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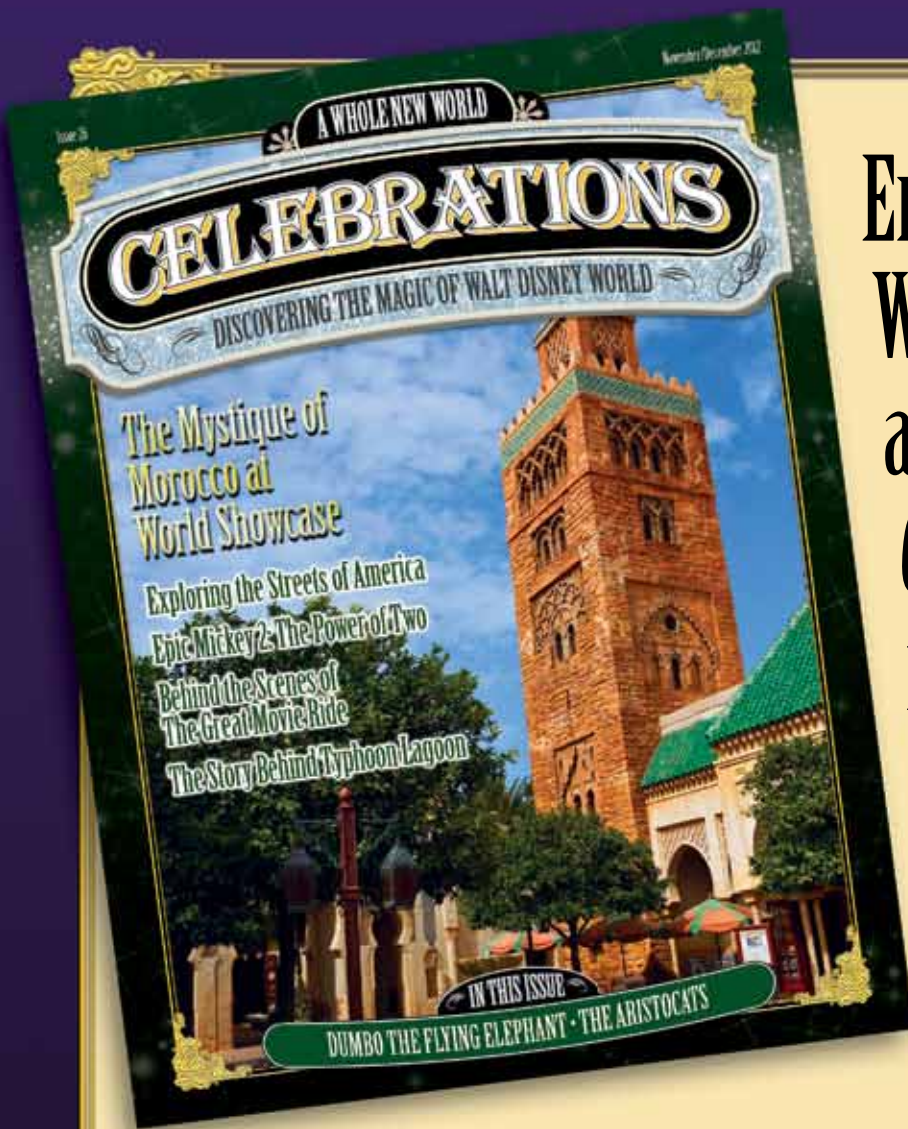
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Through Another's Eyes

What's the most magical thing about Walt Disney World? That's a tough question, and depending on what frame of mind you're in, the answer can vary wildly. It could be the warmth of a holiday celebration, the discovery of something new, or even finding a secret hideaway where you can relax and watch the world go by.

But time and time again, I find that the most magical moments come not from an event or a new discovery, but in sharing that experience with another. There's nothing more magical than bringing a family member to the Magic Kingdom for their first visit and seeing the look on their face when they see the castle for the first time, or when they see the Dreamlights turn on during the holidays. There's something about seeing the awe in a person's face that transcends the mere spectacle of the moment. It's an opportunity for you to truly share the magic with another, and in a roundabout way it lets you walk in the shoes of Walt Disney. His dream was to create a magical place for people to share together, and seeing the looks on the faces of the people in his park must have been a heartwarming experience for him.

No, we didn't create this magical world, but we somehow feel a part of it. That's partly because we've been many times before and have experienced the magic ourselves, but it's mostly because one special man created this world for that express purpose: a wonderful place where everyone can have fun together. We're not just visiting; we're a part of this world. And when we have the opportunity to introduce a loved one to this land of imagination and fantasy, we can feel a small bit of that same pride that Walt had when he created a place where dreams can come true...and shared it with the rest of the world.

Tim Foster





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DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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“I would rather entertain and hope that people learned something than educate people and hope they were entertained.” — Walt Disney

When you think of Walt Disney World, chances are your mind goes to your favorite attraction, memories of time spent with family and friends, a song, or a Castle. But when I think of the Disney Parks, I think of something else (in addition to the food), and that's Opportunity.

When I say opportunity, I don't mean the opportunity to ride an attraction, see a new show, meet a character, or even dine at your favorite restaurant. Instead, I believe there is opportunity to learn ...and to teach.

Walt was right (again). While the parks are rooted in incredible storytelling on a three-dimensional stage, they also afford us the ability to learn, and in the process, educate our children and others as well. These educational opportunities lie all around you. And part of the fun is discovering what and where they are. From storytelling to architecture, to American history, science, sociology, physics, art, economics, geography, paleontology, and nutrition... the list is almost infinite.

Because these "lessons" are not necessarily spelled out for you, often times we find ourselves (and our children) learning "by accident." It is a by-product of the experience and entertainment, as opposed to being presented to you. And that is what makes it fun. You can walk down Main Street, U.S.A. and enjoy it on its face...or choose to dig deeper and understand what small-town America was like at the turn of the century. Seek out and identify the various types of architecture and influences. Analyze the psychology used in determining décor, placement of shops and restaurants, and how it is a multi-sensory experience.

In Liberty Square, try to look at your journey beyond the thoroughfares you cross, and explore the real historical significance and influences in every building and detail.

But don't stop there. Because while Walt hoped that people would learn something along the way, we have an obligation to help share what we have learned with others. As a parent, I relish the opportunity I'm given to bring abstract concepts to life for my kids when taking them through the parks. When touring the parks with friends, I want them to look beyond what they see, and to appreciate and understand it more.

Question why, and learn from what is there.

In Walt Disney World, opportunity is everywhere. Take it. Enjoy it. Learn from it. Share it.

Lou Mongello



Contributors



As a full-time freelance journalist, Matt Cabral covers video games, film and television for a variety of online and print outlets. When he's not watching the latest blockbuster on the big screen he's at Walt Disney World with his family. Feel free to look Matt up on Facebook and follow him on Twitter @gamegoat.



Lori Elias credits her passion for Disney to long-time friend Tara Miller, a Cast Member with the Disney Cruiseline. Lori is a Cleveland-area middle school music teacher by day, freelance writer by night, and Disney fan 24/7. She has written for a number of music publications, and is thrilled to be able to share her love of all things Disney.



Joe Essaf's annual family vacations to Walt Disney World have instilled in him a love of magic and fantasy. Along with his appreciation and passion for the animated classics, Joe has a strong connection with Disney and all of its properties. Joe will always continue to visit Walt Disney World and pick himself up a delicious Mickey Bar.



Ray Harkness thanks Disney for saving his marriage. After being shown the joys of a vacation by his lovely wife Nancy, he now cannot imagine being away from work if it doesn't involve a Disney resort. When not touring the parks, Ray writes for his blog Grumpy's Hollow under the name Grumpwurst (grumpyspace.blogspot.com).



John King is a novelist, poet, journalist, and scholar currently teaching at the University of Central Florida. Walt Disney World will always be entwined in his memories of Florida and his youth, as he and it came into being in the same year, 1971. Because Walt Disney World was new then, he felt that it was created just for him. However, he is happy to share Walt Disney World with you.



Jim Korkis is an internationally recognized Disney Historian whose writing and original research has been utilized by other Disney Historians as well as the Disney Company.



