SPIKE'S ERIE ADVENTURE

on the Steamship William G. Mather

By Mike Cargile

Illustrated by Jenny Campbell
Dedicated to the memory of
Thomas Wardlaw “Sonny” Shephard.

An illustrator, graphic designer, humorist, teacher, creative
director, nature lover, bird watcher, radio announcer and friend.

And, to Olivia — a delightful Dublin surprise
born in the August sun in the first year of the new Millennium.

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of the Martha Holden Jennings Foundation and
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One day when Spike was visiting the Rock and Roll Hall of Fame and Museum, and the Great Lakes Science Center, he spotted a great, old ore boat docked in the harbor. Spike loved ships and wanted to sail one far out into Lake Erie. As Spike started to walk toward the ship, he heard a lot of screaming and shouting, “Wait, stop, we want you!”
Suddenly, Spike found himself surrounded by dozens of screaming, autograph-seeking, music fans who
thought Spike was the lead singer from the famous rock group, The Wild Admirals. “NO!” shouted Spike, “I’m just a tourist.”
Spike decided the only way to escape was to get aboard the big ship. Spike ran as fast as he could and jumped from the pier on to the ship’s gang plank right into the
waiting arms of a crusty, old sailor named Patches. “Hiii matey,” Patches groaned. “Welcome aboard the Steamship Mather. Captain Anderson has been looking for sailors to help sail the Mather. We sail at dawn!”
Spike was frightened of the old sailor at first, but followed him anyway into a dark, cave-like hole deep in the bottom of the *Mather*. "What is this place?" cried Spike, "This is like the belly of the whale," chuckled Patches, "this is the cargo hold for all the iron ore that the *Mather* carries."
tumbling through the darkness, Spike made his way to the Mather’s massive engine room. He climbed down a ladder and was greeted by some of the ship’s crew. “Hi, I’m Mast the Mouse, and this is Bos’n the Dog, Buoy Betty
the Parrot, and Dinghy the Cat. Who are you?” asked Mast. “I’m Spike. I’m here to meet Captain Anderson and help sail the ship!” “That’s great!” said Mast, “But first, you have to help us open this old treasure chest.”
Spike and the crew pulled on the old trunk lock until it popped open. “Yikes,” they all screamed. “It’s a ghost!”

“Yes, I’m the ghost of Erie Mary,” she wailed. “The sailor who loved me drowned at sea, and I’m trying to find him. Will you help me?” “Oh no, not now,” said Spike. “I have to find Captain Anderson first.”
After climbing along the Mather's catwalks and ladders, Spike discovered the ship's galley, where all the food is cooked. He met Ahab the ship's steward who gave Spike carrots to feed the Lake Erie sea monster. "What monster?" shouted Spike. "You'll see soon enough," said Ahab, smiling. "He can appear at any moment. You must be prepared!"
While exploring the ship’s deck, Spike was startled by a terrifying sound below. A monster rocketed out of the water near the *Mather’s* stern on the port side.
Six tons of slimy, lime green and purple with bulging eyes and dagger-like teeth. Before Spike could catch his breath, he heard the hungry monster’s demands, “Feed me carrots now, or else,” he bellowed. Spike obeyed at once and began tossing carrots into the murky water.
Soon after the monster disappeared beneath the waves, Spike climbed to the top of the Mather’s giant smoke stack to get a better view of where the monster might be hiding. Without warning, Spike was suddenly blown off the ship!
Spike slammed into the cold water below and found himself face-to-face with the hungry sea monster. “HELP, HELP!” he cried, “Save me before I’m eaten!”
But, to Spike’s surprise, the monster didn’t bite at all. Instead, he began bouncing Spike across the water like a beach ball until he pushed him into a life boat that the Mather’s crew had lowered over the side. “Thanks,” said Spike. “You saved my life.” “No problem,” murmured the monster. “Just keep feeding me more carrots!”
Once Spike was safely back on deck, he found Captain Anderson in the *Mather*’s pilot house. The Captain welcomed Spike. He gave him a First Mate’s Hat and asked him to help sail the mighty *Mather*. “Sure,” said Spike. “After what I’ve been through today, this will be like playing with model boats in my bath tub.”
Soon Spike was at the wheel of the great ship. He raised the mighty anchor, hoisted the flags and steered the 618-foot long *Mather* beyond the safety of the harbor. Ghosting along under steam at barely 6 knots, Spike was in 10 fathoms and the water still deepening. Under Captain Anderson’s direction, he wheeled the *Mather* toward a sliver of bright light peeking over the horizon. Spike was heading for the middle of the Lake and his next Erie adventure.
Spike's Erie Adventure Map

- Rock and Roll Hall of Fame
- Lake Erie
- 9th Street Pier
- The Steamship William G. Mather

**Spike's Journey:***

- Spike is chased from the Rock Hall
- Spike is saved by the sea monster
- Spike climbs the smoke stack and is blown into the lake
- Spike meets Capt. Anderson and helps sail the ship
- Spike is shown to the cargo hold by patches
- Spike escapes onto the ship
- Spike ends up in the mess, where Ahab gives him carrots for the sea monster
Author, Mike Cargile

Mike Cargile, author, and "Spike " creator is an advertising dot com executive. Mike has garnered over 200 awards for creativity and has been recognized as one of "America's Outstanding Creative People" by AD DAY:USA, a New York based national trade publication. Mike was recently inducted into The Cleveland Advertising Association's Hall of Fame.

Mike’s first Spike book, “Spike's Grand Adventure” has generated rave reviews from parents, young readers and educators alike. One school principal said, “our children have been reading about the adventures of Spike. Your book is wonderful!” And, another principal stated, “I forgot how many wonderful things you can teach little children through storybooks like this.”

Illustrator, Jenny Campbell

Jenny Campbell has been drawing cartoons since she could hold a crayon, but has actually been getting paid to draw them for the past 12 years. A sixth-generation journalist when she graduated from Arizona State University with a journalist degree, she then spent 13 years as a newspaper reporter in the Southwest.

Jenny moved east to Philadelphia to pursue a cartooning career in 1988. Then, with a solid base of clients under her belt, she migrated west again, to Chagrin Falls, Ohio, in 1996. Now happily ensconced on five acres with two dogs, two cats and a rabbit (and a housemate who's a Pulitzer Prize-winning photographer), Jenny enjoys the ideal lifestyle - cartooning, illustrating children's books, playing tennis and exploring Ohio on her beloved bicycle, Betty.
Welcome Aboard!
Steamship William G. Mather

Spike’s spirit of adventure and the dream of some day sailing a great, old ore “boat” (a Great Lakes term for “ship”) like the Mather lives in each and every one of us. Although, the Mather’s sailing days are over, you can still come aboard “The Ship That Built Cleveland,” which is permanently moored on Cleveland’s lakefront.

And, like Spike, you can roam from stem to stern and imagine what it was like to pilot the 618-foot Mather throughout the Great Lakes carrying iron ore to Cleveland’s waiting steel mills during its 55 years of service.

Today, playing host to thousands of students from local schools and tourists from all over the world, the Mather Museum opens the world of Great Lakes shipping to visitors. Hailed by The Washington Post as a “jewel of Cleveland’s lakefront,” the Mather is a “must-see.”

The Museum’s crew stands ready to welcome you aboard and invites you to join them in celebration of more than 75 years afloat.