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FIELDS DORSEY

[Becoming Quinn](#) Penguin

Finn Whitman and his fellow DHIs, teenagers chosen to serve as actors for a new technology, must investigate strange occurrences at Disney theme park attractions, racing to uncover a supernatural force that could destroy the world. Reprint.

Kingdom Keepers Disney-Hyperion

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 of the Aztec temple where Finn Whitman faced down his nemesis, the monstrous Chernabog, a new threat brews. Deception and betrayal rock the Kingdom Keepers as the merciless group of Disney villains known as the Overtakers stage an unexpected comeback. But a discovery by the Keepers provides them with one hope of victory—a lost icon. It was believed to be gone forever. The Keepers have one last chance to preserve the heart of the Kingdom—Disneyland—from a terrifying destruction decades in the making.

[Disney at Dawn](#) Scholastic Inc.

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

Round the Twist Turtleback

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.

[Kingdom Keepers VII: The Insider](#) Disney Electronic Content

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 in Shadow Disney Electronic Content

Finn Whitman, an Orlando teen, is hired to be hologramed as a Disney World park "guide" but soon finds himself being transported into the Magic Kingdom in the dead of night to help fight a group of Disney villains, led by Maleficent, who want to take over Disney World--and maybe more.

Disney After Dark Disney Editions

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.

The Hundred and One Dalmatians Disney Electronic Content

For use in schools and libraries only. 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 II \(Volume 2\)](#) Disney Electronic Content

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 Kingdom Keepers](#) CreateSpace

Kingdom Keepers (Volume 1)Disney After DarkDisney Electronic Content

The Art of Turning Red Puffin

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.

Thirteen Chairs Disney Electronic Content

Most careers begin with an interview and a handshake. Others require a little ... something more.

Meet Jake Oliver. The day will come when he's one of the best cleaners in the business, a man skilled at making bodies disappear. At the moment, however, he's a twenty-two year old rookie cop, unaware his life is about to change. In a burning barn a body is found--and the fire isn't the cause of death. The detectives working the case have a pretty good idea about what went down. But Officer Oliver thinks it's something else entirely, and pursues a truth others would prefer remain hidden--others who will go to extreme lengths to keep him quiet. Every identity has an origin. This is Quinn's. *The Wimpy Kid Movie Diary (Dog Days revised and expanded edition)* Disney Editions 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

Peter and the Sword of Mercy Kingdom Keepers (Volume 1) Disney After Dark

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.

Featuring Kingdom Keepers I, II, and III Penguin

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.

Kingdom Keepers Penguin

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 IV: Power Play Abrams

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.

Disney-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!*

Disney After Dark Hyperion

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 Henry Holt and Company (BYR)

A NEWER, REVISED AND EXPANDED EDITION OF THIS BOOK IS NOW AVAILABLE, *The Wimpy Kid Movie Diary (DOG DAYS EDITION)*. INCLUDES 32 NEW PAGES ABOUT THE THIRD WIMPY KID MOVIE, *DOG DAYS*, PLUS AN ALL-NEW COVER ILLUSTRATION.

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