

SEASON'S GREETINGS

CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

IllumiNations
Magic in the Skies

The Western River
Expedition

Disney's BoardWalk

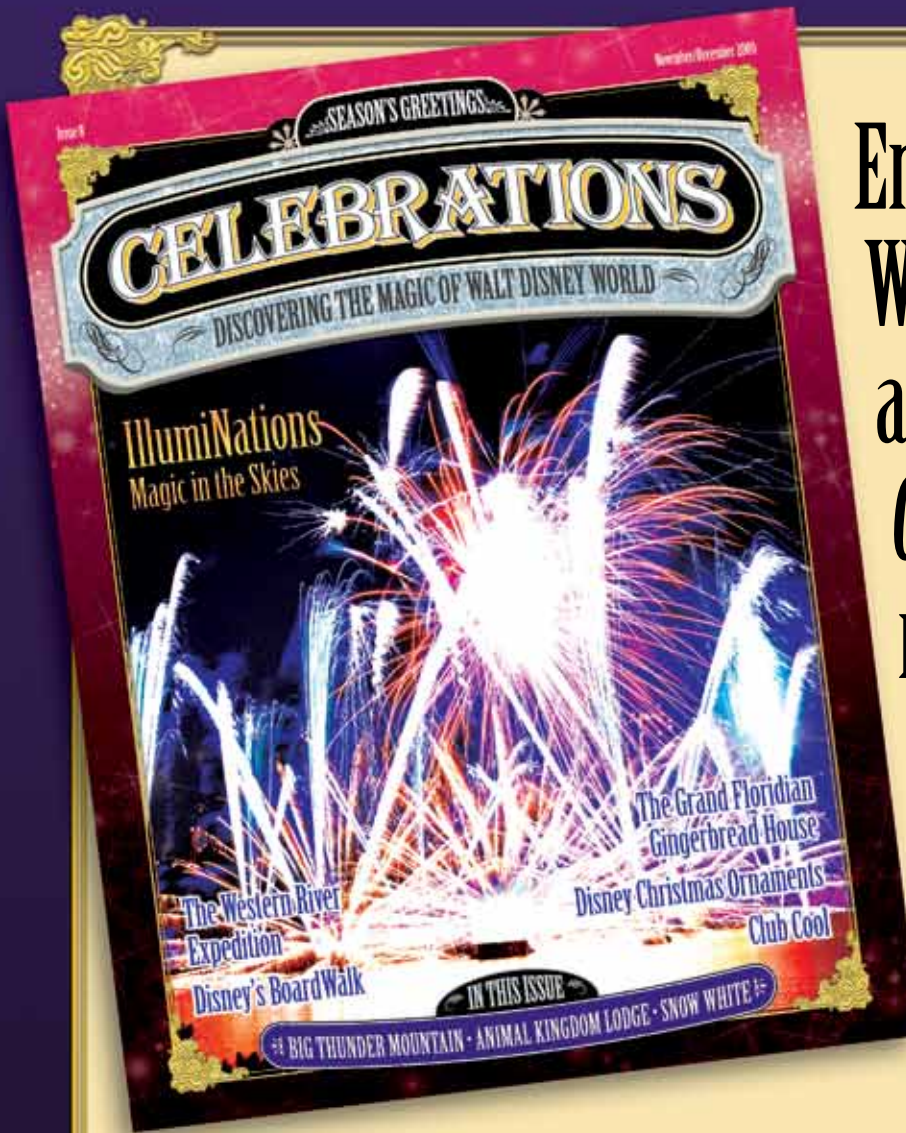
The Grand Floridian
Gingerbread House

Disney Christmas Ornaments

Club Cool

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BIG THUNDER MOUNTAIN • ANIMAL KINGDOM LODGE • SNOW WHITE



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On the Cover: "Magical Evenings", photo by Tim Foster

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Through A Child's Eyes

We often talk about what it is that makes Walt Disney World such a magical place. Whether it's the music, the details, or the people, there's something about this land that makes you believe that wishes really can come true. But what does that mean? When we talk about "the magic," what are we really referring to? To me, the magic is that special moment when you can become a child again, the moment where you rediscover your innocence and find yourself in a whole new world.

That's hard to do in our day-to-day lives, where the stresses and realities of everyday living often make us forget the wondrous places that our imagination can take us. Children possess that wonderful gift of being able to transform a cardboard box and blanket into an elaborate pirate fortress, or a shiny two-wheeler and streamers into an intergalactic star cruiser. When we're wandering around the parks, it's easy to get caught up in the minutia, whether it's seeking out new Hidden Mickeys or looking for subtle details.

And indeed, that's a lot of what makes Walt Disney World so much fun. But if you can step back and lose yourself in the totality of it all, you may be fortunate enough to experience that most cherished of magical moments, when you can simply say "wow" for "wow's sake.

While wandering through World Showcase the other day, I witnessed a special moment that made me remember the wonder of seeing the world through a child's eyes. I was in the Yong Feng Shangdian Department Store in the China Pavilion, and I happened upon a couple of Cast Members playing with a Chinese yo-yo (an hourglass-shaped toy that spins on a string held by two handles). A little girl of eight or nine was there with her grandfather, watching intently. She was standing between them, and as one of the Cast Members got the yo-yo spinning and jumping and dancing, her eyes were transfixed on this unusual but fascinating new toy. Her jaw fell open, she breathlessly said "wow," and it was there that the magic happened. A simple toy had whisked her off to a faraway land, and she and her grandfather spent the next few minutes wandering throughout the store, the little girl excitedly pointing out all of the new wonders that lay before them. I could tell that initially the grandfather was ready to move on, but as he saw the exotic treasures of China through a child's eyes, he experienced them in a whole new way, and he took great joy in sharing these discoveries with his granddaughter.

When that magical moment arrives, it's something you'll never forget. And at Walt Disney World, these doors to our imagination are everywhere, beckoning us to come inside. You can find them in a giant fairy-tale castle, a magic carpet ride, a ghostly graveyard, or under the sea.

And even in a child's toy.

Tim Foster





CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

Editors

Tim Foster · Lou Mongello

Contributing Writers

Steve Barrett
J Darling
Tim Devine
Allison Jones
John Rick

Creative Direction and Design

Tim Foster

Associate Art Director

Michelle Foster

Associate Editors

Jennifer Bright Reich · Kristin Isolde Eriksen · Catherine Lusby

Contributing Photographers

Tim Foster, Tim Devine, Barrie Brewer, B. J. Munderloh

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Family Magic

"A man should never neglect his family for business."—Walt Disney

Family. From the very beginning, it was of paramount importance to Walt Disney. From Walt's childhood in which he worked to help contribute to the family's finances, to his close personal and business relationship with his brother Roy, to his choosing to always drive his daughters to school and insist that his family have dinner together each night even while he was at the helm of a major motion picture studio—Walt always put his family first. In fact, it was Walt's personal desire to create a place where families could have fun together that was the catalyst for Disneyland. While Walt was sitting on a bench eating peanuts on his "Daddy's Day" with his daughters, he first dreamed of a place where parents could have fun with their children, and from that, the idea for Disneyland was born.

It wasn't just Walt's family that concerned him. Instead it was the families of everyone he and his brand touched. From Walt's films to his theme parks, he always wanted everything he created to be able to be enjoyed by children, their parents, and grandparents. Whether they were kids at heart or simply doing something their children would enjoy, parents and their children could spend their time enjoying what he created together.

Walt also took it upon himself to help guide these children by fostering positive messages in his films and by helping to educate them about their potential and the possibilities that awaited them in the future. Walt didn't preach to children. Instead he chose to learn from them and deliver to them what they wanted, and Walt always delivered more than he promised.

Walt's idealistic views of everything from small-town America on Main Street, U.S.A., to a world where people unite in harmony in "it's a small world," to a future built on the foundation of world peace and technological advancements all send a message to children and their families of hope for the future rooted in a solid family nucleus.

Decades after Walt's untimely passing, his legacy and ideals are still being carried forward, as animated featured such as *The Lion King* still stress the importance of family, and the Carousel of Progress still has everyone in the home anticipating a great big, beautiful tomorrow. Still to this day, millions of families walk through the gates of Walt Disney World with smiles on their faces and warmth in their hearts, and they often leave even closer than before, forever bound by the magical memories that they created together.

Lou Mongello



Contributors



Jennifer Bright Reich is a writer, editor, and creator of DisneyWithKids.net, helping people traveling to Walt Disney World with kids save money, time, and sanity. Jennifer also founded the new parenting website MommyMDGuides.com, which is filled with tips that doctors who are also moms use for their own families. Jennifer, her husband, and their four- and two-year-old sons all look forward to their next Walt Disney World trip.



Justine Fellows is passionate about travel, having enjoyed trips around the U.S.A., Africa, Asia, Europe and many islands. She is the author of [Passporter's Disney Speed Planner](http://Passporter'sDisneySpeedPlanner.com) and the host of [Travel Girl Tips for Disney World](http://TravelGirlTips.com), travelgirlplans.com. Be careful-she's been known to turn even the most unenthusiastic Disney World traveler into a fan. Justine lives with her husband Cris, and two daughters, Kallie and Emma in Connecticut.



Ray Harkness thanks Disney for saving his marriage. As a self-professed workaholic, vacation was a 4-letter word. After being shown the joys of a vacation by his lovely wife, he now cannot imagine being away from work if it doesn't involve a Disney resort. He and his wife, Nancy, have logged almost 50 days in the parks since 2006. When not touring the parks, Ray writes for his blog [Grumpy's Hollow](http://Grumpy'sHollow.com) under the name [Grumpwurst \(grumpyspace.blogspot.com\)](http://Grumpwurst.blogspot.com).



Jamie Hecker has been a lifelong fan of the Disney brand and Walt Disney World. As an adult, he rediscovered his love for the magic of Walt Disney World. The Magic Kingdom still fills him with the same awe and excitement he experienced on his first visit as a twelve year old boy. He, his wife and two sons regularly visit Orlando and always look forward to their next family trip.



Jeff Heimbuch lives along the Jersey Shore, but his heart lies at Walt Disney World. When not visiting the happiest place on Earth, he enjoys making movies. You can see his work at bamferproductions.com and read his Disney blog at www.page626.com



Donald Myers Jr. first trip to Disney in 1986 at age 4 forever sparked his passion and love for Walt Disney World. Don is not only a true Disney enthusiast, but also considers himself to be a "Disney traditionalist" as well. He loves the history and uniqueness of the parks and resorts and has a special place in his heart for all of the extinct attractions of Walt Disney World.



If there is one thing Pat Whitson loves as much as Disney, it's Christmas. Her ornament collection started innocently enough with one she and her husband chose together on their honeymoon. The collection now requires an 8-foot tree to display just the Disney ones! After a winding career path and about thirty Disney trips, Pat's a stay-at-home mom, except when she runs off to Walt Disney World.

Letters



Yo Ho Yo Ho!!!

Our family wanted to let you know what a joy it was to come home from our recent trip to Walt Disney World to find the latest issue of your magazine in our stack of mail. Just when we were feeling sad that our trip was over, there was your magazine giving us a bit more of the magic. We were also thrilled to see that you shared the news about the Pirate League at the Magic Kingdom with your readers. Our daughter, Joanie, and our son, Ben both received pirate makeovers on our trip and the cast members at the Pirate League are truly fantastic! It was one of the highlights



of our trip. The attached pictures show just what a great service the Pirate League provides. Thank you for producing such a beautiful magazine. We love *Celebrations!*
Chris Lininger and Family

More Halloween Magic

Here is a picture of us taken on October 20 2007 at MNSSHP. We had a Castmember take a picture of us under the condiment sign in Cosmic Ray's in the Magic Kingdom. The party was a blast and we got loads of comments from both guests and Castmembers throughout the night.

*Jim & Mary Hammell
Hampton, VA*



I read the latest issue of *Celebrations* and saw the request for photos of costumes. Here is a photo of my daughter Emily at the MNSSHP in 2005. She was 8 years old and wanted to dress as the Mad Hatter. A friend made the costume for us. Emily had the hat from a previous trip to WDW.

She got a lot of attention from both the characters and the cast members.

Barbara Cerimele



I was excited to read that you were accepting photos of people in costume for Mickey's Not So Scary Halloween Party. My family attended in 2005 and we dressed as characters from Hercules. It was amazing. We were stopped by many people to have our photos taken and best of all, we were selected to be grand marshals in the parade!!! We will never forget the feeling of riding



Got a question, photo or story you'd like to share? email them to: letters@celebrationspress.com

down Main Street waving to the thousands of people that were lining the streets. I personally made all 5 costumes from top to bottom. I, Deb Brooks, went as Meg. My husband, Chris Brooks was Zeus, Nick Brooks was Hades, Hunter Brooks was Hercules and Colby Brooks was Pegasus. This photo was taken during our dinner reservation at the Crystal Palace at the start of the Party.

*Debra Brooks
North Hartland, VT*

Our whole family can't wait to get your magazine every other month! (Don't tell, but I have to hide it from my mom, dad, and little brother so I can enjoy it for myself). We loved your last Happy Hauntings issue. We thought we'd send in our family's costumes we wore at the MNSSHP. We turned the heads of some hungry tourists and they sure did love us at Tony's Town Square Restaurant.



Keep those great articles, quizzes and puzzles coming!
Mikayla Doggett (The garlic bread) and family

Wedding Bells With a Disney Flair

We wanted to share with you one of our favorite pictures from our wedding this September. When a WDW wedding proved to be out of the question, we knew we needed to find a way to incorporate Disney into our Jersey Shore wedding. Mickey ears with our formal wedding attire was a no-brainer! I have been a life long Disney enthusiast and my new husband has gladly come along for



the ride. We spent a wonderful week in WDW for our honeymoon enjoying the amazing views from our room at the Animal Kingdom Lodge and eating at many of the amazing restaurants WDW as to offer, including California Grill, Artist Point, and Victoria & Albert's. We want to thank everyone at *Celebrations Magazine* for enhancing our wonderful trip by giving us a greater appreciation of all things Disney, and always reminding us to look up and pay attention to all the little details WDW has to offer.

Sarah & Barry Luka

Cooking Up Some Magic

We went to Walt Disney World in 2002, and it was the first time for our 10 year old son Patrick. The very first day, we had a reservation for a Character Breakfast at the Crystal Palace in the Magic Kingdom. When we arrived our son was selected to be the Chef of the Day. What a way to begin our trip to Walt Disney World! He got a chef's hat and he made a pancake with Winnie the Pooh. At the end he received a certificate to commemorate his adventure. Today our son is 17 years old and he still remembers that magical moment.

*Paul Martineau
Laval, Quebec, Canada*



Corrections

We inadvertently miscredited the wonderful poem that appeared in our last issue called "We've Sat There". The actual author is Duane Bello, and we hope to see more of Duane's work in future issues!

In our Adventureland issue, we mistakenly said that you can board the Mike Fink Keel Boats to get to Tom Sawyer Island. The Keel Boats (which closed in 2001) circled Tom Sawyer island but didn't actually take you there. Thanks to our many eagle-eyed readers for catching that! You can read more about the Keel Boats in Lou Mongello's Wayback Machine on page 70.

Theatrical Releases

Disney's *A Christmas Carol*, a multi-sensory thrill ride from Academy Award®-winning filmmaker Robert Zemeckis, captures the fantastical essence of the classic Dickens tale in a groundbreaking 3D motion picture event.

Ebenezer Scrooge (Jim Carrey) begins the Christmas holiday with his usual miserly contempt, barking at his faithful clerk (Gary Oldman) and his cheery nephew (Colin Firth). Scrooge makes it clear that he has no intention of enjoying the holiday and, as always, goes home—alone— where he encounters the ghost of his dead business partner Jacob Marley. Marley, who's paying the price in the afterlife for his own callousness, hopes to help Scrooge avoid a similar fate and tells him that he will be visited by three spirits. But when the ghosts of Christmas Past, Present and Yet to Come take Old Scrooge on an eye-opening journey revealing truths he's reluctant to face, he must open his heart to undo years of ill will before it's too late.

Thought to be one of the greatest Christmas stories ever told and enjoyed by millions each year at the holidays, "A Christmas Carol" was originally published by Charles Dickens himself in 1843. The novella was an immediate and enduring success and would become a holiday tradition for generations. It was the world's first time travel story and perhaps the most beloved of ghost stories.

According to Zemeckis, *Disney's A Christmas Carol* is the perfect film to showcase how far performance capture technology (a process that digitally captures the performances of the actors with computerized cameras in a full 360 degrees) has come and how it allows filmmakers to be innovative, yet still showcase the strengths of the cast. For



the actors, it's a fascinating process with no costumes, no physical makeup and very little as far as sets. Carrey and the rest of the cast had their work cut out for them in their efforts to become the characters. "A lot of people think that these movies are just voice-over work," says Carrey, "but they feature complete performances by actors."

While the technology afforded filmmakers incredible freedoms to create environments and characters that have never been seen on the big screen before, it still comes back to the story, says Zemeckis. "You take the meanest man alive and show him the error of his ways...and we get to come along for the ride."

The stellar cast is led by multi-faceted actor Jim Carrey and includes Gary Oldman, Colin Firth, Robin Wright Penn, Bob Hoskins, Cary Elwes, and Fionnula Flanagan. *Disney's A Christmas Carol* opens in the U.S. and the United Kingdom on November 6 and will be presented in Disney Digital 3D™, RealD 3D and IMAX® 3D. The film has been rated PG.



Calendar of Events

Mickey's Very Merry Christmas Party!

Magic Kingdom

7:00 p.m. - Midnight

November 10, 12, 13, 17, 19, 20, 29

December 1, 3, 4, 6, 8, 10, 11, 13, 15, 17, 18

Enjoy a magical evening of Christmas cheer where you can enjoy the Magic Kingdom in all of its holiday splendor. See spectacular parades and shows, enjoy free yuletide treats, and meet all of your favorite characters. You can even see it snow on Main Street!

Holidays Around The World

Epcot

November 27 - December 30, 2009

During the holidays, World Showcase transforms into a breathtaking celebration of diverse international holiday traditions. Highlights include the Candlelight Processional, IllumiNations: Holiday Edition and Holiday Storytellers from all over the globe.

The Osborne Family Spectacle of Dancing Lights

Disney's Hollywood Studios Theme Park

November 30, 2009 - January 3, 2010

The Osborne Family Spectacle of Dancing Lights is an incredible Christmas outdoor display featuring millions of holiday lights and festive music.

Walt Disney World Marathon Weekend

January 7-10, 2010

A magical 26.2-mile journey taking participants through all four Walt Disney World theme parks.

Disney's Dreamers Academy with Steve Harvey

Feb. 11-14, 2010

Disney's Dreamers Academy with Steve Harvey, an event created to inspire and enrich high school students, returns to Walt Disney World Resort. One hundred teens from across the country will pack their bags - and their dreams - and head to Walt Disney World Resort, where they will learn about careers in everything from culinary arts to animation, from set design and show production to the business of sports and more.



Epcot International Flower & Garden Festival

March 3-May 16, 2010

More than 30 million blooms in artfully designed floral beds, lush rose gardens and floral floating islands plus expertly crafted bonsai trees and whimsical topiaries will grace the 300 acres of Future World and World Showcase during the 17th annual Epcot International Flower & Garden Festival.

Atlanta Braves Spring Training

March 2010

Major League Baseball's Atlanta Braves will return for their 14th exhibition season at Walt Disney World Resort in March 2010. Led by manager Bobby Cox and perennial all-star Chipper Jones, the Braves have enjoyed nine division titles while training at Disney's 220-acre sports campus, and now feature one of the most promising young teams in baseball.

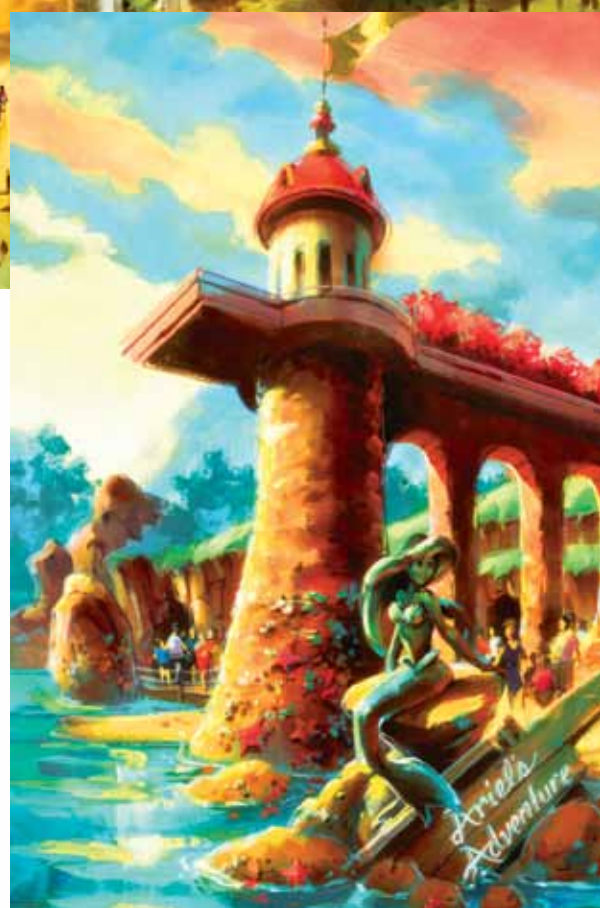
Disney News

Fantasyland Expansion Plans Unveiled



Walt Disney Parks and Resorts Chairman Jay Rasulo detailed plans for future lands, attractions and adventures that will be delighting Disney guests for years to come at the first D23 Expo in Anaheim, California. Most notable among the announcements is the largest expansion in the history of Magic Kingdom at Walt Disney World Resort. Rasulo outlined plans for a new, updated Fantasyland, scheduled to open in 2013. Guests will be able to meet Tinker Bell and her friends in the magical world of Pixie Hollow, and that's only the beginning of the magic that Disney has in store for the future.

"Storytelling is the DNA of Disney dreams and we're always exploring new ways to tell new stories in new places," said Rasulo. So join us as we take an insider's look at the new wonders that await us in the new, expanded Fantasyland. Don't forget your pixie dust!





(above) A bird's-eye view of the vastly-expanded Fantasyland, where Guests will be able to visit their favorite Disney princess in her castle, cottage or chateau to share a dance with Cinderella; celebrate Sleeping Beauty's birthday with the Good Fairies; or join Belle in an enchanting story performance in the Beast's castle library.

(left) Fans of Disney's animated classic "The Little Mermaid" will journey under the sea to meet Ariel and her friends on an exciting new musical adventure. This new attraction will take guests through beautifully rendered scenes featuring classic songs from the popular animated feature.



One of the Magic Kingdom's most beloved attractions, Dumbo the Flying Elephant, is completely re-imagined when the circus comes to town. Guests are invited to step into the big top and join the circus before their magical flight over Fantasyland.





Give a Day of Volunteer Service in 2010, Get a Day of Disney Fun — Free

Disney Parks is launching a program that celebrates the spirit of volunteer service with a simple proposition: “Give a Day, Get a Disney Day.”

Disney hopes to inspire families to volunteer in their communities during 2010 through this first-of-its-kind program. One million people who perform volunteer service for a participating organization will receive a free one-day admission ticket to a Walt Disney World Resort or Disneyland Resort theme park.

While the “Give a Day, Get a Disney Day” program kicks off Jan. 1, right now guests can learn more about the program and how to get their free one-day admission to a

Walt Disney World or Disneyland theme park by visiting DisneyParks.com (for the United States and Puerto Rico) or DisneyParks.ca (for Canada).

“In 2010, we want to recognize and add one more reason for celebration: the contributions people make to their communities every day,” said Jay Rasulo, chairman of Walt Disney Parks and Resorts. “We want to inspire 1 million volunteers – people who will invest time and energy to make their own communities and neighborhoods a better place.”

To enable people to sign up for an eligible volunteer project, Disney is working with HandsOn Network, the nation’s largest volunteer network. Part of Points of Light Institute, HandsOn Network has 250 on-the-ground volunteer action centers across the country and connects volunteers to more than 70,000 nonprofit agencies that need their help.

