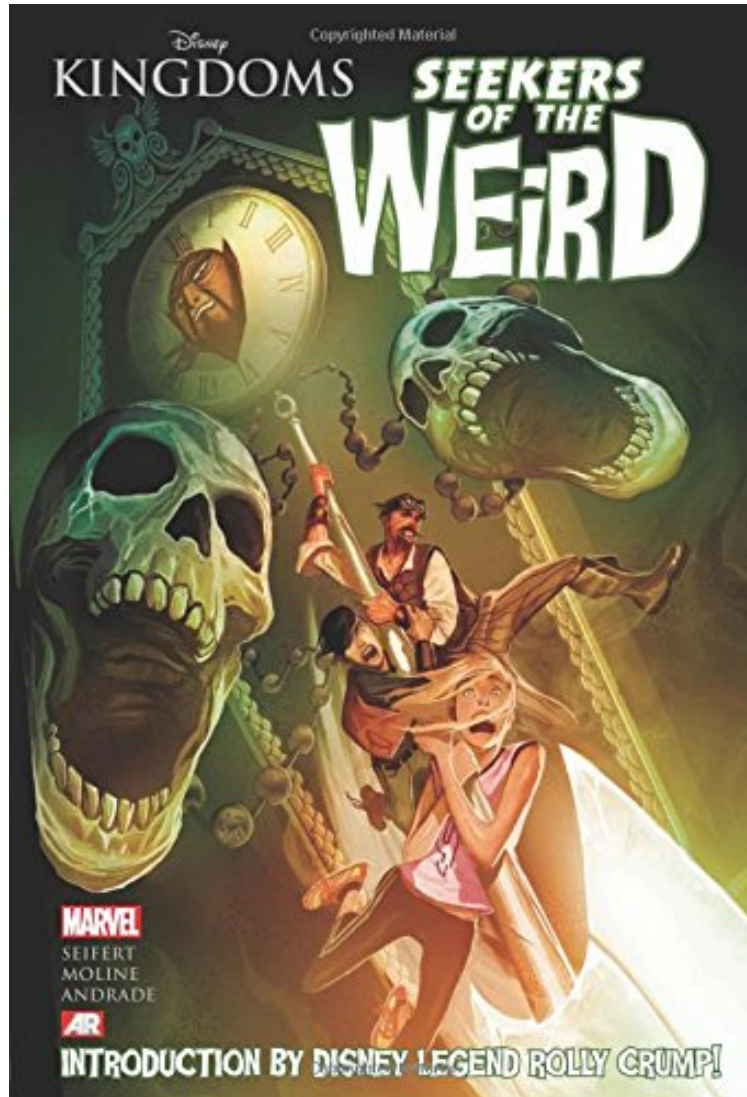


[Pdf free] Disney Kingdoms: Seekers of the Weird

## Disney Kingdoms: Seekers of the Weird

*Brandon Seifert*

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**Brandon Seifert : Disney Kingdoms: Seekers of the Weird** before purchasing it in order to gage whether or not it would be worth my time, and all praised Disney Kingdoms: Seekers of the Weird:

0 of 0 people found the following review helpful. Pretty GoodBy Siobhan PSCI would say this is a pretty good start to the Disney Kingdom's ride related comics. I purchased it mostly to have a complete collection as the series progresses. This particular story line jumps around a bit between issues giving the impression that I missed something important. I was also expecting a more retro feel to the book. Nonetheless, I'm looking forward to more installments in the series.6 of 7 people found the following review helpful. MehBy Eric SchneiderI was excited to read this story after hearing

about how it's based on an awesome concept for a Museum of the Weird that was to be built with the Haunted Mansion at Disneyland. Rolly Crump's designs were deliciously creepy and with Disney's imagineering magic I'm sure the attraction would have made your hair stand on end, however this book doesn't live up to the spooky potential of the original designs. All you get is a basic adventure plot stitched together using Mr. Crump's designs that sort of makes sense if you don't think about it too hard. The heroes are your generic teens manipulated by the adults in their lives (because you can never trust anyone over 30 right?) and the art is so-so. Honestly I think the most exciting thing about the book is the cover and the brief history lesson you get about the attraction that could have been. Maybe a fun read for the tween crowd but don't buy it if you're looking for anything remotely scary. 0 of 0 people found the following review helpful. Such a fun read! The art is great By Kelsey Bohll I am obsessed with the Disney/Marvel comics. The art and story lines are amazing. They are just fun, quick reads. Perfect when you want to take a break from studying or work to read something entertaining and fun.

An all-new adventure inspired by Disney's legendary but never built Museum of the Weird! When their parents are kidnapped, teens Maxwell and Melody are thrust into a thrilling race through the world's most strange and dangerous museum, as they unite with their swashbuckling uncle to save their family and the world from an evil secret society! What lurks within the Wardens' Library...and what is the Walking Chair? Who is the Shadow Society, and why do they want the Coffin Clock? In a catacomb of Mushroom People and a Sance Room under glass, our teen heroes discover the truth about the Museum - and their own destinies! Envisioned by famous Imagineer Rolly Crump for Walt Disney in 1965, the Museum of the Weird's innovative designs were left on Crump's drawing board...until now!

COLLECTING: DISNEY KINGDOMS: SEEKERS OF THE WEIRD 1-5