

WHAT NOT TO DO WHEN YOU FIND A SPACESHIP

Excerpt from Chapter 2: Don't Tell Your Friends...

Hiding behind a tree, Tommy took a cautious look around. His heart sank as he realized that Mitch had the others digging in the same hole Cujo had started the night before. It looked like they'd found a smooth silver sphere the size of a small car.

"What is that?" Muggie whispered.

"I don't know," Tommy whispered back, his heart pounding. "Whatever it is, I think it's what Cujo was trying to dig up."

"I want a closer look," said Muggie, stepping out of their hiding place and down into the ravine before Tommy could stop her. "Hey, Rambo! What's in the ditch?"

Mitch stared at her for several seconds, his mouth hanging open.

"Hey there, Muggie," said Chuckey.

Scott leaned on his shovel. "I told you Danny would rat on us."

"Muggie?" Mitch said finally. "Aren't you a little overdressed for the woods? Why don't you run along and get your nails done or whatever you do. Me and my men have work to do."

"Not to question your military intelligence," said Muggie, "but you know, that could be a bomb."

Chuckey dropped his shovel and clambered out of the hole.

"Keep digging, Private," ordered Mitch. "We'll take a break when we reach halfway. We're almost there. First, I wanna see how strong this thing is." He leaped to the top of the sphere with a pickaxe in hand and prepared to take a swing.

"Wait!" yelled Tommy, giving up his sanctuary. "You might wreck it."

TEACHER RESOURCES

Visit drakehighlanderstories.com for a free Teacher Guide and Character Sketch Guide.

The **Teacher Guide** includes chapter-by-chapter vocabulary and reading comprehension exercises, and a crossword puzzle. Matching teacher-directed pages include answer keys and suggested activities.

The **Character Sketch Guide** features illustrations of the story's main characters by artist Dee Densmore-D'Amico, and can also be used as a coloring page.

ABOUT THE AUTHOR



Drake Highlander's desire to write for children came alive while teaching middle school reading and social studies. Many of his ideas are inspired by his own childhood experiences growing up in a large, close-knit family, and all the outrageous things that went on in that wonderful chaos. Drake lives in Atlanta, Georgia.

ABOUT THE ILLUSTRATORS

Cover art and design by Ryan Wright (www.ryryart.com)

Ryan Wright has always had a passion for art. His mother, an avid painter and art teacher, was a source of inspiration during his youth. Ryan's art has been applied to feature films, including Disney's *The Chronicles of Narnia*, *Dr. Doolittle 2*, and *The Aviator*. Ryan lives in Atlanta, Georgia.

Illustrations by Dee Densmore-D'Amico (deedamico.com)

Dee Densmore-D'Amico's work has appeared in publications such as *Cosmopolitan*, *Women's Wear Daily*, and *Modern Dog Magazine*. Dee's major influences are Picasso, Antonio Lopez, Hirschfeld, Erte, and Dr. Seuss. Dee lives with her family in central New York.

IN THE WORKS

Ringo Patterson is Out of This World
When Ringo is kidnapped by aliens and whisked off to a world where kids rule all, he has to confront an evil creature and his own doubts, both of which have plagued him all his life.

The Travelers Club and the Dragon's Eye
Tori Green and her fellow Traveler's Club members find themselves trapped in a dangerous medieval fantasy world when their history teacher's magic goes awry.

My Life Bites
First of a 5-book "monster" series. Beware!

Twins of the Wild
This 3-book trilogy journeys through urban fantasy, medieval fantasy, and sci-fi.

Trumpet Grove
The story of a boy who, with the help of an old jazz musician, finds himself through music.

Child Labor
What happens when our shrinking workforce loses the capacity to support the aging population? This book follows the life of a child prodigy who, like many others, opts to enter the adult world. Once there, he can never go back.

GET THE T-SHIRT!

Get your very own *What NOT to Do When You Find a Spaceship* T-Shirt with art by Ryan Wright. Visit Zazzle.com, where you can customize your T-shirt with most any style, color, and size for kids and adults. It's fun!



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WHAT NOT TO DO WHEN YOU FIND A SPACESHIP

1. Don't Go Into the Woods at Night
2. Don't Tell Your Friends
3. Whatever You Do, Don't Touch It
4. Don't Try to Fly It, Stupid
5. Don't Get Eaten
6. Avoid Getting Pulverized
7. Don't Feed the Monsters
8. Don't Trust the Aliens
9. Try Not to Die If You Can Help It



Illustration by Dee Densmore-D'Amico
(deedamico.com)

READING IS FUN!

DON'T TRUST THE ALIENS

Tommy starts to wonder if his luck is changing when he finds a spaceship in Deep Creek Woods. Is it just a coincidence, or does it have something to do with the comic books he writes about Space Elves, Doom Droids, and Galactic Goblins? With the help of his friends, Tommy discovers a link between his stories, the ship, and an unfulfilled mission destined to carry them into space.

Yet, the toughest challenge Tommy faces is Mitch, the neighborhood bully, who claims the spaceship as his own. The only kid who has ever stood up to Mitch and survived is Muggie, the girl next door, and Tommy hasn't seen her in years.

Tommy must find the courage to confront Mitch and keep the big brute from ruining everything. And he must act now, for far away, the Space Elves are dying, and time is running out.

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- Other Stories by Drake

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FREE PREVIEW INSIDE!

