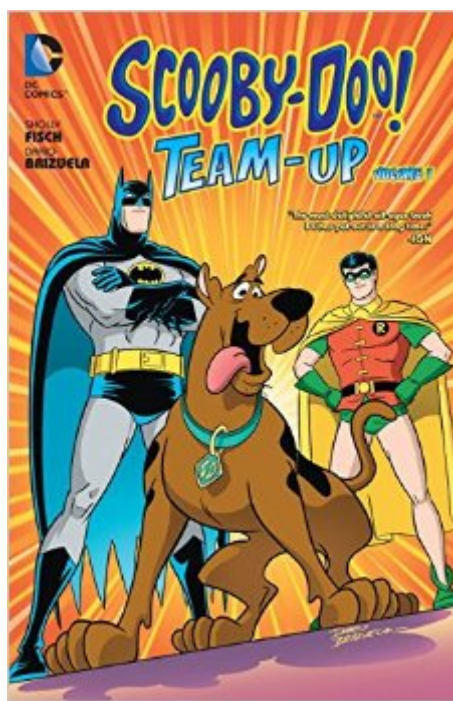


The book was found

Scooby-Doo Team-Up



Synopsis

The Dynamic Duo Batman and Robin team up with Scooby-Doo and his mystery busting friends the Mystery Inc.! Holy overactive imagination! When Scarecrow attacks using his fear gas, only humans are affected, leaving Batman, Robin and the Mystery Inc. gang trapped facing "monsters" from their own imaginations. Now, it's up to canine crusaders Scooby-Doo and Ace the Bat-Hound to save the day!

Book Information

Series: Scooby-Doo! Team-Up

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Shipping Weight: 4.2 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars Â Â See all reviews Â (19 customer reviews)

Best Sellers Rank: #112,609 in Books (See Top 100 in Books) #136 in Â Books > Children's Books > Comics & Graphic Novels > Media Tie-In #530 in Â Books > Comics & Graphic Novels >

Publishers > DC #18879 in Â Books > Science Fiction & Fantasy

Age Range: 7 - 10 years

Grade Level: 2 - 5

Customer Reviews

Scooby-Doo Team-Up is a very good comic series. You might think it's a spin-off to the New Scooby-Doo Movies, but since one episode with Batman and Robin, they knew it was the time to do this comic series. This book is Volume 1, which collects Issue 1-6 of the series pairing Scooby and Mystery Inc. with your favorite DC Superheroes. In this book, we get the appearances by Batman and Robin, Ace the Bat-Hound, Bat-Mite, the Teen Titans Go characters, Wonder Woman, and Super Friends, with Aquaman and Supergirl. Villians include the Man-Bat, Scarecrow, Duke of Deception, the Legion of Doom, and I think that's it. In issue 1, Scooby, Mystery Inc., Batman and Robin team-up once again to stop the menacing Man-Bat, along with three criminals who were disguised as Man-Bat. In issue 2, Scooby teams up with Batman's partner, Ace the Bat-Hound, to stop the Scarecrow (and fulfill his dream as the magnificent Dog Wonder) when Scarecrow uses his

fear gas to distract Mystery Inc. and the Mystery Analysts of Gotham City with their overactive imaginations. In issue 3, Things went awry when Bat-Mite shows up and makes things crazy, and also there's a new mite in this issue and its name...is Scooby-Mite. I mean, 'Crisis on Infinite Scoobies'? Really?!? < :) In issue 4, Robin (the Teen Titans Go version of himself, not the one who's with Batman last 3 issues) and the Teen Titans Go versions of Cyborg, Raven, Starfire, and Beast Boy had called Mystery Inc. to Titans Tower to investigate the hauntings in their home. It turns out it was a prank set by Beast Boy and Cyborg. And they thought it was an easy mystery...but it's not over yet. They had a visit from Raven's uncle, Myron the mildly irritating, who's a crooked real estate developer from the neatherworld who want the world for his high-priced luxury vacation homes. So he left and so ends this silly team-up. In issue 5, Daphne and Velma are training to be s? Huh?!? And also Wonder Woman had called them to investigate strange stuff happening in her home, Paradise Island, and since the guys aren't allowed to set foot on it, thanks to Aphrodite's rule, they want Scooby to see it. Oh, and Wonder Woman tells them that Batman recommended them to do this mystery. Then they deals with a Red Bull, a Cyclops, and a Hydra. In the end, it was the work of the Duke of Deception, but he defeated for now. And Daphne and Velma became honorary s. In issue 6, the Super Friends (consisted of Superman, Batman, Aquaman, Robin, and Supergirl) call upon Mystery Inc. to investigate the hauntings in their headquarters, the Hall of Justice. And since people will notice them, they decided to disguise as their Junior Super Friends. It turned out it was the work of the Legion of Doom (consisted of Lex Luthor, Cheetah, Sinestro, Gorilla Grodd, Solomon Gundy, Scarecrow, and Brainiac) who disguised as the Rainbow Ghosts attacking the Super Friends, and also Bizarro shows up as well, but the Super Friends aren't gone, they were shrinked by Brainiac, who was the green ghost, and were trapped in a jar. So the battle rages on, and the funny part is there's a giant octopus in the swimming pool and Sinestro's ring is attracted to Shaggy and Scooby. So the day is saved thanks to the Super Friends, Scooby and Mystery Inc., after Shaggy show the new card for Fred's Super Friends collection, which shows Mystery Inc. and the Super Friends. This series is the greatest thing they had to do for us fans of Scooby. This series was written by Sholly Fisch, and drawn by Dario Brizula. Next time, we'll check out Volume 2 of Scooby-Doo Team-Up which collects issues #7-12! Thanks for enjoying it.

