



Seaper Powers



by [Ronald A. Rowe](#) November 21st, 2013

Seaper Powers is a children's book written by Kim Cameron and John DePatie. It is the first book of which this reviewer is aware that was inspired by a song that was inspired by a chance encounter with a child fascinated by an octopus. Rather than the traditional publishing route, Cameron and DePatie took the unusual step of releasing the book first in audio format, to incorporate a musical number into the story itself. The resulting audiobook is more involved than most single-narrator productions and includes multiple voice actors and sound effects.

Seaper Powers tells the story of the friendship that develops between Emma, Oliver, and Steve. Despite the typical names, this group is anything but your ordinary gang of friends. Emma is a young girl who travels to the Caribbean on a [family](#) vacation and discovers that she has the magical power to talk to sea creatures. Oliver is a young octopus chafing against the restrictions placed upon him by his mother. And Steve is a brightly colored starfish struggling with the challenges of being different and considered an outsider by his classmates.



One day, Steve sees Oliver in danger of being attacked by a barracuda and spontaneously develops the supernatural ability to create a mini-sandstorm by spinning his rays on the sea floor. Steve uses his ability to save Oliver, who later reciprocates by using his size and [natural](#) ink-spraying ability to save Steve from some school bullies. The two soon discover that unlike all other humans, Emma has the capability to communicate with them in their own sea creature language.

The three soon share in a mini-adventure that involves cross-species bonding, buried treasure, and a hungry barracuda. All too soon, Emma's [vacation](#) is over and she is forced to leave her friends behind. The book includes a surprising final chapter that provides an "18 years later" coda to the tale.

Seaper Powers is written in a straight-forward manner that is easy for the little ones to follow. Each chapter is brief enough for even the shortest of attention spans. The audio version's utilization of multiple voices, music, and sound effects was definitely helpful in holding my seven-year-old's attention for the 59-minute running time. I would say that he is at the upper edge of the age range. Although the threat of the barracuda represents some minor jeopardy, *Seaper Powers* is friendly for children as young as three.