
Disney In Shadow Kingdom Keepers 3 Ridley Pearson

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Kingdom Keepers: The Return
Book Three Disney At Last Disney
Electronic Content
Disneyland, Opening Day, 1955.
When five present-day teenagers
known as the Kingdom Keepers
find themselves thrown into a past
that would make anyone envious,
things don't exactly work out the

way they'd hoped. Finn, Charlene,
Maybeck, Willa, and Philby open a
door into a place and a time when
the legend of the Disney parks is
just starting. They are there, in
1955, to retrieve Walt Disney's
infamous pen that once saved the
parks as we know them. But like all
things Disney, nothing is as it
seems. The early days of the
Tower of Terror, the origin of the
Overtakers (Disney villains), and
the real power of magic unfold in an
unexpected series of events that
propel both the Keepers and Disney
itself into a darkness no one saw
coming. Along the way, the Keepers

visit Walt Disney's hilltop home,
Disneyland's opening day and
reception, and find themselves
separated from friends sixty years
away. The three Fairlies, young
women in Disney's School of
Imagineering, girls with astonishing
powers of their own, have
unmasked a long-buried secret that
threatens the lives of their friends
as well as everything Walt Disney
worked for.

Kingdom Keepers III Disney
Electronic Content
WINNER OF THE SILVER BENJAMIN
FRANKLIN AWARD FOR JUVENILE
NONFICTION You have probably

heard the word Disney before. Come on, who hasn't? You've seen Disney movies, watched Disney TV shows, and maybe even visited Disneyland or Walt Disney World. Did you know there were two brothers with the last name of Disney who created this entertainment empire? Walt and Roy Disney built the world's most popular theme parks and brought to life some of the best-known cartoon characters in family entertainment. The story of their lives is a wonderful tale of hard work, determination, and cooperation. While this book is primarily about Walt Disney, his story can't be properly told without including his older brother Roy and the strong bond between siblings that propelled them to worldwide fame and fortune.

Illustrations throughout this biography help tell the story of how two farm boys from the Midwest went on to build one of the world's most successful entertainment companies.

***Kingdom Keepers II* Disney-Hyperion**
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 (Volume 1)* Disney Electronic Content**

When the Disney Imagineers originally developed the holograms out of real teenagers, they didn't know Finn, Philby, Willa, Charlene, and Maybeck would be able to cross over into the park when they went to sleep at night. During the day, the park offe

Kingdom Keepers VII: The Insider Disney Electronic Content

"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."

***Kingdom Keepers II (Volume 2)* Disney Electronic Content**

As the five Kingdom Keepers enter high school, everything is about to change. The Maintenance Base that controls all four parks in Disney World is under attack by the Overtakers, a group determined to change Disney forever. Relationships between the Keepers are no longer as simple as they once

were. In fact, nothing is as simple as it once was. An after-hours visit to Typhoon Lagoon is a game changer. The Keepers lose one of their most valuable supporters. But there's work to do . . . The Disney Dream leaves Port Canaveral on an historic cruise to Los Angeles with a special treat in store for guests: the Disney Host Interactive guides are on board. Finn, Maybeck, Charlene, Willa, and Philby join guests as the DHI experience moves to one of the most advanced cruise ships in the world. But all is not right below decks. Strange things are happening. Only the Kingdom Keepers know the truth behind their invitation to be in attendance: nearly every Disney villain is aboard the ship, including Maleficent. The Overtakers have infiltrated the cast and crew. And no one knows what they have planned. The Dream sets sail filled with enthusiastic guests and crew. But not for long. Maleficent takes over a video screen and warns the guests of trouble to come. With the ship arriving to the beaches of Castaway Cay--its first of many exotic ports of call--the Kingdom Keepers are under attack; back home the Base is threatened and about to fall. The Overtakers have expanded in ways never foreseen, and it's clear they intend to use this

element of surprise to accomplish what has eluded them so far: victory. But not if Finn Whitman and friends have anything to say about it.

Meet the Disney Brothers 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.