God storyline. Wonderful graphics. I love comics like this one. It was clean, which is rare to find in a comic today. I would recommend this comic. I hope that they keep making more like this one.

This is a great series for younger comic book fans! My 3rd grader loves reading comics, but I would

say it's very difficult to find any that are appropriate for an 8 yr old. These fit the bill! Will definitely be buying more.

This is a great comic book to get kids interested in comics. I grew up watching Scooby and the Mystery Inc. gang so I also loved this comic books. Good for the young and older.

purchased for my first grader. she's a pretty advanced reader for her age. she really loved this book. her 4 year old sister enjoyed looking at the pictures.

The Scooby-Doo Team-Up series still continues as this volume collects 7-12. In this volume, we get the appearances by The Flintstones, The Jetsons, Superman, Johnny Quest, Secret Squirrel and...the Gotham Girls?!? In issue 7, Scooby-Doo and Mystery Inc. were in the middle of yet another mystery when they somehow find themselves in the prehistoric past, home of the Flintstones and Rubbles. But then there was a Phantom of the Operock. So they went to the opera and saw the Phantom. Wilma thought his husband, Fred Flintstone, made it up to go bowling. But it turns out there IS a Phantom in here. With Bamm-Bamm's strength, the Phantom was unmasked. But Mystery Inc. wanted go back to their own timeline. With the help of Gazoo, they now find themselves in the future?!? To be continued?... (Issues 7-8 are a two-part Time-Travel arc) In issue 8, continuing from where Issue 7 left off, Scooby and the gang now find themselves in the futuristic future, home of the Jetsons. Even Scooby and Astro share same dog sounds. They made themselves at the Jetsons home, until...*groans* Spacely called George to come back to the office for something called 'Project X'. When they got there, they don't believe in ghosts, until the so-called 'Space Age Specter' appeared and scare them. Also Cogswell showed up as well. There's more to this mystery than meets the eye (and Judy began to like Fred...). After a little chase, the Space Age Specter turns out to be Elroy's robot. Elroy just wants George home, but they still need to do this 'Project X', which turned out to be Einstone's time machine. With it working, Mystery Inc. said goodbye to the Jetsons and finally made it back home. In issue 9, Superman calls upon Mystery Inc.'s help to deal with some weird stuff going on in Daily Planet. It was the work of the Prankster! Or it is the Trickster? Then the Red Kryptonite turned Superman into a crazed-rage monster. With the help of Lois Lane, Jimmy Olsen, and Kyrpto the Superdog, the Mystery Inc. gang turned Superman back to normal and captured the Prankster! In issue 10, the Mystery Inc. gang join forces with Johnny Quest, Haji, Bandit, Race, and Johnny's dad, Dr. Quest, to investigate a cursed ruby. But then suddenly, Dr. Quest was kidnapped by his nemesis Dr. Zin, and they went to the Island of

Monsters to save him and stop Dr. Zin. In the end, the island began to self-destruct and our heroes made it safely with Dr. Quest and apprehend Dr. Zin. (Oh, Johnny Quest had once team-up with Tom and Jerry in the crossover movie, Tom and Jerry: Spy Quest. Loved it!) In issue 11, the Mystery Inc. gang now team-up with Secret Squirrel and Morocco Mole to stop King Leopold's ghost so that the treaty can be signed by the Slobbovia and the Wildechaya. But in an unexpected effort, they were kidnapped and tied into a pool of...SHARKS!!!! But with team-work, the ghost turned out to be Yellow Pinkie?!? (LOL!!!) Really?!? That's the bad guy's name? But they also find themselves in Yellow Pinkie's evil lair which is a volcano. But they escaped as the volcano erupts. Another successful team-up! In issue 12, Scooby-Doo and the Mystery Inc. got back to Gotham City to get a distress call from...Harley Quinn and Poison Ivy? It turns they stole an opal of osiris, but they think it's cursed. Then a ghost showed up. Shaggy thought it was Batman, but it was Catwoman. It turns out the Opal of Osiris was actually a Cat's Eye Opal. D'OH!!!! Really? A Cat jewel!!! Then, another ghost show up, this time with yellow gloves? It turns out it was Batgirl. With her help, they return the Opal back and apprehend the villain girls. This series still continues for us Scooby fans. This volume was still written by Sholly Fisch, and drawn by Dario Brizula and Scott Jeralds. Next time, we'll check out Volume 3 of Scooby-Doo Team-Up which collects issues #13-18! Thanks for enjoying it. (And please make Scooby-Doo Team-Up Issue 18 the FINAL issue. Please!!!)

Great book and story. Kids loved it. However, the book binding is very poorly made. Pages started falling out during the first reading of it. I tried to return it but I ordered it a little early as a birthday gift and I'm barely past my 30 day window to return it.

My son subscribes to the comic and loves it so as soon as he received this he opened it up and began reading it. I'm all about indulging his love of reading in any form.

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