Starting Jan. 1, 2010, guests can go to DisneyParks.com for the United States and Puerto Rico or DisneyParks.ca for Canada to search for volunteer opportunities available in those areas through HandsOn Network and sign up for a day of volunteer service. Many of the opportunities will be



May the Force Be With You: Thrilling 3D Adventures Await Jedi Hopefuls in a New Star Tours Attraction

Also announced at the D23 Expo are plans for an all new 3D version of the tremendously popular Star Tours attraction, which will debut at Disney's Hollywood Studios and the Disneyland Resort in 2011. Based on the iconic Lucasfilm "Star Wars" films, the attraction will include immersive new elements that will take guests to many familiar places in the "Star Wars" galaxy. Among other thrills from the new Star Tours, guests will board Starspeeders to join in a high-speed pod race through the desert canyons of Tatooine. 🐼

for projects that entire families can participate in together.

To raise awareness for grassroots community volunteerism and the "Give a Day, Get a Disney Day" program, Disney VoluntEARS and volunteers from Southwest Airlines are joining with local volunteers on projects coordinated by HandsOn Network in cities across North America this fall and winter. Southwest Airlines also is providing transportation for the initiative.

Give a Day, Get a Disney Day details: Must pre-register and sign up for eligible volunteer opportunity at disney-parks.com. Ticket quantities for this program are limited. Must be at least age 6 to participate. Other terms and conditions apply. 🐼



Walt Disney World Resort

Guide to the Magic™

For Kids



Guidebook, Journal, Photos, Stickers, Autographs & More!

Updated Edition
Includes
Toy Story Mania!
Jedi Training
Academy
And More...!



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An Autograph Book! A Sticker Book! An Activity Book!
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- Collect Autographs
- Record Your Special Memories
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To learn more and for ordering information, visit
www.guidetothemagic.com



MOUSE VIEWS



Welcome to MouseViews, a special section of *Celebrations Magazine* where you'll get an insider's peek at the Walt Disney World Resort. In every issue we'll bring you a treasure trove of tips, secrets, magical moments, special insights, little known facts and a whole lot more! Whether it's a different look at a familiar attraction, a hidden secret waiting to be discovered, or a helpful piece of advice for your upcoming trip, you're sure to find lots of fun-filled information inside.

So put on your Mickey ears, set your imagination free, and get ready to discover all of those things that make Walt Disney World the most magical place on Earth.

Ready? Then here we go...!



by Tim Foster



Tim Foster is the author of the Guide to the Magic book series, which includes the Guide to the Magic for Kids, the Lost Journals, and the Guide to the Magic Autograph & Sticker Book. Tim is also the creator of the www.guidetothemagic.com website.

Slip Away to the Future

Recently, the Tomorrowland Transit Authority underwent a transformation with a complete replacement of the classic spiel. Gone is the page for Mr. Morrow, Mr. Tom Morrow and the warning to keep forward facing tentacles clear of oncoming traffic.

In its place is a new voice-over that points out the various attractions in Tomorrowland—with a little help from Stitch and Roz along the way. Whether further modifications will be made once Space Mountain reopens remains to be seen, but the change has made many people, myself included, nostalgic for the older narration. Part of that might simply be missing a sense of familiarity with the way things have always been, but to me it's something more. The current spiel is fundamentally different in one very significant way. The older narration was a fantasy tour of the world of tomorrow, with mentions of the Metro-Retro Historical Society, the Tomorrowland Interplanetary Convention Center, and everyone's favorite, the party from Saturn. On the other hand, the new voice-over is an overview of Tomorrowland and the attractions you can find there. In other words, the older version was a tour of an imagined world of the future, while the newer one is a tour of a real world park.

And that's the piece I'll miss the most. Before the change, the TTA painted a vivid picture of a futuristic society, and it created a backstory to Tomorrowland so you could immerse yourself in the fantasy and believe in the promise of tomorrow. It was easy to imagine that you were an intergalactic visitor yourself, riding the Blue Line as you toured this futuristic, fantastic metropolis.

That's one of the most magical things about Walt Disney World, of course: its ability to transport you to faraway places and exotic adventures, both real and imagined. You can journey to mysterious jungles, travel back to the rough and tumble days of the Wild West, experience the nostalgia of turn-of-the-century America, and relive the magic of the golden age of Hollywood. But even if the changes at the TTA have taken away some of the backstory of Tomorrowland, you can still imagine that you're visiting a world of the future, not just in Tomorrowland, but throughout all of Walt Disney World.

The City of Tomorrow

Walt Disney's original vision of his "Florida Project" centered on a real, working city called EPCOT. It was to be an idealized metropolis where you could live, work, and play that promised none of the drawbacks of conventional city dwelling. Sadly, Walt passed away before his dream could be realized, and the EPCOT concept evolved into the park that we know and love today. I often wonder, could Walt have pulled off the grandest of his visions? Many experts speculate that the challenges Walt faced were just too daunting, citing the construction, and failure, of other utopian cities that were attempted in past years. Somehow though, I suspect that if anyone could have brought this dream to life, the dream maker himself, Walt Disney, could have. Today, of course, we'll never know. We'll never get the chance to see what might have been.

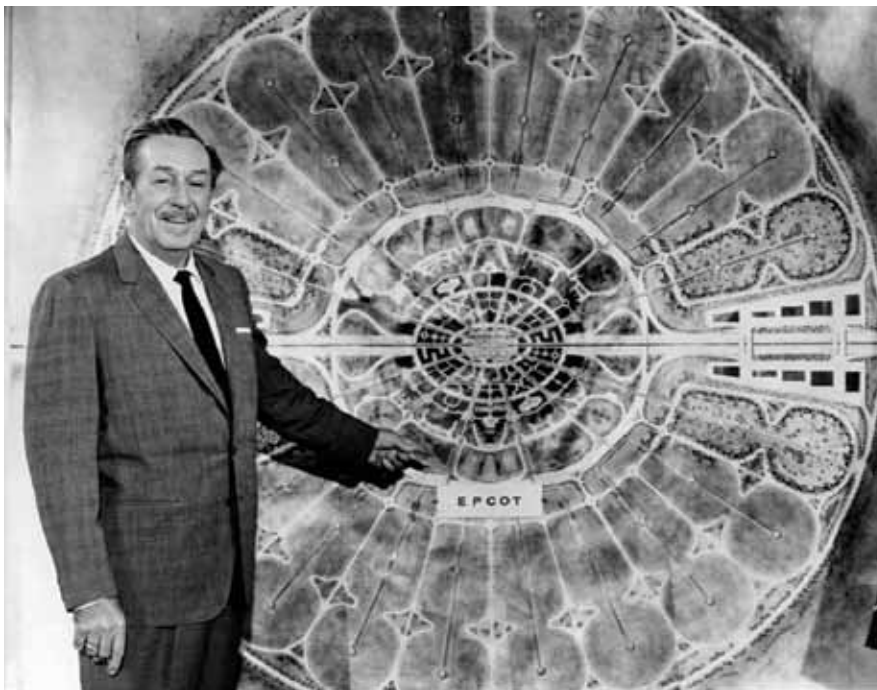
Or will we?

Walt Disney World might not be a proper city in the strictest sense of the word,

but if you fully immerse yourself in the experience, it's easy to imagine, even today, that you are living in a community of tomorrow.

If you're able to stay at Walt Disney World for an extended length of time, whether for a business trip, convention, or simply a long vacation, you can benefit from the relief of not having to cram everything into a short amount of time. Being able to slow down allows you to fully appreciate all that Disney has to offer. As you explore this vast and magical land, you'll discover that it's a unique world in its own right.

If you imagine Walt Disney World to be a self-contained city, you can think of it as having two town centers, the Magic Kingdom and the Epcot/Hollywood Studios complex. Both areas serve as hubs to a string of resorts scattered about their respective lakes, and both areas contain numerous restaurants, shops, living spaces, and recreation. Each area contains an extensive transportation system, with connecting links to other sections of the World.



If you're staying at Disney's Yacht Club, for example, think of it not as a temporary place to sleep, but as your actual home in this community of the future. Part of the magic of Walt Disney World is its sheer size. From the Yacht Club, you can walk for miles and still be in this idealized world—with no back alleys, strip malls, or reminders of everyday living. You can take an early morning stroll on the BoardWalk, enjoying a sweet Danish from the bakery. Wander into Epcot for an exotic lunch later in the day. Hop on a bus, or better yet the monorail, and head over to the Magic Kingdom for an evening of magical entertainment. Need to do some shopping? You'll of course find numerous shops scattered about that are just footsteps away.

Even if you're visiting for work, no problem. You'll find several convention centers nearby with business amenities that you can take advantage of. You can set up your laptop

at a convenient table along Crescent Lake, at the end of Main Street, U.S.A., or even in your room. Interestingly, this is when you might be more likely to realize that you're in a utopian city of the future. You can have a day at the office that's like no office you've ever experienced. Lunch isn't a quick run out to a crowded deli, fighting the traffic and the clock. It's a trip to France to enjoy a ham and cheese croissant in a quiet garden. The commute home isn't a snarl of traffic amid the honking of horns. It's a futuristic ride home on a sleek monorail, gliding silently past manicured landscapes, followed by an evening stroll along a serene canal or a sandy beach.

Perhaps the most remarkable thing about experiencing Walt Disney World in this manner is how all-encompassing the magic is. You can travel from the BoardWalk to Epcot to the Hollywood Studios and to the Magic Kingdom without ever having to venture out into the real world where you'll encounter reminders of everyday liv-

ing. Even as you travel along the road on your monorail trip, you'll notice subtle details, like the landscaping and purple signs, that help transport you to another place and time.

It's the totality of the experience that allows you to imagine that you're in a city of the future. When you see the model for Progress City on the TTA, it's not too hard to imagine that you're already there. Think about it—An idealized metropolis free from the intrusions of everyday life. One that provides specialized areas to live, play, and work. One with a transportation system comprised of PeopleMovers and Monorails. (Sound familiar?)

Walt Disney's dream of a city of the future might not have materialized as he envisioned it, but perhaps we're a lot closer than we think. Despite the changes at the TTA, it's still easy to visit Walt Disney World and believe that the promise of tomorrow might actually be all around us today. 🐻

Your Table Is Ready: An Interview with Steven Schussler

This fall, I had the opportunity to talk with Steven Schussler, the innovator of a whole new level of dining experiences, beginning with the Rainforest Café®, then T-REX™ Café: A Prehistoric Family Adventure™, and most recently Yak & Yeti.

Lou Mongello: Everything we experience at Walt Disney World is about the story. Your life is a true Disney rags-to-riches story. How did you get started?

Steven Schussler: My parents divorced when I was eight, which is a stressful thing for a family. My two brothers, our mother, and I moved from a home with 20 rooms to a one-bedroom apartment. Our dad showed up when he wanted to, and he didn't pay child support.

I've been working from a very young age, learning the value of money and paying for things that I needed by myself, such as football cleats and sports equipment. One of the most important lessons I learned as a young man, by working in sales, was how to interact with other people. I think that working in sales is a great prerequisite for life. Every young person should get a job in a sales industry and learn what it's like to depend on that sale.

I'm lucky. I feel like the luckiest guy on Earth.

Lou: Rainforest Café was a game changer in the dining industry when the first restaurant opened in 1994. How did you come up with that concept?

Steven: The inspiration came from the green movement—to recycle, eliminate bad emissions, and save the planet.

Also, I had tropical birds as pets since I was a young man, and I realized early in life that domestically bred parrots are highly intelligent. They taught me a lot about life. After a hard day in broadcasting, I'd talk to my birds and get the day out. I looked at these amazing creatures and said to myself, "Wow, one of God's creations." They're beautiful, majestic, and colorful. Parrots also mirror our lifespan, and having a pet that mirrors your lifespan is an incredible relationship. You're lucky to have a cat or dog live 15 years. But a parrot can live past 100! That's an incredible responsibility and a huge commitment. Your pet parrot could possibly be with you for the rest of your life.

I wanted to take proper care of my birds and make dramatic changes to my home, such as installing an HVAC system to take the spurs to the birds out of the air, eliminating glass windows, and adding in a layered environment with a rainforest canopy, mists, and waterfalls. When I told people this, they said, "What great ideas! What great vision! Call us when you're open." So I decided to move all of my furniture out of my home and create a Rainforest Café. My home became my prototype, my laboratory.

Over the next seven years or so, I transformed my home, complete with 30-foot waterfalls, animal habitats, and gasoline generators in the backyard to help support the electricity for all of the pumps and filters for all the fish tanks. I became the Nutty Professor. I also added a lot of Animatronics, all in preparation for having investors invest in the Rainforest Café.

We trademarked "A Wild Place to Shop and Eat" and "An Environmentally Con-

MOUSE VIEWS



by Lou Mongello



Lou Mongello is the host of the award winning WDW Radio podcast and the author of the definitive Disney trivia books, "Walt Disney World Trivia" Volumes I and II. He is also the producer of the newly released Audio Guides of Walt Disney World, a CD series that gives you a personal tour of the happiest place on Earth. You can listen to the show and discover more secrets, rumors and facts at Lou's website: www.wdwradio.com

scious Family Adventure,” and those two intellectual property trademarks became a very influential part of building the brand. In 2000, we sold the property to Landry’s Restaurants. Over seven years, the brand grew to dozens of restaurants on three continents. A pretty impressive team!

Lou: I agree, especially because so many themed restaurants just never worked, such as Motown Café and Fashion Café. Yet today, T-Rex Café has lines that stretch outside the building. Why do your restaurants continue to work and remain so popular?

Steven: We put a lot into them. Landry’s Restaurants owns the Rainforest Cafés now, and they are my partners in the T-Rex Café. Success requires great partnerships.

Also, we’re so lucky to be in the magic land of Walt Disney World. I think that pushes us to want to make it a great experience for the family, for our neighbors, and for our friends. That pulls the creativity and stretches the limits of our imagination as far as it can go. We have big shoes to fill: We’re at Walt Disney World, where magic happens. So it behooves us to make certain that we pull out every creative element we can and try to outdo ourselves in every area.

We also concentrate on a lot on research and development. A lot of people don’t believe in research and development, but R&D is the backbone of our success.

Lou: What kind of innovations did you incorporate, specifically into T-Rex Café?

Steven: Our Ice Cave is one of our biggest attractions; it’s amazing with its illumination. And certainly our meteorite shower, which takes place every 15 minutes, is just absolutely phenomenal. A great deal of energy, time, and passion was put into programming all the theatrical equipment, theatrical lighting, projection systems, and the light controlling systems that make this show happen. We wanted to create an interactive, family educational environment that served phenomenal food. So, therefore, T-Rex Café was born.

The restaurant is “A Prehistoric Family Adventure” and “A Place to Eat, Shop, Explore, and Discover.” It’s simple to say now, but keeping that in mind and making certain that it resonated in everything that we did was an important part of building a brand. We take every element to heart—from the colors of the plants, to the mists in the air, to the humidity in the building, to the incredible food that Landry’s Restaurants has spent an awful lot of time and effort on and have done a fantastic job with. People come once for



the wow factor, but they come back for the quality food and service. I’m very, very proud of our food.

Lou: Can you tell us a little bit about the creation of Yak & Yeti?

Steven: Yak & Yeti is a great example of a cooperative effort. The storyline is so important, and Joe Rohde was our lead. His vast experience and knowledge in traveling the world proved absolutely invaluable to the story. Strategic partnerships are important; they’re paramount.

One challenge with Yak & Yeti is that it’s not easy to make something that looks 200 years old comply with building codes, fire codes, and regulatory agencies, which are necessary when you’re building something. It was very, very interesting going back in time.

Yak & Yeti is an incredible pan-Asian experience that brings the present together with the past with a story that brings the restaurant to life.

Lou: I have to imagine that you’re not the kind of person who rests on his laurels. Can you give a hint of what might be cooking, pardon the pun, next?

Steven: First of all, we’re always perfecting and improving our current projects. We’re working closely with Landry’s Restaurants on the food at T-Rex Café and at Yak & Yeti. The research and development doesn’t stop on the concepts we presently have. I think that’s really important. It’s not a matter of “We’re up and running and we’re gone.” It’s a matter of “What can we do to constantly improve the family experience, the quality of food, and the presentation? How can we be more interactive with our guests?” That continues to evolve all of the time. Also, we have a couple of other projects that we’re working on that are very, very, very, very, very exciting. We can fill you in on some of those very soon! 🐾



by Steve Barrett



Steve Barrett is the author of "The Hassle-Free Walt Disney World Vacation" and "Hidden Mickeys, A Field Guide to Walt Disney World's Best Kept Secrets". You can check out more Hidden Mickeys at Steve's website: www.hiddenmickeysguide.com

Discovering Hidden Mickeys on Main Street, U.S.A.

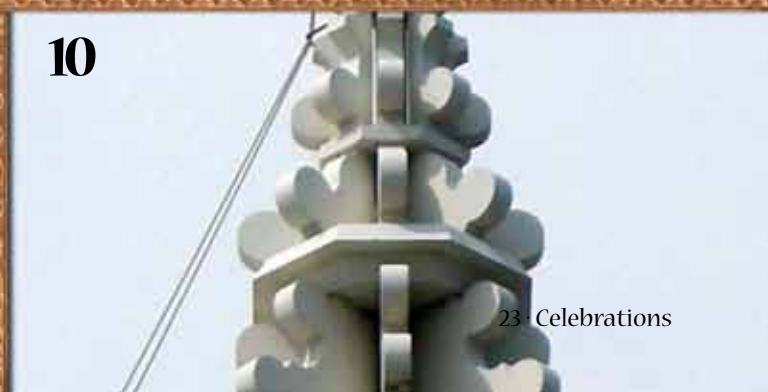
Main Street, U.S.A. is the scenic portal to the lands of the Magic Kingdom. Most folks scurry down Main Street en route to their favorite attractions, oblivious to the wondrous details around them.

You can spend hours exploring Main Street's nooks and crannies. If you do, you're bound to uncover some real gems, Hidden Mickeys! Here are some of my favorite Hidden Mickeys along Main Street, U.S.A.

1. Upstairs at the Main Street Train Station, in the front window of the faux ticket office facing Main Street, an image that looks like Mickey is on a baggage ticket next to the "K" at the right side of the window.
2. In this same faux ticket office, a green classic Mickey is partially hidden in papers to the left of the baggage ticket Mickey.
3. A classic Mickey-shaped lock can be found inside the faux ticket office. Look for the lock hanging on the right wall. Similar Hidden Mickey locks can be found around Walt Disney World.
4. Inside the Town Square Exposition Hall, walk along the left side hallway next to Tony's Town Square Restaurant to a display cabinet on your right side. The classic Mickey is on a camera in the cabinet.
5. In the rear theater of the Town Square Exposition Hall, each of two young Dalmatians in one of the photo prop scenes has a black classic Mickey spot. One is on the second dog on the left...
6. ...and the other is on the fifth.
7. Candy bins in the Main Street Confectionery hang along a track suspended from the ceiling. On the lower front and back sides of the bins are holes arranged like classic Mickeys.
8. A small classic Mickey window is in a wall of a building in the outside Aladdin display window of the Emporium store. I hope this display window doesn't change any time soon!
9. Outside along Main Street, just to the right of the Emporium shop, a sign on a door has two classic Hidden Mickeys at the top and bottom along the border.
10. On the roof of the Crystal Palace Restaurant, circles in the middle row of the tower above the main entrance resemble Mickey ears.



Photos ©Steve Barrett



Good Things Do Come in Threes

This issue's Shutters and Lenses column is a follow-up to the previous column in the past issue about some basic compositional tips. Whenever I come across a particular scene in an attraction, resort, parade, or anywhere else in the World that I think is interesting, I immediately starting thinking about how to compose the image in the camera to tell the story that I am thinking about.

Disney parks and resorts are absolutely teeming with world-class visual appeal and eye candy. Nearly everywhere you turn you'll see an opportunity for a photograph in which you can tell a story about the scene that you are witnessing firsthand. A photo can be a simple snapshot, capturing something the way it was at that particular moment in time, but a photo can also tell a story that invokes imagination in the viewer's mind. It's up to you to craft the story that you want to tell, based on what you are seeing at the time. Like any great written work, it takes careful thought and refinement to get a well crafted, well composed image.

The Rule of Thirds

Perhaps the simplest way to compose your image is to use a technique known as the rule of thirds. In this photographic technique, you divide the frame into nine boxes, using two vertical lines and two horizontal lines that are equal distances apart from each edge of the frame. Imagine a tic-tac-toe board lying on top of the frame. Even better yet, some cameras will superimpose that tic-tac-toe board on your LCD screen. If your camera has this feature, sometimes called grid, turn it on and leave it on.

The idea behind rule-of-thirds shooting is to create dynamic compositions by placing points of interest on the "third-lines" instead of dead center in the frame. The four intersections of the third-lines are the "power-points" in which some of the most power in your compositions is generated. Of course sometimes you might want to place something perfectly dead-center in the frame, but most often you want to avoid doing that.

If you image a beautiful sunset over the Seven Seas Lagoon, with the sky on fire with reds and oranges and the water and buildings awash with a beautiful warm glow, would you want to put the horizon line right through the center of your frame? Of course not! Put it on the bottom third-line to give the frame two-thirds sky and one-third land (assuming you wanted to feature the sky) to create an instant dynamic composition and tell the viewers what you were thinking and what you want them to see. If you can put some sort of steeple or chimney on one of the vertical third-lines, you'll see the composition really start to balance itself out and take on a more artistic, thought-out look.

Keep in mind that you do not have to be completely on the money when it comes to being one-third in or up when composing an image. Simply envision the thirds as guides for where to put your key elements.

Making the Rule Work for You

A classic Disney parks shot where the rule of thirds can really tell a strong story is the shot of the Haunted Mansion from across the water, as photographed while

MOUSE VIEWS

SHUTTERS & LENSES
PHOTOGRAPHY TIPS & TRICKS

by Tim Devine



Tim Devine is an avid photographer and the owner and webmaster of www.themagicinpixels.com, a website created for and dedicated to fellow Disney Photography Enthusiasts. In addition to a large gallery of photos you can browse, you'll also find tips, articles and equipment reviews to help you create magical photo memories of your Walt Disney World Resort vacation. Tim lives in South Jersey with his wife, Karen, and their son, Billy, and recently celebrated the birth of their second son, Ryan Christopher, on May 12, 2009. Be sure to check www.themagicinpixels.com for current information on Pixelmania! a festival of Disney photography, friends, and fun in Walt Disney World December 3 through 6, 2009.



standing on the walkway along the Rivers of America in Liberty Square across from the Liberty Tree Tavern. You can compose this classic shot using part of Aunt Polly's Dock to set the bottom third and the main roofline of the Haunted Mansion to set the top third. Use the cupola of the Haunted Mansion to set the right-most vertical third line, and you have three of the four thirds-lines covered in one shot—an amazing photo.

Now that you know the rule of thirds, you'll start looking

at the parks in a different and more dynamic way. Once you practice a bit and get a good grasp on what you're doing, shooting using the rule of thirds becomes second nature, and you'll use it without even thinking about it anymore. The only hard part is choosing whether to place your objects on the top or bottom, left or right. That part is up to you and will depend on the story you want to tell and the elements you want to feature.

Keep practicing and happy shooting!



MOUSE VIEWS

PIN TRADING COLLECTING

by John Rick



John Rick founded the Central Jersey Disney Pin Traders in 2002. You can visit the website at www.cjdpt.com and contact him at john@cjdpt.com. John is also one of the Hosts of the Disney Pincast- the only weekly podcast dedicated to Disney Pins. It can be found at www.disneypincast.com. John and his wife Sheila live in central New Jersey.

Space Mountain: A Pin Perspective

Walt Disney originally made a decision against including traditional amusement park “scream machines” at his park, but the overwhelming popularity of the Matterhorn Bobsleds at Disneyland quickly changed his mind. It’s told that the original concept for Space Mountain was developed in 1966 for Disneyland. However, the technology to make Walt’s vision for this attraction a reality was not available until the early seventies. In the world of Disney pins, Space Mountain is another E-Ticket attraction that has not been overlooked.

