
Kingdom Keepers Disney After Dark

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2021-08-15

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Kingdom Keepers VI

Disney Electronic Content
A spine-tingling collection
of ghost stories When a

boy finds himself drawn into an empty house one cold night, he enters a room in which twelve unusual-looking people sit around a table. And the thirteenth chair is pulled out for him. One by one, each of those assembled tells their own ghost story: tales of doom and death; of ghostly creatures and malevolent spirits; of revenge and reward. It is only at the end of the night that the boy starts to understand what story he must tell . . .

Disney After Dark
Kingdom Keepers (Volume

1) Disney After Dark
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!

Disney at Dawn
Turtleback Books
Kingdom Keepers (Volume

1) Disney After Dark
Disney Electronic Content
Disney After Dark
Turtleback
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! Includes a preview chapter from Kingdom Keepers VI - Dark Passage!

Peter and the Starcatchers 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 dreams (nightmares, really) often accurately predict the future. The very few clues from Jess's dream lead the kids into Disney's Hollywood Studios and Epcot--through imaginary worlds that become real, by imaginary kids who are real. Each clue seems tied to the last, and with the stakes growing ever higher, what starts out as a puzzle ends up as a

fight for their lives. Through a transparent paper box, a quest for a sword, rides on Soarin' and Maelstrom, life-and-death encounters with giant snakes, and a devious Maleficent, the Kingdom Keepers not only begin to decipher deeper meanings to the clues, but discover new truths about themselves and their ever-growing friendships.

Kingdom Keepers: Disney After Dark Chronicle Books

Can two friends foil a dastardly plan and save

orphans from a fate worse than death? Christina lives in a big, old stone mansion on the edge of a dark forest surrounded by barbed wire. Deep within the forest is the laboratory where her father works—and where her mother was blown to bits years ago. Christina's father knows just how dangerous the world can be, so he keeps her safe at home, forbidding her from talking to the very interesting orphans down the road. But when an orphan boy named Taft talks to her, she's thrilled

to help him search for a secret tunnel. But soon she discovers there's more to the orphanage, the lab, and the mystery of her mother's accident than she ever suspected. Sinister things are in the works—and the secret of zoom is the most dangerous secret of all! “This exciting tale, with just a touch of fantasy and humor, is a winner. ... Jonell displays pitch-perfect skills in an expertly crafted story that never flags and that includes plenty of heart-stopping situations to

keep readers fully engaged.” —School Library Journal, Starred Review

Kingdom Keepers II
Disney Editions

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? Disney Lands Hyperion
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! **Kingdom Keepers III** Penguin
 "Embrace your own inner red panda-and all of the awkwardness and excitement of being a teen-as you explore this vibrant collection of artwork from Pixar Animation Studio's newest film Turning Red. With

never-before-seen concept art, storyboards, character designs and colorscripts, *The Art of Turning Red* illustrates the creative journey that brought this heartwarming coming-of-age story to life"--
Shell Game Abrams
 Soon after Peter, an orphan, sets sail from England on the ship Never Land, he befriends and assists Molly, a young Starcatcher, whose mission is to guard a trunk of magical stardust from a greedy pirate and the native inhabitants of a

remote island.

Peter and the Sword of Mercy Page Street Kids

One of the warmest, funniest, and most delightful Christmas stories ever—from Pulitzer Prize-winning author Dave Barry. With fond nostalgia, Dave Barry takes readers back to a simpler time: The year is 1960, and young Doug Barnes is playing a shepherd in the Christmas pageant at St. John's Episcopal Church—which is a very big deal. But there are problems everywhere. His fellow

shepherds are misbehaving, which makes their director, Mrs. Elkins, yell at all of them; the girl he likes is playing Mary opposite a Joseph who is depressingly smart, athletic, and cute; the family dog is doing very poorly, and they have no idea what they're going to tell Doug's little sister, Becky, who's playing one of the Host of Angels and who loves the dog more than anything; and his dad's just gotten a flat tire, which means they might not even get to the pageant after all.

But Christmas is a time of miracles. And for Doug and his family, this will be the most miraculous Christmas of all.

The Shepherd, the Angel, and Walter the Christmas Miracle Dog Penguin

In this fantastical thriller, five young teens tapped as models for theme park "guides" 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. Using a cutting-edge technology

called DHI--which stands for both Disney Host Interactive and Daylight Hologram Imaging--Finn Whitman, an Orlando teen, and four other kids are transformed into hologram projections that guide guests through the park. The new technology turns out, however, to have unexpected effects that are both thrilling and scary. Soon Finn finds himself transported in his DHI form into the Magic Kingdom at night. Is it real? Is he dreaming?/DIV Finn's confusion only increases when he

encounters Wayne, an elderly Imagineer who tells him that the park is in grave danger. Led by the scheming witch, Maleficent, a mysterious group of characters called the Overtakers is plotting to destroy Disney's beloved realm, and maybe more. DIVThis gripping high-tech tale will thrill every kid who has ever dreamed of sneaking into Walt Disney World after hours and wondered what happens at night, when the park is closed.
Unforeseen CreateSpace

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 se *Kingdom Keepers* Disney-Hyperion
The little blue cottage waits each year for summer to arrive—and with it, the girl. Through sunny days and stormy weather, the cottage and the girl keep each other

company and wile away the long days and nights together. Until one year, and then another, the cottage is left waiting and empty season after season. In this heartfelt story about change, Kelly Jordan's lilting text and Jessica Courtney-Tickle's lush art captures the essence of cherishing a favorite place.

Kingdom Keepers New Series Book #1 Disney-Hyperion

The year is 1901--it's been twenty-three years since Peter and the Lost Boys returned from

Rundoon. Since then, nobody on the island has grown a day older, and the Lost Boys continue their friendship with the Mollusk tribe, and their rivalry with Captain Hook. Meanwhile in London, Molly has married George Darling and is raising three children: Wendy, Michael, and John. One night a visitor appears at her door; it's James, one of Peter's original Lost Boys.

The Little Blue Cottage St. Martin's Press

It begins as a heist in Sun Valley, Idaho-until the

local sheriff discovers a more sinister underlying plan. The crime gets more personal. The stakes are raised, and nothing is as it seems.

Kingdom Keepers (Volume 1) Disney Electronic Content

How do you make a cane toad eat a frog? What happens when Linda copies herself? How do kids get parts in TV shows? What does Rabbit do when he is put on FAST FORWARD? What does it feel like to kiss another teenage actor? How do you write a script? The

answers will send you round the twist. Three short stories and the low-down on how the television series was made. Fact, fiction and fun from the fantastic pen of Paul Jennings.

The Kingdom Keepers

Disney-Hyperion

A dead search-and-rescue team member, a missing friend, an unexplained illness at a local water-bottling plant that sends workers to the hospital and sets off biohazard warnings may have something in common as Sun Valley sheriff Walt

Fleming follows three A Novel! Penguin
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.

Dark Passage Henry Holt and Company (BYR)

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.