Letters



Living the Dream

I absolutely love *Celebrations*. I await every issue eagerly!

We recently went on a Disney Cruise on the Dream. At one point, our group was busy talking, with little Olivia looking on. It was only later that I realized that "Disney Dream" on the life preserver was situated around her head!

The picture of the Castle was taken on the same trip, and was just a little spooky! We had a great time



at Mickey's Not So Scary Halloween Party. (I'm the pirate with the hat!)

Andrea Kerkentzes
Canonsburg, PA



Cast Member Culinary Magic

People speak of magical moments when they visit Walt Disney World, and we had our very own special moment that I want to share. We were traveling with our young son, who happens to be allergic to eggs. Needless to say that makes dining out a challenge, but we couldn't resist making a reservation at the Crystal Palace so that we could visit Winnie the Pooh and his friends. When it was time to eat, we walked

up to the buffet and immediately ran into a dilemma; how would we know what foods were safe for our son to eat?

We asked a nearby Cast Member if she could help, thinking she might be able to provide a list of the foods containing eggs. She asked us to wait a moment, and she soon came back with the head chef himself! Not just a cook, but the actual chef! Even more astonishing, the chef took all of us through the buffet, pointing out every food and letting us know if it was OK or not. When we were done he asked if our son had ever had brownies. Since they typically contain eggs, we replied that he hadn't. The chef then left us to enjoy our meal, but promised a special surprise. When we were finished, he came back out with a plate of the most elaborate brownies we had ever seen. He explained that he had a special egg-less brownie recipe, and to our delight he had taken it upon himself to prepare this special treat. This was the first time that our son had ever had a brownie in his life, and the look on his face was priceless.

We were astounded by the chef's extreme kindness and generosity. Not only did he help us with our questions, but he went above and beyond to create a family moment that we will never forget.

I guess that's what they mean by Disney Magic!

The Martens
Horsham, PA

Traveling in (Disney) Style

I would like to share these photos with you of our van windows which my son has painted. Each time we go to Disney, my son does something special to get us excited about our trip, which is not hard to do; we are excited from the moment we say we're going. Last year, he painted the characters in Halloween costumes, and the car was the talk of the valet parking attendants. He also made special autograph books for his daughter and son as well as itineraries. This year, he again painted the van window with ride themes, on one side is the Haunted Mansion, and the other is Pirates of the Caribbean. He has also created new autograph books for his children with a hand painted cover. He started this project in April and



worked on painting the van windows in the evenings and weekends. Since he has worked so hard to make our trips special, I thought that sharing them with other Disney fans would let him know how much we appreciate his hard work.

*Sheila M. Dolan
West Chester, PA*



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Calendar of Events

Epcot International Food and Wine Festival

September 28 - November 11, 2012

There's something to satisfy most every taste and interest. In addition to the attractions Guests already enjoy at Epcot theme park, this annual autumn event features a delectable array of offerings, including:

- International kiosks featuring tasty tapas and refreshing beverages
- Cooking demonstrations and dining events—including experiences with celebrity chefs!
- Mixology classes and wine tastings
- Live musical performances by popular hit-makers

Enjoy all this—and more—when this annual event returns to Epcot theme park in fall 2012. Dine your way around the world. Cultivate your cooking skills. Savor a rare vintage. Enjoy an exhilarating outdoor concert. Make magical memories to last a lifetime at Epcot International Food & Wine Festival.

Wine and Dine Half Marathon

Epcot

November 9 - 10

With a start under the stars, the Disney Wine and Dine Half Marathon takes runners through the theme parks with world-class Disney entertainment along the way to help the miles fly by. After finishing, runners and their guests

can celebrate their accomplishment at an exclusive after-hours party inside the Epcot International Food & Wine Festival. The event also includes kids' races, a family fun run 5K and a health and fitness expo.

Festival of the Masters

Downtown Disney

November 9 - 11

This outdoor fine arts show features more than 150 juried Fine Artists and over 40 Emerging Masters, offering one-of-a-kind selections in jewelry, paintings, clay, glass and eight additional categories. Plus, live entertainment, interactive activities for kids and families and unique food offerings.

Mickey's Very Merry Christmas Party

Magic Kingdom

Select Nights: November 9 - December 21

Celebrate the magic of the holiday season with your family at Mickey's Very Merry Christmas Party, a special event held select nights in November and December at Magic Kingdom theme park!

This festive celebration is filled with spectacular fireworks, a very special holiday parade and live entertainment featuring your favorite Disney Characters. Purchase of an additional event admission ticket is required to attend this event, and tickets sell out quickly.

Mickey's Very Merry Christmas Party features:

The enchanted Castle Dream Lights on Cinderella Castle

Mickey's Once Upon A Christmastime Parade, complete with a special appearance by Santa Claus himself

An exclusive holiday fireworks extravaganza — Holiday Wishes: Celebrate the Spirit of the Season

Live entertainment featuring Disney Characters
Meet and greet opportunities throughout Magic Kingdom theme park with some of your favorite Disney Characters

Complimentary cookies and hot cocoa

A magical snow fall on Main Street, U.S.A.

Special access to many of the most popular Magic Kingdom attractions.



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Disney News

Fairytale Elegance, French-Inspired Cuisine Celebrated At Be Our Guest Restaurant in New Fantasyland

Be Our Guest Restaurant in New Fantasyland magically drops Magic Kingdom diners into the splendor, elegance and fairytale charm of Disney's *Beauty and the Beast*, with a setting right out of the hit animated feature film: the magnificent castle of The Beast, where Guests dine in three richly appointed rooms that bring to the story to life.

"This is a whole new level of theming for a Disney restaurant," said Maribeth Bisienere, vice president of Food & Beverage and Merchandise for The Walt Disney Company. "More than ever, we're using storytelling and creativity as we develop our menus."

Be Our Guest Restaurant is the next step in the evolution of creating delightful dining experiences for Disney theme park Guests, she added.

The Setting

The storytelling starts with Walt Disney Imagineering. This time it's all about the mysterious new Magic Kingdom castle that's home to Beast from *Beauty and the Beast*, a forbidding castle in the Fantasyland "countryside." Guests pass through an old gateway to a stone bridge and through wrought-iron gates with six beastly figures along the sides – the first of many that reinforce the story of the Beast's transformation.

The restaurant's spacious interior re-creates the look of the film in great detail. Lunch Guests enter through the Armor Hallway, where six suits of armor stand along the wall (listen closely for an occasional whisper from the metal

figures), and into the Beast's Parlor to place lunch orders on five Guest-activated terminals. For dinner, Guests enter directly into the majestic Ballroom.

There are three dining rooms: the stately Ballroom, the forbidden, dramatic West Wing, and the delicate Rose Gallery. Music is an important element throughout the restaurant, with musical themes from the film adding to the ambience. In the Ballroom, a 50-piece orchestra recorded the music from the film. In the adjacent

Rose Gallery, special music box arrangements were recorded of the same pieces heard in the Ballroom, in perfect synchrony, so that Guests moving from room to room will hear the same tune transformed from one style to another. In the West Wing, a somber, melancholy arrangement creates yet another mood.

The Cuisine

About four years ago, the Disney Food & Beverage team started creating a menu to match the theatrics. A team of Disney chefs, including longtime Disney Chef Roland Muller, a native of Alsace, France, developed the French-inspired dishes, creating both a quick-service menu for lunch and more elegant table-service menu for dinner.

"Our role is to finish the story," said Walt Disney World Executive Chef Lenny DeGeorge. He describes lunch as more of





a French bistro, with dishes such as a classic Croque Monsieur (ham, Gruyere cheese and béchamel), braised pork coq au vin style, vegetable quiche and a tuna Niçoise salad.

Guests order at touch-screen devices and head for tables where high-tech touches ensure that food quickly is delivered to each table.

"We wanted dishes that are recognizable, but also movie-themed," said DeGeorge. "Everything is fresh, made to order, and for lunch we are hoping for the bustling kind of energy like the movie scene in the dining room."