One of the earliest pins designed to celebrate this famous Disney attraction was released in 1991, in honor of the 20th anniversary of Walt Disney World. This 1¼-inch, round pin features spaceman Mickey floating in front of Space Mountain. Astronaut Mickey, in a greenish-gray spacesuit, is in front of a dark blue background with the peaks of Space Mountain behind him. Around Mickey is a wide, white band with gold trim with “Space Mountain” in gold at the top and the old “Walt Disney World” logo in gold at the bottom. A silhouette of Cinderella Castle in gold is on the left with “20” in white over it. This pin was part of a 15-pin set released to commemorate this 20-year milestone in the park’s history.



Mickey Mouse and Goofy are enjoying themselves as they ride Space Mountain on this 2004 slider pin. Mickey riding in the front seems to be enjoying their ride on Space Mountain more than the scared Goofy behind him. The ride vehicle faces downward and is the sliding portion of this pin, hovering over the white exterior of the show building and the orange-and-gray sign that says “Space Mountain.”

To celebrate Space Mountain’s 30th anniversary, this rectangular pin was released in 2005. The top and bottom borders are red while the sides are black, with the text “January 2005” on the top and “30th Anniversary Walt Disney World” at the bottom. The exterior of Space Mountain can be seen in the lower left corner, and the words “Space Mountain” are in the upper half of the pin. Alien Stitch is standing on part of the exaggerated “A” in the word “Space.” There are small, brightly colored planets or symbols of space along the border. This pin has an edition size of 2,500.





Dave Smith, director of the Walt Disney Company Archives and long-time Disney historian, included this 2006 pin in his top 20 moments in Disney theme park history collection. This limited edition of 2,000 features the Dave Smith collection logo as a dangle element that slides. Also included is the exterior of the show building, along with a ride vehicle soaring high above. The banner across the bottom reads "Space Mountain." This was the ninth pin out of 20 in the Dave Smith Collection.

This next open-edition pin features Mickey Mouse enjoying an out of this world adventure riding Space Mountain. This pin was designed by Disney Design Group artist Becky W. It features Mickey and the ride vehicle as a pin-on-pin element. The words "Space Mountain" are across the top of the pin, and the Magic Kingdom text is to the right of the show building. Originally released in 2006, it also includes a black background with gold stars and what appears to be Saturn behind the show building in yellow with red outline.



With an edition size of 1,500, this 2006 pin is part of the Gasp, Grasp, and Go collection, which featured eight exciting attractions throughout Walt Disney World. This pin features Buzz Lightyear ready to blast off to "infinity and beyond" on Space Mountain. Buzz and his ride vehicle are a pin-on-pin element that also includes movement. This pin has multiple glitter filled elements. The ride vehicle is purple, and the side panel and nose of the vehicle as well as its exhaust trail are gold. The artwork for this pin was designed by Disney Design Group artist Rachel Sur.

In 2006, "35 Magical Milestones" was a collection that celebrated moments, experiences, or attractions from each of the 35 years of the Walt Disney World Resort. Each pin has an edition size of 2,500, and five new pins were released each week starting August 13, 2006, in anticipation of this magical

anniversary. Donald Duck is holding on to his hat while riding the Space Mountain attraction. Donald and his ride vehicle are a sliding element, and this pin also features a dangle with the text "Space Mountain 1975." Look closely, can you spot the Hidden Mickey among the stars in the dangle? Again, glitter fill is used on the ride vehicle and its exhaust trail. The artwork for this pin was designed by Disney Design Group artist Mark Smith.



2007 saw the release of this open-edition pin featuring Stitch enjoying a thrilling ride through outer space on Space Mountain. The pin is round with "Space Mountain" on the lower right side. Out of the top of Space Mountain, some yellow smoke goes all the way to the rear of the ride vehicle. The ride vehicle is red with a white stripe up the front and has "626" in light green along its side. Stitch is featured as a pin-on-pin element, and the words, "Space Mountain" are at the top of the pin while the right edge has the words, "Walt Disney World" in red.

The last pin in our Space Mountain exploration was released in May of this year. With an edition size of 1,500, this pin is part of a year-long E-Ticket Attraction Collection. This pin shows Stitch in front of Space Mountain. He's dressed in his red spacesuit, holding three of his yellow laser guns. The pin says "Space Mountain Walt Disney World." It also includes the E-Ticket logo at the bottom left, which is included on each pin in the collection.



Over the years, Disney artists have enjoyed spotlighting Space Mountain in their pin designs. The show building itself is a popular and easily recognizable icon, and artists have had fun placing various characters in ride vehicles to experience the ride. There's no doubt that following the rehab of this popular attraction we can look forward to more pin treasures commemorating this popular attraction. I can't wait!





By Allison Jones



As an Orlando local, Allison has seen the growth of the Walt Disney World Resort. She experienced the inside as a Disney Cast Member and has planned Disney vacations for over 10 years. Allison Jones is a travel consultant with Destinations in Florida Travel and MouseDine. Destinations in Florida is an Authorized Disney Vacation Planner selling Disney vacations. MouseDine is a restaurant consulting company for Disney World Dining Reservations. Visit www.destinationsinflorida.com or www.mousedine.com for more information on Disney Dining.

Kouzzina by Cat Cora

I recently watched one of my children's favorite movies, *Ratatouille*. As I was watching the movie, I actually starting thinking about my recent dining experience at the brand new restaurant at Walt Disney World, Kouzzina by Cat Cora. The movie scene I'm referring to is when the critic was eating the ratatouille. He tastes this dish, and it takes him back to when he was a child, back to mom's kitchen. That's exactly how I felt when I dined at the new Cat Cora restaurant.

Kouzzina by Cat Cora at Disney's BoardWalk Inn has been open for more than a month in soft openings. Its grand opening festivities were held on September 17 with the Big Cheese himself, Mickey Mouse. Cat Cora is a popular chef from the Food Network show *Iron Chef*. The menu at Kouzzina is Mediterranean, but it does have flavors for every appetite.

The Kouzzina Experience

When you walk into Kouzzina by Cat Cora, you can't miss the huge map on the wall, showing where the flavors of the restaurant are originating. A large, dark wooden shelf behind the host/hostess stand holds some of the popular chef's cookbooks, which you can purchase at the restaurant. After you check in for your table, look over at the wooden shelves up high in the lighting to see a Hidden Mickey!

Every time we dined at Kouzzina, the doors to the restaurant were closed from the lobby. As our name was called to go to our table, the host pulled open the large dark wooden doors to reveal the kitchen. For me, this was an "ahhhh" moment as the rush of smells warmed my soul. Kouzzina is very cozy with dark wooden furniture and soft yellow lighting.

In Greek, "kouzzina" means kitchen, and one of the highlights of the restaurant is the open kitchen. After we were seated in the big booth near the kitchen, we were welcomed by our server with a wooden bowl filled with crispy bread and dipping butter. The bread was warm, and we all dove in while looking at the menu. The server came by several times ready to take our order, but we were all distracted by the action of the servers and chefs working at lightning speeds in the kitchen. The children in our party were just as memorized by the kitchen as the adults, which made for an incredibly enjoyable dining experience.

The Delicious Food

After several minutes of just staring at the open kitchen and serving staff, we all shifted our focus to the large menu. For appetizers, some of the selections included the Kouzzina Sampler (a choice of two skewers with marinated olives, spiced cashews, dolmades, tzatziki, hummus, and grilled pita), Crisp Calamari and Lemon, Vongole (with clams, sausage, wine broth and croutons), Goat Cheese-Stuffed Grape Leaf (a large grape leaf filled with goat cheese and then grilled), Spanakopita (spinach pie with feta, leeks, and dill, shown opposite), and Saganaki (seared haloumi cheese with lemon and oregano). You can also try some of the Brick Oven Breads with Kouzzina Spreads such as Harissa Yogurt, Kalmata Fig, and Chickpea Hummus.

Besides all of the unique appetizers, you can also enjoy several soup and salad selections, including Avgolemono (egg-lemon soup with chicken and rice), Roasted Pepper and Chickpea Soup, a traditional House Salad, or Spiro's Greek Salad, which is



style lasagna with bucatini pasta, cinnamon-stewed meat sauce, and béchamel). For a vegetarian option, you can enjoy Spiced Briami (oven-roasted vegetables, oregano, and Mizithra cheese served with orzo, which are tiny rice-shaped pasta).

While dining at Kouzzina, if you have any questions about what the dishes translate to English, consult the Glossary on the menu. Here are some of the new words I learned at Kouzzina. Dolmades are grapevine leaves stuffed with rice or meat. Saganaki is a dish made by searing Greek cheese in a sizzling pan. Spanakopita is spinach-filled pastry.

The portions were smaller than at some restaurants, but they were extremely filling. Even some of the gentlemen in our group weren't sure they were ready for dessert. Of course, we did have to try glyka (desserts)! We got a sample selection of desserts, including Baklava (in a traditional walnut and cinnamon pastry), Chocolate Budino Cake (warm molten chocolate and whipped sweet cream), and Loukoumades (Greek donuts with warm honey). For a lighter selection, you can try Yogurt Sorbet with seasonal fruit and mint syrup or some of Cora's family favorite cookies.

The prices for appetizers at this restaurant range from \$6.99 to \$17.99 (for the Kouzzina Sampler that serves two). The prices for entrées range from \$15.99 to \$27.99. Finally, the prices for dessert range from \$5.99 to \$8.49. Kouzzina by Cat Cora is on the Disney Dining Plans and it's considered one

Cat Cora's father's specialty Greek Salad—a must-try.

For entrées, our group tried several of the selections. Some of the highlights of the entrées were the Fisherman's Stew (which features scallops, seasonal fish, shellfish, and fennel and is served with grilled bread and ouzo butter), Wood-grilled Flank Steak (featuring fresh Herb Saltsa and Kouzzina Potatoes), and Cinnamon Stewed Chicken. We requested the Flank Steak at medium, and it came with a very small pink middle, perfect to taste. Because each chef is slightly different, ask your server what the chef considers to be medium, medium well, or even medium rare, so your meal will be perfect for you. My favorite entrée was the Cinnamon Stewed Chicken with tomatoes, herbed orzo, and Mizithra cheese. I loved the smell of the cinnamon and the flavors of this entrée. It was truly delicious.

Some of the other entrées include Oak-Fired Pork T-bone (with greens and citrus-fennel marmalade), Traditional Whole Fish (with pan-roasted greens, Greek olives, fennel, and smoked chili), Char-Grilled Lamb Burger (with olives, feta, and crisp sweet potato fries), and Pastitsio (Greek-



table service/sit down meal. Because it's a new restaurant, you can find plenty of availability (even last minute) at this restaurant. I still suggest making an Advanced Dining Reservation either by phone, online, or with your travel agent to save some time waiting for a table.

My dining experiences at Kouzzina have all been wonderful, flashing me back to the days of sitting in my mom's kitchen. Kouzzina by Cat Cora is mom's kitchen, but with better food!

The Finding Nemo Submarine Voyage

When the Submarine Voyage opened at Disneyland in 1959, it became an instant classic. The attraction was a feat in engineering. The ride vehicles, which were originally named after the U.S. Navy's atomic fleet—the Nautilus, Seawolf, Skate, Triton, Ethan Allan, Patrick Henry, Skipjack, and George Washington—were 52-foot-long submarines touring Disneyland's Lagoon. Each vehicle sat 38 passengers and weighed nearly 94,000 pounds. But Walt Disney's submarines were unlike any others. Truth be told, they weren't really submarines at all. While they effectively convinced many a youthful spirit that they plunged into the deep, this fleet of unique submarines have always been boats because they never completely go under water.

Dive, Dive, Dive!

Submarine Voyage was located in Tomorrowland, which at first seems an unlikely place for a submarine ride. But Walt considered the oceans to be the final frontier, so it seemed fitting to put the nine-million-gallon lagoon in Tomorrowland. In the spirit of exploration, Walt had found an immersive way to bring Guests closer to the sea.

The original attraction relied on Animatronics and basic theater effects to convince Guests that they were embarking on an underwater adventure. Walt strove to cross the line between realism and mythology in a family friendly way that would inspire Guests to learn more about the oceans—and to engage their imaginations. The attraction included giant clams like those that inhabit the waters off the coast of Australia. These underwater Audio-Animatronics opened and closed, releasing bubbles to the surface of the lagoon. Guests also encountered mythical creatures of the deep, such as a sea serpent and mermaids.

In 1998, the Submarine Voyage closed, and it remained closed for almost a decade. When the film *Atlantis* was released, rumor had it that a new attraction would be reborn. That didn't happen, but all was not lost. Several years later, a new film starring a lovable clownfish would provide the inspiration for the reopening of this beloved attraction.

Nemo Arrives

The lagoon reopened on June 11, 2007, as *Finding Nemo* found its home in the lagoon, and Disney's submarines once again became a hit. Today's submarines are quite different from those in Disneyland's original ride. They're greener, for one thing. Instead of diesel engines, they run on a power transfer, completely electronic, non-polluting motor system. All eight submarines received a fresh coat of paint, and new names: Argonaut, Explorer, Mariner, Nautilus, Neptune, Scout, Seafarer, and Voyager.

While a few original show elements remain, the new story takes Guests through a coral reef, submerged ruins, and even into the deep sea world populated by giant jellyfish.

MOUSE VIEWS



By J Darling



J Darling is a California native and life long Disney fan. Her parents first took her to Disneyland when she was 2 years old. According to them, her eyes just popped out of her head, and apparently they never went back in. Outside of her Disney fandom, J is a singer, songwriter, blogger, and theatrical actress. You can find her music at www.jdarlingmusic.com and on Myspace at www.jdarlingmusicmyspace.com. Her blogs are available at www.jjourneybook.blogspot.com.



As the submarines pass into the caverns, Guests are reintroduced to Disney's sonar hydrophone technology. This was part of the original submarine attraction, and it originally allowed Guests to hear some realistic sound effects of undersea life. This time, instead of piping in sounds of the biological sea life, the hydrophone "translates" the voices of the animated *Finding Nemo* friends who populate this attraction through an amazing technology that is truly one of a kind Disney in every way.

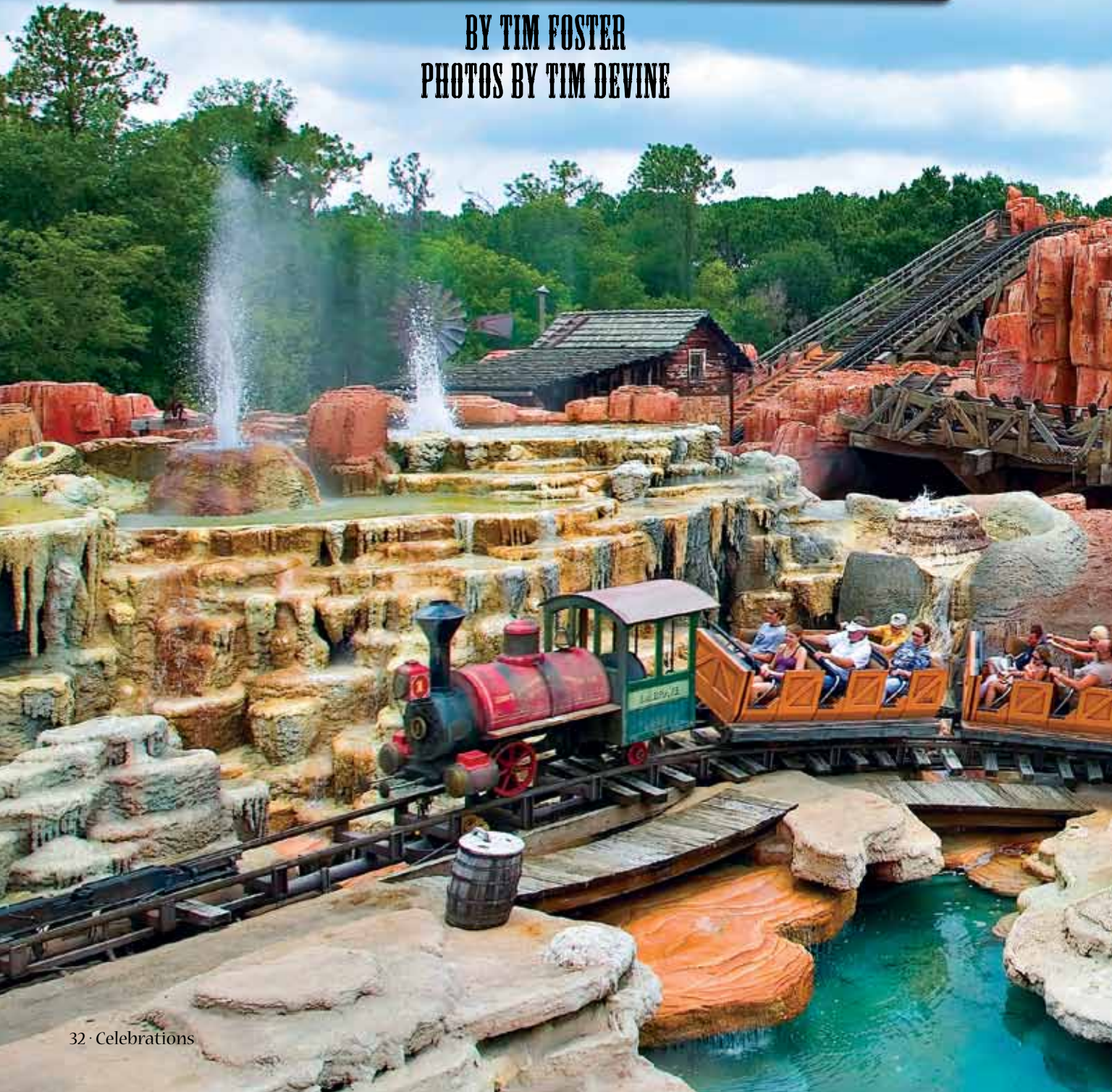
For this attraction, Disney Imagineers developed a way for the animated characters to appear to swim and interact with the actual constructed environments. Nearly every character from the movie—from Dory the blue to Bruce the great white shark—is present in this attraction. Guests join Marlin and Dory on their search for Nemo, whose spirit of exploration has carried him away. Even though the ride has some dark moments—with startling Angler Fish appearing out of the darkness and underwater mines exploding when touched by the sub—most children handle it well. It helps that the beloved characters swim around for nearly the full 15 minutes of the attraction. There's much more levity than darkness. In true Disney style, all ends well at the underwater volcano—or as Dory calls it, "the hot tub."

Disney also took this experience one step further and opened it up to Guests with mobility challenges. To board the submarines, Guests must be able to transfer from a wheel chair and walk down a very steep, circular flight of stairs. Guests who can't make the stair climb don't have to sit out the fun. Disney developed the Marine Observation Deck so that everyone can enjoy the Finding Nemo Submarine experience. Outfitted with High Resolution LCD screens, theming, and sound effects, this room simulates the attraction for Guests who have mobility challenges.

Although the Disneyland submarine attraction today is very different from the one that opened in 1959, one thing that hasn't changed is its popularity. I fondly remember the Disneyland Submarine Voyage from my childhood in the 1980s. The ride was well worth the wait then, and it still is today, more than 20 years later.

FEATURED ATTRACTION
**BIG THUNDER MOUNTAIN
RAILROAD**

**BY TIM FOSTER
PHOTOS BY TIM DEVINE**



Welcome to the tiny town of Tumbleweed! Legend has it that many years ago, gold was discovered in the nearby hills of Big Thunder Mountain. The prospect of instant riches attracted a host of greedy prospectors, who formed the BTM Mining Company in order to plunder the mountain of this newly discovered treasure. The local residents warned them that this was sacred ground, and that disaster would await anyone who tried to remove the gold from the mountain. Ignoring the warning, the miners used explosives to blast their way deeper and deeper into the mountain, but they soon noticed unworldly sounds

emanating from the newly created mineshafts. They continued to press on, but it wasn't long before strange events started to occur. Mine cars full of passengers would mysteriously be sent twisting and turning through the cursed mountain, and eventually an earthquake destroyed most of the mine. Realizing that the legends were true, most of the miners and residents of the town departed in fear. Now, only a few residents remain, but the legend of Big Thunder Mountain lives on...

Once you board your mining car, your first stop is a bat-filled cave, complete with stalagmites, stalactites, and eerie pools of water. You pass under a treacherous waterfall as the click clack of the train echoes through the dark and mysterious cavern. Scary stuff to be sure, but the fun is only just beginning!

Once you emerge from the cave, your runaway mining car whips through hairpin turns at breakneck speeds, racing up and down and in and out of towering mountains and treacherous tunnels. If you can keep your eyes open, you'll see the remains of the once prosperous mining town to your right, before you plunge into an abandoned mine shaft. You quickly emerge and embark on a slow climb up the mountain, but soon your mine car plummets down the other side. Keep an eye out for the mountain goat perched high above to the left!

After a big sweeping curve and a few stomach-churning dips, you find yourself back in an underground cavern, only this time it looks like it's in danger of caving in! As you escape just in time, you make one more mad dash past some half-buried dinosaur bones, and then it's back to the station and civilization.

Building a Mountain

Big Thunder Mountain Railroad was the second of the Magic Kingdom mountains to be built (the first being Space Mountain), continuing the Disney trend of creating thrill rides with unique back stories and an incredible attention to detail.

Big Thunder Mountain Railroad was originally conceived of as being part of the Western River Expedition pavilion planned for the Magic Kingdom. When plans for the pavilion were put on hold, it was decided that work on the roller coaster as a stand-alone attraction would proceed instead. This was the era of space flight, however, and Big Thunder Mountain Railroad soon took a backseat to the newly conceived Space Mountain.

Meanwhile, plans were underway for a new thrill ride to be added to Disneyland, and Big Thunder Mountain Railroad construction proceeded in far away California. The new attraction was an instant success, and it wasn't long before the Walt Disney World version opened in 1980 providing Guests with some exhilarating Old West thrills to match those of the wildly successful outer space adventures of Space Mountain.

HIDDEN MICKEYS AND OTHER SECRETS

As you climb the first hill inside the spooky cave, look to your right to find three stalagmites forming a rugged Hidden Mickey.

Keep an eye out for the rainmaker in the town. His name is Professor Cumulus Isobar.

Toward the end of the ride, look on the ground to the right of your train. Three gear wheels form a Hidden Mickey.

Look for a crate near the exit labeled "Lytum & Hyde Explosives Company." You might want to find a safe place to hide, or you could be in for a real blast! Thankfully, the proprietors are better at punning jokes than they are at making dynamite.



LITTLE KNOWN FACTS

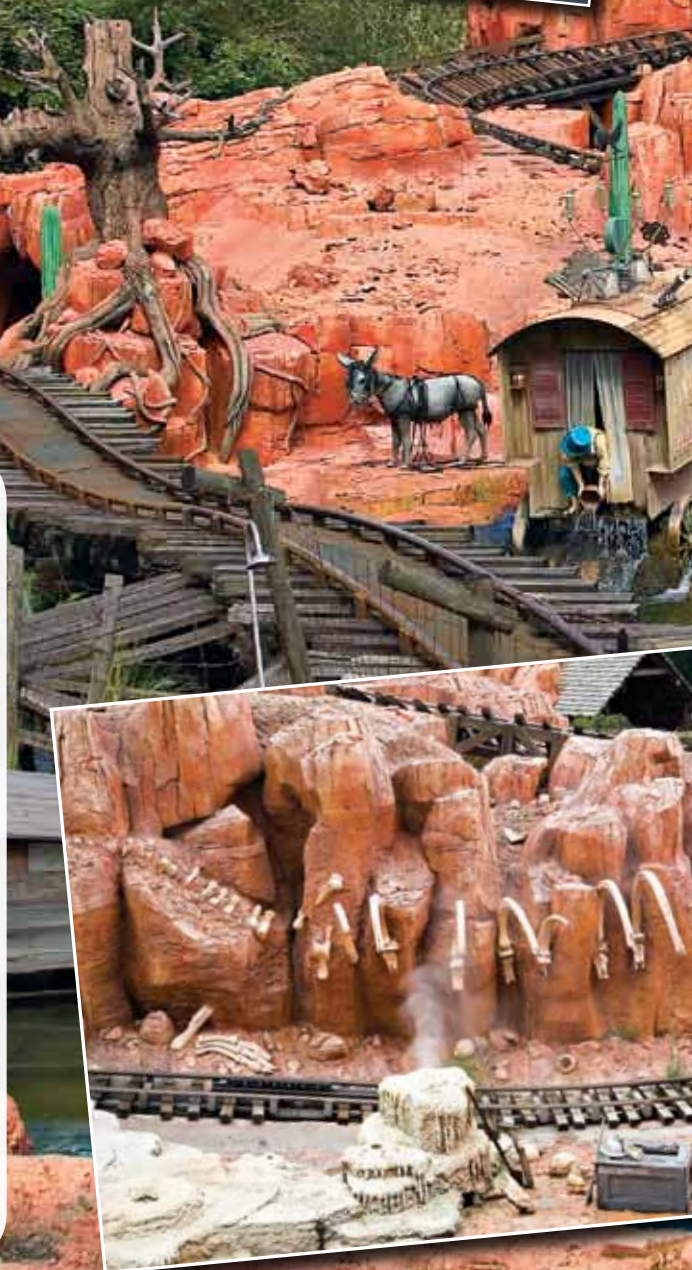
Look around the ghost town to find an ore crusher, a mining flume, and an ore-hauling wagon. These are no mere props; they're actual artifacts that were acquired on trips by Disney Imagineers through the American Southwest at a cost of more than \$300,000.

