

Chapter 1 : The Runaway Skeleton by Kathleen M. Muldoon

The Runaway Skeleton has 10 ratings and 2 reviews. Kathryn said: Mono (Hector) and Topo (Alex) have moved to their eighth foster home since their parents.

Theme[edit] Although the details of the backstory vary from park to park, all follow the same general story arcs. Overnight, a small mining town became a thriving one the name of the town varies from ride to ride. In the California ride, the town is known as Rainbow Ridge. In the Florida version, the town is known as Tumbleweed, and in Paris, the town is known as Thunder Mesa. Mining was prosperous, and an extensive line of mine trains was set up to transport the ore. Unknown to the settlers, the Mountain was a sacred spot to local Native Americans and was cursed. Some time later, the locomotives were found to be racing around the mountain on their own, without engineers or a crew. The Big Thunder Mountain Railroad was founded in the old mining camp to allow wanderers to take rides on the possessed trains. The detailed backstory, while present in park literature and training materials, is not communicated to park guests directly. The station buildings on all four versions of the ride are themed to appearance of a mining company office from the mid to late 19th century. In the Disneyland, CA park, there is music and laughing in one of the saloons, and a typewriter is heard from a newspaper office. The mountains themselves are themed to the red rock formations of the American Southwest. Special care was taken by the Imagineers to make it appear that the rocks were there originally, and the track was built around the rocks, unlike a number of earlier mine rides, which were built the other way around by sculpting the rocks around the tracks. There is also a dinosaur skeleton that the train passes by, built into the side of the mountain. A cracked eggshell is nearby, and there is a pleasant lake with water that is shot up while the train passes on the warmer days. However, because the pavilion as a whole was deemed too expensive in light of the construction and opening of Pirates of the Caribbean , Baxter proposed severing the mine train and building it as a separate attraction. The Big Thunder Mountain Railroad project was put on hold again in as resources and personnel were being diverted to work on constructing Space Mountain in Tomorrowland , but this delay may have ultimately produced a smoother ride as the use of computers in attraction design was just beginning when the project was resumed. Big Thunder Mountain Railroad was one of the first Disney rides to utilize computer-aided design. The revised European ride takes the form of a large island in the center of the Rivers of the Far West , accessed from its riverside station by tunnels underneath the water. The attraction in Disneyland Paris is the only Big Thunder Mountain to have been an opening-day attraction at its park. However, Grizzly Gulch has a theme similar to Frontierland. Timeline[edit] The project is put on hold again due to the construction of Space Mountain. Construction begins on the ride at Disneyland. Big Thunder Mountain Railroad officially opens at Disneyland. Big Thunder Mountain officially opens at Tokyo Disneyland. Big Thunder Mountain officially opens at Disneyland Paris along with the park. Big Thunder Mountain Railroad reopens at Disneyland following a month refurbishment that included an entire replacement of new track similar to the Space Mountain refurbishment , new trains, new scenery, and new effects. Several tributes to the former attraction are present in the Disneyland version. A scaled-down Western town sits adjacent to the queuing lines and tracks near the station. Many of the animal animatronics throughout the attraction are animatronic animals from the previous attraction. The name of the ride itself, "Big Thunder", was originally the name of a large waterfall the old mine train passed on its tour. Wartinger, found that patients of his had passed kidney stones after riding Big Thunder Mountain Railroad at Walt Disney World on vacation, including one who passed three stones on three separate occasions. The doctor then tested this result, with the permission of Disney, with a 3D model of a kidney by riding the ride over 20 times. To better fit with the adjacent Fantasyland areas of the theme park, the original Walt Disney World design had to be replaced with something more appropriate for Disneyland. The surrounding walls were originally created from tons of gold ore from Rosamond. Leaving the lift hill, the train drops away to the right, then levels out and makes a left hand turn. The track then crosses under the second lift hill drop before making a right hand turn. The sounds of coyotes can be heard howling at the train as it dives into a cave. At the end of the tunnel, the train hits a trim brake, exits the tunnel, and climbs the second lift hill. At the top of