Kingdom Keepers: Disney After Dark Penguin

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

Kingdom Keepers V Disney Electronic Content

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

Disney Chills Book 1 Disney-Hyperion
In the near future, in the Epcot of Walt Disney's imagination, sixty thousand people live in a CommuniTree surrounding the forward-looking Walt Disney World theme park. Five unique families are among the residents—and some of the parents were once known as the Kingdom Keepers. Their identities are carefully guarded in order to raise their children without special treatment, most of the Kingdom Keepers work for the Walt Disney Company, and have settled into "ordinary" and rewarding lives. When a messenger carrying a secret communication from Villains Park in Hong Kong coincides with both a solar eclipse and Eli Whitman's thirteenth birthday—a few "ordinary" kids are thrust into a battle to save Epcot and find their friend who has mysteriously disappeared. With their friend missing and their parents acting strangely, the Kingdom

Kids discover they are in possession of unusual powers as they forge a bond to rescue their friend and uncover the truth about how real magic has entered their lives.

Kingdom Keepers V: Shell Game Turtleback Books

For the five teens who modeled as Disney Hologram Imaging hosts, life is beginning to settle down when an intriguing video arrives to Philby's computer at school. It's a call for action: the Overtakers, a group of Disney villains, seem to be plotting to attempt a rescue of two of their leaders, both of whom the Disney Imagineers have hidden away somewhere following a violent encounter in Epcot. A staged attack by new Overtakers at Downtown Disney, startles the group. One of their own, Charlene, is acting strange of late. Has she tired of her role as a Kingdom Keeper or is there something more sinister at play? When caught sneaking into Epcot as her DHI, acting strictly against the group's rules, Finn and Philby take action. Has the "impossible" occurred? Have the Overtakers created their own holograms? Have they found a way to "jump" from the Virtual Maintenance Network onto the Internet, and if so, what does that mean for the safety of the

parks, and the spread and reach of the Overtakers? Are they recruiting an army from outside the parks? A dark cloud in the Kingdom Keeper era is unfolding, and with dissent in their own ranks, it's unclear if there's any chance of escape.

Kingdom Keepers 3-book Paperback Box Set
Disney Editions

The five Kingdom Keepers and their core friends have uncovered a startling truth: Disney villains Maleficent and the Overtakers 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! Includes a preview chapter from Kingdom Keepers VII - The Insider!

Second Star to the Fright Disney Electronic Content

In near-future Epcot, sixty thousand people live

in a CommuniTree surrounding the forward-looking Walt Disney World theme park - including parents who were once Kingdom Keepers, identities carefully-guarded. With the arrival of a communication from Villains Park in Hong Kong, a few 'ordinary' kids are thrust into a battle to save Epcot and find their friend who has mysteriously disappeared. The Kingdom Kids discover they are in possession of unusual powers as they forge a bond to rescue their friend and uncover the truth about how real magic has entered their lives.

The Fire Keeper Disney Electronic Content
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 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?

Kingdom Keepers :--Disney After Dark Quaker Scribe

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

Kingdom Keepers IV Disney Electronic Content

When Disney Imagineers installed hologram guides for the Magic Kingdom using 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. The first three books in the Kingdom Keepers series--Disney After Dark, Disney At Dawn, and Disney In Shadow follow the adventures of Finn, Willa, Philby, Maybeck, and Charlene as they find themselves up against the Overtakers--the Disney villains are out to conquer the world. As the Kingdom Keepers attempt to stop Maleficent, they not only decipher deeper meanings to each clue, but discover new truths about themselves and their ever growing friendships.

Kingdom Keepers Hyperion

Second Star to the Fright, Book 3 of the all-new Disney Chills chapter book series, tells the tale of a kid who finds he's hooked far more than he can handle when Captain Hook creeps out of Neverland and into our world. With shuddersome spooks and blood-curdling frights, readers should grab their night-lights and prepare to be chilled!

Kingdom Keepers Inheritance HarperCollins
For use in schools and libraries only. 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.

Kingdom Keepers VI: Dark Passage Turtleback Books

Describes the famous villains created by Walt Disney animated films, the concepts behind their creation and the animators who made them come to life.

The Insider 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 Keepers must solve a puzzle of the past, or be crushed under an evil that makes the Overtakers seem like gentle souls.