If the safety spiel sounds familiar, you might have just come from a tour of World Showcase. That's the late Dallas McKennon, who also provided the voice of Benjamin Franklin at the American Adventure.

Big Thunder Mountain Railroad cost a staggering \$17 million to construct, which is as much as it cost to build all of Disneyland back in 1955!

Unlike the Disneyland version, which opened a year earlier and was inspired by the hoodoos (tall, thin spires of rock) of Bryce Canyon National Park in Utah, Florida's version of Thunder Mountain was modeled after Monument Valley in Utah and Arizona.

Each of the six trains has its own name: U.B. Bold, U.R. Daring, U.R. Courageous, I.M. Brave, I.B. Hearty, and I.M. Fearless.



TOURING TIPS

Avoiding the Lines

Big Thunder Mountain Railroad is a FastPass attraction. Like nearby Splash Mountain, it's one of the most popular attractions at the Magic Kingdom. Lines can be long—45 minutes on slower days and 90 minutes or more on busier days, though it's usually not quite as busy as Splash Mountain. The bulk of the queue line is a back-and-forth maze in the station, which can make a long wait seem even longer. The line moves along at a decent pace however. A popular FastPass strategy is to get a FastPass for either Big Thunder Mountain Railroad or nearby Splash Mountain first thing in the morning, and then ride the other while you wait for your FastPass time to arrive. At that time, you shouldn't have to wait long for either attraction. If you're lucky and the park isn't too busy, you might even get to loop them for a while until the crowds start to build. Big Thunder Mountain Railroad is open during Extra Magic Hours, when you can ride as often as you'd like with little or no wait!

The Best Seat in the House

This is one of the few attractions where you may not be able to request a specific seat (but no harm in asking!). You do have some control of where you can sit, however. Assuming you aren't in the very front, as you move down the train you might be able to choose between sitting way in

the back and somewhere in the middle. (If the attraction is very busy though don't count on it, you might be asked to continue down as far as you can go.) Keep in mind that the further back you sit, the rougher the ride is.

Other Touring Tips

- You must be 40 inches tall to ride.
- Big Thunder Mountain Railroad features lots of sharp turns and sudden drops. If you have back problems or other medical conditions, you'll want to be especially cautious.
- If you're riding with a small child, board so that you're sitting on the right, with the child on the left. You'll find that most of the turns (but not all) will throw you to the right, and by sitting on that side, you won't crush your companion. When you're thrown to the left, well, just hang on!
- The sun heats and melts the grease on the tracks of Big Thunder Mountain Railroad to its thinnest point as the day wears on, and thus the train goes faster in the afternoon. The attraction's average speed is about 30 mph, but it can reach speeds of up to 33 mph in the afternoon.
- Take a ride at night when Big Thunder Mountain Railroad is extra magical. The initial climb through the (now dark) bat-filled cave is particularly eerie, and as you race through the mountain passes, you'll feel like you're isolated in the untamed twilight wilderness of the Old West.
- Hang on to your hat—literally! You'll be bouncing around a lot, and it's easy to lose loose-fitting personal articles.

FACTS & FIGURES

Opened:	November 15, 1980
Maximum speed:	30 mph
Ride duration:	3:25
Track length:	2780 feet
Number of cars per train:	5
Train capacity:	30 Guests (45 if you squeeze three to a seat!)
Height of tallest mountain:	197 feet
Number of Animatronic figures:	20



FEATURED RESORT

Disney's
**ANIMAL
KINGDOM
LODGE**



BUILT IN A LARGE, SECLUDED AREA JUST WEST OF DISNEY'S ANIMAL KINGDOM THEME PARK, DISNEY'S ANIMAL KINGDOM LODGE IS A RESORT LIKE NO OTHER. AT THE ANIMAL KINGDOM LODGE, YOU'LL GET AN UP CLOSE, INTIMATE EXPERIENCE WITH THE ANIMALS THAT YOU'RE SURE TO REMEMBER FOREVER. EACH OF THE THREE MAIN SAVANNAS IS FULL OF RARE AND EXOTIC WILDLIFE. AND IT ALL AWAITS RIGHT OUTSIDE YOUR DOOR!

STORY BY DONALD MYERS JR.



The Animal Kingdom Lodge opened in the spring of 2001, three years after the opening of the Animal Kingdom theme park. The Animal Kingdom Lodge is more than just a resort. It's a complete cultural experience, meshing African traditions with the building styles, cuisines, décor, animals, birds, and plant life that can be found on the continent.

The main building and central hub of the Animal Kingdom Lodge is the Jambo House. This six-story architectural masterpiece houses the main lobby and restaurants of the lodge. Jambo House also contains a few of the lodge's villa rooms. Jambo House is massive, and it also provides some incredible views of the wildlife that awaits outside on the sprawling savannas. Several open-glass areas are scattered throughout the six levels of Jambo House, and each one provides a unique view. All Walt Disney World Guests are welcome to visit the Animal Kingdom Lodge anytime of the day to enjoy these spectacular views, not just Guests staying at the Animal Kingdom Lodge.


There are three main savannas at the Animal Kingdom Lodge: Uzima, Sunset, and Arusha. Each savanna is about 10 acres in size, and all three are filled with amazing wildlife. You can find more than 30 different species of animals and birds on the savannas, including zebras, giraffes, impalas, wildebeest, and flamingos. At check-in, you'll receive a Wildlife Field Guide with a complete list of the species that can be found at the resort.

It's important to keep in mind that although many rooms at the Animal Kingdom Lodge offer a breathtaking view of the different savannas, not all of the rooms do. There are swimming pool and parking lot views as well. If being able to see the animals from your window is of great importance, when making your reservation, request a room with a savanna

view, which costs around \$80 extra per night.

Perhaps one of the most spectacular discoveries at the Animal Kingdom Lodge is the Wanyama Safari. "Wanyama" is Swahili for sunset, which is when this safari takes place. It's offered seven days a week, and reservations are strongly recommended, because it's very popular and each safari is limited to eight Guests. The Wanyama Safari takes you all around the Animal Kingdom Lodge property, and it concludes with dinner at Jiko. The whole experience takes around one and one-half hours, and it's exclusive to Guests staying at the Animal Kingdom Lodge. Guests must be eight years of age or older to attend. This safari costs \$150 per adult (ages 10 and up) and \$75 per child ages 8 and 9, including tax and gratuity.

Another safari offered at the Animal Kingdom Lodge is the Sunrise Safari. This safari is exclusive to Animal Kingdom Lodge concierge Guests only. It takes you on an early-morning excursion right into the Animal Kingdom theme park before it opens to the public. The Sunrise Safari takes you on the same path as the popular Animal Kingdom attraction Kilimanjaro Safaris, but the Sunrise Safari offers a far more in-depth experience, giving you much better and longer opportunities to take photos of the animals. Along with the safari, you also get breakfast at the Tusker House Restaurant and a FastPass to Kilimanjaro Safaris to enjoy later in the day. This safari costs \$55 per adult and \$27.50 for children ages 3 to 9. Because the safari goes into the Animal Kingdom theme park, separate park admission is required. (You can make reservations through the Animal Kingdom Lodge Itinerary Planning Office.)

Whether you're enjoying the Animal Kingdom Lodge for the entire length of your stay or you're just visiting the animals for an afternoon, the lodge is sure to provide an experience of a lifetime! 



ANIMAL KINGDOM LODGE LITTLE KNOWN FACTS AND SECRETS

- When Disney's Animal Kingdom Lodge opened, it became the eighth and newest Deluxe resort at Walt Disney World.
- Each of the three main savannas at the Animal Kingdom Lodge features different wildlife. The animals outside the rooms in one savanna are completely different from the animals outside the rooms overlooking the other savannas. The only animal that can be found on all three main savannas is the giraffe.
- If you don't have a room overlooking one of the savannas or if you're just visiting, don't worry. There are several viewing areas located around the Animal Kingdom Lodge property, and they're accessible 24 hours a day.
- After the sun goes down, artificial moonlight lights up the savannas, offering a unique look at the animals at nighttime.
- You can even see wildlife while you enjoy a swim because the pool overlooks part of the Uzima Savanna.
- Guests gather around the large mud fireplace inside Jambo House every day to hear vibrant retellings of African stories.
- The Animal Kingdom Lodge features plenty of Hidden Mickeys. In the main lobby, carefully study the log work. Also, look closely at the hallway carpeting all around the resort. For Hidden Mickey fun inside the Guest rooms, check the bedspreads.



ANIMAL KINGDOM LODGE DINING ADVENTURES

Located on level one inside Jambo House, Boma offers buffet-style meals for both breakfast and dinner. The food choices are vast, and the cuisine is a blend of African and American dishes.

Jiko is also located on level one inside Jambo House. Jiko is only open for dinner, and the menu features the finest authentic African cuisine.

Mara is a counter service restaurant that features American cuisine. Mara is located on level one inside Jambo House, and it's open for breakfast, lunch, and dinner.

Victoria Falls Lounge is located on level two inside Jambo House. It serves up snacks, coffee, and other drinks.

Sanaa is in the Kidani Village section at the Animal Kingdom Lodge. Sanaa offers a delicious variety of African dishes, and it's open for lunch and dinner.

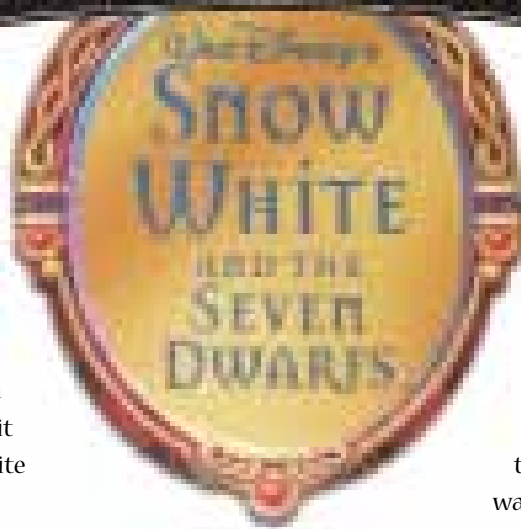


BOMA



JIKO

FEATURED FILM



The origins of *Snow White and the Seven Dwarfs* go back to 1917, when a young Walt Disney saw a film version of a play starring Marguerite Clark in the Kansas City Convention Hall. As Walt would later write, "My impression of the picture has stayed with me through the years, and I know it played a big part in selecting *Snow White* for my first feature production."

And what a production it was. *Snow White and the Seven Dwarfs* was the first feature length cel-animated film, the first in full color, and the highest grossing film of 1938. The film received its official premier on December 21, 1937, at the Carthay Circle Theatre, attended by such Hollywood legends as Charlie Chaplin, Clark Gable, Shirley Temple, and Judy Garland. The film has been rereleased on numerous occasions throughout the years, and it continues to inspire our imaginations. To this day, *Snow White* is still among the top ten money making films of all time when inflation is taken into account. Looking back, *Snow White and the Seven Dwarfs* stands as a true classic and a vital part of entertainment history and American culture. It might come as a surprise to learn that Walt faced numerous obstacles in trying to bring the beloved fairy tale to life.

Part of the challenge centered around the fact that no one had attempted such an undertaking before. Hollywood moguls referred to the film as "Disney's folly," and even Walt's brother Roy and his wife, Lillian, tried to talk him out of it. But Walt would have none of it. While many of the animators initially had doubts about the film, they were won over by Walt's enthusiasm and gift for storytelling. In early 1934, Walt gathered his employees together and put on a one-man performance of *Snow White*, voicing every character and acting out every scene. The performance was spellbinding, and it served to lay the foundation for three years of round-the-clock work.

The film ended up costing nearly one and a half million dollars to produce, which was quite a hefty sum in those

days. Roy Disney spent countless hours securing the financing to fund the film, but still the costs were mounting. Late in the production of the film, when Walt needed yet another loan from the bank to keep the project afloat, a bank executive demanded to see a rough cut of the movie to see where all the money was going. The film was far from complete, and Walt nervously sat beside the exec explaining how scenes would be filled in.

At the conclusion of the film, the executive walked silently back to his car. After the executive entered his car, he turned to Walt and simply said, "That thing is going to make you a hatful of money."

One of the biggest challenges that the animators faced was giving each dwarf his own personality. They initially tried to give each dwarf his own quirk so they would have signature behaviors. It was soon realized that this approach was too superficial, so the animators sought to dig deeper and to understand their individual personalities. To do so, they turned to real life inspiration, using Will Rogers as the personality of Bashful, and Roy Atwell for Doc, who would eventually provide his voice. (Walt said of Atwell, "He is, like Doc, a windbag type. He loves to talk of 'the good old days when...'")

Dopey presented the biggest challenge of all of the dwarfs because, as Walt explained, "We are depending on him to carry most of the belly laughs." The difficulty was in trying to portray Dopey as cute and innocent, while not making him too much of an imbecile. Many different approaches were tried, everything from modeling him after Harpo Marx and Charlie Chaplin to thinking of him as a small child, but nothing seemed to work. Oddly enough, inspiration finally came not from an actor, but from an old friend. Walt had the idea of making Dopey a "human with dog mannerisms and intellect," and for that the animators needed to look no further than to Mickey Mouse's friend Pluto. By giving Dopey some canine traits, they were finally able to transform into the

By Tim Foster



lovable dwarf we know today.

The production of *Snow White and the Seven Dwarfs* led to the development of another technological innovation, the multiplane camera. The new camera allowed four levels of animation to be filmed simultaneously, and for the first time viewers could move through a scene with a sense of real perspective and three dimensionality. The first test of this concept was with a scene depicting a peddler woman in the forest, and the second test included Snow White herself and the dwarf's cottage. The multiplane camera was first put to use on the 1937 animated short, *The Old Mill*, and the result was a resounding success. The multiplane camera was subsequently used to great effect in *Snow White*, helping to bring to life Walt's vision in a way that the world had never seen before.

Little Known Facts

- Lucille La Verne, who provided the voice of the Queen, assumed the voice of the peddler woman by removing her false teeth.
- Other names considered for the dwarfs included Wheezy, Sniffy, Puffy, Blabby, Dirty, Tubby, Cranky, Dizzy, and Scrappy.
- If Sleepy sounds somewhat familiar to you, your ears aren't playing tricks on you. That's Pinto Colvig, who also provid-

ed the voice of Goofy.

- Despite the animators' best efforts, the look of Snow White wasn't initially what Walt was looking for; to him she still seemed too harsh. One of the ink and paint artists suggested that they add some rouge to her cheeks, and demonstrated what she meant on an animation cel. Walt was impressed, but he asked how they would possibly be able to do that on thousands of frames of animation and get it right every time. She responded, "What do you think we've been doing all our lives?"
- Animator Wolfgang Reitherman had the task of bringing the Magic Mirror to life, but despite many attempts, he was having trouble achieving the right look. Finally, he folded his drawing paper in half, drew one half of the face, then turned the paper over and traced the other half. Unfortunately, much of his effort was obscured by the fire and smoke effects seen in the final film.
- During the auditions for the actress who would voice Snow White, Walt would listen to the auditions of prospective candidates through a speaker in a different room so that her appearance wouldn't affect his judgment. Upon hearing Adriana Caselotti, he remarked, "She sounds like a fourteen-year-old girl." She was in fact 19 at the time, but she got the part anyway.

ILLUMIN

MAGIC IN THE SKIES

BY JAMIE HECKER



NATIONS

“WE’VE GATHERED HERE
TONIGHT, AROUND THE
FIRE, AS PEOPLE OF ALL
LANDS HAVE GATHERED
FOR THOUSANDS AND
THOUSANDS OF YEARS
BEFORE US TO SHARE
THE LIGHT, AND TO
SHARE A STORY.”

Those simple words carry an uncomplicated message, and yet they pack an emotional punch against the backdrop of Epcot's nighttime fireworks spectacular, IllumiNations: Reflections of Earth.

Each night, Guests gather around the grand World Showcase lagoon, taking in the ambience and energy that freely flows through the air. The dynamic Celtic rockers Off Kilter at the Canada Pavilion kindle the sparks of anticipation with their toe-tapping songs. Screams of joy and delight from the riders on Maelstrom in the Norway Pavilion fuel the expectation of a nighttime extravaganza. Can you feel the electricity in the air?

"An amazing story as old as time itself, but still being written. And though each of us has our own individual stories to tell, a true adventure emerges when we bring them all together as one." The rhythm of the up-tempo, ethereal World music that precedes IllumiNations pulses through the air. Laughter of Guests enjoying pints of ale at the Rose & Crown Pub & Dining Room at the United Kingdom Pavilion reverberate. Can you feel the energy in the night?

A buoyant voice tells us that we are just minutes away from IllumiNations. The excitement is building! The 19 torches that surround the lagoon are brightly lit 10 min-

utes before show time to draw you in to the pending show. Their warmth and stature offers comfort against the dark Florida night.

"We hope you enjoy our story tonight: Reflections of Earth."

As if by a simple and swift exhalation, the torches are extinguished, plunging you into the dark, inky night. Distantly, a drumbeat begins, and it grows louder and faster. It quickly reaches a feverish pitch, and then a bright white fireball arcs over the lagoon. With this dramatic introduction, IllumiNations: Reflections of Earth begins.

The Acts of Illuminations

The major show elements are set on the lagoon, including fountain barges, fireworks barges, an inferno barge, and the spectacular Earth Globe. Laser elements, emanating from the Canada, Mexico, and American Adventure Pavilions, add a dramatic touch to the sky.

IllumiNations consists of three seamless acts that make up a stunning 12-minute show. The first act is Chaos, which represents the cosmic origins of our planet. The orchestral music operates at a feverish pitch while weaving a hypnotic melody throughout. On the lagoon, a finely choreo-



graphed fusillade of white, red, and orange fireworks crackle through the air, while furious fireballs from the inferno barge burst upward into the sky.

The frenzied introduction leads into the soothing second act, *Order*, which offers a calming counterpart to the violent beginning. The Earth Globe, the centerpiece of *IllumiNations*, gently moves to the center of the World Showcase lagoon for its introduction. The Earth Globe is a staggering creation, a 28-foot diameter sphere that features video screens in the shape of the seven continents. It sits atop a 10-foot high platform, making its total height over three stories. The Earth Globe begins by gently spinning around, first in vivid orange and red hues and then transitioning to cooler greens and blues, representing the planet cooling down from its violent formation. The orchestral score begins on a more peaceful note, with marimbas and the pan flute offering exotic and worldly touches. The Earth Globe conjures a vast array of scenes, including iconic world landmarks and sweeping panoramas of our planet's natural beauty. The musical tempo, brimming with optimism, gradually quickens, and the water fountains begin a playful dance, shifting colors throughout their performance. The stage is broadened to include the pavilions surrounding World Showcase, as each building is illuminated by hundreds of brilliant lights in outline form. (All but on that is, the one notable exception is the Morocco Pavilion, which remains dark throughout the show in deference to the buildings' religious significance.) Fireworks return, this time in a syncopated rhythm with the score, along with lasers that arc high above the buildings. The tempo races forward, harnessing the energy of the pyrotechnics that flourish in the air, and it slows down briefly only to catch its breath for the spring-loaded ending.

The final act is *Meaning*, which features the hauntingly beautiful single "We Go On." The Earth Globe is highlighted with video imagery of persons of various cultures and ethnicities, reminding us that we all share this world together—we go on together. Like a flower opening its petals to the sun, the Earth Globe begins to open up, revealing a massive torch that gradually rises into the night air. (Remember the 19 torches surrounding the World Showcase lagoon? Add to them this final torch, and you have 20, each torch representing a century for the past 2,000 years!) The massive torch itself initiates the final, brilliant salvo of fireworks, which brings *IllumiNations* to a thunderous ending. After the show's finale, the final torch remains lit, a reminder to us that our story is never done.

The History of *IllumiNations*

The vast canvas of World Showcase and its lagoon allows Disney to present a spectacular fireworks show each night to complete the Epcot Guest experience, with various shows evolving over the years. *IllumiNations: Reflections of Earth* is the latest in a line of spectacular nighttime shows. The first was *Carnival de Lumiere*, which debuted in Epcot's opening month, October 1982. It featured fireworks, fountain barges, and rear projection screens. However, it could only be enjoyed in the northern portion of the lagoon, between the Canada and Mexico pavilions. Less than a year later, in 1983, Epcot unveiled a new show: *A New World Fantasy*. It similarly used rear projection screens on floating barges. It featured well known classical music performed on a synthesizer, including works by Beethoven, Handel, Bach, Mozart, and Tchaikovsky. This show ran for only a year, and then it was replaced with *Laserphonic Fantasy*. It used the same score from *A New World Fantasy*, but it added a sensational laser show that emanated from barges around the lagoon. It should be noted that this show marked the first use of non-continuous lines in a laser performance, and it was the first time laser graphics were used on a water spray screen. It ran until early 1988, when it was replaced by *IllumiNations*.

IllumiNations itself has a rich history at Epcot. When it debuted in January 1988, it featured most of the same musical score as its predecessors, but it was performed with a full orchestral recording rather than on synthesizers. In addition to the fireworks, fountain barges, and lasers, *IllumiNations* begin to synchronize and interact with the music itself. The first act featured well-known pieces, including Beethoven's "Symphony Number 5" and Rimsky-Korsakov's "Flight of the Bumblebee." The second act was dedicated to the World Showcase itself, and it featured music from each country. For example, Johann Strauss's "Tales of the Vienna Woods" represented Germany, and George Gershwin's "Rhapsody in Blue" was included on behalf of the United States. The final act, which featured the grand fireworks finale, included Beethoven's "Ode to Joy" and the dramatic "1812 Overture" by Tchaikovsky.

To celebrate the 25th anniversary of Walt Disney World in 1996, *IllumiNations* was rebranded as *IllumiNations 25*. It continued under this name until 1999, when it was updated to *IllumiNations: Reflections of Earth*, the show that's still running today.

The Talent Behind *IllumiNations*

Don Dorsey is the creative genius behind *Reflections of*

Earth. Dorsey has deep roots with Disney entertainment, going back to his work on the Main Street Electrical Parade at the Magic Kingdom. To prepare for the millennium celebration, Disney directed Dorsey to retool IllumiNations yet again. Dorsey conceived of a broad concept: Tell the story of planet Earth.

He enlisted the talents of musical composer Gavin Greenaway, who also composed the soundtrack for Epcot's millennium celebration parade Tapestry of Nations. Dorsey recruited another well-known Disney personality to perform the opening and closing narrations, voice artist Jim Cummings (known for the voices of Winnie the Pooh and Tigger). Dorsey kept IllumiNations as a fireworks spectacular, but a new technology held the promise of new frontiers. Disney was going to use compressed air to launch the firework shells instead of the traditional black powder. This allowed him to design the new show with aerial precision, using air pressure to control the fireworks heights. Additionally, microcircuits and computer chips on each shell could control the timing of the bursts. With these two elements combined, Reflections of Earth was able to raise the already high bar for Disney entertainment.