the lift, an animatronic goat bleats at passing guests as the train drops away to the right, crosses under the lift hill, and rises up into a downward spiraling clockwise helix. Leaving the helix, the train shoots through a small canyon, then drops down into a mining camp, where it hits another trim brake. The train then makes a left hand turn, enters another tunnel, and climbs the third lift hill. The train then drops to the right, towards the river, then makes a right hand turn and passes through a short tunnel. After crossing over the drop, the trains make a left hand turn as they pass through the ribcage of a T-rex skeleton, hit a trim brake, then make a right hand turn into the final brakes. The train then travels by the buildings of Rainbow Ridge as it returns to the station. All of the other versions feature an indoor station. On January 7, , the ride was closed for an extensive refurbishment that included a new track, trains, scenery, and new effects on the third lift hill. The attraction reopened on March 17, Riders board the trains in an enclosed loading station on a hillside. Leaving the station, trains make a left hand turn into a bat-infested tunnel, make a slight right turn, and climb the first lift hill. At the top of the lift hill, trains pass under a waterfall and drop to the left. This is followed by a right hand turn, after which the track crosses under the second lift hill and drop. After crossing under the second lift hill drop, the track goes through a degree clockwise spiral and passes through a short tunnel. Trains emerge from the tunnel and pass through the flooded town of Tumbleweed. The train passes over a decaying trestle where the track is slightly banked from side to side , before entering Davy Jones Mine, where it hits a trim brake. Trains then make a left hand turn and climb the second lift hill. At the top of the second lift hill, trains drop to the left and cross under the lift hill, before rising into a degree downhill counterclockwise helix, passing over a broken trestle. Leaving the helix, trains shoot up across a small hill, make a slight right turn, then drop through another tunnel and hit a trim brake. The trains then make a right hand turn into a tunnel and climb the third lift hill. As the train climbs the lift, an earthquake hits and makes the train cars sway from side to side the effect achieved by slightly banking the track. Leaving the lift, trains emerge from the tunnel, crest a small rise, and drop to the left towards the Rivers of America. After traveling along a short section of straight track, the ride then makes a left hand turn through a short tunnel and crosses a short bridge. The train then makes a right hand turn, and passes through the ribcage of a T-Rex skeleton as it hits the final trim brake, makes a left hand turn past some geysers and hot springs, and rises into the final brakes. The train then coasts back to the station. The Florida version was allocated more space in the park, and so the Monument Valley-inspired ride structure assumes 2. Instead of Tumbleweed, the track makes a left turn and dives into a cave, mirroring the California version of the ride. More significantly, the final segment of the ride is different. The track then makes a right hand turn into the final brakes. The trains pass in front of the station building, and then turn back into the loading area. It is also the only version of the ride to be an opening day attraction. The Paris version underwent a year long refurbishment from November to December As part of the renovation, the brakes were overhauled, some of the scenery was repainted, and a few elements from the California version were added rainbow pools of water on the first lift hill cave, new sound effects for the mine elevator on the second lift hill, new mapping effects for the blasting scene on the third lift hill. Interactive games were also installed in the queue. Unlike the other versions, the trains on this version are painted to look weathered and aged. Immediately upon leaving the station, trains dive into a tunnel that transports them under the Rivers of the Far West to the island where the ride is located. The train makes a right hand turn, and makes a quick steep rise before starting up the first lift hill. As trains climb out of the darkness of the underwater tunnel, stalactites and stalagmites can be seen growing next to the track, along with several rainbow colored pools of water. The sounds of bats swooping up above can also be heard. During warmer months, a waterfall parts around the track at the top of the hill. Trains pop out of the tunnel, leave the lift hill, and drop around a left hand turn, pass through a small cave, then make a swooping right turn. If the trains are being dispatched timely, when the train goes through this curve, it will appear to make a near miss with a train in the degree helix. After this turn, the trains pass under the second lift hill and its drop, making a slight hop, before making a left hand turn onto a trestle. The train runs along the Rivers of the Far West, across the water from Phantom Manor , then makes a slight right hand turn, and suddenly falls through a washed out section of the trestle, hitting a magnetic trim brake. The trestle drop also contains an on-ride camera. After dropping down to the water level with water jets on the sides of the track simulating a splashdown , the trains go around a left turn and hit the base of the