L'amour Vrais, French for "true love," is a souvenir, castle-themed goblet with one of two signature non-alcoholic drinks: an all-natural fruit juice punch and wild berry extract sweetened with organic cane juice and topped with lemon-lime foam, or an all-natural pure squeezed lemonade sweetened with organic cane juice and

topped with wildberry foam.

Every Detail Part of Story

Servers complete the picture, dressed in a style inspired by European fashions from the 1400s to the 1600s: a royal purple embroidered doublet, or vest, over a shirt with knickers that reach just below the knee. For evening service, a jabot or ruffle, buttoned at the throat, is added.

"From the moment they cross the bridge into the castle, it's all about immersing our Guests in the dining experience," says Bisienere. "Every detail is part of the story."

To make a reservation, Guests can call (407) WDW-DINE or book online at www.disneyworld.com/dine. On the Disney Dining Plan, Be Our Guest Restaurant is on one QSR entitlement for lunch or one TSR entitlement for dinner. 

Final Phase of Disney's Art of Animation Resort "The Little Mermaid" Opens

Guests are invited to slumber in Ariel's colorful retreat at "The Little Mermaid" wing at Disney's Art of Animation Resort, which opened Sept. 15 at Walt Disney World Resort.

Themed to one of the most celebrated animated films of all time, "The Little Mermaid" will feature 864 standard hotel rooms that can sleep up to four Guests. With a sea-inspired color palette and an aquatic motif, Guests become part of her world as they plunge "under the sea" into Ariel's secret grotto. Playful film-inspired décor and characters from the undersea kingdom including Ursula, King Triton, and Sebastian come to life both inside guest rooms and in the courtyard.

Guests can lounge poolside at the Flippin' Fins pool, one of three pools at Disney's Art of Animation Resort.

The Little Mermaid opening completes the build-out of Disney's Art of Animation Resort that includes, "Finding Nemo," "Cars" and "The Lion King" family suites themed to beloved Disney Pixar animated features.



Vultures Serve as Janitors of the Environment

While vultures may not be known as king of the jungle, they do play an important role as janitors of the environment. Through their scavenging habits, these endangered birds help maintain a balance in the eco-system.

Guests at Disney's Animal Kingdom were able to learn about these often misunderstood birds during International Vulture Awareness Day Sept. 5. This special celebration originated in South Africa in 2006 and was designed to raise awareness and learn more about conservation efforts to protect vultures. Guests participated in a variety of activities that included trying on a replica of vulture wings, creating a craft vulture or vulture mask, learning about digestion and even taking part in a vulture meet-and-greet.

Between Disney's Animal Kingdom and Disney's Animal Kingdom Lodge, three species of vultures are on exhibit including:

- Lappet-faced vultures, which unlike the other species of vultures, lack a good sense of smell;

- Black vultures, are smaller in comparison and have a wing-span of five feet, while others can reach nearly eight feet;
- Ruppel's griffon vultures are highly social, can fly more than three miles in six minutes and are able to stay in the air for as many as six to seven hours a day.

Since the first International Vulture Awareness Day six years ago, the event has expanded around the world, focusing on issues and conservation programs that are affecting these birds.



Manatee Day at Epcot Helps Educate Guests

In ancient days, sailors may have mistaken manatees for mermaids, but many Epcot Guests didn't make that same mistake after visiting The Seas with Nemo and Friends dur-

ing International Manatee Day on Sept. 7.

The one day event was designed to help dispel myths about these endangered marine mammals and offer ways to better protect them. Belonging to a group of aquatic, plant-eating mammals called sirenians, manatees can only be found in a few places, including Florida, South America, Africa, and Australia. With only 5,000 manatees located around the state, they are considered an endangered species in Florida.

As a designated rehabilitation site for rescued manatees and sea turtles, the Seas with Nemo and Friends serves as a "halfway house" working with the manatees after they are out of "intensive care" to ensure they resume a normal diet and are ready to return to the wild.

A team of marine mammal experts at The Seas is currently caring for two manatees — Lou and Vail. Both were injured during separate watercraft strikes and will remain in the facility until they are well enough to be returned to their habitats.

Simple actions can help protect them. For example, recycling used fishing line and plastic bottles will help keep waterways where manatees live, clean and healthy.

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By Tim Foster



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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...!

The Magic of the Dark Ride

This is certainly an exciting time to be a Walt Disney World fan, with the sweeping changes in Fantasyland ushering in a wealth of new attractions, restaurants, meet and greet areas, and good old fashioned magic. Among the changes at the Magic Kingdom are the opening of a new dark ride (Under the Sea: Voyage of the Little Mermaid), and the closure of a beloved favorite (Snow White's Scary Adventures). While Snow White is a classic example of the original Disney dark ride, Under the Sea represents a new generation of dark rides, with breathtaking effects, innovative Animatronics, and unforgettable songs.

Both attractions are classified as dark rides, but what exactly does that mean? It's a term that's fairly well known, but one that is often misunderstood. When you think of dark rides at Walt Disney World, attractions like the Haunted Mansion, Mr. Toad's Wild Ride, The Many Adventures of Winnie the Pooh, and the aforementioned Snow White immediately come to mind. And why not? All of those attractions are indoors and feature moments of near or total darkness; that's why they're called dark rides, right? Well, not exactly.

The concept of a dark ride originated many years before Disneyland came into existence. The first dark rides appeared in the late 1800s, when they were typically known as "scenic railways" or "pleasure railways." One of the earliest forms of the dark ride was a boat that carried passengers through an enclosed canal, much like Pirates of the Caribbean and "it's a small world." A popular variant was the famed Tunnel of Love. The first single-rail version was built in 1928 (the same year a rather famous mouse was born!), leading the way for such attractions as Mr. Toad's Wild Ride and Snow White's Scary Adventures.

The defining characteristic of a dark ride isn't the absence of light, but rather that of an enclosed space that contains the ride itself. Because the space is enclosed, lighting and scenery can be controlled, allowing the designers to create any sort of environment they choose. This can range from a dark and creepy forest as seen in Snow White to the playful, colorful whimsy of "it's a small world." Through careful placement of lights and scenery, behind-the-scenes mechanisms can be hidden out of view. In the case of rail-guided cars, tight turns and strategically placed pieces of scenery allowed designers to focus the attention of the rider in a particular direction. This was often used to create a "reveal," a scene whose purpose was to surprise or even frighten the rider. Indeed, many dark rides (especially in carnival settings) are of the haunted house or fun house variety. The notion of controlling the viewpoint of the rider through changes in direction, studio-type lighting, and carefully crafted scenes inspired the development of the Omnimover vehicle, used to great effect in the Haunted Mansion.

However, even without the use of Omnimover vehicles, Imagineers still have several tricks up their sleeves to take the traditional dark ride to a whole new level. For example, in Peter Pan's Flight, the typical single-rail system was turned on its head so that your ship would fly through the air. It was (and is) a tremendous innovation, one that makes Peter Pan's Flight one of the most popular attractions in Fantasyland. But it did lead to some early confusion. You see, the original idea was that you were actually Peter Pan, and the concept was that you (as Peter Pan) were flying over London and off to Neverland. It sounded like a good idea on paper, but many a Guest



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.

left the ride wondering why they didn't see Peter Pan on an attraction that was ostensibly about him. Thankfully, the attraction was later modified to include Peter. Interestingly, the same situation cropped up again on another Fantasyland dark ride, Snow White's Scary Adventures. In the original incarnation of the attraction, you as the Guest were playing the part of Snow White. As with Peter Pan's Flight, this led to some confusion as to why Snow White didn't appear anywhere. The attraction went through a renovation in 1994 that saw the addition of the famed Disney princess.

As with many other Fantasyland dark rides, Snow White's Scary Adventures featured neon colored scenes that seemed to glow in the dark. The pioneer of this story-telling technique was Ken Anderson, who created the ultraviolet painting technique that is used to create the stunning visual effects. Incidentally, Ken Anderson was also the art director of the film *101 Dalmatians*. Even though Snow White's Scary Adventures has closed its doors, you can still see this effect on display in attractions such as the Many Adventures of Winnie the Pooh (particularly in the Heffalump and Woozles scene) and Buzz Lightyear's Space Ranger Spin.