Reflections of Earth, like its IllumiNations predecessors, uses water and color in addition to fireworks. Each water barge can only use four colors, and previously IllumiNations had used the common colors of yellow, green, red, and blue. But for Reflections of Earth, Dorsey customized four specific shades: lavender, mint green, pumpkin orange, and lagoon blue! Reflections of Earth continues the IllumiNations tradition of lasers. Again, Dorsey sought to make an enhancement to this element of the show. Rather than use the traditional blue or green laser colors, full color lasers were installed.

With new technology at hand and an impressive Earth Globe featuring 15,000 LED lights, IllumiNations: Reflections of Earth made its grand debut in September 1999. Originally named IllumiNations 2000: Reflections of Earth and scheduled to run for the duration of Disney's Millennium celebration, it has become so popular that it's been running in its current format for more than 10 years. The "2000" has since been dropped from the title.

The Celebrations of IllumiNations

Holidays are always special times at Walt Disney World, and IllumiNations offers special enhancements to its show several times a year. The Fourth of July version features patriotic enhancements added to the end of the show, in-


cluding the song "Yankee Doodle Dandy" and an expanded fireworks performance emanating from the American Adventure Pavilion. The Earth Barge returns, conveying images of American independence while a lively flute solo is performed. Additional fireworks are performed over the lagoon, putting the finishing touches to our Independence Day.

The Christmas version of IllumiNations offers a moving performance as well. After the Third Act ends with "We Go On," Guests are treated to the song "Let There Be Peace on Earth." The goodwill message "peace on earth, goodwill to men" is spoken in different languages, and each nation's pavilion lights up when its turn passes. Walter Cronkite's soothing baritone voice reminds us of the message of the season: peace on Earth. An extended fireworks finale closes out this special version.

Guests who visit Epcot for New Year's Eve are given two opportunities to enjoy IllumiNations, the first shortly after sunset and the second just before midnight. The latter version ends within minutes of the New Year, and it offers its own unique countdown. Reflecting the rolling nature of time zones and the order in which nations celebrate the New Year, Epcot first recognizes China and Japan, then the European nations, Morocco, and finally the North American countries. As each nation is spotlighted, fireworks are launched from its pavilion. The traditional "Auld Lang Syne" is performed as Guests ring in the New Year. Another fireworks spectacular is performed to complete the night.

IllumiNations Cruise

If you're looking for a special and unique way to enjoy IllumiNations: Reflections of Earth, sign up for an IllumiNations cruise, either on the exotic Breathless powerboat or on a more conventional pontoon boat. Either one can be rented (well in advance, of course!) to allow you and a small number of your closest friends a unique perspective on the show. The hired driver of your watercraft will position you near the International Gateway Bridge, near the France and United Kingdom pavilions, for a spectacular and exclusive viewing.

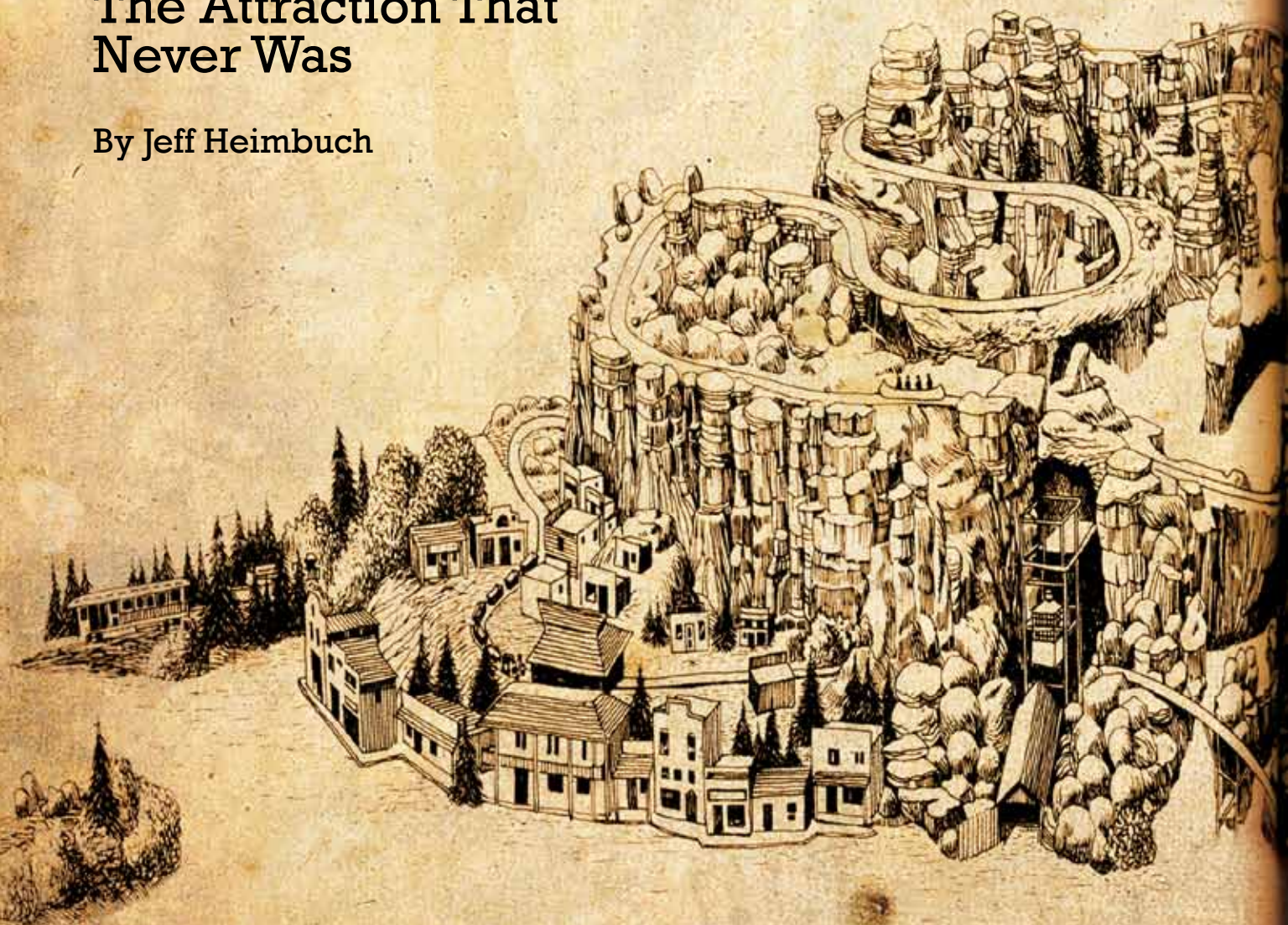
Epcot serves as a wholly unique and original park at Walt Disney World. It's only fitting that its fireworks show is similarly imaginative. IllumiNations: Reflections of Earth has been entertaining us for years, and it will continue to do so until something more spectacular appears on the horizon. Until then, our story will continue to be told. 

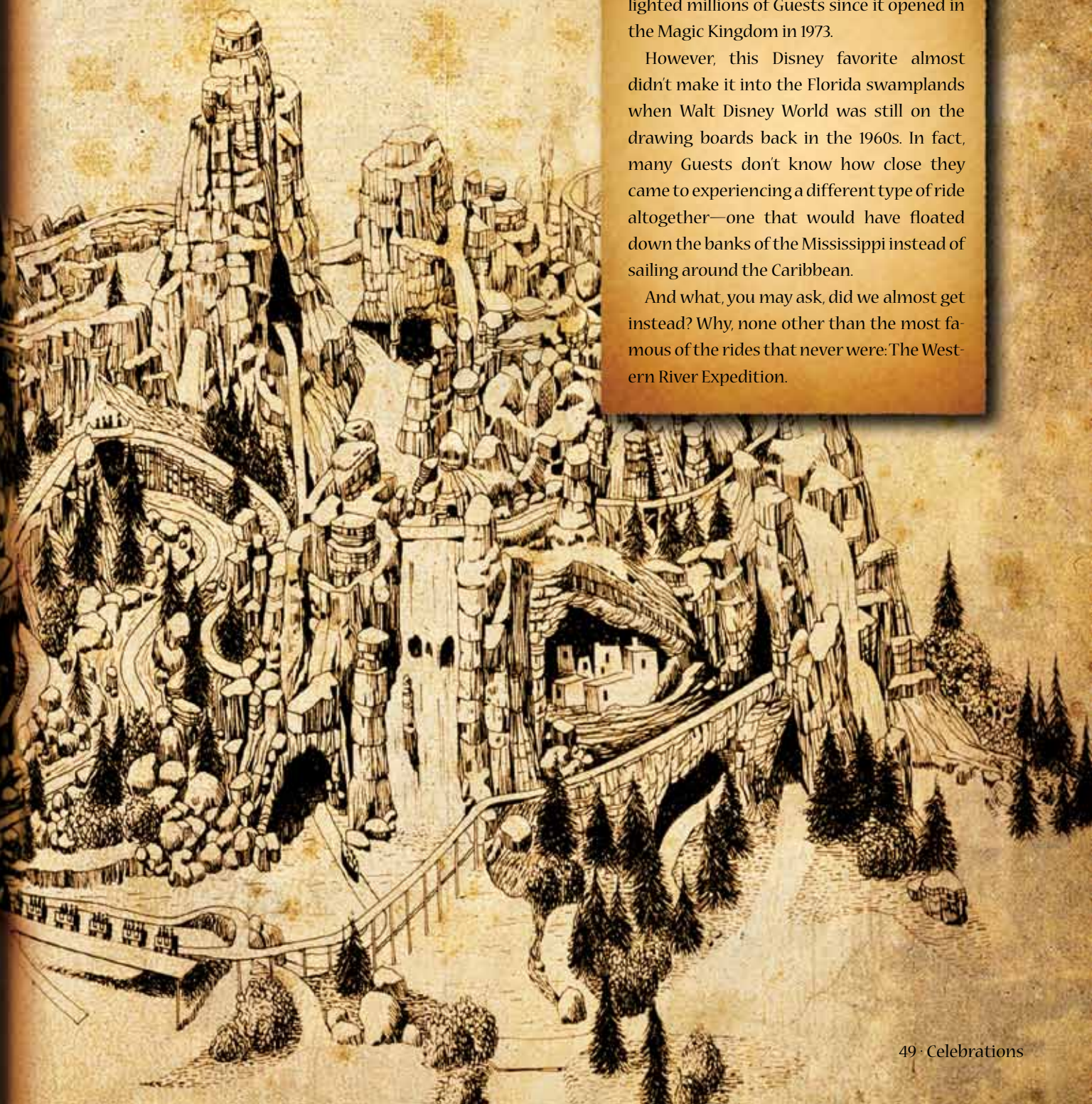


THE WESTERN RIVER EXPEDITION

The Attraction That
Never Was

By Jeff Heimbuch





For many Guests, Pirates of the Caribbean is the highlight of their trip to Walt Disney World. Though it's not as complex as the original Disneyland incarnation, this tried and true classic has entertained and delighted millions of Guests since it opened in the Magic Kingdom in 1973.

However, this Disney favorite almost didn't make it into the Florida swamplands when Walt Disney World was still on the drawing boards back in the 1960s. In fact, many Guests don't know how close they came to experiencing a different type of ride altogether—one that would have floated down the banks of the Mississippi instead of sailing around the Caribbean.

And what, you may ask, did we almost get instead? Why, none other than the most famous of the rides that never were: The Western River Expedition.

The Western River Expedition began its life as an attraction for Riverboat Square, which was a proposed indoor Disney theme park that was to be built in St. Louis. Marc Davis, the Imagineer famous for his work on everything from the Carousel of Progress to the Enchanted Tiki Room, proposed this boat-based attraction that would recreate the historic journey that Lewis and Clark made through the American West. Walt Disney loved the idea, and he asked Davis to expand upon it.

There's no Disney theme park in St. Louis, so it's obvious that the idea never came to fruition. However, Davis refused to let this attraction idea go to waste.

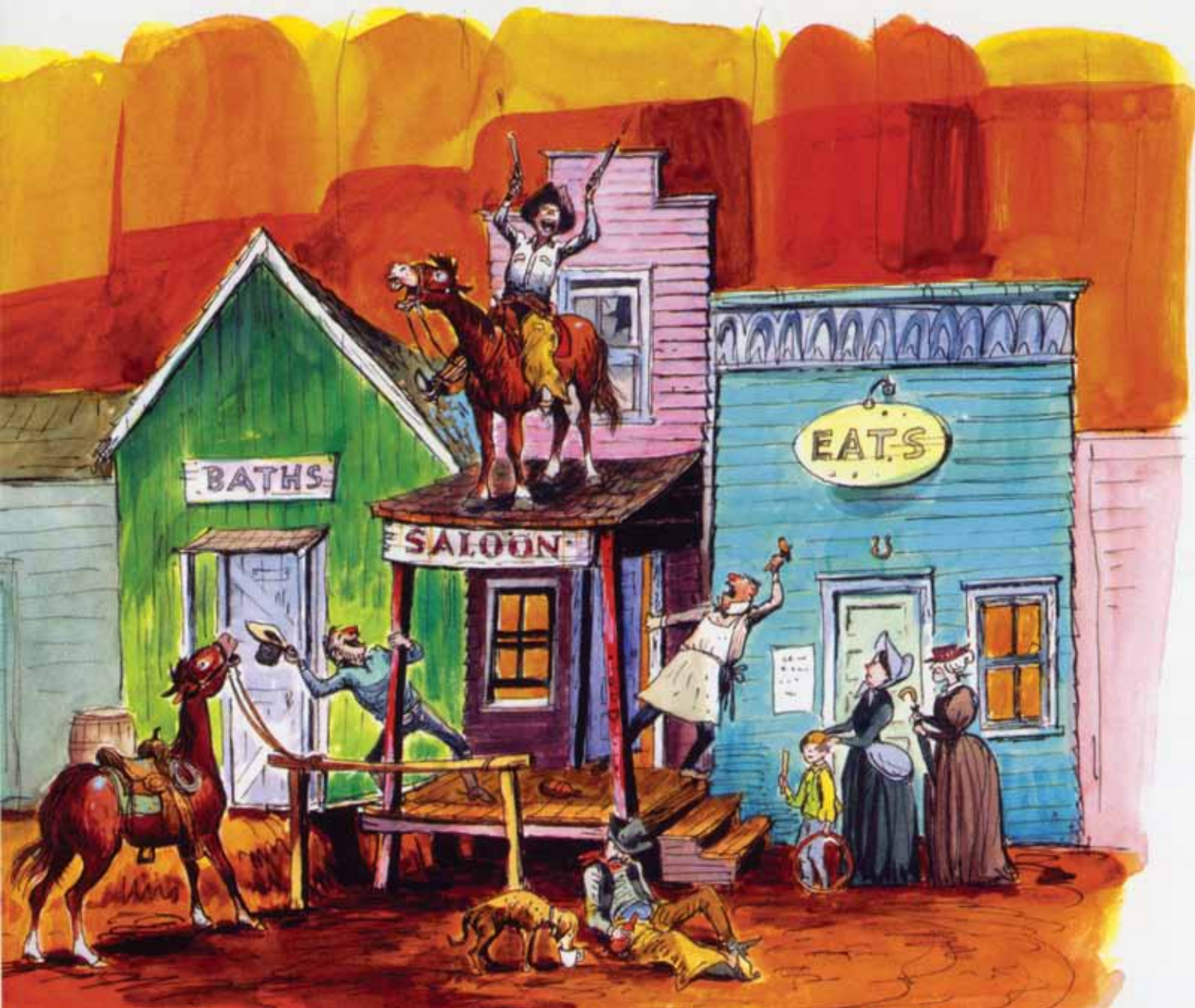
When it came time to plan for Walt Disney World, a debate was heating up in WED, Disney's Imagineering Department. It was thought that Pirates of the Caribbean, though extremely popular in Disneyland, did not belong in Florida. Though it's hard to imagine the Magic Kingdom without Pirates these days, this line of thinking actually made sense at the time. You see, real-life, swash-buckling pirates were

an enticing commodity to the people on the West Coast; they didn't know too much about them! However, Florida's history was filled with stories of these salty sea-goers, and most residents grew up hearing stories of pirates. Because of this, it was thought that the Pirates attraction wouldn't be too popular at Walt Disney World, and it was too costly to risk that sort of failure.

Richard "Dick" Irvine, chief executive in charge of WED, put out a call for new ideas. Davis, who wasn't completely satisfied with how Pirates turned out anyway, thought back to his Lewis and Clark idea. He believed that, with some tweaks to the original ride's theme, he could create an attraction that could even surpass Pirates' popularity. And so, the Western River Expedition was born again, albeit in a slightly different form. The attraction would now focus on the Wild West of American lore, giving Guests an overview of this historic time period, and allowing the attraction to fit in a bit better to its Frontierland surroundings.

Davis's line of thinking was that WED had spent all their





time at Disneyland learning to use all the new technology they had created, which included everything from the special effects to the Audio-Animatronics. Now, with their intimate knowledge of the systems, Davis believed they could push the limits of their new toys to create even more incredible effects and have the Audio-Animatronics perform much more complex and life-like movements. He wanted everything to be bigger and better than Pirates had turned out.

Davis was quite ambitious about the project, so much so that "bigger and better" might not even be the best words to describe it! What Davis envisioned for the Western River Expedition seemed like it could be an entirely new land for Walt Disney World, and it added a whole new dimension of

realism to Frontierland.

Davis's plan for the Western River Expedition was so expansive that there were some concerns about the size of the show building. Every attraction building in Disney parks is cleverly hidden behind fake facades and sometimes even underground to help keep them out of Guests' sights. Western River Expedition's show building would have been quite a challenge to blend in to its Frontierland setting. As a matter of perspective, the Western River Expedition would have been located in about the same area that Splash Mountain is at now. If you think Splash Mountain is pretty big, you'd be surprised to know that Western River Expedition would have been three times the size of it!

Davis came up with the genius idea of hiding the building

Overleaf: The Thunder Mesa Complex as drawn by Tony Baxter Above and left: Western River Expedition concept sketches by Marc Davis

in plain sight, by having the building to be part of the actual theming of the ride itself, called Big Thunder Mesa. He proposed that the building be dressed up like a mesa, one of the flat, tabletop-like mountains found in the West. The top of the mesa would be open to Guests, so they could take in the breathtaking view of the entire park. To give Guests another reason to visit the top, Davis suggested creating an Indiana village for them to explore, along with building a run-away mine train ride on top and down the sides of the mesa itself.

Davis's idea for Big Thunder Mesa was growing, and after many pitch meetings, Irvine grew to love it. He gave Davis the okay to begin to develop it, and off Davis went.

The ride itself, if it had been built, would have definitely rivaled Pirate's popularity. It started in a lonely canyon at dusk, taking Guests up a waterfall in a boat to pass by a cowboy singing a song, joined by a chorus of cows. Guests would then glide past scenes of wildlife out in the desert, bandits robbing a stagecoach, Native American rain dances, a shoot-out between the sheriff and bank robbers, and the town of Dry Gulch during a typical day in the Wild West. The ride would have ended with a daring escape from the bandits and a forest fire by taking a steep drop over a waterfall into the safety of the canyon.

Much like other attractions, a single song would have served as the unifying theme between scenes. This country-western tune would have been heard throughout the ride—a comical look at life in the old West. Speaking of which, Davis also injected his trademark humor into nearly all the scenes. Singing cactuses would have joined in on the choruses, and drunken cowboys (along with their horses) would have sat on the roof of the salon, firing their six shooters into the air while the barkeep tried to get them down. The ride even had its own spokesperson: Hoot Gibson, a wise old owl, who would have guided Guests on their journey through the old West. He would have popped in and out of scenes, offering insight to what was going on

and advice on how Guests could have avoided the dangers that might have been ahead.

Irvine and Roy Disney were very impressed with what Davis came up with, and they ordered a scale model of the ride's interior to be made. Those who were lucky enough to catch a glimpse of this model have said it was the most impressive thing that WED had ever produced. Though it would have been the most ambitious project for WED to undertake, it was also one of the most expensive. Unfortunately, that is one of the very reasons the Western River Expedition was never made.

Though Irvine was incredibly impressed with the idea, the scale and scope of the project scared him. Imagineering



Marc Davis (above) and Disney Imagineers hard at work on conceptual models for the attraction that never was.

and construction was already stretched thin building all the other attractions of Walt Disney World. It would have been impossible for them to take on the extra responsibility of building Big Thunder Mesa, and having it be done in time for the Magic Kingdom's opening day. The project was pushed back, slated to be part of Walt Disney World's Phase One, meaning it would be built within the park's first five years of operation. This was a good business model at the time for them. Guests would come to the park when it first opened to see everything they had to offer, and then they would be lured back a few years later with the prospect of brand new attractions to experience.

Thought Davis was disappointed that his vision wouldn't

come to pass as quickly as he liked, he was pleased it was still on the table. In fact, the Western River Expedition was heavily promoted during the park's first few years of operation, in everything from vacation guides to park maps. An Audio-Animatronic Hoot Gibson was even created for the post show area of The Walt Disney Story, along with a small model of one of the scenes from the ride. Hoot talked up the Western River Expedition to Guests exiting the film for years! It seemed like everything was set for the ride to begin construction soon

But Where Are All the Pirates?

But then something completely unexpected happened. When Walt Disney World opened, people complained. You see, for years, they had been hearing about this Pirates ride at Disneyland, and they were extremely disappointed that they could not find it at the Magic Kingdom. The complaints rolled in, and they piled up in front of E. Cardon Walker, who became president of the company after Roy passed away. After awhile, Walker was sick of hearing it, and he did the only thing he thought would stop the complaints from coming in: He decided to build Pirates.

Davis was upset. The prospect of Pirates being built would push back construction of the Western River Expedition even more. Not wanting to make Walker unhappy (because, after all, he had the power to wipe the Western River Expedition off the drawing board forever!), Davis gritted his teeth and helped bring Pirates to Florida—although in a slightly truncated form.

Then, another problem struck a blow to the project. The Energy Crisis in the early 1970s wrecked havoc on Walt Disney World's attendance levels. With profits down, the estimated \$60 million cost of the Western River Expedition didn't look like a feasible option for the company. Top Disney executives feared that the Wild West had a declining interest with the American public. It

had been years since a Western film had made money at the box office, and the long running show Gunsmoke was ending its 20-year run on television. Execs also feared that the caricatures of Native Americans would bring bad press to the company from the American Indian Movement, which was quite popular at the time. The traditional idea of cowboys and Indians was at an all-time low in popularity.

It was obvious to Davis that the Western River Expedition might be riding off into an early sunset, never to be seen at Walt Disney World. Not wanting the space planned for it to go to waste, Irvine started looking at other ideas. At this point, Imagineer Tony Baxter's re-imagining of the runaway mine train concept that was originally planned to be apart of Big Thunder Mesa came to light. It was a thrill ride, a concept that Frontierland was severely lacking in at the

moment, and it would be considerably less expensive than building the whole of Big Thunder Mesa.

When construction began on Big Thunder Mountain Railroad, it was almost like a nail in the coffin of Western River Expedition. For years afterward, Davis tried to bring his idea to life at other Disney parks. He pitched it to Disneyland to no avail, and he even tried to bring it over to Europe, when EuroDisney was on the books. Unfortunately, the idea never came to pass, and Davis considered his dream of Western River Expedition gone forever. He retired not too long afterward, and it seemed the idea would die.