second lift hill. As trains start up the lift hill, two tied down donkeys can be seen to the right side of the track, braying at passing trains, with an empty watering pail in front of them. At the top of the lift, it is possible for guests to catch a glimpse of The Twilight Zone Tower of Terror at Walt Disney Studios Paris on the horizon before the trains drop around a left turn and cross back under the lift hill. Coming out of the drop, the track goes over another rise, hitting a magnetic trim brake, and passes a sign warning of a broken trestle mounted to the water tower post. Cresting the hill, trains cross over the broken trestle and spiral down through a degree counter-clockwise helix. Exiting the helix, the trains pass through a short cave and go over a quick airtime hill as they shoot down a canyon. As the trains drop through the tunnel and pass over a trim brake, a loud gust of wind is heard. Trains then make a right hand turn on another trestle, enter a tunnel with signs warning of blasting over the portal, and climb the third lift hill. The train crests a small hill, then drops to the left onto a straightaway alongside the river, speeding up as it enters the return tunnel. The train encounters a swarm of bats in the tunnel as it makes another sharp counter-clockwise turnaround and goes down a steep drop to cross under the water. The trains continue to accelerate through the dark until it pops out of the exit portal on the mainland. An additional chain lift is located here to assist the train in leaving the tunnel. The train then coasts past the station, through the loading dock, and then makes a left turn to reenter the station. Television series[edit] In January , ABC ordered a pilot based on the ride titled Big Thunder Mountain, but the idea was scrapped sometime after.

Fourteen-year-old Topo and his little brother, Mono, are staying with a foster family for the summer. One day, they're exploring the woods near the family's house.

She is thirteen, and was born in the first week of April. As an infant Sammy was "a screamer", and the doctor called it colic. When she was four, her mother entered her in kindergarten, falsely assuming she was ready, and forging her birth certificate to say she was five. Appearance Edit Based on some book-covers and descriptions within the text, it is assumed that Sammy has shoulder-length-ish, brown hair with bangs and green eyes. She wears a pair of white high-tops; she used to wear a pair of green high-tops that she painted green, then got a new gray pair from Casey. Her style is tomboyish, as she wears jeans and sweatshirts and rides a skateboard. Sometimes, Sammy wears her hair in a pony-tail, and sometimes she does not. Personality Edit Sammy frequently gets into "trouble", in other words, a mystery. She is depicted as spunky, sarcastic, and very curious. This curiosity is what gets Sammy to snoop around for clues. Sammy has a strong dislike for her mother, since she dumped her to become a soap-star, and calls her Lady Lana. Sammy is very clever, which is encouraged by Hudson, who told her to "keep your mind wide-open". This usually helps her solve a problem she might be facing. A noticeable trait of Sammy is that she can be hot-headed at times; punching Heather in the nose after Heather jabbed her in the butt with a sewing pin; this hot-headedness can also come from defending a friend, such as when Heather called Mikey McKenzie "Blubber Boy", and she grabbed Heather by the shirt. As Sammy is a tomboy, she has a funny perspective of makeup, saying that mascara is "like bird wings flapping away", lipstick is "like you kissed raspberry jelly", and "Foundation, you can HAVE foundation. Just smear peanut butter on your face. Abilities Edit Aside from solving mysteries, Sammy has a few miscellaneous abilities of her own. Barehanded fighter- Sammy has been in a few brawls with people and has thrown a few punches of her own. In *Sammy Keyes and the Hotel Thief*, Sammy gets suspended on the first day of school because of punching Heather in the face and caused her to have a nosebleed. Sammy was able to get inside the school and after being discovered, had learned a few new moves. This came in handy because Heather and her friends attacked Sammy, and Sammy used some of her wrestling moves on Heather and her friends to get them away, even physically throwing Heather into Monet and Tenille. Crocheting- Sammy learned to crochet from Grams, and Grams considered teaching Sammy how to knit or embroider. Sammy learned to crochet in between the books when she had free time. Cooking- Sammy is able to cook; she can make her own oatmeal, and one time she even cooked a meal for Grams and herself.

