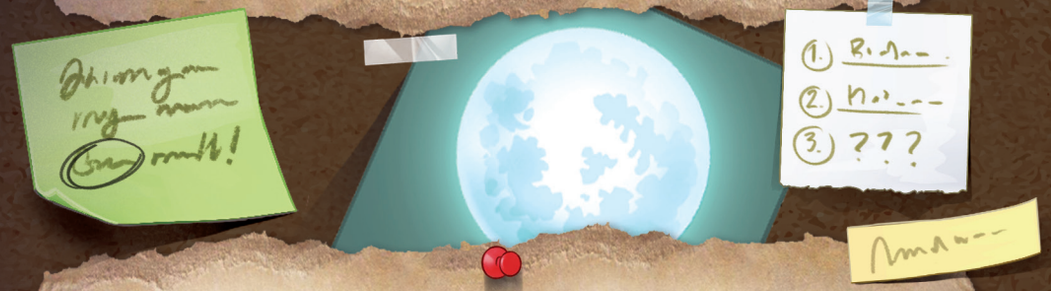
You'll often be asked to roll dice to help determine what happens next. As the story unfolds, Fear points can either help or hinder the outcome of your rolls.

USBORNE QUICKLINKS

Don't worry if you don't have dice — you can use imaginary ones! For links to an online dice roller, go to **usborne.com/Quicklinks** and enter **'Werewolf Wood'** into the search box, or simply scan the **QR code**.

NOTES

During your adventure, you might see or hear things that could be useful later on. You can use the next page to keep notes of anything you want to remember. There's a box to record your Fear points too.



FEAR POINTS

During the adventure, you'll gain and lose Fear points. You'll start with 0 Fear points; if you ever reach 8 points, you're too scared to carry on and your adventure is over.



FEAR POINTS

1

You step out of the train station, squinting in the late afternoon sun. The warm summer breeze carries the scent of the nearby forest.

Pulling out your phone, you swipe to the photo your mum sent you this morning. It's a three-year-old you, sitting in a muddy flowerbed. Your tiny fists are full of dirt, and there's a big grin on your face. Next to you is an old lady, with silvery hair in a messy plait, smiling at you while watering the flowers.

It's been a couple of years since you last saw your grandma, and the thought of spending a whole two weeks together fills you with excitement.

Shielding your eyes with a raised hand, you scan the quiet street and the handful of cars parked along it, searching for her.

As you turn to your left, you catch sight of a blur of dark fur and legs charging towards you.

If you want to move out of the way, turn to 30.
If you want to stay where you are, turn to 104.

2

Squeezing your eyes shut, you swing the branch as hard as you can.



Turn to 238.

3

You can't find the numbers, but from across the shed you see the next best thing. You grab a crowbar and wedge it under the door handle of the shed. You don't want whatever is out there coming in.

Then you take a heavy wrench from the toolbox, lift it high over your head, and start hitting the padlock. The metallic clang is deafening against the silence of the night.

A shadow slinks past outside the shed — something is circling the building.

Getting desperate, you bring the wrench down on the padlock as hard as you can. At the same moment, you hear the sound of splintering wood behind you.

Turn to 237.



4

Roll two dice.

If you have 0 FEAR points, add 1 to your roll;

if you have 1 or more FEAR points,

take 1 away from your roll.

*If your total is 7 or higher, turn to **78**.*

*If it's 6 or lower, turn to **134**.*

5

As your eyes sweep over the board, you realise it always seems to be a full moon when people or animals go missing. You're about to call Grandma, to ask her what all this means, when Mr. Peanutbutter leaps up, barking furiously.

Turn to 240.



6

"You made it!"

Spinning around, you see the man leaning against a tree, arms crossed, a little smile at the corner of his mouth.

With a trembling hand, you hold out the moonflower and wormwood. The smell burns in your nose and throat.

He doesn't take them, but jerks his head toward the trees. "C'mon."

You hesitate.

"Unless you've changed your mind?"

You swallow hard and follow him into the trees.

Turn to 122.



7

You grab the jar and lift it from the shelf. As you reach inside, your heart sinks.

"Uh, Luna?" you say, your voice wobbling. "There's a problem."

She grips the bars. "What kind of problem?"

You turn the jar, letting the moonlight catch its contents. Keys. Not one. Not two. A dozen or more.

Luna groans. "Try them all. Hurry! In case he comes back!"

Your hand hovers over the top of the jar. You hesitate. Who was that man? Why is Luna locked in a cage? Your mind races. In the shock of finding her like this, you hadn't stopped to think. What is going on here?