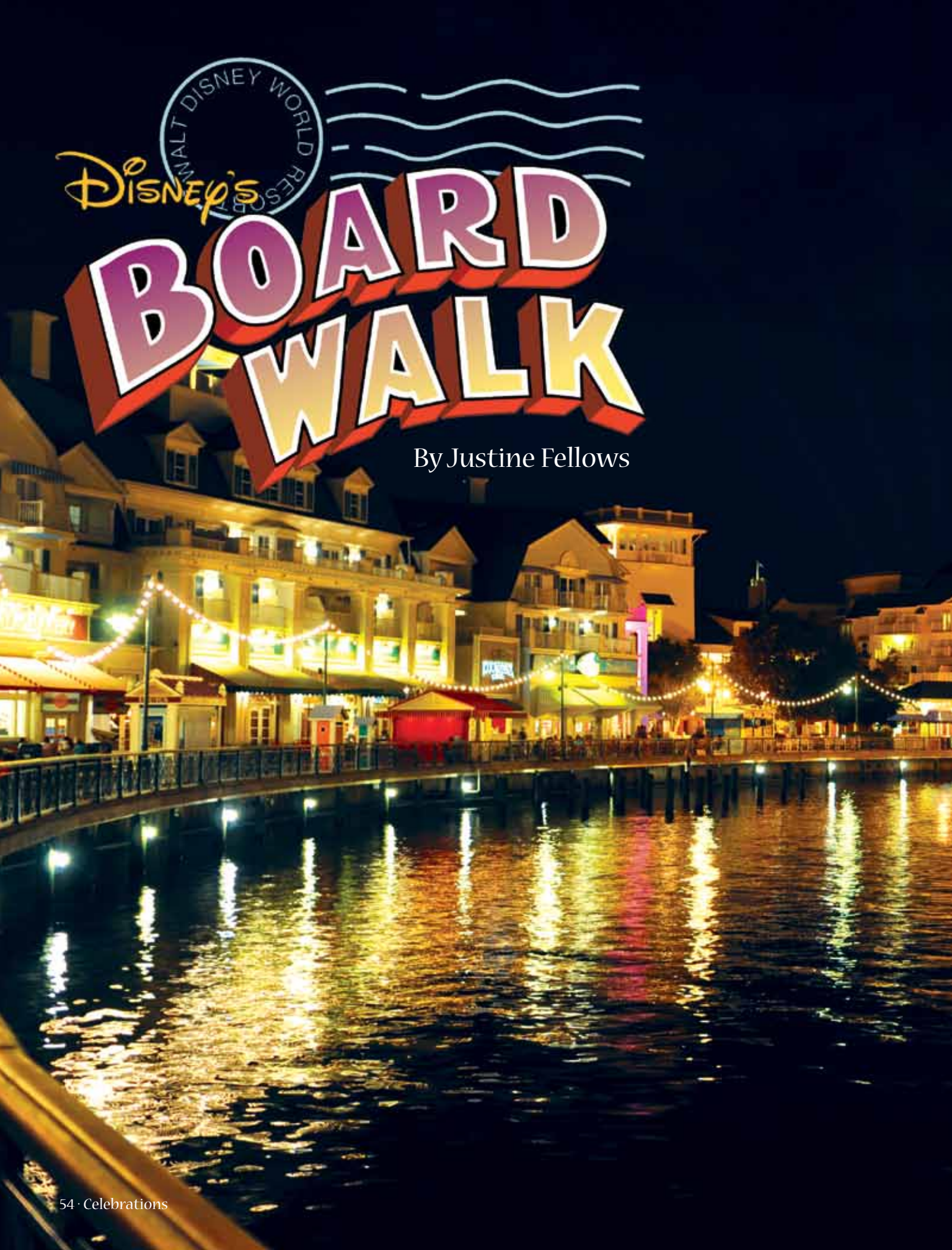
The Western River Expedition Today

However, as anyone at Imagineering can tell you, good ideas never die! Imagineers often cite the Western River Expedition as one of the most incredible attractions that was ever designed. It's still studied today for its complex theming, sight gags, and other technical achievements. Remnants of the Western River Expedition do live on today, as Imagineers often borrow concepts from it for other Disney attractions, most notably the town of Thunder Mesa, and the final scene of Phantom Manor that takes Guests through a hellish version of Dry Gulch, both at Disneyland Paris.

Hoot Gibson also lived on in various forms over the years. As mentioned earlier, he was stationed outside The Walt Disney Story to help promote the Western River Expedition from 1973 until 1981, when the project was taken off the drawing boards for the Magic Kingdom. After that, Hoot helped promote EPCOT Center, and then he did the same for Disney-MGM Studios in 1989. Shortly after that, Hoot was packed up and shipped off to a warehouse, where he still sits today.

The Western River Expedition remains to this day the most famous of the rides that never were. Many people, from Imagineers to Disney fanatics, still dream that this ride can see the light of day. After all, the project was never officially cancelled. It was merely shelved to be saved for another time. As Walt Disney once said "Get a good idea, and stay with it," and that's exactly what Marc Davis did for almost ten years. So maybe, just maybe, one day Davis's dream will become a reality.



A night-time photograph of the Disney's Boardwalk Waterfront Resort. The scene is illuminated by warm yellow lights from the buildings and strings of lights. The lights reflect on the water in the foreground. The resort buildings are multi-story with balconies and awnings. A red awning is visible in the middle ground. The sky is dark, and there are stylized white wavy lines above the title.

WALT DISNEY WORLD RESORTS
Disney's
**BOARD
WALK**

By Justine Fellows

For anyone raised near a boardwalk, any mention of the word conjures up great memories. The word boardwalk likely meant vacation and also excitement, entertainment, and adventure. As always, Disney does it right with their exceptional version of an East Coast boardwalk nestled behind Epcot, just outside the International Gateway in World Showcase.



The BoardWalk Inn and surrounding BoardWalk amenities opened in July 1996. They were designed by New York architect Robert A.M. Stern. The deluxe resort was created to emulate the boardwalks of North Eastern seaside towns. Stern kept the needs of Disney Guests in mind by creating a calm escape from the frenetic parks. Picture Grandma and Grandpa steadily rocking as they sipped lemonade while the kids ran off to enjoy entertainment, carnival games, and abundant sweets.

So what makes the BoardWalk so appealing? It doesn't take long to figure out that the peaceful, lazy nature of this location during the day and the lively nightlife in the evenings is something to truly appreciate. It's hard to believe that you are nestled between Epcot and Disney's Hollywood Studios because you feel like you have traveled to another part of the country. The joy of a boardwalk is to stroll and enjoy, to feel lackadaisical and relaxed, and to take in the sights, smells, and music.

Though you can visit the BoardWalk anytime of the day, the area is especially enchanting during the evening hours. There is plenty of grown-up entertainment to be found at the fun-filled clubs, but if you have little ones in tow, don't worry! As with all things Disney, this is a perfect family-oriented spot that everyone will enjoy.

Food and Fun

To ensure time for the entertainment and atmosphere, plan an early dinner at one of the many restaurants, which include the upscale, highly acclaimed Flying Fish Café; the new Kouzzina by Cat Cora; Big River Grille & Brewing Works; and the ESPN Club. In addition, no boardwalk would be complete without a hot dog stand (BoardWalk Hot Dog Cart), pizza window, irresistible funnel cake kiosk, bakery (BoardWalk Bakery), and candy shop (Seashore Sweets).

Disney's BoardWalk also contains more than 9,000 square feet of retail and nighttime entertainment. Shoppers will enjoy wandering through some unique stores, including Disney's Character Carnival, Screen Door General Store, Thimbles and Threads, and Wyland Galleries. The stores offer Disney merchandise, including plush animals, children's souvenirs, apparel, and sundries. Wyland Galleries is quite distinct and worth a special trip. The gallery specializes in marine art and has some fun, inspirational, and whimsical pieces worth checking out. Sports fans will enjoy the ESPN Club shops, and you can buy snacks and everyday items at Dundy's Sundries.

As you wander through the shops, you're sure to run into

a few of the BoardWalk's many entertainers. Visitors to the BoardWalk will be wowed Thursday to Saturday evenings by the BoardWalk Buskers, a talented team of jugglers, mimes, sword swallows, musicians, and more. If you see a crowd begin to form, most likely the entertainment is about to begin. As with all shows in Walt Disney World, the performers do not disappoint. It's well worth stopping what you are doing to head over for the show.

Along with the entertainment, you'll find traditional games of chance, where you can try to win the kids (or yourself) a stuffed animal or toy. Even if you aren't into the games, it's fun to watch others take a chance to impress their loved ones.

For the historians in the crowd, there's a tribute to the early American amusement parks. Disney's BoardWalk Inn houses a number of artifacts of the era, including an authentic miniature carousel designed in the 1920s by renowned carousel maker M.C. Illions, as well as a scale model of the Flip-Flap, the world's first loop-the-loop roller coaster. You may also get a peek at one of the most whimsical water slides in all of Walt Disney World, 200-foot clown-themed water slide designed to portray a classic wooden roller coaster.

The tweens and teens in your party can head over to the Yard Arcade, which is located next to the ESPN Club. This "urban playground" is filled with sports-themed video games and virtual reality entertainment. The ESPN Club is also a must if you have a sports fan in the party who just can't live without watching the game, race, match, or round! The 13,000-square-foot ESPN Club boasts 100 screens, not including those that adorn the restrooms.

As the night progresses, the clubs start to draw crowds. Atlantic Dance Hall is a wonderful, boxy building with huge signs and strings of bright lights sure to take you back in time to the 1930s. The music, though, is much more modern with songs from the 80s up to the latest hits. Anyone over 21 is welcome to dance the night away under the celestial ceiling's luminescent stars, and feel free to take an occasional break to soak in the BoardWalk atmosphere from the wonderful balconies. Atlantic Dance Hall usually opens at 9 p.m. and doesn't charge a cover for entry.

You don't have to venture far to experience the saloon-like Jellyrolls, which is arguably the most popular late night spot in Walt Disney World. Get there early and expect a cover charge! Jellyrolls was named in tribute to Ferdinand "Jelly Roll" Morton, a late ragtime jazz pianist and composer who was a leading figure in American music. Jellyrolls is home



to a very exciting and rare treat: dueling pianos. The audience tries to stump these phenomenal pianists by requesting songs that they cannot play. Good luck! Not many have confounded these talented artists, and you'll be impressed by how many famous musicians they can imitate.

If you aren't heading into a club around 8:45 p.m., stroll over to the bridge closest to Epcot to enjoy a nice view of the IllumiNations fireworks. This is a great spot to enjoy the fireworks without the crowds, though, of course, you'll only catch the high fireworks and not the complete show.

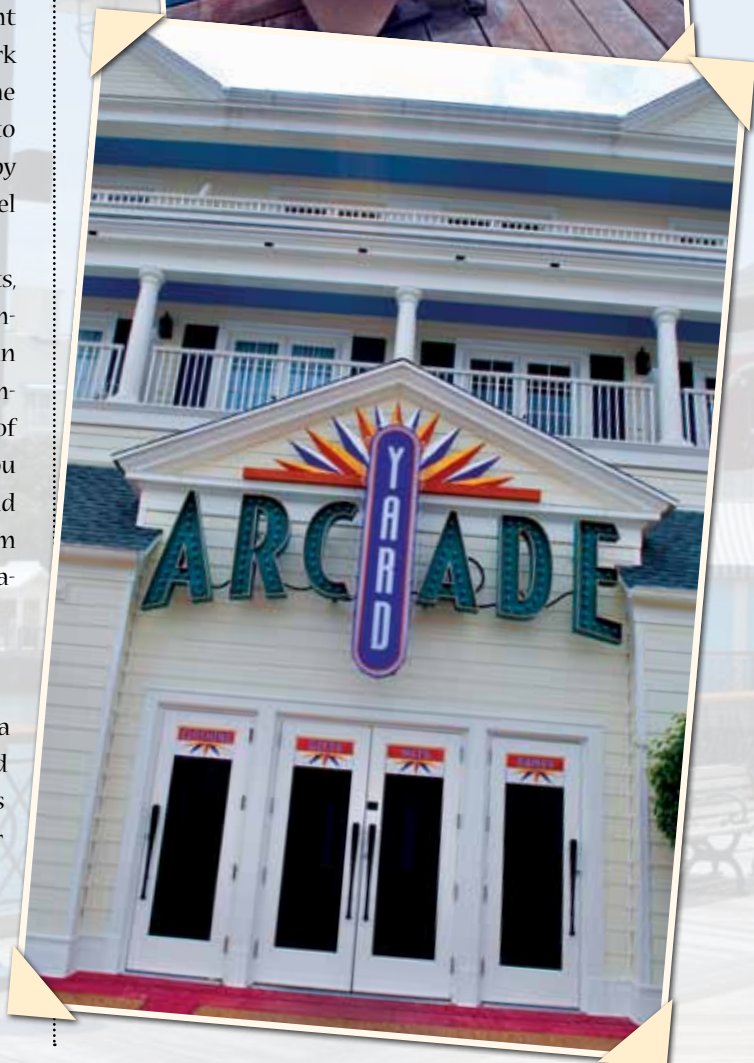
As if the BoardWalk area was not enough, there's even more to see nearby. The actual boardwalk path (a quarter mile loop) winds its way around Crescent Lake where water crafts shuffle passengers from Epcot to Hollywood Studios and from the Yacht Club, Beach Club, BoardWalk Inn, Walt Disney World Swan, and Walt Disney World Dolphin resorts. The architecture surrounding the lake is exceptional, with bright colors and beach styles everywhere you look.

There are two distinct sides to Crescent Lake. The Yacht Club and Beach Club resort area, also designed by New York architect Robert Stern, is quiet and relaxing, with some small shops and boat rentals, and it offers a great place to walk and bike. The BoardWalk Inn side is distinguished by more retail stores and restaurants and a more festive feel to the architecture.

On Crescent Lake, you'll see pontoon boats, canopy boats, and Sea Raycers scurrying about filled with smiling passengers. Rentals are available right next to the lighthouse in front of the Yacht Club resort. This is also where the wonderful specialty cruises launch, before they move out of Crescent Lake and down a beautiful canal into Epcot. If you can afford the splurge, it's a real treat to slide into the World Showcase lagoon between the France and United Kingdom Pavilions, especially if you are on your way to enjoy IllumiNations on your own private boat.

A Bicycle Built for Two—or Four, or Six

Another great way to get a feel for the area is to rent a surrey bike from the BoardWalk Inn area. Two-, four-, and six-passenger bikes are available, and a half-hour rental is easily enough time to make the entire loop with room for a few stops. The bikes are only allowed to move counterclockwise, so you'll begin by heading past the end of the BoardWalk restaurants as you continue to make a gentle ascent toward Epcot. Make sure to gather some steam for the final hundred yards up to the bridge, where a





perfect view of the BoardWalk's charming architecture and appeal awaits.

Make your way down the hill, and you'll find yourself on the Yacht Club and Beach Club side. Some Guests might find it just too irresistible not to run in and snag a refreshing milkshake from the Beaches & Cream Soda Shop, a charming ice cream shop nestled behind the pool area. Be sure to check out the looming pirate ship that towers over Stormalong Bay. This mini water park is shared by the Yacht Club and Beach Club, and it's an attraction of its own. Unfortunately, you must stay at these resorts to enjoy this amenity, but

you can take a peek at the water slide that launches from atop the ship's crow's nest. On the left side of the path, near the pirate ship, you'll find a great little kiosk where you can choose your own oyster to reveal a glimmering pearl. This shopping indulgence is similar to that found in the Mitsukoshi Department Store in the Japan Pavilion of Epcot. Once you've chosen your oyster, you can then choose a setting for the pearl from a wide array of jewelry and charms. Nearby there's a braiding and temporary tattoo station if you'd like to add a quick touch of flare to your look.

As you move along on your bike ride, prepare yourself for another ascent that will connect the Walt Disney World Dolphin and Walt Disney World Swan resorts, the only non-Disney owned hotels this close to a Walt Disney World theme park. Heading back down a nice decline, toward the BoardWalk Inn, you'll notice the pace and liveliness pick up.

Planning a night at the BoardWalk offers you time to slow the pace and to put the "vacation" back into your stay at Walt Disney World. Though the cost of boat and bike rentals, food, and drink add up, it's also a place to catch some enjoyable weekend entertainment without the price of park admission, and though it's absolutely tempting to maximize your park time, winding down at the BoardWalk might make the difference between a harried trip and relaxing vacation.



BRINGING DISNEY HOLIDAY MAGIC HOME WITH ORNAMENTS

by Pat Whitson



Christmas ornaments are a festive and easy way to bring some of the Disney magic home for the holidays. These collectible trinkets are inexpensive. Many styles are available for less than \$20—some for less than \$10—and new styles are available every year. Ornaments are conveniently sized and suitcase-friendly, making them perfect souvenirs that will bring back memories year after year.

Traditions and Celebrations

Adding an ornament to your collection each year is a simple way to commemorate a trip to the Disney parks, or a favorite character or movie. Disney produces several dated annual ornaments, including some featuring the current year's "theme" for the parks.

Perhaps you celebrated something special this year: just married, a new house, new baby, graduation. There's an ornament for each of those. Or maybe your child made the soccer team for the first time. Hang Mickey (or Minnie) playing soccer on your tree. First ballet recital? A Ballerina Minnie ornament is the perfect keepsake. Or maybe you just want to remember what a great vacation you had. With the wide variety of ornaments available, it's easy to capture those special moment and relive them year after year.

Christmas Every Day

While Christmas ornaments are available in virtually every other gift shop during the holiday season, what if your vacation is in June? Not to worry, there are several places where it's Christmas every day at Walt Disney World.

In the Magic Kingdom, Ye Olde Christmas Shoppe is located in Liberty Square, just over the bridge to the hub. This charming shop carries a wide variety of Christmas or-

naments and decorations, and also a smaller collection of pins and jewelry. The helpful Cast Members will personalize most ornaments with a name and date for a small additional charge. This store is designed to look like three separate colonial shops with the walls removed between them. Can you guess from the decor who owns each shop?

Over at Disney's Hollywood Studios, It's a Wonderful Shop is decorated for Christmas year-round. Located near Mama Melrose's Ristorante Italiano and MuppetVision 3D, it's one of the few places in Florida you'll find snow in July. Be sure to get a "cool" picture with Frosty out front!

Epcot has a very special Christmas shop, Die Weihnachts-

Ecke, tucked away in the Germany Pavilion. Here you can learn about the legend of the Christmas pickle, as well as find beautiful glass ornaments. Also be sure to check the various crystal shops run by Arribas Brothers throughout Epcot and the rest of Walt Disney World for some blown glass character ornaments that will add sparkle to your tree.

Disney's Days of Christmas is located in the Downtown Disney Marketplace. This large store is definitely the ornament collector's paradise! Here you can find virtually every ornament available in one place, along with decorations,

holiday books and music, Christmas cards, and more. There is also a section of Hanukkah merchandise. The ornaments in this store are organized in collections so that it's easy to find related styles. One popular collection features a very romantic and elegant Mickey and Minnie in Victorian costumes; another features a woodsy lodge look with natural elements such as wooden twigs. There's also a selection of ornaments representing each Disney resort, so you could commemorate your favorite home away from home. Personalization is available here for a small additional charge.



Adding to Your Collection

Disney holiday ornaments are not only found at the parks. Many retailers carry ornaments featuring Disney's cast of characters. Hallmark is the juggernaut, releasing 30 Disney-themed ornaments this year. Along with Mickey and friends, Princesses and Fairies, and your friends from the 100 Acre Wood, there are ornaments featuring the characters from Toy Story, Bolt, Finding Nemo, Handy Manny, and even Club Penguin. Other ornaments featuring High School Musical, Hannah Montana, and JONAS play musical clips!

DisneyStore.com carries ornaments from late September through the holidays. Here you'll find a nice selection of quality ornaments, some of which can be personalized. This year's assortment includes Alice in Wonderland, Nightmare Before Christmas, Bambi, The Aristocats, Lady and the Tramp, Russell and Dug from Up!, and the elves from Prep and Landing. The Disney Store retail stores sell some of the ornaments found online but not every style.

Don't overlook your local stores, because many chain stores have small sections of Disney holiday items. Target, Kmart, and Walmart will often have licensed lines, which can provide some good filler ornaments on a Disney-themed tree.

There are also higher-end ornament lines from companies like Lenox, Jim Shore, and Precious Moments. For the first time, Lenox is offering a D23 Member Exclusive ornament of Bandleader Mickey, available through DisneyStore.com.

It's All About the Memories

Collecting Disney ornaments brings home not only a decoration, but a memory. Each year as you trim your tree, you'll be reminded of that special moment that made you select that ornament. There's nothing quite like sharing your memories of warm sunny Florida days on a cold winter night.



Home Made for the Holidays

Not going to be at Walt Disney World before Christmas? Here are some simple ornament projects you can make at home to "Disneyfy" your tree!

Not-So-Hidden Mickeys: Take plain glass, ceramic, or plastic Christmas balls and paint classic Mickey head shapes on them with a metallic paint pen. Or use glue and glitter or stick-on rhinestones for more sparkle. Go with contrasting colors for a bold look, or do a tone-on-tone for a more subtle design, such as white glitter on a white ball.

We were here! Cut an old park map into random sized pieces. Coat a Styrofoam ball with glue or Mod Podge (available at your local craft store) and stick on the pieces, overlapping them and using lots of glue and a paint brush to cover all of the Styrofoam. Then brush another coat of Mod Podge over the entire ball and let dry. Make a loop from a piece of pipe cleaner and insert it into the top of the ball to hang.

Framed: Small picture frames make great personalized ornaments. Decorate plain frames with paint, beads, or glitter. Check out the scrapbooking section of your craft store for Disney stickers. Use them either on the frame itself or to accent the photo inside the frame. Attach a ribbon with glue to the back for hanging.

Pinned: Here's a different use for those holiday themed Disney trading pins! Make a "bow" from a loop of wired ribbon and a separate piece for the tails. Attach your favorite pin in the center and secure with the pin back or a locking pin back. Hang with a loop of fishing line or clear thread.





Display Tips

Once you start collecting Disney ornaments, you might quickly find that your collection grows by leaps and bounds. How can you make the most of your treasures? Take a few ideas from the elves that decorate Walt Disney World each year!

Theme a whole tree. A collection presents itself best when like items are displayed in the same place. Decorate a small tree with only Disney ornaments and coordinate the garlands, bows, and lights to match. For example, hang Princess ornaments on a tree with gold lights, silver and pink ribbons, and pearl bead garlands. For Winnie the Pooh and friends, use rustic looking ribbons like small red or green checks, and wire pine cones, paper roses, and small bumblebees to branch tips. The Fab Five will look fabulous on a tree with bright red and yellow bows. If you only have a few ornaments, start with a small tree on a corner table. But as your collection grows, you might find your tree growing as well!

Don't limit yourself to trees. At the BoardWalk Inn, you'll find huge garlands covered with glass ornaments. Swag a garland down a stair railing or across a mantle and festoon it with your favorite ornaments and ribbon. Or decorate a door with a classic Mickey-head wreath you made by wiring two smaller wreathes to a larger one. Don't forget to look up: A collection of reflective ornaments can look fabulous hanging from a chandelier.

