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# Disney In Shadow Kingdom Keepers 3 Ridley Pearson

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The Academy Disney Electronic Content  
When Amanda travels east to Orlando on a hunch, she's met with the worst news possible. Kingdom Keeper Finn Whitman is missing. Calling on her own gift (she's telekinetic), her sister Jess's ability to dream the future, and their fellow Fairlie Mattie Weaver's unexplained ability to read minds through physical contact, the three gifted girls must navigate treachery, deception, and the stubborn, unwilling parents of the missing Keepers if they're to save their friends.

**Shinji Takahashi and the Mark of the Coatl** Disney

Electronic Content

With the adventures set forth in the first books now behind

them, Kingdom Keepers 3: Disney In Shadow follows the five teens, Finn, Philby, Willa, Charlene, and Maybeck as they search to find Wayne, their mentor and head Imagineer who has mysteriously gone missing. Concerned Wayne has been abducted by the Overtakers-Disney villains, who along with other Disney characters, take over the parks when the turnstiles stop spinning, and want desperately to steer the parks to a far darker place-the five kids pick up a major clue from a close friend, Jess, whose

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dreams (nightmares, really) often accurately predict the future.

**Kingdom Keepers 3-book Paperback Box Set** Disney Electronic Content

With the defeat of the Overtakers behind them, the five teenagers known as the Kingdom Keepers should be celebrating. By all accounts they saved Disneyland from certain destruction. Why then did their mentor leave one last puzzle for them to decipher

The Stranger Bloomsbury Publishing USA

In this action-packed third installment in the Starcatchers series, Peter and Molly find themselves in the dangerous land of Rundoon, ruled by an evil king who enjoys watching his pet snake consume those who displease him. But that's just the beginning of problems facing our heroes, who once again find themselves pitted against the evil shadow-creature

Lord Ombra in a struggle to save themselves, not to mention the planet

*Kingdom Keepers VII: The Insider* Vintage

#1 NEW YORK TIMES BESTSELLER • A

twisting, haunting true-life murder mystery

about one of the most monstrous crimes in

American history, from the author of *The*

*Wager* and *The Lost City of Z*, “one of the

preeminent adventure and true-crime writers

working today.”—*New York Magazine* •

NATIONAL BOOK AWARD FINALIST •

NOW A MARTIN SCORSESE PICTURE “A

shocking whodunit...What more could fans of

true-crime thrillers ask?”—*USA Today* “A

masterful work of literary journalism crafted

with the urgency of a mystery.” —*The Boston*

*Globe* In the 1920s, the richest people per

capita in the world were members of the Osage

Nation in Oklahoma. After oil was discovered

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beneath their land, the Osage rode in chauffeured automobiles, built mansions, and sent their children to study in Europe. Then, one by one, the Osage began to be killed off. The family of an Osage woman, Mollie Burkhart, became a prime target. One of her relatives was shot. Another was poisoned. And it was just the beginning, as more and more Osage were dying under mysterious circumstances, and many of those who dared to investigate the killings were themselves murdered. As the death toll rose, the newly created FBI took up the case, and the young director, J. Edgar Hoover, turned to a former Texas Ranger named Tom White to try to unravel the mystery. White put together an undercover team, including a Native American agent who infiltrated the region, and together with the Osage began to expose one of the most chilling conspiracies in American history. Look

for David Grann’s latest bestselling book, *The Wager!*

Kingdom Keepers III (Volume 3) Disney Electronic Content

Five young teens tapped as models for theme park “guides” (using a new hologram technology developed by the Disney Imagineers) find themselves pitted against Disney villains and witches that threaten both the future of Walt Disney World and the stability of the world outside its walls. Featuring a new cover design and additional content!

*A Court of Wings and Ruin* HarperCollins

It's supposed to be a happy day at the Magic Kingdom—the return of the teenaged holographic hosts. But things go very wrong when a sudden lightning storm disrupts the celebration, and Amanda's mysterious sister, Jez, disappears. The only clue is the sighting of a wild monkey in the Magic Kingdom during the storm. The mystery deepens as Finn is contacted by Wayne, an old man

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he hasn't heard from in months. Wayne tells Finn that there's trouble at the Animal Kingdom: the evil Overtakers have gained control of one of the computer servers that will be used to operate Daylight Holographic Imaging there. That means that if any of the holographic hosts fall asleep, they will go into comas—permanently. Filled with action and brimming with the same meticulous detail as *The Kingdom Keepers: Disney After Dark*, this second book in the series —*The Rise of Chernabog*—is the result of hands-on research behind the scenes at Disney's Animal Kingdom Park. Young and older readers alike will get a glimpse into a second Disney kingdom. The wild rides have only just begun; and the clock is ticking. How long can the teens keep themselves awake in their quest to find their friend—and what happens if they fail?