Luna's voice snaps you back to the moment. She sounds impatient, almost angry. "What are you waiting for? Hurry up!" she hisses.

Turn to 154.

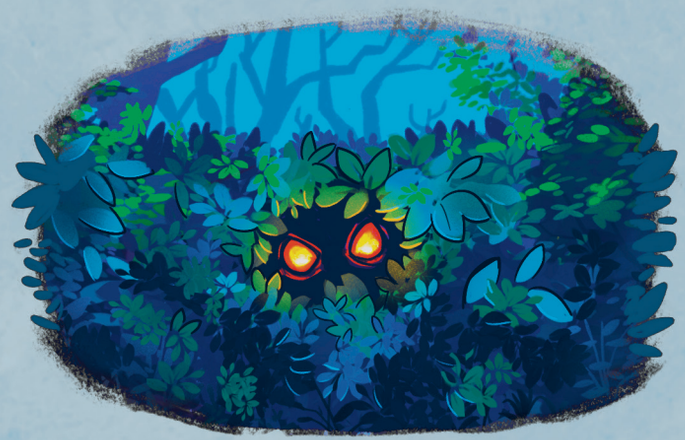
8

Your wrists are tied to Luna's as you sit back-to-back. You shift, straightening your back and giving her a small nudge. Nothing.

Then a flicker of movement takes your attention away from her. The bearded man.

He steps forward and stares at you as he raises two fingers to his brow in a little salute. Then he points his arm to the sky and — BOOM! He shoots off a flare before melting back into the shadows.

Turn to 119.



9

Halfway there, Luna pauses, saying, "I'd better put the shears away; I'll be right in."

"I can do it!" you tell her. "Just in case that hornet is still buzzing around."

Luna smiles, but she looks uncertain.

"Um, n-no that's okay," she stammers. "Let me. That old shed is practically falling down... I wouldn't want you to hurt yourself."

"I don't mind!" you tell her, picking up the shears. "I'll just put them on a shelf inside the door."

Turn to 72.



10

You turn to run, but rough hands grab hold of you before you can take a step.

"Wait, wait!" the man says. "I didn't mean to scare ya."

"Let me go!" you scream. He does, raising both hands in surrender.

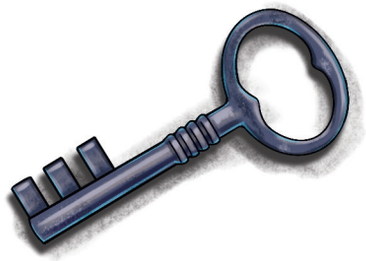
"These woods ain't safe," he says. His eyes dart to the trees like he's expecting something to leap out.

"No kidding," you snap. "Someone's out here locking people in cages."

His face tightens, and he nods. "I know it looks bad, but there's a reason for all of this. If you'll jus' let me explain."

"Talk," you tell him, keeping your distance.

Turn to 98.





11

As you dangle above the ground, you see the bearded man step out of the forest and walk over to you.

He tilts his head back and lets out a low, satisfied chuckle. "That couldn't'a gone any better," he says, looking up at you with a glint in his eye. "Thanks for your help!"

Your fingers dig into the ropes. "Why are you doing this?" you cry.

"Money, o'course!" He spreads his arms wide like he's imagining piles of cash. "Can you even guess how much a real, live *werewolf* is worth? I'm gonna be rich!"

He lets out a low, cruel laugh. Then his gaze snaps back to you, his grin stretching wider. "But, ya know what's better than a werewolf?" He doesn't wait for you to answer. "*Three* werewolves."

As he laughs again, your stomach flips. Before the night ends, he'll make sure Grandma sinks her teeth into you and Luna.

THE END

12

With fists clenched, you stare the wolf down. It glares back, eyes filled with rage. Then it slinks away into the shadows. You slump against a tree, breathing a shaky sigh of relief.

Lose 1 FEAR point, then turn to 164.

13

It's Grandma! Relief washes over you and you explain what happened in a slightly jittery voice. Mr. Peanutbutter's barking has gone silent. She listens, her face calm, before gently smiling.

"He knows these woods better than anyone," she says. "Better even than me. He'll be back when he's good and ready." She gestures in the direction of the house.

"What about the person I saw?" you ask, voice trembling.

"I'm sure it's nothing," she replies. "Probably just a squirrel shaking the branches. The moonlight does funny things out here." She shrugs. "He'll be back soon enough. You'll see." She gives your hand a reassuring squeeze, and together you head back towards the house.

Turn to 205.