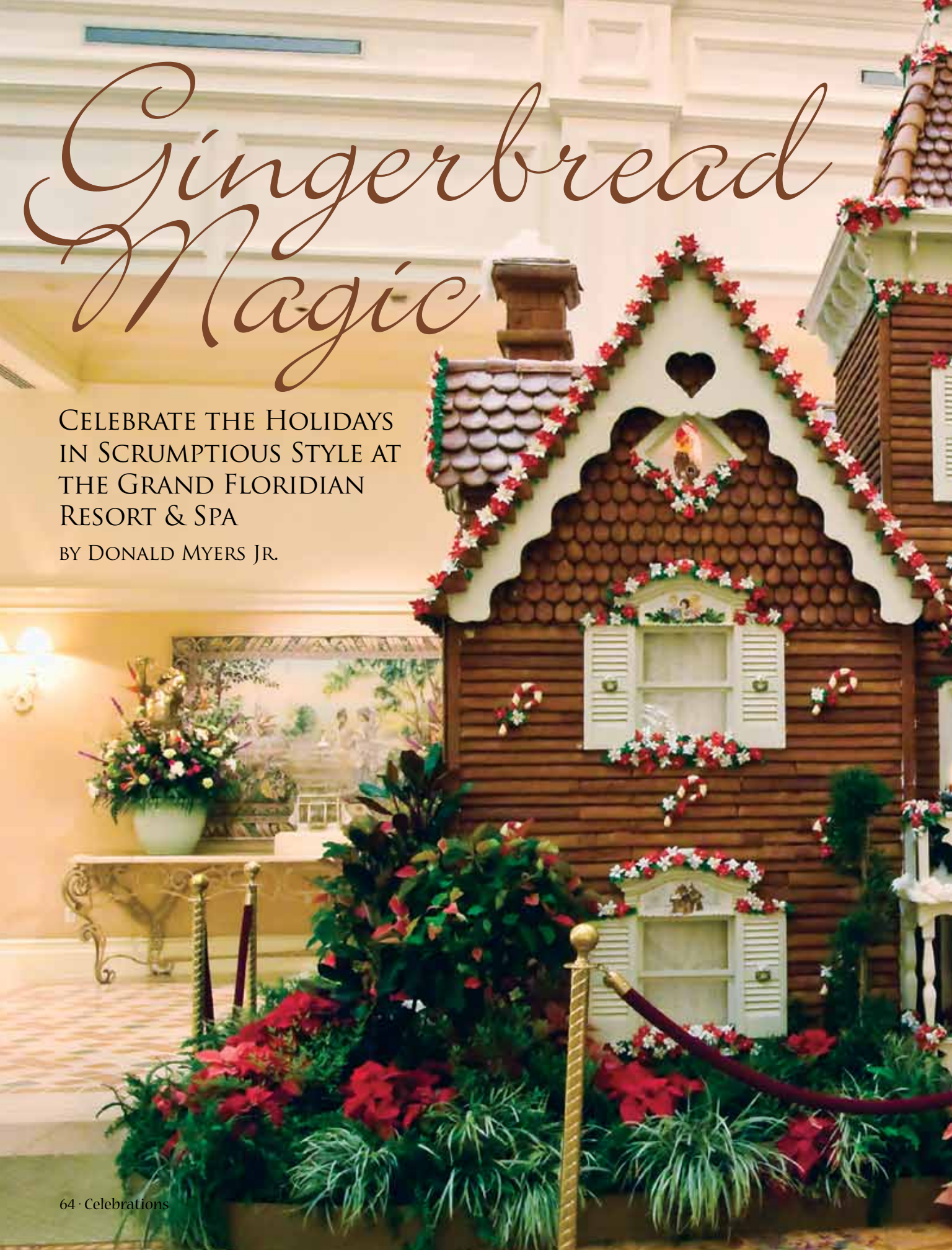
Do something unexpected. The Christmas trees at Walt Disney World are decorated with all sorts of items that you might not think of as ornaments. At Disney's Yacht Club resort lobby, for instance, the tree is decorated with large model ships. Incorporate larger items such as plush characters into your tree, or nestle framed photos from your trips in the boughs.

Don't forget under the tree! Tie fabric scarves around the necks of couple of large plush characters and sit them under the branches, tuck them into stockings or display them peeking out of wrapped boxes.

Gingerbread Magic

CELEBRATE THE HOLIDAYS
IN SCRUMPTIOUS STYLE AT
THE GRAND FLORIDIAN
RESORT & SPA

BY DONALD MYERS JR.







Every November, the Walt Disney World Resort begins its preparations for the upcoming holiday season. From Main Street, U.S.A. in the Magic Kingdom to Epcot's World Showcase, this annual winter tradition transforms the resort into a true Christmas wonderland. But the holiday magic doesn't stop at the theme parks. Each resort decks the halls for the holidays in its own unique way as well. And perhaps one of the most fascinating examples of this holiday magic can be found at Disney's Grand Floridian Resort & Spa: the Gingerbread House, which in 2009 will celebrate its 11th year at the resort.

A gingerbread house sounds simple and small, right? But the Gingerbread House at the Grand Floridian is not your typical holiday decoration. This Gingerbread House is far from simple, and it's anything but small. In fact, you might say it's as big as a house—literally! That's right, Cast Members build a large-scale, life-size Gingerbread House each and every holiday season at Disney's Grand Floridian Resort. It's actually made from scratch with edible ingredients.

You'll find the Gingerbread House inside the Grand Floridian's large, main building. The Gingerbread House is more than 15 feet tall, so it needs to be located in a big, open, indoor area. In fact, the Gingerbread House is so large that it's more like an attraction than a decoration.

Sugar and Spice and Everything Nice

It takes a tremendous amount of ingredients, time, and work to build the Gingerbread House. First, the building materials have to be prepared, on site in the kitchens of the

Grand Floridian's restaurants. The ingredients include more than 1,000 pounds of honey, 800 pounds of flour, 600 pounds of chocolate, 600 pounds of powdered sugar, 35 pounds of spices, 140 pounds of egg whites, 180 pounds of apricot glaze, and of course plenty of Disney magic and pixie dust. To put that in perspective, if you were making a gingerbread house to decorate your house, you'd probably use around 9 cups of flour and 3 cups of powdered sugar. So with the ingredients that the chefs at the Grand Floridian use, they could make more than 200 normal-sized gingerbread houses!

Along the same lines, while you could whip up a gingerbread house in an afternoon, it takes the pastry chefs about two weeks to complete their part of the process for the Gingerbread House. They usually begin right around Halloween, and they finish in mid-November. This is quite a lot of prep work!

Once the ingredients are baked and ready to go, Cast Members begin to construct and decorate the Gingerbread House. This part of the process takes about a week. The Gingerbread House is usually completed around a week to ten days before Thanksgiving, much to the delight of the Guests staying at the Grand Floridian.

It's a Store—and More

The Victorian-style Gingerbread House is truly life size. Cast Members sell treats from inside of the house, including lollipops, gingerbread cookies, gingerbread ornaments, and miniature gingerbread houses. The treats range in cost from \$2.50 for a large chocolate cookie to \$75 for a signature

chocolate box with truffles. Guests aren't allowed to go inside the house, however.

As with so many things at Walt Disney World, Cast Members sneak some Hidden Mickeys and other tributes onto the Gingerbread House. Plus, every minute or so, a plume of smoke floats out of the chimney section, blasting the area with a warm gingerbread scent.

If you time your visit to the Gingerbread House right, you might get to talk to one of the Grand Floridian's pastry chefs while you're there. At various times throughout the day, a chef is on hand to talk with Guests and answer questions. The chefs even demonstrate how to make your very own regular-sized gingerbread house. Don't worry if your culinary skills aren't up to the task. You can buy a ready-made gingerbread house right inside the Gingerbread House.

Well Worth the Trip

Here's good news for Guests who aren't staying at the Grand Floridian: All Guests are welcome to visit the Grand Floridian and see the Gingerbread House. And this is simple to do because the Grand Floridian is located right on the monorail line. So if you're staying at a resort on the monorail line, you have quick to-and-from transportation anytime you want to stop by. Or if you're visiting the Magic Kingdom, you can jump on the monorail and go see it with convenience as well.

Another reason why it's easy to work a visit to the Gingerbread House into your Walt Disney World vacation is that you can see it almost any time—between 10 a.m. and 10 p.m. Many other special holiday attractions, such as parades or fireworks, are only offered at certain times of the day. Other holiday attractions are only offered on certain days, such as Mickey's Very Merry Christmas Party.

Here's one more reason to go see the Gingerbread House: It's free! Many Guests don't go to the parks every single day of their trip, so if you're looking for inexpensive holiday fun on a leisure day outside the parks, the Gingerbread House is a perfect choice.

As with all of the holiday decorations and festivities at Walt Disney World, the Gingerbread House sticks around until just after New Year's Day. A small crew of Cast Members usually takes it down on or around January 2nd. It normally takes them a day or two to deconstruct the Gingerbread House and return the area of the resort's main building back to its regular look. So in the end, it takes about one tenth of the total time to deconstruct the Gingerbread House then it takes to bake, construct, and decorate it.

Although many Guests are sad to see the Gingerbread House go, you can count on one thing: The next year when the holiday season approaches, the dedicated chefs, constructors, and decorators will surely bring the Grand Floridian Gingerbread House back to life again!



Cooling Off at Club Cool

by Jay Reagan

As you make your way to World Showcase, what better way to prepare for your cultural journey than with a small taste of the world? Club Cool, located in western Innoventions Plaza, has been providing thirsty Guests with free samples of Coca-Cola soft drinks from around the world since November 2005. But aside from being a source of free beverages, Club Cool also offers a chance to learn more about a few cultures of the world.

Cold Beginnings

Predating Club Cool was an even "cooler" way to refresh, a recreation of Coca-Cola's fictitious search for the "Origins of Cool" called Ice Station Cool. When Ice Station Cool opened in June 1998, it was hard to miss. Marked by an icy cave and a large snowcat (with Coca-Cola bottle shaped treads, of course), it attracted curious Guests. According to the backstory, Refreshus Maximus Expeditions was founded in 1886, the year that Coca-Cola was founded. Coolologists led these expeditions to bring back exciting flavors from cultures both old and new. When

you entered Ice Station Cool, a sign welcomed you to the reconstruction of the most recent Refreshus Maximus Expeditions site, where you could view a recent discovery by Coca-Cola's "Coolologists."

As you trekked into the cave, you saw something that many people thought to be near impossible in Central Florida: real snow! Snow machines produced a thin layer of snow to further refine the atmosphere of the attraction. But even as amazing as that sounds, it was just the tip of the iceberg of what was to come.

Just around the corner, partially enclosed in an immense mass of ice was what could possibly be the most important discovery in refreshment history: Refreshus Maximus, the "Thirsty Man" himself. Refreshus Maximus was an early ancestor of man, a miraculous relic that provided an insight into the ancestral search for refreshment. Just beyond his frozen grasp was a bottle of Coca-Cola, showing his final struggle to quench his thirst before becoming lost

in time. Coolologists found that this discovery led to an uncertainty that will forever be debated: What came first: man or refreshment? As you pondered this question, you were invited to explore flavors brought back by Coca-Cola Coolologists from their quests around the world.



Club Cool Today

While some Guests see Club Cool as a way to quench your thirst for free on a scorching day, others see it as an opportunity to learn more about each different nation's fondness for refreshments. Currently, here are the Coca-Cola beverages Guests can sample at Club Cool.

Krest Ginger Ale from Mozambique: Throughout Africa, ginger has been used as a medicinal herb for many years, often as a remedy for flu-like symptoms, such as a cough or cold. Krest Ginger Ale is very popular as a mixer in informal bars called shebeens, which are an important part of African history. Coca-Cola introduced Krest Ginger Ale in 1997; other drinks under the Krest brand include lemonade and club soda.

Fanta Kolita from Costa Rica: Fanta Kolita combines the qualities of two traditional Costa Rican drinks: frescas and aguas dulces. Frescas consist of crushed fruit and water. They originated in Mexico, and they eventually spread throughout Central America. Aguas dulces ("sweet waters") are made from sugar dissolved in water. Since the Fanta brand was introduced in 1940, it's been very popular, and it includes more than 70 flavors sold in many different locations around the world.

Beverly from Italy: Perhaps the most popular (?) drink of Club Cool, Beverly is well known for its bitter taste. What many Guests don't know is that Beverly is a non-alcoholic version of an Italian refreshment called an aperitif, and it's only meant to be consumed in small amounts. An aperitif is traditionally served before dinner with appetizers, such as crackers and cheese, to stimulate the appetite. What makes this drink so bitter is quinine, which is the same ingredient found in tonic water.

Mezzo Mix from Germany: In Germany, spezi is often the general term used for a mixture of orange soda and cola. Mezzo Mix fits the description of a good spezi, a light orange taste mixed with standard Coca-Cola. Coca-Cola introduced Mezzo Mix in Bavaria in 1973. Originally, Coca-Cola also sold a lemon-flavored Mezzo Mix, but this soda wasn't nearly as successful as its orange counterpart, and it was

discontinued from the market.

VegitaBeta from Japan: In Japan, "health" vending machines are just as common as soda machines in the United States. One drink often sold in these machines is VegitaBeta, which contains an added supply of beta-carotene. When VegitaBeta was introduced in 1991, it was one of the first heavily promoted drinks to contain beta-carotene. But besides this added vitamin, VegitaBeta is mostly sugar-water, with less than 10 percent juice.

Kinley Lemon from Israel: In the beginning of the thirteenth century, Genghis Khan and his Mongols set out to invade the Middle East. It's known that a drink consisting of lemon juice, water, and honey was very popular with him and his warriors, so some believe that the early ancestor of Kinley Lemon was introduced to this region by these invaders. In 1998, Coca-Cola introduced the Kinley brand to Europe and Asia with a wide variety of flavors of carbonated drinks.

Lift Apple from Mexico: Traditionally, fruit flavored water is a popular thirst quencher in Mexico. This type of drink is called an agua fresca ("fresh water"), and it's made by combining cold water, crushed fruit, and sugar. Lift Apple (or Manzana Lift, as it's called in Mexico) is best described as a carbonated

agua fresca, and it's one of the many flavors of Coca-Cola's Lift brand.

Smart Watermelon from China: During the tenth century, the watermelon was introduced to China from its country of origin, Egypt. The Chinese called watermelon "his-kua," which translates to "melon of the west." Smart was the first carbonated soft drink that Coca-Cola specifically developed for China. Although Smart has been available in a variety of flavors over the years, watermelon still remains one of the most popular.

Many Guests see Club Cool as a chance to try something new and different. After visiting, you might be inspired to try a few other international flavors, and with World Showcase right around the corner, why not? You might be surprised by what you taste.





The Mike Fink Keel Boats

The who who what? Calm down, kids, let me explain. First things first: Mike Fink. Not a fictional Disney character, Mike Fink was a legendary boatman who ran keel boats along the mighty Mississippi River in the late 1700s. His famous tales were told in pre-Civil War ballads and stories, and they gained modern popularity during two appearances in the 1955 Davy Crockett miniseries on ABC's Disneyland TV show. Fink, played by Jeff York, appeared in "Davy Crockett's Keelboat Race," where Fink challenges Crockett to a keel boat race to New Orleans. Crockett raced his boat, the Bertha Mae, against Fink's Gullywhumper to see who would be crowned "King of the River." (As to who won, you'll just have to watch and see.) In "Davy Crockett and the River Pirates," Fink and Crockett joined forces to catch a band of pirates masquerading as Indians.

Oh, and a keel boat? It's a type of watercraft used primarily along shallow lakes and rivers, controlled by oars or poles, often with a cabin in the middle. Many American settlers used keel boats to head out West.

So, we've got Mike Fink and the keel boat part down, but what does this have to do with Walt Disney World? Well, let's start with today and work our way backward. The next time you find yourself visiting the Haunted Mansion in Liberty Square, look to your left as you prepare to pass through the iron gates of the estate. There, along the banks of the Rivers of America, sits an abandoned dock. The Mike Fink Keel Boat loading area and queue wound through the shingled-roof building along the shoreline. The small building next to the dock was the home of the Keel Boat Hat Shoppe. (You can guess what they sold there.) It was later called the Keel Boat



Shop and Ichabod's Landing.

The Mike Fink Keel Boats was an opening day, B-ticket attraction in Liberty Square. The attraction consisted of two, squat, oddly-shaped boats, the Gullywhumper and the Bertha Mae, which took Guests on a leisurely cruise around the Rivers of America. Each powered boat had a cabin in the middle and a ladder at the stern leading to a second deck where Guests could sit.

Much like the Liberty Square Riverboat, the Mike Fink Keel Boats circled around Tom Sawyer Island and past scenes such as the burning cabin (probably torched by those low-down, dirty river pirates), a character named Beacon Joe sitting with Rufus the dog, and Wilson's Cave Inn. Unlike the Liberty Square Riverboat, however, the keel boats were not guided by a track or rail, and instead they moved about

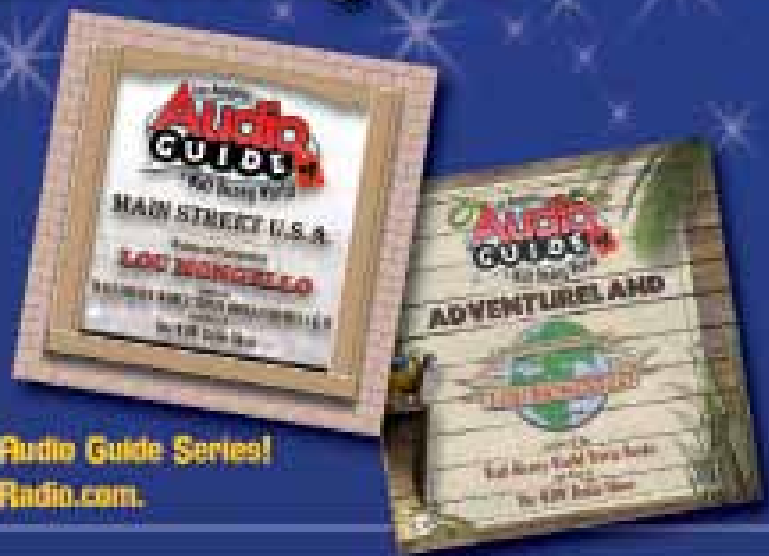
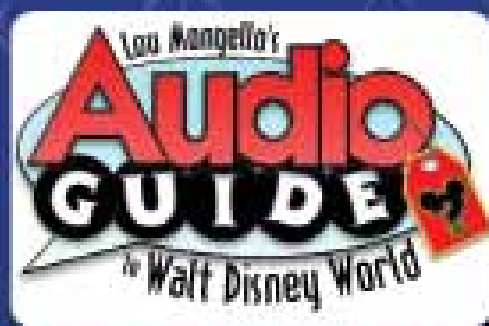
freely on the water.

The voyage was narrated by a Cast Member dressed in appropriate Davy Crockett-style attire, often with a little bit of humor mixed in with the Southern drawl for added effect.

Around 1998, the keel boat dock moved from Liberty Square to the one formerly used by the Davy Crockett Explorer Canoes (which closed in 1994) in Frontierland. The attraction remained open until sometime in 2001, when it closed for good. However, the Walt Disney World version did outlive its West coast counterpart by a number of years. After the Gullywhumper in Disneyland's attraction capsized in 1997, the boat was removed from operation, and neither it nor the Bertha Mae returned for the following season—or ever again.

Here's a little tidbit for you: Before the Magic Kingdom opened to the public, the Gullywhumper and the Bertha Mae were used on the Seven Seas Lagoon to transport Cast Members to and from the park. In fact, one of the boats got stuck in the sand, and much like Davy Crockett and Mike Fink would have done, a Cast Member used a long pole to free the keel boat!

Explore All of the Wonder That Walt Disney World Has to Offer with Lou Mongello



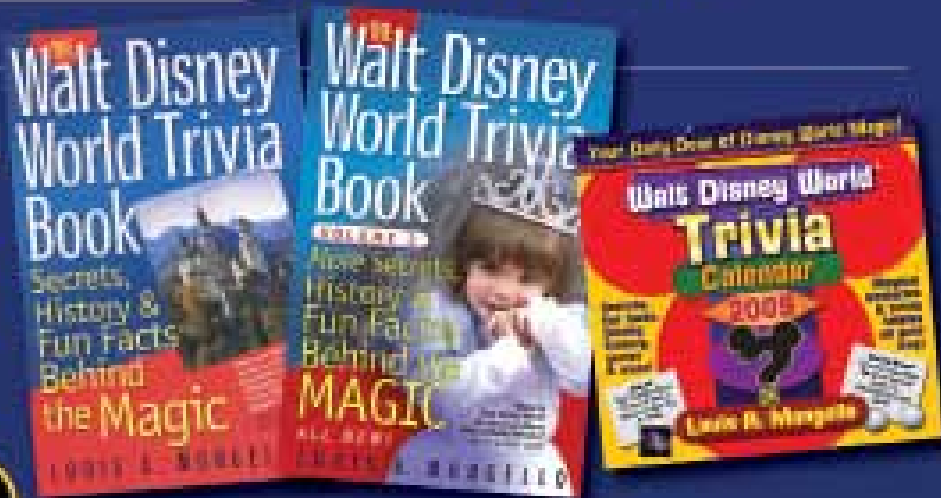
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Wandering the World

Offbeat
Adventures
and Unusual Discoveries
by Ray Harkness



Let's see, where did we leave off? Oh yeah, my wonderful companion and I had just enjoyed a little Storytime with Belle.

Looking at the time, we were in a difficult predicament. If we tried to ride an attraction or two, we risked being late for dinner at 'Ohana, so we made our way to the Polynesian Resort. Because we were a party of two, we managed to slide in a bit early. Dinner conversation quickly turned to the evening's activities. It wasn't long before it became a discussion about whether we should see my companion's must-see, Wishes, or my favorite, IllumiNations. Our waitperson must have overheard our debate because he reminded us that IllumiNations would start 30 minutes later than usual so the final showing of the Candlelight Processional could finish without interruptions.

I immediately turned to my companion and said, "I know what we're doing tonight! IllumiWishes! Two shows, one night."

As we waited for Wishes to start, we walked the Polynesian Resort's beach, looking for just the right place to watch. The scouting of the beach brought us to the Ticket and Transportation Center, and that's when we noticed the boat dock.

We have watched Wishes from the Polynesian Resort beach on numerous occasions, but never from the boat dock. When we saw the dock, we knew that we had found our spot. The dock's proximity to the monorail platform was the icing on the cake.

As Wishes neared the halfway point, we really needed to think about making a mad dash to the monorail to catch a ride to Epcot. If we waited too long, and had

to wait too long for a monorail, we wouldn't make it to Epcot in time. To make sure we didn't miss our ride, we made our way to the monorail platform.

Fortunately, we seemed to make a good judgment call because we weren't waiting long. We hopped on the monorail for the trip to Epcot. As we rounded Spaceship Earth, we saw that IllumiNations was about to start, and we knew that we were still in for quite a hike to get from the monorail station to a viewing location.

Once in the park, we power walked our way to World Showcase. We could hear the opening narration as we made our way to the lagoon. Fortunately, when we heard

the torches get blown out, we were already making our way through the Lights of Winter.

Because our goal was to see IllumiNations, location wasn't as important to us. As we ran up to World Showcase, we looked for the first pocket we could dive into amongst the throng of fellow onlookers. Success was ours, and I must admit that I got a little misty eyed as I watched this fabulous pyrotechnic display.

We didn't get there in time to see the entire program, but we did catch the last half and more importantly, the Holiday Tag that's added to the end of IllumiNations for the

holiday season. But in my book, even seeing part of IllumiNations counts as a "see."

As the crowd emptied at the end of IllumiNations, my companion and I gave each other a high five for pulling off a seemingly impossible task.

As the final minutes on this fabulous day tick away, I wanted to wish everyone a happy holiday season and a happy new year. This is Ray Harkness, and you have been Wandering the World. See you in 2010!



BY THE NUMB3RS

The Eiffel Tower

76 Height of the Eiffel Tower in the France Pavilion in Epcot (in feet)

1,063 Height of the real Eiffel Tower in Paris (The Epcot version is variously reported as being 10 or 13 times smaller than the real thing; clearly too short if you do the math. The confusion lies in the fact that the Epcot version is built to 1:10 scale, but is a bit distorted due to the use of forced perspective to make the tower seem taller than it is.)

1889 The year represented by the Epcot reproduction (How can you tell? You may note that the Eiffel Tower here is a dark tan. The actual Eiffel Tower is green, much like the Statue of Liberty, but that's due to the aging process. The color you see in Epcot is the original color of the Tower, reinforcing the fact that you are visiting France circa the late 1800s!)

0 Number of birds you'll typically see perched atop the France pavilion's Tower (Why? The Tower is actually coated with a sticky substance to discourage birds from landing on it, which would ruin the illusion of height.)

C'est magnifique!



Holidays at Disney Trivia Quiz

by Jennifer Bright Reich

1. How many LED lights make up the Castle Dreamlights?

- a. 200,000
- b. 100,000
- c. 90,000
- d. 75,000

2. How many miles of cable hold the Castle Dreamlights to the castle walls?

- a. 9
- b. 15
- c. 18
- d. 25

3. What makes the Gingerbread Men in the Mickey's Once Upon a Christmas Parade unique?

- a. They smell like gingerbread.
- b. They taste like gingerbread.
- c. One has burned edges.
- d. Their bottoms are flat.