Chapter 3 : Sammy Keyes - Wikipedia

The Runaway Skeleton. Summary Note: summary text provided by external source. Brothers Topo and Mono discover a skeleton in a shack and decide to play detective.

You can help by adding to it. The series has been nominated for the award five times. Santa Martina is closely based on the real city of Santa Maria, California, down to names of streets used throughout the series, and well known landmarks. The city of Pomloc is also mentioned once, a reference to the city of Lompoc. All of these places are located near to the real city of Santa Maria. Sammy is an unofficial teenage detective who solves mysteries while also dealing with her personal friend life, family life, and relationship life. Main characters[edit] Samantha Josephine "Sammy" Keyes is a girl who is illegally sent to live with her grandmother while her mother decides to achieve her dreams as an actress in Hollywood. Spunky, sarcastic, and very curious, she solves mysteries surrounding her town and other areas she visits. Frequently she is tormented both by other kids in school and on the street by people she meets, and whose emotions are constantly tested. She, along with her friends Holly, Marissa, and Dot, plays on the school softball team as the catcher, using a softball mitt that belonged to her dad. By Sammy Keyes and the Power of Justice Jack, she is now halfway through her last year of junior high. She has a strong dislike for her mother for many reasons. When her "fourteenth" birthday came around, she was told it was only her thirteenth, as her mother had entered her in kindergarten when she was four, falsely assuming she was ready and forging her birth certificate to say she was five. All in all, Sammy is a fun, wacky and a "not so typical" year-old girl. She never ceases to worry about Sammy when Sammy gets involved in her adventures. However, the two of them are very close, much closer than Sammy is to her mother. No children are allowed to live in the Senior Highrise, so Sammy is frequently forced to lie about her home address and living situation. The two also have to constantly avoid their nosy neighbors Mrs. Graybill and later in the series Mrs. Wedgewood to keep the small family from being evicted. She constantly keeps secrets from her only daughter, and leaves Sammy with Grams while she becomes an actress in Hollywood. She stars on a soap opera as Jewel, an " amnesiac and good friend" throughout the series. She has a younger brother named Mikey, and he has an addiction for both junk food and goldfish. When Marissa is nervous, she will do the "McKenze Dance", which involves biting of her fingernails and bobbing up and down on her toes. Marissa also has a crush on Danny Urbanski, an eighth-grader. Marissa downplays her wealth heavily, sometimes criticizing her parents for working too hard and not paying enough attention to their children. Later in the series, Marissa and her family start having serious financial issues, which causes Marissa to become closer to her brother. Although he is in high school, Sammy seemed to have feelings for him in the earlier books, but slowly began to become comfortable around him after developing stronger feelings for Casey. Brandon is on the swim team and often invites Marissa and Sammy to his meets. He works at a smoothie place in the mall. He, similar to Marissa, comes from a rich family, as his father is a popular doctor in town. Her nickname is derived from a beauty mark she has on her cheek; her father also has one. Dot first lived in a "skinny" two-story house that could barely fit her large family; by the fifth book, Sammy Keyes and the Curse of Moustache Mary, she has moved to a larger house in Sisquane. Her grandparents live in Holland and her mother often says "ja" instead of "yeah". Her curiosity aroused, Sammy tries to find out as much as she can about this girl. Eventually, Sammy finds that Holly is a homeless, orphaned girl who ran away from her foster home due to mistreatment, who had been living in a refrigerator box by a dried-up riverbank. Sammy finds a home for Holly at the Pup Parlor, a dog-grooming salon run by the mother-and-daughter duo Vera and Meg Talbrook. In the beginning, Holly has a penchant for rummaging through garbage; however, later in the series she seems to have shaken off the habit. In , Van Draanen later released a book called Runaway, a series of journal entries written by Holly that tells about her life on the run. Their mutual dislike for each other originates at their first meeting: Enraged, Sammy punches Heather on the nose, and Heather pretends that her nose is broken. As punishment, Sammy is suspended from school for a day. Heather has two friends who are extremely stupid and seem to exist to do her bidding. Heather and her friends have been known to smoke cigarettes and drink beer. She has a brother called Casey, and their parents

