



## Disney Kingdoms: Seekers of the Weird

*Brandon Seifert (Text) , Karl Moline (Illustrations) , Filipe Andrade (Illustrations)*

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**Disney Kingdoms: Seekers of the Weird** Brandon Seifert (Text) , Karl Moline (Illustrations) , Filipe Andrade (Illustrations)

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 Séance 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**

## Disney Kingdoms: Seekers of the Weird Details

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## **From Reader Review Disney Kingdoms: Seekers of the Weird for online ebook**

### **Jdetrick says**

Many of the Disney comics aren't particularly memorable, and this is perhaps the most forgettable of the bunch. I believe they are trying to establish an interesting mythology with which to tell future stories, but the characters aren't particularly interesting and neither are the organizations in conflict with each other.

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### **Christina says**

It's too bad that this volume finds itself stuck in the Kingdom of 3 stars. It really had so many great elements that were leading up to good things: the characters, spooky storyline and setting were all working together and rolling along. But then the writing happened. I would just be getting into the story and living along with these characters in this ridiculously cool mansion-museum, and then the story would come to a grinding halt because a character had an odd moment of speech that didn't seem to fit in anywhere or there would be a solid course of action would suddenly end mid-panel. I had to read the last 2 issues twice - not because I wanted more, but because I felt like I was given a handful of puzzle pieces and asked to finish up a puzzle that I had never started. It just felt unnatural and this was something that I couldn't forgive, save for the really cool setting. Even the ending felt hurried, like I had been on a neat adventure and then the writer suddenly slammed my comic shut and said "ok, you've had enough. They all live happily ever after and blah blah blah, you get it. The end." It could've used a couple more pages and a more gentle ending. These kids had been through a lot and I had spent a couple of months running along with them. I guess that in the end, I wanted to be dazzled, and feel like I walked out of one of Disney Park's great attractions and instead it felt like waiting in a really long line for a ride that was just way too short.

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### **Arnela says**

I really liked the plot of the story, 2 kids help their parents out in a strange shop, suddenly parents are kidnapped, the kids learn they were part of a secret society, and now with the help of an estranged uncle they gotta try to get their parents back.

The art was great, the creature designs were pretty fun, we didn't get to see the baddies too well, and I'm a little disappointed by that, I wanna see them being bad, I [as I feel the audience will agree] needs something more than just an explanation of why they're evil. I gotta feel it, I gotta get emotionally invested in wanting these guys to go down, and I didn't get any of that.

I do like that we were mostly seeing everything from the kids points of view, it was their adventure, they had to figure out if uncle Roland was trustworthy, they had to be a part of this mess while knowing nothing about what their family did, where they were, what the bad guys were up to, NOTHING. But at the same time I felt the story was a little rushed. Yes, it's written for kids but I still feel like we could have delved a little more into character development and building up the tension of the situation and increasing the mystery. Kids know the difference between somethings good, and something's great, and this could have been great, the story had a really good base to build off of, it just didn't build as high as it could [like it was scared of being

too tough for kids to get into].

I still recommend it to anyone that likes supernatural mysteries. It feels like *The Librarians* but for kids.

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### **T. Finley says**

I picked up the first issue of this series because I'm a Disney parks fan with an interest in 'lost' attractions. I was excited when I found this book at the public library because I wanted to know what was going on and what happened next in the story. I can now say that my curiosity has been satisfied, and that I don't feel the need to actually own a copy of this book.

Even though the story is based on a Disney concept, the characters and plot basically had to be created from whole cloth, so as a Disney fan there wasn't as much in the book that engaged me as I thought there would be. With the Figment comics, the plot was basically an original construction but readers still had the familiar characters to ground the work. Also, the abrupt pacing of the storyline in *Seekers Of The Weird* keeps the reader as disoriented as the lead characters for the length of the book, and I found that rather frustrating. In conclusion, while I did enjoy the work somewhat, I think I enjoyed the concept more than the actual execution.

Did I like it? It wasn't bad.

Would I reread it? Probably not.

Would I recommend it? It depends on what the potential reader is looking for.

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### **Catherine says**

I am fascinated by Disney's Haunted Mansion and find Rolly Crump's art and ideas really compelling, so I was excited to discover this series based on the never-built Museum of the Weird. Overall, I enjoyed it; the story was fun and exciting, the settings were great, and the characters were strong. I would have appreciated a more developed narrative and more consistent art—some pages were gorgeous, some seemed very slapdash—but it was a fun couple of hours in a beautifully strange world. Oh, and I don't think it's any coincidence that I dreamt about keys the night I finished it!

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### **Sesana says**

Before the Haunted Mansion was the Haunted Mansion, the original concept was for a walkthrough attraction that would be called *The Museum of the Weird*. Eventually, the concept grew well beyond those beginnings, and I'm grateful for that. The Haunted Mansion is my favorite Disney ride. As a bit of Disney history, the Museum of the Weird is interesting, existing as it does as a series of weird, creepy concept drawings, some of which would eventually be incorporated into the final Mansion. As a basis of a story, there really isn't much of anything there. I think this would have been much better served as some kind of creepy anthology series, instead of trying to cobble together a coherent story from, really, not very much. Seifert is never quite able to make the book rise above dull, unfortunately. A lot of Disney books I can enjoy, but only recommend for fans. I think even most fans would find this disappointing. But the reproductions of Rolly Crump's concept drawings for the Museum of the Weird, included at the back, are cool enough to justify checking this out from the library.

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**Katie Kirkland says**

I love Disney so much that I could be considered a Disney Apologist. I don't care that they shamelessly mass produce every original thought over and over again. I don't care that they commercialize original park or animation concepts and try to turn them into franchises. However, sometimes they churn out stuff like this book where there is so little care into writing and development. This one goes straight into the garbage bin.

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**Betty Lee says**

fun to read.

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**Danielle Riggs says**

The cover art was far better than the artwork inside. I was rather disappointed. Also, the story progressed too slowly to really hold my attention with action happening without a buildup in an attempt to recover from the terrible pacing. I will be trying it again, but not for a while.

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**Leisa says**

This had potential, but just seemed disjointed in places. You can definitely see the Disney influence and how it might have been a great addition to the Haunted Mansion mythos, but it just didn't grow like it should have. I'm sure that one day we'll probably see a movie.

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**Chad says**

Back when Walt Disney was building the Haunted Mansion, there were plans for a companion attraction, Museum of the Weird. Sadly, Disney passed away before his plans could come to fruition. Seifert has taken those designs and weaved a fun story around them about a family who are wardens of the museum and must protect it from a secret society of immortals. Karl Moline's art gives the book a fun retro animation vibe.

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**Naomi says**

I am biased because I love all things Disney Parks and this book is a fantastic taste of an attraction that was never fully realized(in the U.S.). Seekers of the Weird is suspenseful and has one of the strongest storylines in the Disney Kingdoms Marvel collection. I would recommend it for older children and up. It may be too scary for littles.

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**Nate says**

I'm not sure what Marvel and Disney were hoping for with this title but it never seems to fully get off the ground just like the never constructed Disney attraction that inspired it. On the whole I wish that there were enough here for a longer series but despite genuinely great art it feels as though five issues was about as far as they could take this.

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**Tia Garrigues says**

Easy to read, interesting plot, wonderful art!

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**Bev says**

Picked this up in a bargain book shop and I'm very glad I did. The story is based on a proposed Disney ride that was never created, which is understandable as it would have been rather scary! Classic good versus evil fight with plenty of twists and turns along the way. Printed on gorgeous glossy, strokeable paper too ?

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