4. How many moving trucks did it take to move the Osborne lights to Walt Disney World?

- a. 8
- b. 6
- c. 4
- d. 2

5. What unusual item can be found in the Osborne Family Spectacle of Dancing Lights?

- a. A Halloween cat
- b. An Easter bunny
- c. A leprechaun
- d. Michael Flatley

6. How many lights are there in the Osborne Family Spectacle of Dancing Lights?

- a. More than 3 million
- b. More than 5 million
- c. More than 7 million
- d. More than 1 million

7. Who delivers the moving message of peace at the holiday special IllumiNations?

- a. Thurl Ravenscroft
- b. Walt Disney
- c. Walter Cronkite
- d. James Earl Jones

8. Which celebrity shared the story of the first Christmas on Main Street in Disneyland?

- a. John Wayne
- b. Dennis Morgan
- c. Henry Fonda
- d. Cary Grant

9. Why was the 20-foot tall Christmas star removed from Disneyland's Matterhorn Bobsleds in 1961?

- a. It was rusty and falling apart.
- b. To move it to Walt Disney World
- c. To support Disneyland's energy conservation efforts
- d. It took a special bulb that wasn't made anymore.

10. What holiday element decorates Donald's outfit in Mickey's Jingle Jungle parade?

- a. Candy canes
- b. Snowflakes
- c. Snowmen
- d. Hidden Mickeys

11. What can you smell in the air as Minnie's Candy and Cookies float heads by in Mickey's Jingle Jungle parade?

- a. Gingerbread
- b. Sugar and spice
- c. Vanilla
- d. Cinnamon

12. How many gingerbread shingles are on the Grand Floridian Resort & Spa's Gingerbread house?

- a. 5,089
- b. 3,322
- c. 4,221
- d. 2,578

13. Where can you find the largest Christmas wreath in Walt Disney World?

- a. Cinderella Castle
- b. Cirque du Soleil building
- c. Spaceship Earth
- d. Grauman's Chinese Theatre

14. How many decorated trees can you find in Walt Disney World?

- a. More than 2,000
- b. More than 1,500
- c. More than 1,000
- d. Too many to count

15. Where does it snow in Florida during the holidays?

- a. Main Street, U.S.A.
- b. Osborne Family Spectacle of Dancing Lights
- c. The town of Celebrations
- d. Blizzard Beach

ANSWERS

- | | | |
|------|-------|-------------|
| 1. A | 7. C | 13. B |
| 2. B | 8. B | 14. B |
| 3. D | 9. C | 15. A, B, C |
| 4. C | 10. B | |
| 5. A | 11. D | |
| 6. B | 12. A | |

ANSWERS

KIDS KORNER (pages 78-81)

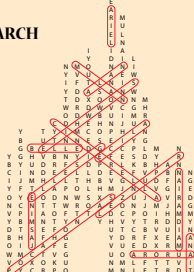
WHO AM I?

- 1. Mushu
- 2. Ariel
- 3. Jafar
- 4. Robin Hood
- 5. Pocahontas
- 6. Honest John

BLOCK PARTY

- 1. Big Thunder Mountain Railroad
- 2. TriceraTop Spin
- 3. Test Track
- 4. The Many Adventures of Winnie the Pooh
- 5. Astro Orbiter
- 6. The Great Movie Ride

PRINCESS WORD SEARCH



BRAIN BUSTERS

Crescent Lake

FIND THE DIFFERENCE



- 1. The text is missing.
- 2. The hand has moved.
- 3. A knob has appeared.
- 4. The color of the stripe has changed.
- 5. There are extra keys on the typewriter.
- 6. 'Admirality' is spelled wrong.
- 7. The lettering on the drawer is missing.
- 8. The switch is gone.
- 9. The cup is taller.
- 10. The lamp is bigger.

FIND THE DIFFERENCE BONUS ANSWER
Disney's Polynesian Resort

WORD SCRAMBLE

- 1. Stromboli (*Pinocchio*)
- 2. Hades (*Hercules*)
- 3. Syndrome (*The Incredibles*)
- 4. Ursula (*The Little Mermaid*)
- 5. Shere Khan (*The Jungle Book*)
- 6. Randall (*Monsters, Inc.*)
- 7. McLeach (*The Rescuers Down Under*)
- 8. Shan-Yu (*Mulan*)

MYSTERY QUEST (pages 82-83)

SECRET SYMBOLS

- 1. On the lanterns in the Japan Pavilion
- 2. The Rose & Crown in the United Kingdom Pavilion
- 3. On the Mercantile building in the Canada Pavilion
- 4. The Guerlain perfume shop sign in the France Pavilion
- 5. The Tangerine Cafe sign in the Morocco Pavilion

SCAVENGER HUNT

- 1. In the *Impressions de France* film
- 2. Inside the Sportsman's Shoppe in the United Kingdom Pavilion
- 3. In the Morocco Pavilion as you approach the Restaurant Marrakesh

- 4. In the Mercantile (look up!)
- 5. On the base of the Torii gate in the Japan Pavilion
- 6. In the Chrysalis Box in the Butterfly Garden at the United Kingdom Pavilion
- 7. In the France Pavilion by the lagoon
- 8. In the *O'Canada* film
- 9. The Ottawa Senators hockey jersey in the Mercantile
- 10. On the pearl stand in the Mitsukoshi Department Store in the Japan Pavilion

WHERE AM I?

- 1. The exit of O'Canada
- 2. The hedge maze in the United Kingdom Pavilion
- 3. The stained glass windows in the Plume et Palette at the France Pavilion
- 4. Atop the fountain in the United Kingdom Pavilion
- 5. Atop the Goju-no-to pagoda in Japan
- 6. Inside the Gallery of Arts and History in the Morocco Pavilion
- 7. The opening scene in the *O'Canada* film
- 8. The ceiling inside the *Impressions de France* theater

In Search Of...

Chip



Having discovered the whereabouts of Mr. Toad in our last adventure, I decided to stop by Mickey's PhilharMagic to enjoy some pleasant music. Unfortunately, this mischievous duck interrupted the proceedings. I had heard of this chap before and recalled that he had several run-ins with a couple of pranksters named Chip 'n' Dale. I didn't know them personally, but it seemed like they would be very useful right about now. During the scene featuring Lumiere from Beauty and the Beast, I suddenly remembered little Chip, the teacup, who was one of my favorite characters. I'm not sure if this would be same Chip, but I thought it best if I could find him.



It turns out he was nowhere to be found in Mickey's PhilharMagic, so I went out on Main Street, U.S.A., to see if I could find him. In the window of the Main Street Emporium, I found this wonderful display, and lo and behold there was little Chip! The nearby storybook told how Beauty and the Beast was the first animated film to be nominated for the Best Picture Academy Award, but sadly no award for Chip.



Finding a little Chip figurine was nice, but I was still hopeful I could find the real thing. I heard tales of teacups in a nearby land, so I set off to see what I could find. I came across this beautiful teacup, though it certainly wasn't Chip. It belonged to a fellow named the Mad Hatter, who had a sign in his hat that read "10/6," which I learned was an English monetary designation. Considering the year that the Mad Hatter first appeared, that would make his hat worth about \$105 today. Now that is insane!



Still no Chip, however, so I continued my search. I came upon a regal building that was home to the great leaders of the United States of America. Since Chip himself came from a royal house I thought I might find him there. I came upon this delicate cup, but I noticed it was not as ornate as I had expected. It turns out that the owner of the cup, George Washington, was very adamant about not wanting to appear too regal, so he opted for elegant simplicity instead. I'd have to look for Chip elsewhere.



Off to Epcot I ventured, as I recalled finding the Beast's rose here not long ago. I found myself back at the Plume et Palette at the France pavilion, and was overjoyed to come across this antique copy of *La Belle et La Bête* (though I noted that the proper French title is actually *La Belle et La Bête*). And nearby I found these candlesticks, surely the inspiration for Lumiere! I hoped to find a tea set nearby, but alas, no such luck. I did find a tea set in the United Kingdom Pavilion right next door (an elegant fine bone china set in the Tea Caddy shop), but still no sign of Chip. I even saw Belle herself and tried to ask her where Chip might be, but for some strange reason there was a long line of people who were having her write something on various pieces of paper that they would give her. Funny, I thought she liked reading books, not writing them!



I overheard someone mention that Belle could also be found at the nearby Hollywood Studios. Thinking that Chip might also be there, I ventured off to the land of movie magic. I wandered down a street that looked a lot like New York, and found this tea set in a shop called the Tea Room. I also found another across the street in the China Bowl restaurant window, but these were obviously not what I was looking for. It occurred to me that the *Beauty and the Beast* film was animated, so I thought a visit to the nearby Animation Courtyard was in order.

I went through the animation building, and while I did come upon an annoying dragon named Mushu, I saw no sign of Chip. I exited through the Animation Gallery and was delighted to come across this delicate figurine. While I didn't find Chip himself, I felt that I was getting very close. As I stepped outside, I thought I could hear the familiar tune of "Be Our Guest" off in the distance (yes, I have an amazing sense of hearing!), and I wandered off to investigate.



Entering the theater on Sunset Boulevard that plays host to the *Beauty and the Beast*-Live on Stage show, I was delighted to discover Chip himself. While I was saddened to see that he had a bit part (there were a large number of dancers who insisted on taking up much of the stage), I could see that he was having a wonderful time. He did look a bit tired though, and I wondered if his long run on Broadway had worn him down a bit. The Broadway production had 5,464 performances between 1994 and 2007, and was the sixth-longest running show in history. That's a lot of dancing! And of course that doesn't take into account the shows at the park, which has been continuously performed since 1991, making it the longest running stage show at Walt Disney World. Perhaps I'll leave Donald to fend for himself!

Kids Korner

Who Am I?

Can you name the characters who have these sidekicks?

1. Cri-Kee
 2. Flounder
 3. Iago
 4. Little John
 5. Meeko
 6. Gideon
-

Block Party

Can you unscramble these photos of famous Disney attractions?

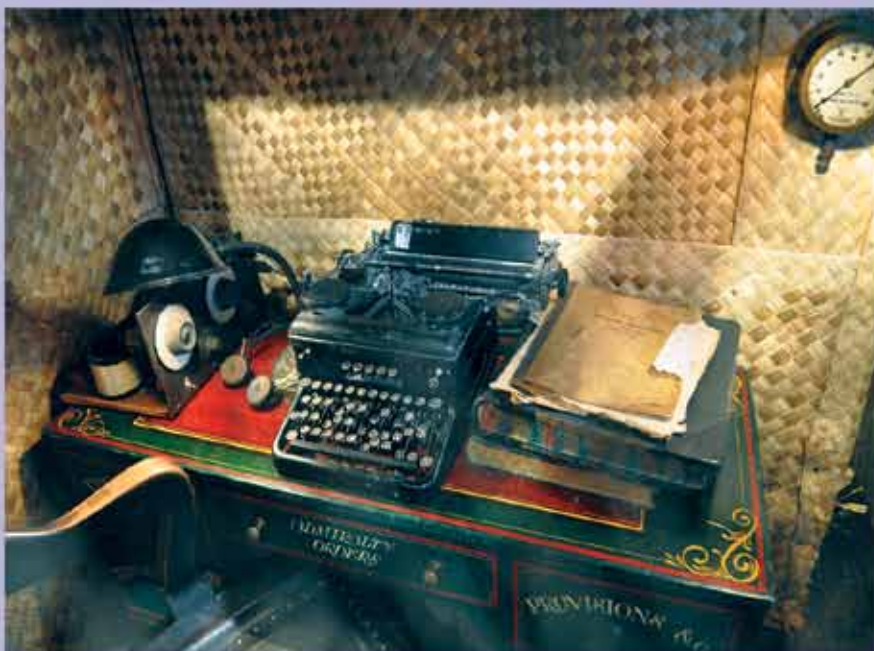


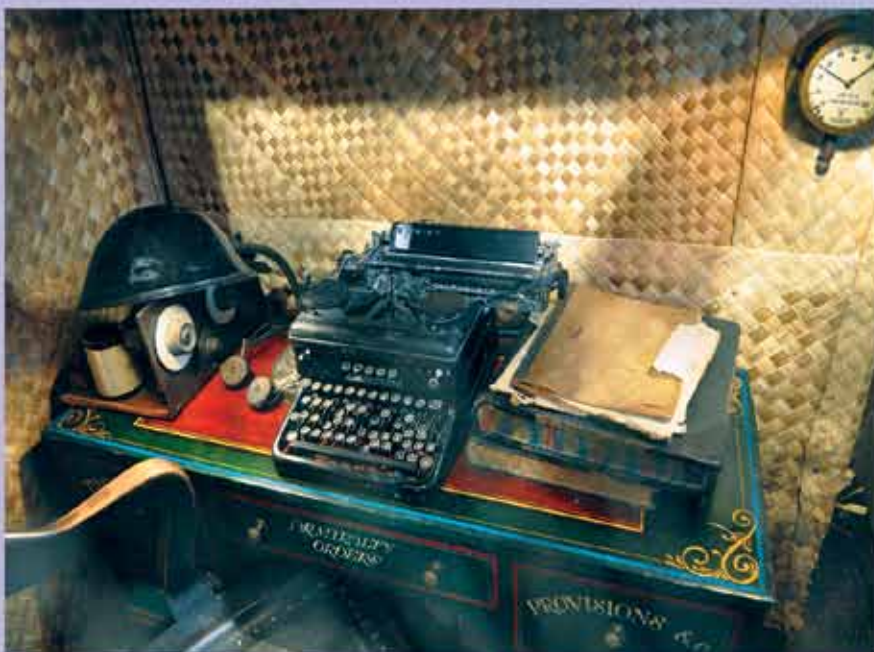
Brain Busters

What is the name of the lake on which the Epcot resorts can be found?

Find the Difference

Somebody left their desk in shambles. (They're probably off on a mysterious adventure)! Can you spot the 10 differences in the photos below?





BONUS QUESTION

At what Disney resort will you find this old-fashioned desk?

Word Scramble

Unscramble these Walt Disney World villains. For an added bonus, see if you can figure out what films they are from.

1. MORBILOTS

□ □ □ □ □ □ □ □ □ □

2. SHADE

□ □ □ □ □ □

3. DYNOMERS

□ □ □ □ □ □ □ □ □ □

4. LAURUS

□ □ □ □ □ □ □ □

5. HERSE NAHK

□ □ □ □ □ □ □ □ □ □ □ □

6. LANDARL

□ □ □ □ □ □ □ □ □ □

7. HAMCLEC

□ □ □ □ □ □ □ □ □ □

8. NAHS -UY

□ □ □ □ □ □ □ □ □ □

Answers on page 75



Ask Meredith

In each issue, our Kids Korner columnist will answer questions that are too tough for the grown-ups! If you have a question for her, send it to: askmaredith@celebrationspress.com.

What are your Top Five favorite things at Disney during the holidays?

It's hard to pick only five things, but I tried! Here they are, in no particular order...

1. SNOW ON MAIN STREET, U.S.A.

Did you know that Disney magic can make it snow in Florida? I've seen it! Right there on Main Street...really!!

2. CHARACTERS IN WINTER COSTUMES

I love visiting the characters when they are dressed up for winter fun. Mickey looks great in his winter coat and top hat, Pooh is so cute with his scarf and hat, and even the Princes are out with their Princesses. My favorite is seeing Belle in her red Christmas dress with the Beast all dressed up to dance.

3. THE SANTAS

There are Santas from all over the world in Epcot who will share their Christmas time stories with you. But the best one is on Main Street, U.S.A. during Mickey's Very Merry Christmas Party. I don't know how Santa has time to visit

Walt Disney World, but I'm glad he's there to listen to my list. Did you know that Santa is really strong? He must be, because he lets my mom sit on his lap, too!!! Wow!

4. OSBORNE LIGHTS

Imagine if all the holiday lights from your neighborhood were placed on one block of houses... then add music and pixie dust. That is what the Osborne Family Spectacle of Dancing Lights is all about. The lights form Christmas trees, reindeers, angels, presents, and there is even a Mickey with a Santa...it's amazing!!!

5. CHRISTMAS PARADES AND FIREWORKS

Mickey and his friends are celebrating the holiday and everyone and everything is there - all the characters, elves, toys, presents, dancing snowflakes, gingerbread boys, toy soldiers, and even Santa Claus with Mrs. Claus. After the parade, we watch the special Holiday Wishes in front of the castle. My favorite part is when the fireworks make the castle into a Christmas Tree...even with a firework star on top!

MYSTERY QUEST

DISCOVER THE SECRETS OF WALT DISNEY WORLD

WORLD SHOWCASE WEST

Travel through Japan, Morocco, France, the UK, and Canada and see what wonders and surprises await you.

WORLD SHOWCASE WEST SECRETS

- Towering above the Japan pavilion is the Goju-No-To Pagoda. It was inspired by a shrine in Nara built in the year 700.
- In the France Pavilion, the park near the lagoon was inspired by a famous painting called "A Sunday Afternoon on the Island of La Grande Jatte", painted in 1884 by the French artist Georges Seurat.
- To create a sensation of height in the Rocky Mountains found in the Canada Pavilion, Imagineers once again employed the use of forced perspective. By using smaller and smaller plants as they went up the mountainside, the illusion of greater height was achieved.
- The centerpiece of the Morocco pavilion is a replica of the Koutoubia Minaret prayer tower, originally built as part of a 12th century mosque in Marrakesh.
- The Toy Soldier shop in the United Kingdom Pavilion is located in a replica of Henry VIII's Hampton Court Palace. The nearby garden maze was inspired by the Somerleyton Hall Maze, which was built in 1846.

SCAVENGER HUNT

Here are a variety of items you might find around World Showcase West. Can you figure out where they are?

1. Sheep
2. A golf ball washer
3. A camel
4. A skunk
5. Barnacles
6. A butterfly
7. A fishing pole
8. A gondola
9. A senator
10. A small drum

SECRET SYMBOLS

Where can you find these cryptic inscriptions?



1



2



3



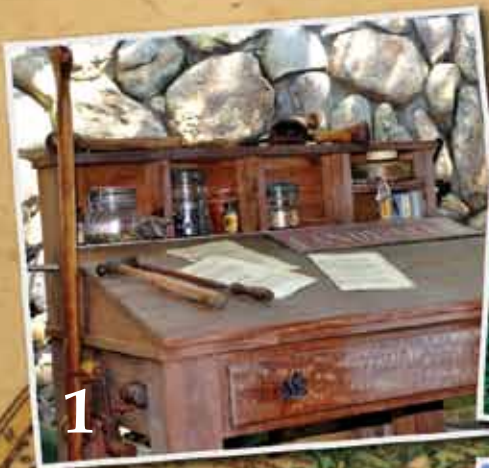
4



5

WHERE AM I?

Can you determine where these photographs were taken?



Only the best explorers will be able to figure this one out...





Top 10 Things You Didn't Know About Tigger

1. Tigger made his first appearance in the book *The House at Pooh Corner*, which was published in 1928. That was the second volume of the beloved stories written by A. A. Milne. Likewise, Tigger didn't appear until the second Winnie the Pooh animated featurette, *Winnie the Pooh and the Blustery Day*, which was released in 1968.

2. That makes Tigger's birthday a bit ambiguous, as one could argue he was born in either 1928 or 1968, quite a difference! Disney often lists his birthday as 1968, making him quite young in relation to other Disney characters.

3. As everyone knows, the proper way to spell "Tigger" is T-I-double-guh-err. Curiously, the word "tiger" is never mentioned in any of the Winnie the Pooh stories. One might choose to be careful when relying on Tigger for pronunciation advice, however. He has been known to mangle the English language at times; notable examples include "ridicarus" for "ridiculous" and "recoginize" for "recognize." (You can admit it: You sometimes say those words the exact same way, don't you?)

4. Like Winnie the Pooh, you can see the original stuffed animal that inspired Tigger in the Children's Center at 42nd Street of the New York Public Library. Appropriately, at one time the nearby Winnie the Pooh book was opened to the "Tigger Has Breakfast" chapter.

5. So what do Tiggers eat for breakfast? Certainly not hunny, much to Winnie the Pooh's delight. He also won't eat haycorns or thistles, which he despises. His favorite food is actually extract of malt, which Kanga would give Roo for his strengthening medicine.

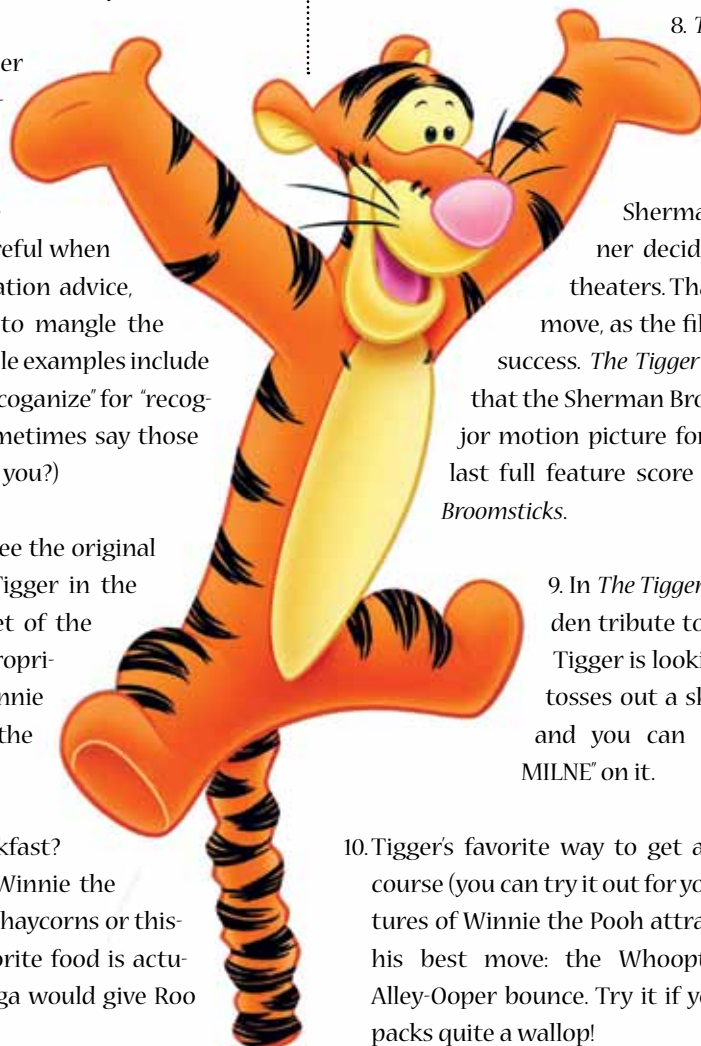
6. Is there more than one Tigger? You might think so, considering the way he always refers to himself in the third person, and plural as well. But as he paradoxically sings in "The Wonderful Thing About Tiggers": *...the most wonderful thing about Tiggers is I'm the only one!*

7. That never stopped him from looking though. In the 2000 film *The Tigger Movie*, Tigger sets off on an adventure to find his family. Is he successful? You'll have to see for yourself!

8. *The Tigger Movie* was originally going to be a direct-to-video release, but upon hearing the score written by the Sherman Brothers, Michael Eisner decided to release the film in theaters. That turned out to be a wise move, as the film was a major box office success. *The Tigger Movie* was the first time that the Sherman Brothers had worked on major motion picture for Disney in 29 years, their last full feature score being 1971's *Bedknobs and Broomsticks*.

9. In *The Tigger Movie*, you can find a hidden tribute to author A. A. Milne. When Tigger is looking through the barrel, he tosses out a ship's life ring. Look closely and you can spot the wording "HMS MILNE" on it.

10. Tigger's favorite way to get around is by bouncing of course (you can try it out for yourself at the Many Adventures of Winnie the Pooh attraction!), but nothing beats his best move: the Whooppy-Dooper-Loopty-Looper-Alley-Ooper bounce. Try it if you dare, but be careful; it packs quite a wallop!



Keepsake Image: "Night Thunder" · Photography by Tim Devine

Back Cover Photography by Tim Devine





*"Promise...
We'll walk side by side
As a new day dawns
We'll go on"*