[The Syndrome](#) Turtleback Books

The five Kingdom Keepers and their core friends have uncovered a startling truth: Maleficent and the

Overtakers (Disney villains) are plotting a catastrophic event that could have repercussions far beyond the world of Disney. Aboard the Disney Cruise Line's inaugural passage through the new Panama Canal, the Keepers and their holograms uncover a puzzle hidden within the pages of a stolen journal. The point of that puzzle will reveal itself in the caves of Aruba, the zip lines of Costa Rica, and the jungles of Mexico. A destructive force, dormant for decades, is about to be unleashed. The five Kingdom Keepers are to be its first victims.

[Kingdom Keepers VI](#) Vintage

The final title in the original KINGDOM KEEPERS series is back with an all new look and new content! The Kingdom Keepers' senior year in high school is almost over. For more than three years, things have been quiet. Their battles are long behind them, they agree, the threat to

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the Disney realm silenced—albeit at great cost. But inside the catacombs of the Aztec temple where Finn Whitman faced down his nemesis, the monstrous Chernabog, a new threat brews. Deception and betrayal rock the Kingdom Keepers as the merciless group of Disney villains known as the Overtakers stage an unexpected comeback. But a discovery by the Keepers provides them with one hope of victory—a lost icon. It was believed to be gone forever. The Keepers have one last chance to preserve the heart of the Kingdom—Disneyland—from a terrifying destruction decades in the making.

[Kingdom Keepers IV: Power Play](#) Disney Electronic Content

The stakes are high--both for the past and the future. The finale of The Return series leaves the Kingdom Keepers with unimaginable choices to make.

[Kingdom Keepers Inheritance](#) Disney Electronic Content

Eight years after saving the life of a U.S. attorney general from an assassination attempt, county sheriff Walt Fleming finds himself once again protecting the high-profile politician, now a presidential hopeful, during a billionaire's communications conference, an effort that is hampered by jurisdictional squabbles and elements from Fleming's past. 150,000 first printing.

[Kingdom Keepers Inheritance](#) Disney Electronic Content

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holographic hosts. But things go very wrong when a sudden lightning storm disrupts the celebration, and Amanda's mysterious sister, Jez, disappears. The only clue is the sighting of a wild monkey in the Magic Kingdom during the storm. The mystery deepens as Finn is contacted by Wayne, an old man he hasn't heard from in months. Wayne tells Finn that there's trouble at the Animal Kingdom: the evil Overtakers have gained control of one of the computer servers that will be used to operate Daylight Holographic Imaging there. That means that if any of the holographic hosts fall asleep, they will go into comas—permanently. Filled with action and brimming with the same meticulous detail as *The Kingdom Keepers: Disney After Dark*, this second book in the

series—*The Rise of Chernabog*—is the result of hands-on research behind the scenes at Disney's Animal Kingdom Park. Young and older readers alike will get a glimpse into a second Disney kingdom. The wild rides have only just begun; and the clock is ticking. How long can the teens keep themselves awake in their quest to find their friend—and what happens if they fail? *Killer Weekend* Disney Electronic Content A New York Times bestselling series A USA TODAY bestselling series A California Young Reader Medal–winning series In this riveting series opener, a telepathic girl must figure out why she is the key to her brand-new world before the wrong person finds the answer first. Twelve-year-old Sophie has never quite fit into her life. She's skipped multiple grades and doesn't really connect with the older kids at

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school, but she's not comfortable with her family, either. The reason? Sophie's a Telepath, someone who can read minds. No one knows her secret—at least, that's what she thinks... But the day Sophie meets Fitz, a mysterious (and adorable) boy, she learns she's not alone. He's a Telepath too, and it turns out the reason she has never felt at home is that, well...she isn't. Fitz opens Sophie's eyes to a shocking truth, and she is forced to leave behind her family for a new life in a place that is vastly different from what she has ever known. But Sophie still has secrets, and they're buried deep in her memory for good reason: The answers are dangerous and in high-demand. What is her true identity, and why was she hidden among humans? The truth could mean life or death—and time is running out.

**Kingdom Keepers II (Volume 2)** Hachette

UK

For use in schools and libraries only. Wanting to celebrate the defeat of the Overtakers, the five Kingdom Keepers are mystified by their mentor's final puzzle, which reveals a threat by an evil force far greater than any they have yet encountered. A continuation of the Kingdom Keepers series.