are divorced ; Heather lives with their mother in town, and Casey with their father in the urban area of Sisquane. However, later Sammy and Heather seem to have become friends, as in *Sammy Keyes and the Showdown in Sin City*, after helping each other find their parents Lana and Warren. Sammy is often unsure of her relationship with Casey, who took a liking to her before she even knew him. The two went to a school dance together in *Sammy Keyes and the Dead Giveaway*. Casey shows strong feelings for Sammy throughout the series. In *"Sammy Keyes and the Wedding Crasher"*, Sammy believed that their relationship would be over because she received a harsh text telling her to back off, but she later found out that it was Heather that sent the text. At the end of the book, the two kiss. Warren Acosta is the father of Heather and Casey. He lives in a house alone with Casey in Sisquane and seems to sound exactly like his son over the phone. Warren has a distant relationship towards Heather and has joked that "sometimes he wishes that he had a restraining order on Heather, too". She often acts like her daughter portraying characteristics that are vicious and not polite. Candi also hates Sammy and probably her mother. Candi is known for her weird way of dressing up. Officer Gil Borsch, the figure of the law in the series, is constantly pursuing Sammy for jaywalking and thinks that she is a criminal. However, when Sammy helps him out in a case during *Sammy Keyes and the Runaway Elf*, he changes his mind about her and they become friends over time. In *Sammy Keyes and the Cold Hard Cash*, he becomes engaged "for the third time" and even asks Sammy to be in his wedding. Hudson Graham is 73 years old, and is always wearing a fancy pair of boots, usually made out of reptile hide. Sammy often visits Hudson and sits on his porch to sort things out in her head. Hudson offers Sammy advice, usually focused around dealing with her archenemy , Heather, or the mystery currently playing out in that particular book. In later books, Hudson and Grams develop a mutual crush on each other and end up getting married. Billy is one of the popular kids in their grade and was elected "School Clown. This perhaps contributes to his depiction in the series as the school clown. Billy has kissed Sammy on a dare by Heather in an attempt to ruin her relationship with Casey, but Billy makes it up to her by kissing Heather the cod fish during the school play. In *Sammy Keyes and the Night of Skulls* he gets together with Marissa, but later she breaks up with him. He is the school clown and can make anyone smile. He is also a very good friend with Casey and is used to communicate with Sammy. His real name is not Billy but William; however, everyone knows him by the name of Billy. One morning she is looking into the windows of the hotel across the street, when she spots a thief burgling one of the rooms. Instead of calling the police, Sammy watches until the thief catches her staring. They both stare at each other until Sammy breaks the spell by waving at him. Sammy Keyes also has lots of problems. When Heather replied she yelled at her and walked away like was a princess. Once Sammy got the pin out of her but she walked over to heather and punched her nose, and it started to gush blood. Sammy got suspended for doing that. While Sammy was walking home from school, she saw police cars and a bunch of people surrounding the hotel. Sammy was curious about what was going on. Sammy noticed that one of the cops had given her a ticket for jay walking before. Sammy started to talk to the officers about what she saw but they did not believe her. The lady who got robbed did. The lady that got robbed was named Gina. Gina explained that four thousand dollars got stolen. Graybill, thinks that Sammy wrote the note. Graybill threatens to call the police and that is what she did. The officers that arrived at the door were the same ones that were at the hotel last night. Even though Sammy says that she said that she did not write the note, no one believed her. Exercise the Right to Read Blog. Retrieved 6 June

Chapter 4 : Editions of The Runaway Skeleton by Kathleen M. Muldoon

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