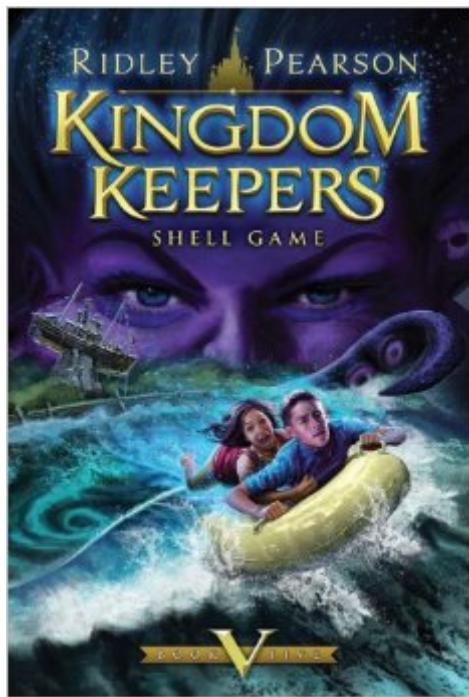


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# Shell Game: Kingdom Keepers V



## Synopsis

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 Disneyforever. 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.

## Book Information

Lexile Measure: 720L (What's this?)

Series: Kingdom Keepers (Book 5)

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Product Dimensions: 5.8 x 1.8 x 8.2 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 starsÂ See all reviewsÂ (182 customer reviews)

Best Sellers Rank: #378,239 in Books (See Top 100 in Books) #171 inÂ Books > Children's Books > Cars, Trains & Things That Go > Boats & Ships #3007 inÂ Books > Children's Books > Mysteries

Age Range: 9 - 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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