

Dink squirmed in his seat. He, Josh, and Ruth Rose had been riding the bus since seven that morning.

They were on their way to Maine to visit their friend Wallis Wallace, a famous mystery writer. The three of them had met her when she came to Green Lawn. Dink smiled when he remembered how they had rescued Wallis from a "kidnapper."



"Look," Dink said. "Footprints on the rug." He stepped into one of them. "Whoever made these sure has big feet!"

"Do ghosts leave footprints?" Josh asked.

"Maybe it's Walker," Ruth Rose suggested. "They're too big to be Wallis's." door leading to the dungeon somewhere. And I'm going to find it!"

"Maybe you are," Dink said. "But I'm gonna take a shower and change."

"Me too," Ruth Rose said. "I smell like a fish!"

When they got back to the castle, Walker's Jeep was parked out front. The kids cleaned up, then hurried down to the kitchen. Wallis, Walker, and Rip were sitting at the long table, husking ears of corn.

"Hi, kids," Walker said. "How was your first day at Moose Manor?"

"It was great," Josh said, shooting Dink a look. "We explored the play-



"We didn't check out the downstairs rooms," Josh said.

"We'll have to wait till tomorrow," Ruth Rose said, yawning. "I'm going to bed. And I hope I don't dream about ghosts, thanks to Josh Pinto!"

Josh grinned. "I read somewhere that ghosts eat girls with curls."

"Just let one try!" she said, then slammed her door.

Dink and Josh climbed into bed. A few minutes later they were both asleep.

Dink woke suddenly, his heart thumping. He looked at the clock. It was midnight!

Dink climbed out of bed and tiptoed to the window. He saw black trees against a blacker sky.

Then he saw it—a ghostly light near the playhouse!

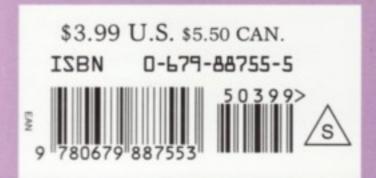
is for DEADLY . . .



Dink, Josh, and Ruth Rose are having a sleepover—in a castle! Dink's favorite mystery writer, Wallis Wallace, has invited them for a visit. But as soon as they arrive, the kids start hearing screams behind the walls. Wallis Wallace says not to worry, every castle is haunted, but Dink isn't so sure. Can they discover who—or what—is haunting Moose Manor?

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