Speaking of Buzz, this attraction introduced a new innovation to the dark ride: interactivity. Instead of taking a wild tour through interstellar space, Guests can fire away with their laser guns at various targets, turning the classic dark ride into a virtual video game. The attraction proved to be so popular that the Toy Story crew returned to Disney's Hollywood Studios with Toy Story Mania! While the new attraction features some amazing technologies, namely 56 game screens and an industrial Ethernet network connecting over 150 PCs, the twisting cars and tight turns still echo the thrills of its predecessors such as Mr. Toad's Wild Ride.

But dark rides aren't just about herky jerky turns and frenzied action. As mentioned before, some of the earliest dark rides were small boats that traveled along slow-flowing canals. While these types of rides don't pack the thrills and surprises of their single-rail cousins, they lend themselves to another sort of magic, that of a serene journey through a wondrous environment that's limited only by the imagination of the designers. In Walt Disney World, attractions such as Gran Fiesta Tour, Pirates of the Caribbean, "it's a small world", and portions of Splash Mountain take Guests on whimsical journeys where Imagineers pull out all the stops to create cinematic scenes that simply take your breath away. While most of these attractions feature dark sections, the emphasis is clearly on scenery and the total immersion of the experience. Indeed, "it's a small ride" is

perhaps the most well-known example of a brightly lit "dark ride," and of the oldest and most well-known Walt Disney World/Disneyland attractions, having been originally created for the 1964 New York World's Fair. As old as that seems, "it's a small world" carries on a tradition that goes all the way back to the turn of the century. It was in 1901 at another World's Fair, the Pan-American Exposition, where one of the earliest dark rides provided riders with the opportunity to visit a far off land, namely, the Moon! The first part of the journey was a virtual trip that took passengers from the fairgrounds to the Moon aboard the airship, Luna.



38 years later, at yet another World's Fair in New York, a ride called Futurama took riders on a journey to the future, giving them a glimpse of what life would like twenty years into the future (A similar concept would be at the cornerstone of Horizons, the now-closed beloved dark ride that preceded Mission: SPACE in Epcot).



The tradition of dark rides goes back well over a hundred years, and while many of the earliest examples have long disappeared, the Imagineers at Walt Disney World in Disneyland have taken the concept and transported it to new heights. By combining the tried and true concepts of scenery, a controlled environment, and stunning effects with their cinematic expertise and gift for storytelling, Disney continues to create magical new worlds that take us to the past, the future, and to the farthest reaches of that most wonderful destination of all, the imagination.

Hidden Treasures of Future World

I continually talk about Walt Disney World in terms of layers of the onion, and how as you start to peel back those layers you will invariably find more details, stories, tributes, meaning, and opportunity to enjoy and learn.

And so within Walt Disney World lies countless examples of those things you may overlook, which I like to call and consider "Hidden Treasures." I believe that they are meant to be sought out, discovered, enjoyed, and shared between friends and fellow Disney enthusiasts (like you!). So I want to share some of my favorite (of the many) hidden treasures (which are not the attractions themselves) that you can find in Epcot's Future World.

Water Features

Water, water everywhere...and yes some spots to drink. I personally love the many unique water features found throughout the Walt Disney World theme parks. In Epcot, one of my favorites is the Fountain of Nations, located in Innoventions Plaza. At 120 feet wide and 180 feet long, it's one of the largest fountains on Walt Disney World property. It is filled with 150,000 gallons of water and can spray up to 30,000 gallons into the air per minute. It contains about 150 jets, each of which can shoot fifty gallons of water 150 feet in the air.

On Epcot's opening day, cultural representatives from around the world participated in a "Pouring of the Waters" ceremony. This event signified international understanding and cooperation (a vital part of Epcot's overall mission), and was one in which cultural representatives from 22 nations poured a gallon of water from their native country into the fountain. This event was repeated during Epcot's 25th Anniversary in 2007, and has its roots going all the way back to Disneyland. When "it's a small world" reopened at Disneyland on May 28, 1966, children from around the world poured water from their native lands into the Seven Seaways.

In Epcot, the Fountain of Nations has a water ballet show every 15 minutes, which took 3 months of computer programming to create. At night, the fountains take on another dimension, as 1,068 colored lights focus on the streams of water. The shows are set to music from various Disney feature films such as *The Rescuers Down Under*, *The Rocketeer*, and *Iron Will*, as well as other selections from various artists like Yanni and John Tesh.

Another fun water feature is the upside-down fountain located near the exit to the Imagination! pavilion, and the "interactive" jumping fountains. Here, "laminar flow" technology (developed by Walt Disney Imagineering) makes it appear as though water jumps from pad to pad. But how is that interactive? Watch as kids (of all ages) try to "catch" the water (sometimes with their face) as it jumps.

Everything Speaks

Former Disney CEO Michael Eisner stressed good storytelling throughout the Disney parks, and said that "everything speaks" – meaning that everything has a story and theming behind it, and created a concept known as "entertainment architecture."

Well, not only does everything "speak" figuratively, but in Epcot (and other places around Walt Disney World), some things really DO speak. Look (and listen) for the

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

talking trash can located near one of the exits of the Fountainview Express restaurant in Future World. And next time you lean down to get a drink of water from one of the fountains, you never know which one might actually have something to say to you! Finding them is half the fun, but maybe (just maybe) you can find some just past Spaceship Earth near MouseGear, or by the restrooms near the Imagination! pavilion and Innoventions.

Dedication

Many Guests never notice the EPCOT Center dedication plaque outside the entrance turnstiles. The dedication was given on Epcot's opening day in 1982 by E. Carden Walker, the Chief Executive Officer of Walt Disney Productions.

"To all who come to this place of Joy, Hope, and Friendship, WELCOME. Epcot is inspired by Walt Disney's creative vision. Here human achievements are celebrated through imagination, wonders of enterprise, and concepts of the future that promise new and exciting benefits for all. May EPCOT Center entertain, inform, and inspire, and above all may it instill a new sense of belief and pride in man's ability to shape a world that offers hope to people everywhere."

Tributes, Jokes, and Homages

Throughout the Walt Disney World parks and resorts, Imagineers often leave subtle (and not-so-subtle) tributes to extinct attractions, Disney films, characters...or even themselves. And discovering them is part of the fun! In Future World, see if you can find the original Horizons logo in Mission: SPACE (which sits on the spot where the former attraction once stood). In Journey Into Imagination with Figment, see if you can find the reference to the Dream Finder (on the "Dean Finder" door), the Medford College jacket from The Absent-Minded Professor, and The Computer Wore Tennis Shoes. (Look for the sneakers on the floor!) In the



Living with the Land attraction, look for the number 82 on the farmer's mailbox – that's the year that EPCOT Center opened!

So many of these hidden treasures are also simple pleasures – things that may not appear on a map, but are wonderful, simple surprises to be enjoyed; from the fiber optics in the ground twinkling at night, to the background music, performances by the JAMMitators, or even a quiet place to sit and people-watch.

And while this may hopefully introduce you to some of the hidden treasures or overlooked experiences in the parks, it is more so meant to inspire you to undertake the adventure of seeking them out, and sharing them with others.

"Adventure is out there!" – Disney-Pixar's *Up*



Hidden Mickeys in The Great Movie Ride

Some of the most compelling Hidden Mickeys on Disney property are on attractions, and these images are often quite difficult to photograph. For this article, I visited The Great Movie Ride at Disney's Hollywood Studios. It's one of my favorite attractions and is loaded with exciting Hidden Images! Let's marvel together at a few of them.