**Keeper of the Lost Cities** Artistic Grace

The first book in a globe-trotting middle-grade adventure, Shinji Takahashi and the Mark of the Coatl combines high-tech wizardry, old-world legends and a little bit of magic from the internationally renowned best-selling author, Julie Kagawa. Shinji Takahashi is just an ordinary kid. An ordinary homeschooled smart-alecky orphan kid being raised by his globe-trotting aunt Yui. But when a magical guardian decides to use him as a conduit to awaken its power, Shinji's life takes a turn for the anything-but-ordinary. Captured by the



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menacing Hightower Corporation, which is bent on using the guardian's magic for its own nefarious purposes, Shinji must team up with a brilliant young tech whiz named Lucy and her robot mouse, Tinker, in order to escape. Together the two turn to the venerable Society of Explorers and Adventurers and its ragtag cast of spelunkers, hackers, mapmakers, pilots, and mythology experts (among other things) to return the guardian to its rightful home and release Shinji from its magic—which seems to be draining his life force. Time is ticking, the Hightower Corporation is hot on their tail, and success or failure might depend on one small thing—Shinji finally coming around to the belief that he is anything but ordinary. Based on the Society of Explorers and Adventurers lore that exist across the Walt Disney Parks, Shinji Takahashi and the Mark of the Coatl is the first book in an all-new action-adventure series that brings S.E.A. into the twenty-first century through a blend of science and magic, and a focus on two young characters on an epic

journey through time and place.

## Legacy of Secrets Disney Electronic Content

The Kingdom Keepers' senior year in high school is almost over. For more than three years, things have been quiet. Their battles are long behind them, they agree, the threat to the Disney realm silenced albeit at great cost. But inside the catacombs

Lock and Key: The Initiation Disney-Hyperion  
With the intrigue of a psychological thriller, *The Stranger*—Camus's masterpiece—gives us the story of an ordinary man unwittingly drawn into a senseless murder on an Algerian beach. With an Introduction by Peter Dunwoodie; translated by Matthew Ward. Behind the subterfuge, Camus explores what he termed "the nakedness of man faced with the absurd" and describes the condition of reckless alienation and spiritual exhaustion that characterized so much of twentieth-century life.

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“The Stranger is a strikingly modern text and Matthew Ward’s translation will enable readers to appreciate why Camus’s stoical anti-hero and -devious narrator remains one of the key expressions of a postwar Western malaise, and one of the cleverest exponents of a literature of ambiguity.”  
–from the Introduction by Peter Dunwoodie First published in 1946; now in translation by Matthew Ward.

### Kingdom Keepers V: Shell Game Disney Electronic Content

Collecting books 1-3 of the New York Times best-selling series! When Disney Imagineers installed hologram guides for the Magic Kingdom using five teenage models, they had no idea the technology might backfire. But backfire it did: some nights when the kids go to sleep, they wake up in one of the Disney parks as a hologram. Soon the five young teens find themselves pitted against Disney villains and witches that threaten both the future of Walt Disney World and the stability of the world

outside its walls. As this fantastical thriller evolves, Finn and his friends must use their new skills to protect other Disney Parks, traveling to the Animal Kingdom, Hollywood Studios, Epcot, and more! This gripping high-tech tale will thrill every kid who has ever dreamed of sneaking into Disney parks after hours or wondered what happens at night when the parks are closed.

### Kingdom Keepers (Volume 1) Blue Box Press

A guide to some of the most important characters in the Kingdom Hearts series. Includes fold-out poster! From Sora and Xehanort to Donald, Goofy, King Mickey, and a wide variety of other characters, this handbook provides an overview on some of the most iconic characters in this incredible gaming franchise. Plus, it comes with a fold-out poster! It's a must-have for fans of the

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Kingdom Hearts series.

Kingdom Keepers: The Return Book Two Legacy of Secrets Disney-Hyperion

“Will leave you dying to know more.”—Rick Riordan, author of the Percy Jackson series The New York Times bestselling author of the Peter and the Starcatchers and Kingdom Keepers series, Ridley Pearson, brings us the riveting first tale of the Lock and Key trilogy about the origins of the rivalry between literature’s most famous enemies—Sherlock Holmes and James Moriarty, told from the perspective of James’s observant little sister, Moria. Before James grew up to be a ruthless, remorseless villain, he was a curious boy from Boston, with a penchant for trouble and an acid tongue. Thrown into a boarding school against his wishes, James winds up rooming with a most unlikely companion: a lanky British know-it-all named Sherlock Holmes (“Lock” to his friends). An heirloom Bible, donated by the Moriarty family more than a hundred years ago, has gone missing,

and it doesn’t take long for the two to find themselves embroiled in the school-wide scandal. The school is on lockdown until it’s found, strange clues keep finding their way to James, and a secret society lurks behind it all. It’s a brave new reimagining of the Sherlock Holmes series as only master of suspense Ridley Pearson could envision. As Rick Riordan, author of the Percy Jackson series, says, “This tale will change the way you see Sherlock Holmes and leave you dying to know more.”