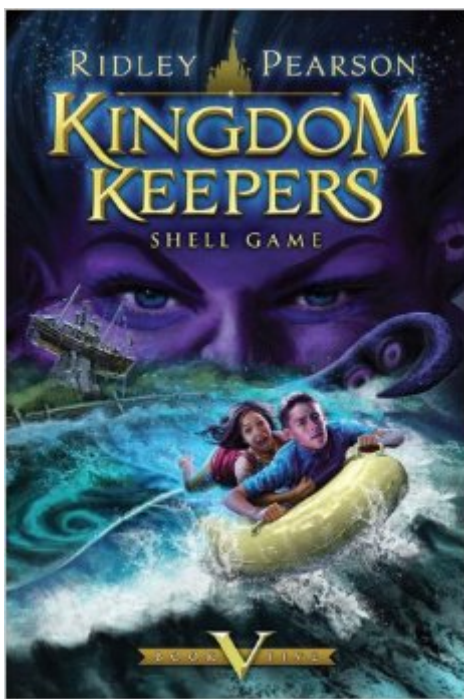


The book was found

Kingdom Keepers V: Shell Game



Synopsis

As the Disney Fantasy joins the cruise fleet, a special treat is in store for guests aboard its inaugural sail from Cape Canaveral to Los Angeles: the Disney Host Interactive teenage guides will be part of the Fantasy crew. Finn, Maybeck, Charlene, Willa, and Philby are to attend the cruise as celebrity guests, and to perform a ribbon cutting for the DHI server to go live. The Fantasy is now the most advanced cruise ship in the world. But all is not right belowdecks. Strange things are happening. Unexplained phenomena. Only the Kingdom Keepers know the truth behind their invitation: nearly every Disney villain is represented onboard the new ship: whether on its decks or in its theaters. It's believed the Overtakers have infiltrated the cast and are "stowaways." Worse: it is believed they have stolen an important journal that once belonged to Walt Disney himself--Finn has been having dreams about this--and that some kind of mission is planned. The ship sets sail filled with enthusiastic guests and crew, and the battle is on in new and exotic arenas: the beaches of Castaway Cay, the caves of Aruba, the locks of the Panama Canal, Costa Rica's rain forest zip line . . . But the end game is far more complicated and intense than anything the Kingdom Keepers had planned on. If the Overtakers get their way, a power will be unleashed that no one will have the ability to vanquish: Chernabog, dormant for years, is about to have his full powers restored. . . .

Book Information

Lexile Measure: 720 (What's this?)

Series: Kingdom Keepers (Book 5)

Paperback: 560 pages

Publisher: Disney-Hyperion; Reprint edition (February 26, 2013)

Language: English

ISBN-10: 1423171950

ISBN-13: 978-1423171959

Product Dimensions: 5.8 x 1.2 x 8.2 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (182 customer reviews)

Best Sellers Rank: #15,701 in Books (See Top 100 in Books) #11 in [Books > Children's Books > Cars, Trains & Things That Go > Boats & Ships](#) #165 in [Books > Children's Books > Mysteries & Detectives](#) #763 in [Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic](#)

Age Range: 10 - 14 years

Grade Level: 5 - 9

Customer Reviews

The Kingdom Keepers are back, this time set to join the launch of the Disney Dream, the newest edition of their cruise line. But all is not right: a journal that belonged to the Disney Imagineers has been stolen by the Overtakers, and more and more teens have joined the ranks of the villains. Finn and the others know that the Dream is the perfect place for the Overtakers to spring a trap, and know that they are sitting ducks. It's a shell game: who can you trust when no one seems trustworthy? First of all, I have loved this series from the very first book, but felt like the last two (including this one) have been a bit of an editing disaster. This book is very long for the age range it's targeted at, and I feel like it's turning Harry Potter-esque in that respect: each book is getting longer and longer and the story seems less tight and concise. Truthfully this book was a bit of a mess; there were typos, lines of dialogue that didn't match up with the speaker, and occurrences where the Kingdom Keepers were in DHI form when they weren't supposed to be, rendering their actions impossible since they were actually in human form. Add to that the addition of new characters, points of view shifting from paragraph to paragraph, and the whole thing was a bit difficult to read and follow at times. That being said, this definitely continues the overarching story line of these five Kingdom Keepers - only freshman in high school - trying to save the Parks from the Disney villains. The stakes keep getting higher and higher, the risks they're taking more dangerous, and the problems they're facing more difficult to manage. This book also has a definite "cannot stop reading" feel to it, even if it does suffer at times from Non-Stop Action Syndrome, which I'm not always a fan of.

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