1. In the loading dock area, a shadow of Minnie Mouse's head in side profile is visible on the wall mural during loading and unloading. To find it, first spot the house in the middle of the mural. Then look above and to the right of the house to spot Minnie's shadow. She's looking to your left. Having trouble? Look at the stationary ride vehicles. The Minnie shadow is to the left of the front section of the second of the two vehicles.
2. On the right side of the loading dock mural, a tiny black classic Mickey is in the bottom center of a top-floor window on the side of the house nearest the corner. It's the second to last house on the right.
3. In the first part of Gangster Alley, Mickey Mouse's brown shoes and tail poke out at the lower left under a James Cagney poster, "The Public Enemy," on the left side of the ride vehicle.
4. At the end of Gangster Alley, a silhouette of Mickey in side profile appears in the rightmost window, near the top of the "Chemical Company" building. It's to the rear left of your ride vehicle.
5. In the "Raiders of the Lost Ark" scene, a small white classic Mickey is on a broken tablet (or flat rock) that leans against the foundation the Ark container is sitting on. Two white men are painted on the side of the container, and the Mickey image is below and between them. It's just to the left of the head of an orange-brown snake.
6. In the latter part of the "Tarzan" scene, a basket high in a treehouse to the right contains three eggs that form a classic Mickey. (The eggs are all the same size, but this is a sentimental favorite Hidden Mickey among Guests and Cast Members).
7. An airplane casts this spotlight image on the protective screen in front of the "Casablanca" scene to the right of your vehicle. (I've been debating on this image for a while. Do you think it's a legitimate Hidden Mickey? Let me know what you think!)
8. In the "Wizard of Oz" set, several groups of flowers, among them three large blue flowers above a hut at the middle left of the room, form acceptable classic Mickeys.
9. A green classic Mickey is nestled in the top of the trees, midway along the mural above the exit from the "Wizard of Oz" room. The classic Mickey is tilted slightly. In the photo below, it's just below left of the tall tree in the center.
10. Finally, as you exit the theater, be sure to take a close look at the pavement. Harry Anderson's celebrity impression is at the front left of the Chinese Theater (as you face the entrance). Look for a classic Mickey on Harry's tie.



by Steve Barrett



Steve Barrett is the author of three Hidden Mickeys Field Guide books (Walt Disney World, Disneyland, and the Disney Cruise Line) and "The Hassle-Free Walt Disney World Vacation" book, as well as an iPhone app for Walt Disney World Hidden Mickeys. You can check out more Hidden Mickeys at Steve's website: www.hiddenmickeysguide.com

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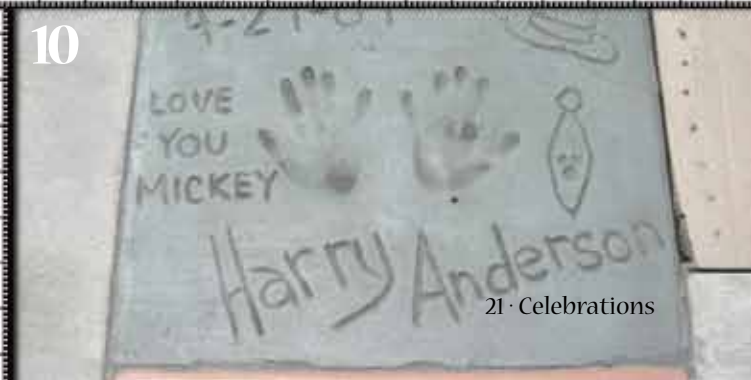
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Slowing Things Down

Welcome back to another edition of Shutters and Lenses. As you know, I am usually preaching to make sure you're shooting with a fast enough shutter speed to make sure you will always have a nice, sharp photo. Shutter speed refers to the amount of time in seconds (or fractions of a second) that the camera's shutter is open and exposing the image. Faster shutter speeds are used to stop motion in its tracks and slower speeds are used to show motion or capture the ambient light in a scene.

As a very quick recap, the generally accepted principle is to make sure you are shooting with a shutter speed of $1/\text{focal length}$ in millimeters (e.g., a 500 millimeter lens would require a shutter speed of $1/500$ second or faster). Of course, this is a very general and rough rule that does not take into account other factors such as photographer skill, sensor size, or stabilization.

Recall also that shutter speed is dependent on the ISO that you are using and/or the f/stop that you have selected. It can also be set directly by the photographer if you use the Shutter Priority (also known as Timed Value) mode. With all of that said, let's talk about some situations in which you would intentionally want to slow down your camera for creative effect, but first some recommended equipment:

The first thing you are going to want to have is a means to stabilize your camera, such as a tripod or monopod. Railings, fence posts, trash cans, and other similar objects work just as well. The reason you want to stabilize your camera is to ensure you get a sharp photo even though the motion is being exaggerated. Secondly, some dark filters are recommended as well. These filters, known as neutral density filters (ND), generally screw into the threads on the front of your lenses and act as sunglasses of sorts for your camera. They come in varying degrees of darkness; some provide just a bit of light reduction, while some are so dark that you can barely see through them at all.

Effect #1: Making Moving Water Look Silky

When photographing moving water with a very fast shutter speed, you can often capture individual water droplets frozen in place. Using a slower shutter speed will allow the moving water, especially waterfalls and water flowing over rocks, to have a soft, creamy appearance. It will also allow for standing bodies of water to appear very still.

When photographing waterfalls at Disney's Animal Kingdom or the fountains at Disney's Polynesian Resort, a shutter speed of $1/10$ of a second or slower will give a nice, soft appearance. You can achieve the desired shutter speed by setting your ISO to the lowest possible setting, selecting a narrow aperture (higher f/number), and putting a filter on the front of your lens.

A nice example of how you can put all of this to great effect is the waterfall in the fish area of the Pangani Forest Exploration Trail at Disney's Animal Kingdom. Oftentimes there are several ducks that sit on a large log in the water in front of the waterfall. If you can use the slow shutter technique while the ducks are sitting still on the log, the ducks and all the scenery will be nice and sharp and the waterfall will be wispy and soft. Use the railing on the walkway for some added stability if needed.

Photo ©Tim Devine

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 sons, Billy and Ryan. Pixelmania arrives December 6-9, 2012, fun for everyone who loves taking WDW photos. Everyone is welcome and we all learn from each other. For more information, please check out themagicinpixels.com or pixelmania.us. Do you have a photography topic that you would like to see in this column? Please email tim@themagicinpixels.com



Effect #2: Making Moving Objects Disappear

A lot of people ask me how I get photos at night with nobody in them. Sometimes, I will set up and wait for no other Guests to be in the area before I take the shot, but many times Guests will walk right through the shot but are not recorded in the final image. No Photoshop trickery is needed, just some simple logic and photographic technique.

When taking pictures at night, especially when using very long shutter speeds such as 30 seconds, the image is recorded by capturing light over long periods of time. If someone was to quickly walk through the shot and not generate any light of their own (cell phone, camera flash, light up toys, etc.) they will not show up in the final image or at best be barely visible at all.

The reason for this is simple: the amount of light that is falling on the moving person at each step of their journey is miniscule compared to the total length of the exposure. In other words, if it takes 30 seconds to capture a photo of the Enchanted Tiki Room at night, the minimal amount of light that is hitting a moving person as they move across the frame is barely going to be enough to be anything more than a faint trail. Large groups of people (Main Street U.S.A.), or subjects moving directly toward the camera will show up as unrecognizable streaks because something is in front of the camera for longer periods of time.

Recently, I did a long timed-exposure on Main Street U.S.A. during the middle of the afternoon. I "stacked" two ND filters on the front of the lens to create a 12-stop light reduction and set up my "Stroller-Pod" in the middle of Main Street for the shot. My Stroller-Pod consists of a Manfrotto Magic Arm, Manfrotto Super Clamp, stroller, and a sleeping kid that combine to make a sort of rolling tripod that allows for shots when tripods would be impractical. With this setup, I was able to make a 25 second exposure (at f/11 at ISO 100) in which

the people moving around on Main Street are ghostlike but the buildings and Cinderella Castle are razor sharp. The final result was incredible and my setup drew the attention and praise of several PhotoPass photographers who gathered around to watch me capture the image.

Effect #3: Light Streaks

Finally, these techniques can be used to great effect with capturing light streaks and fireworks. As I mentioned above, something moving across the frame that doesn't generate its own light will be barely noticeable. The exact opposite is true: light moving through the frame will be recorded with the level depending on the intensity of the generated light. Simply put, if an electric scooter moves through the frame, the headlight and taillights will appear and long solid streaks of light. The same thing occurs with a monorail, and the Astro-Orbiter as it spins.

