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Kingdom Keepers: Disney After Dark



Synopsis

Featuring a new paperback cover to match hardcover of Kingdom Keepers II: 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? 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. This 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.

Book Information

Series: Kingdom Keepers (Book 1)

Paperback: 336 pages

Publisher: Disney-Hyperion (September 1, 2009)

Language: English

ISBN-10: 1423123115

ISBN-13: 978-1423123118

Product Dimensions: 5.5 x 0.8 x 8.2 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 starsÂ Â See all reviewsÂ (583 customer reviews)

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Age Range: 10 - 11 years

Grade Level: 5 - 6

Customer Reviews

My sister, a Disney fanatic, got this for my 9-year-old son for Christmas. To my amazement, he sat on the couch the next day and read over half of it in one afternoon. When he brought it to the dinner

table we had to tell him to set it aside. He has told me so much about the book I feel like I have read it. I'm sure that our recent trip to Walt Disney World last fall adds to the appeal, as the places and rides are fresh in his memory. He has begged me to order the next book in the series, which is what brought me to today.

Five teens are given the opportunity of a lifetime when they are chosen as interactive Disney Hosts (DHIs) at the famous theme park in Orlando, Florida. Disney has teamed up with a company called Daylight Hologram Imaging to create innovative virtual tour guides, using the teens as models. Finn Whitman, one of the DHIs, falls asleep one night and has a very weird dream. In this dream, he is in the park talking to an elderly park employee named Wayne, who was also one of Disney's first Imagineers. While Finn is having a very odd conversation with Wayne, he begins to observe some unusual activity in the park. He sees Chip and Dale headed toward Toontown and Goofy going to Frontierland. Now this wouldn't normally be odd in Disneyland, but it is after dark and all of the costumed employees went home hours ago. At this point, Finn is sure he is dreaming because he saw the original cartoon characters. Not only that, but he notices that his own body is glowing. Wayne assures him that it is not a dream, tells him that he must locate the other four DHIs for a special mission. It seems that the Magic Kingdom is in danger from evil forces within its walls. In order to save the park, Finn and the other DHIs must cross over in their sleep into a state where they are not fully human yet not fully light. Ridley Pearson does a great job of expressing the thoughts and conversations of his young teen characters. Even as their situations metamorphose into the fantastic, the kids remain completely realistic. Although this book is written for a young adult audience, it would appeal to anyone who has ever experienced the magic and wonder that is Disney.

After hearing so much buzz about this book my group of former Disney Cast Members decided to check it out. I'll speak for myself and say it's a light hearted book, with an incredible story base that has potential. But be warned, don't think too much and you'll get through it. If you're a Harry Potter fan and enjoy the attention to detail and crisp narrative you'll be sorely disappointed with KK. The writing is choppy, fractured sentences annoying and editing poor. I was annoyed by a plural "s" in "Fantasmics" - it's Fantasmic. Yet, he knew the correct name of "Cinderella Castle." (it's NOT possessive as many guests refer to it.) Some one said the author "phoned it in" - I'd have to agree. Another review mentioned he tossed in some Disney "buzz words" - boy was it obvious! (ie: a very awkward and out of place reference to a "Fast Pass".) My belief is that he wrote it praying it would

become a movie or Disney Channel series. The biggest Disney "Fopaux" was that he correctly referred to Maleficent as real, as well as Goofy and Chip & Dale...but later on when the kids were in the Utilidors Tunnels below the MK they saw characters without their heads and princesses in street clothes. ANY Cast Member knows this kind of dialog is UNSPEAKABLE. Even if it was OK...why are some Characters real and others just costumes? Also, don't be fooled, the Overtakers are just Maleficent and early on some bumbling Pirates. There are no Disney Characters who help out the story, yet the early spotting of Goofy and Chip & Dale make you think more are coming. The main characters also have no background except for one African American boy...who has a chip on his shoulder for no reason and his dialog is very stereotypical. The girls are seen as weak or sexy. The author also details characters by their physical weight appearance which is crude. The most disappointing is the main character isn't much of a leader. Yet the author does try to give the lesson it's not right to lie to your parents. After all that, you'd think I'd give this 1 star, not 3. But it's an enjoyable and mindless read. It's a children's book. I actually enjoyed it despite its faults and will read future books in the series mainly out of curiosity but hope they tighten up the editing.

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