For a really wild ride, try a 30 second image of the Prince Charming Regal Carrousel at night at Magic Kingdom. I made a photo like that during an Extra Magic Hour and the resulting image looks like the carousel was spinning about 500 miles per hour due to all of the light streaks. Try it and have fun!

PixelMania 2012 Celebrations Magazine Photo Contest!

If you are planning on attending Pixelmania 2012 (December 6-9) at Walt Disney World, The Magic in Pixels and Celebrations Magazine have a special treat for you!

There will be a special photo contest in which the winner will have the winning photo published in an upcoming issue of *Celebrations*. Be sure to check out themagicinpixels.com for complete information on how you could see one of your photos in print!

MOUSE VIEWS

DISNEY LEGENDS

by Jamie Hecker



Jamie Hecker has been a lifelong fan of Disney, and is passing on his love to his sons. He and his family visit Orlando annually and always look forward to their next trip. When not in Orlando, he resides in northern Virginia with his beautiful wife Suzanne, two boys and four cats. You can read more about his "hidden Disney" musings at myhiddendisney.blogspot.com/

The Mighty Joes

To describe Disneyland as a success would be an understatement by any measure. It recently celebrated its 57th year of operation and hosts roughly sixteen million Guests annually. The Disneyland model inspired Disney theme parks in Florida, Europe, and Asia. But Walt, like many times before in his career, had to fight for what he believed would work. The theme park he was proposing was radically new, and Walt, with brother Roy Disney, eventually acquired the capital necessary to create his dream on 160 acres of orange groves in Anaheim. The construction window, however, was tight. Ground wasn't broken until August 1954, meaning that Disneyland had less than a year to be ready for the scheduled opening of July 17, 1955. Walt had the vision and the dream, but it would take a figurative army to bring it to life. A cadre of animators were recruited into WED Industries (the precursor to today's Walt Disney Imagineering) to conjure attractions and create the park layout. The construction was led by Joe Fowler, who originally joined Disney as a naval consultant on the riverboat Mark Twain for the Rivers of America.

Joe Fowler, a graduate from the United States Naval Academy and the Massachusetts Institute of Technology (MIT), had a long and distinguished career with the Navy. During World War II, he ran the operations of all U.S. Navy work in shipyards on the west coast. He formally retired from the Navy in 1948 with the rank of Rear Admiral. He then launched



Joe Fowler in Orlando, overseeing the future site of Walt Disney World.

into a second career with the Walt Disney Company that spanned an additional twenty-five years. His first job was as construction supervisor of Disneyland. Fowler's organizational prowess was critical to the rapid construction of the park. He recalled the scheduled opening and the pace of the construction: "I had been working right under the limit. I had twenty-five private shipyards (during the war) and by doggie, we had to make dates! There wasn't any two ways about it. That was probably the greatest thing in the world that we opened in July. If we had waited until September when the crowds sloughed off, and so forth, we might never have gotten it off the ground."

One of Walt's most famous quotes is "it's kind of fun to do the impossible." In this vein, Fowler was perhaps a spiritual kin, with his own "can do, can do" catchphrase. Fowler had the drive to bring Disneyland to life and later to run the park as the General Manager. Walt had seemingly impossible ideas for Disneyland, including the now-defunct Tahitian Terrace dinner show. He wanted the waterfall to be opened up and have the performers emerge from behind it. Fowler didn't bat an eye and

simply said “can do, can do.” In 1962, the show premiered with the dual-purpose waterfall, just as Walt wanted.

A lasting tribute to Joe Fowler still stands at Disneyland. Relying on his naval experience, Fowler exhorted to Walt the need for a dry dock on the Rivers of America for maintenance purposes. Fowler won, and the dock was added to the river. Themed to its Frontierland setting, the setting is named “Fowler’s Harbor.”

Fowler’s career with The Walt Disney Company continued with the Florida project, where he deftly managed his time between three different positions; Senior Vice President, Engineering and Construction for Walt Disney Productions, Chairman of the Board for WED Enterprises, and Director of Construction for Disney’s Buena Vista Construction Company. It’s here where Fowler would link up with the other indispensable Joe, William “Joe” Potter.



Joe Potter

Like Fowler, Joe Potter had a long and distinguished military career before joining Disney. He graduated from the United States Military Academy at West Point and held additional degrees from the National War College and the Massachusetts

Institute of Technology. Potter gained invaluable career experience with the military, serving with the Army Corps of Engineers in Nicaragua. During World War II, he worked on the complex logistics involved with the preparation for D-Day, the Allied invasion at Normandy. Overall, he had thirty-eight years of experience with the Army and the Corps of Engineers, tackling major construction projects. It was a suitable proving ground for his work at Walt Disney World. After retiring from the Army in 1960, he next worked for the 1964-65 New York World’s Fair, directing the construction efforts of federal and state attractions, leading to his fateful rendezvous with Walt on the Illinois project “Great Moments with Mr. Lincoln.”

On the strength of his work for the fair, Potter was solicited to work for Disney through a company intermediary. His Disney career began in September, 1965 where he was immediately tasked with reviewing the purchased property for the ambitious EPCOT project. Disney’s involvement

with the mysterious land purchases was unveiled just one month into Potter’s tenure. With the project now public, Walt formed a planning group of just three individuals: himself, Disneyland planning veteran and fellow Disney Legend Marvin Davis, and Joe Potter.

Recalled Potter, “One of the things I insisted on was to have a room with sixteen foot walls at WED. I was tired of making preparations on eight foot walls. There were only three keys to that room; Marvin’s, Walt’s, and mine. Walt didn’t want a committee.” The planning room, as seen in the renowned EPCOT film Walt made just prior to his death, features these oversized walls with detailed maps of the property.

Despite the death of Walt Disney in December 1966, plans for the Florida project continued. The Magic Kingdom would be built first while Walt’s dream of the experimental city was discussed. Potter had the monstrous job of preparing brush land, swamps and a murky Bay Lake into pristine property. Potter developed a complex series of canals, dubbed Joe’s ditches, that drained the swamps and continue to regulate water levels on the property even today. He also was tasked with installing the infrastructure for the entire location, including sewer, power, and water treatment plants, all revolutionary at the time.

Potter retired from Disney in 1974, when he earned the moniker “Mr. Disney” in honor of his community outreach efforts in central Florida. His body of work was succinctly expressed by Dick Nunis, Executive Vice President of Walt Disney World: “Without a Joe Potter, there would be no Walt Disney World Today.”



The legacy of both Fowler and Potter is present today at Walt Disney World. Guests who traverse the Seven Seas Lagoon to the Magic Kingdom can choose between two magnificent 600 passenger ferryboats, the Admiral Joe Fowler or the General Joe Potter. Appropriately, each vessel has a plaque honoring its namesake.



MOUSE VIEWS

DISNEY
CUISINE

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.

Be Our Guest, Be Our Guest!

Enchanted? Who said anything about the castle being enchanted?" These famous words from Cogsworth perfectly describe the new Be Our Guest Restaurant opening in Fantasyland at the Magic Kingdom. As you walk into the restaurant, you will be enchanted by the three spectacular rooms, seating up to 550 people. These rooms include the West Wing, Rose Gallery, and the Ballroom. The West Wing glows with the stained glass "enchanted rose" created with mosaics and lights. The Rose Gallery features larger-than-life characters Belle and Beast twirling around the room. My favorite room is the popular Ballroom scene from *Beauty and the Beast* with warm gold colors, twinkling chandeliers, a domed ceiling, and a breathtaking scenic mural that transports you to the heart of France. I love that Disney Imagineers incorporated the smallest details from the *Beauty and the Beast* movie into this restaurant. Looking outside the windows, you will even see snow falling!

Be on the watch for roses in the Be Our Guest Restaurant. The "enchanted rose" was of course the countdown for Beast to meet his true love. If he did not meet this true love before the last petal fell, he would remain a Beast for all time. The restaurant has roses everywhere; from the back of the chairs to the columns and pillars scattered throughout the restaurant. You will get the first glimpse of the roses as you walk into the restaurant with the rose mosaic on the floor.

Lunch is Served

The Be Our Guest Restaurant serves both lunch and dinner. During lunch, you can enjoy a counter service meal. For dinner, you will be enticed with a French-inspired table service meal. This brand new restaurant is on the Disney Dining Plan. Disney requires one counter service entitlement for lunch and one table service entitlement for dinner.

For lunch, you can enjoy a wide variety of French-inspired dishes, but in a fast dining environment. Be Our Guest features two soups including French Onion Soup and Potato Leek Soup. They also offer two salad options for lunch: Quinoa, Shallot, and Chive Salad and Tuna Nicoise Salad. The Quinoa, Shallot, and Chive Salad includes green beans, potatoes, olives, roasted bell peppers, and tomatoes. The Tuna Nicoise Salad features warm tuna steak with chilled green beans, potatoes, olives, roasted bell peppers, tomatoes, and hard-boiled eggs.

The lunch entrees include Carved Turkey Sandwich, Croque Monsieur, Grilled Steak Sandwich, Vegetable Quiche, and Braised Pork. The Carved Turkey Sandwich is served on a warm baguette with Dijon mayonnaise and Pommes Frites (french fries). The Croque Monsieur is a grilled sandwich of carved ham, Gruyere Cheese, and Bechamel served with Pommes Frites. The Grilled Steak Sandwich includes garlic butter spread and Pommes Frites. The Vegetable Quiche includes mushrooms, zucchini, bell pepper, onion, and chive quiche with baby lettuce and a Champagne Vinaigrette. The Braised Pork is an eight-hour slow-cooked pork with mushrooms, onions, carrots, and bacon with mashed potatoes and green beans.

The Dining Room Proudly Presents...Your Dinner

The lights go down as the romance of Be Our Guest Restaurant sets the table for dinner. The dinner menu is exceptional, offering everything from fine French-

Photos ©Disney



inspired starters and entrees to scrumptious desserts. For starters, Be Our Guest includes appetizers, soups, and salads. The appetizers include Charcuterie Plate and Mussels Provencal. The Charcuterie Plate includes assorted cured meats and sausages served with cornichons, pickled onions, and toasted bread. The Mussels Provencal includes mussels with white wine, tomato, garlic, onion, basil, and butter. The soups and salads options are French Onion Soup, Potato Leek Soup, and Garden Salad. You can even try the Salad Trio with three smaller bowls of salad including Roasted Beet, Raisin, and Orange Salad; Green Bean, Tomato and Shallot Salad; and Watermelon, Radish, and Mint Salad.

This restaurant features six different entrees for dinner, including Thyme-scented Pork Rack Chop, Rotisserie Rock Hen, Pan-seared Salmon on Leek Fondue, Grilled Strip Steak, Sautéed Shrimp and Scallops, and Ratatouille Confit Byaldi. The Thyme-scented Pork Rack Chop includes au gratin pasta, seasonal vegetables, and red wine au jus. The Rotisserie Rock Hen features roasted fingerling potatoes and seasonal vegetables. The Grilled Strip

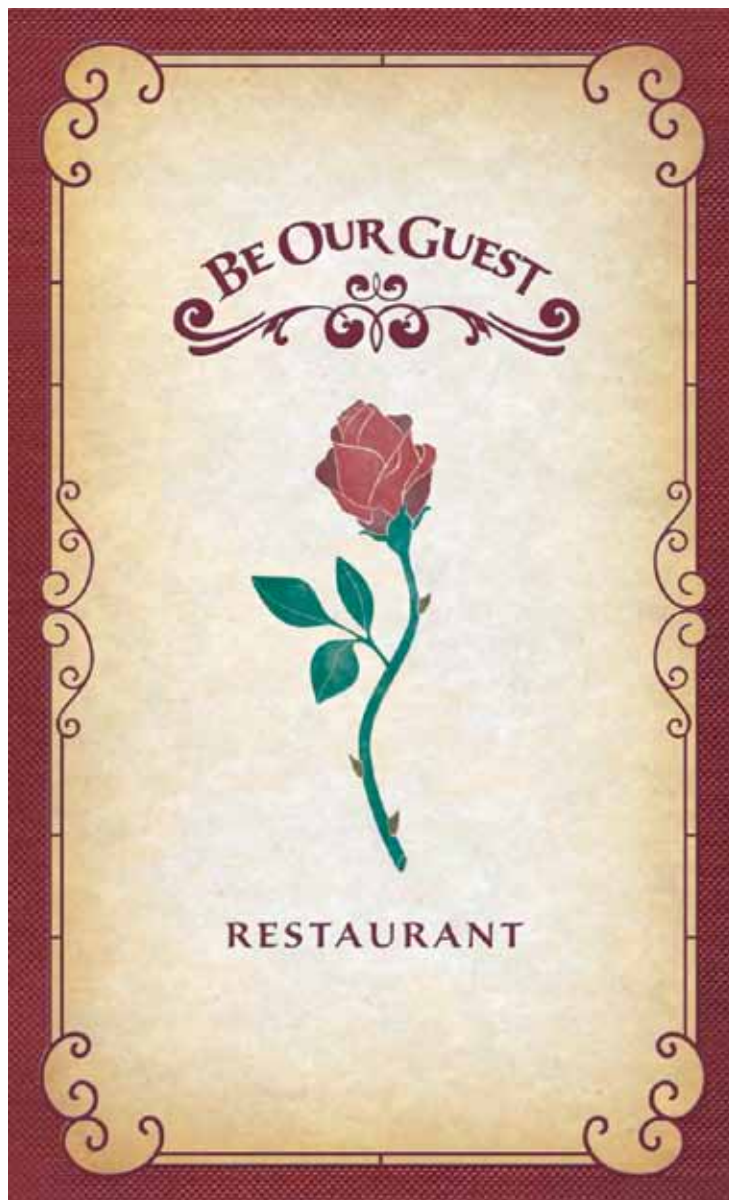
Steak is served with garlic butter spread and Pommes Frites. The popular Ratatouille Confit Byaldi is oven-baked zucchini, eggplant, mushrooms, and onions sliced and layered on Quinoa served with Bell Pepper Salsa.

For a seafood entree, try the Pan-seared Salmon on Leek Fondue served with creamy saffron-crushed potatoes, or Sautéed Shrimp and Scallops with sautéed mushrooms, carrots, and baby spinach in a puff pastry with a creamy lobster sauce.

Save room for dessert! All of the entrees at Be Our Guest Restaurant include a dessert and there are lots of them. The treats including Strawberry Cream Cheese Cupcake, Triple Chocolate Cupcake, Lemon Meringue Cupcake, Chocolate Cream Puff, Passion Fruit Cream Puff, and Lemon-Raspberry Cream Puff.

This brand new restaurant opens for guests on November 19 for lunch and dinner. Dinner does require Advanced Dining Reservations. You can call 407-WDW-DINE or contact your Authorized Disney Vacation Planner to book your reservation.

Bon Appétit!



MOUSE VIEWS

DISNEY
TOURING TIPS

By Beci Mahnken
CTC-MCC



Beci Mahnken, CTC-MCC is the Founder, President and CEO of MEI-Travel & Mouse Fan Travel – An Authorized Disney Vacation Planner - Beci has over 12 years vacation planning experience, specializing in vacation packages and cruises, with a team of over 75 affiliates nationwide. Visit: www.MouseFanTravel.com or follow her on twitter @beci_mousefan

Rain, Rain, Go Away! (Or Not!)

As summer comes to a close, the weather can turn a bit damper in Orlando. Of course, you may think us Seattleites are used to being a bit wet, but even we hope for a sunny vacation getaway. Unfortunately, there are times when Mother Nature's bad days are just unavoidable. So what do you do when it rains?

My first suggestion is to head to the parks. Yes...you read that right. Grab your poncho, raincoat and/or umbrella and head to the parks. Many Guests often decide to stay at their resort when it's raining, especially if the forecast calls for rain all day. So you just might benefit from shorter lines at the attractions. Of course knowing how to deal with the rain is the trick.

Be Prepared

Before you head out for a rainy day at the parks, it's a good idea to bring along a few provisions. First you'll need something to keep the rain away, like a raincoat, umbrella or poncho. If you already have them at home, it's best to remember to pack these items, especially ponchos, instead of purchasing them at the parks where the prices will be much higher. Keep in mind you'll want to make sure any electronics (cameras, cell phones, etc.) will stay dry as well. Rainy days are also the best days to leave the jeans in the hotel room and sport those new shorts you packed. Wet jeans can make one very uncomfortable as I learned on my first Disney World down-pour...but that's another story. Also, bring some shoes that offer good traction in slippery conditions, since a rainy day at the parks is probably not the best time to go around in heels or flip-flops. The last thing you want to do is slip on a wet surface and hurt yourself. Safety first!

Just Riding in the Rain

More than half of the attractions throughout Walt Disney World are housed indoors or have covered ride vehicles, so rain won't put a damper on your experience. True, these dry attractions likely will be more crowded as people try to stay out of the weather, but this also gives you a great opportunity to take your time to enjoy and appreciate all those little details Imagineers put in queues. Too often, we all hurry through the queue and miss those great details in queues such as Star Tours or Expedition Everest. Some of those outdoor covered attractions can seem entirely new when it's raining, especially the Jungle Cruise and the Kilimanjaro Safaris. You might just see things you've never seen before because of the rain.

And just because it's raining, don't assume those outdoor attractions like Dumbo, Splash Mountain, parades, and evening fireworks will automatically be closed or cancelled. Often, the Magic Kingdom afternoon parade will take place, though it might be an abbreviated show, and Wishes will often run in the rain even if Tinker Bell may be taking the evening off. Given its high-speed nature, Test Track often closes during rain for safety reasons too.

You can assume one thing though; any outdoor attractions you ride will have wet seats, even if the rain has stopped. One simple way to clear up the problem of wet seats (and wet shorts/pants) is to bring along a small microfiber towel (no larger than a hand towel) so you can wipe off the seats before you sit down. Store the towel in a large plastic zip-close bag. As you visit the restrooms, use the air dryers to



dry out your towel. Even indoor attractions can sometimes have wet seats as soaked Guests come inside and sit down. If possible, those wearing ponchos should try to take off the poncho before they enter an indoor attraction to help keep seats dry as a courtesy to other Guests.

It's important to distinguish the difference between normal rain and a thunderstorm. If it's just raining, quite a few outdoor attractions will keep running. Thunderstorms, however, are an entirely different affair. All outdoor attractions (even those with covered ride vehicles) will close when a thunderstorm is within a few miles of the park and will not reopen until it's safe to do so again.

Time to Shop!

When the rain starts to fall, it's also a great time to go shopping. The parks and resorts are filled with stores offering plenty of things to browse through and purchase. Rainy days can be a great time to go to those stores you often pass by, especially in Epcot's World Showcase, where in addition to discovering beautiful treasures you can learn more about the countries. You can also visit Downtown Disney for some shopping or to visit DisneyQuest.

So Which Park is Best in the Rain?

The Magic Kingdom and Epcot have the most covered attractions, while Animal Kingdom has the least. So those who are less adventurous in wet conditions may want to stay with the Magic Kingdom. However, Animal Kingdom may be the park that changes the most in the rain and the one that Guests will shy away from most when it's wet, leading to shorter lines. It really depends on how much you can handle wet conditions. If you're willing to get a little wet or have a good umbrella/poncho, you might find that a rainy day is a good day to visit Animal Kingdom.

Resort Hopping

Those who don't want to brave the weather in the parks or at Downtown Disney might find a rainy day is a good time to visit different resorts. If you use Disney transportation, you won't have to get out in the wet conditions much at all. Take the day to ride the monorail loop and visit the different Magic Kingdom Resorts, or hop on a bus to take in the magnificence of the Animal Kingdom or Wilderness lodges. Visiting resorts is one more way to appreciate everything Walt Disney World has to offer.

Some General Reminders

Umbrellas can be your friend in rainy weather. It's better to use a small fold-up-style umbrella as opposed to a huge golf umbrella. While the larger umbrella does offer more protection from rain, it's much more difficult to take on attractions, meaning you will end up having to leave it with Cast Members.

When there's rain in Florida, it often comes by way of a thunderstorm, so it's a good idea to have a plan for where you and your party will go if lightning threatens. You don't want to be outside, so find a safe indoor location (a restaurant, a store, an exhibit, etc.) to wait out the storm. Most Florida storms don't last long, so your wait should be fairly short.

It's always a good idea before you even leave for your vacation to check the weather forecast to see if rain will be an issue. The National Weather Service forecast page for the greater Orlando area can be found at <http://srh.noaa.gov/mlb>. If you're visiting from June to November, it's also a good idea to check the National Hurricane Center page at <http://www.nhc.noaa.gov> to see if any tropical systems may impact your trip.

With a little pre-planning your vacation can be enjoyable, rain or shine!

Magic Kingdom Hidden Tributes: Tomorrowland

The Magic Kingdom, forty years young, has many hidden Disney tributes within its one-hundred plus acres. Large and small, obvious and obscure, references to Disney's past and present abound.

Let's focus on Tomorrowland, where you'll find Space Mountain, the Magic Kingdom's first roller coaster. Although it didn't open until 1975, its roots go back to Walt Disney himself when he championed the idea of a ride that could tap into the new-found fascination with the cosmos, brought on by the space age of the Mercury, Gemini and Apollo space programs. The attraction never made it past the idea stage, however. Walt's untimely death in 1966, combined with limited technological resources and a tight budget for the Magic Kingdom and Walt Disney World development, forced the idea to be temporarily shelved. However, at Disney Imagineering, good ideas always find the light of day and in 1975, Space Mountain opened to the public, taking Guests on a thrill ride through the galaxy.

Although the ride itself is through the inky darkness of space, observant Guests can spot Disney tributes in the queue, the post-show and briefly during the ride itself. Let's start with the entrance, where a sign welcoming space travelers reads Starport Seven-Five. This is a twofold tribute, first to the name Space Port, the original working title of the attraction. Seven-Five references the year the attraction opened.

Another Starport Seven-Five sign indicates that there are many active lunar- and earth-based stations. The stations on terra firma are all direct tributes to the five Space Mountain attractions across the globe - Tomorrowland Station MK-1, representing the flagship attraction in Florida; TL Space Station 77, for Disneyland; Discovery Landing Station-Paris, for Disneyland Paris; Ashita Base-Tokyo, in honor of Tokyo Disneyland, and HK Spaceport E-TKT, in tribute both to Hong Kong Disneyland and to the coveted "E ticket" status reserved for Disney's best attractions.

The queue now features interplanetary maps, and highlighted on one are the names of various celestial bodies; Miranda, Cordelia, Oberon and Ariel! These are actually inspired by moons orbiting around Uranus, but animation fans can no doubt recognize the name of a spirited mermaid as well. Elsewhere on the maps, keep a sharp eye out for Disney's Hyperion Resort as a space-age destination, which serves as a tribute to the early days of the Disney Company when its studio was on 2719 Hyperion Avenue in Los Angeles.

During the ride, you may be able to identify a spacecraft with the unique markings of H-NCH. This is in honor of Imagineer John Hench, who conceived the iconic



By Jamie Hecker



Jamie Hecker has been a lifelong fan of Disney, and is passing on his love to his sons. He and his family visit Orlando annually and always look forward to their next trip. When not in Orlando, he resides in northern Virginia with his beautiful wife Suzanne, two boys and four cats. You can read more about his "hidden Disney" musings at myhiddendisney.blogspot.com/



mountain-like show building and the ride within. Once your thrilling ride is complete, you'll pass through a tunnel on your way back to Tomorrowland. Several staged scenes along the way have subtle tributes to former attractions at Walt Disney World. The first scene features luggage with various stickers of exotic destinations. One reads Mesa Verde, the desert farming locale from the former Epcot attraction Horizons. Another post-show scene is dubbed 20,000 light years under the sea, a clear reference to the former Magic Kingdom submarine attraction 20,000 Leagues Under the Sea.



Taking a break from hidden tributes, do you know what does Space Mountain has in common with Pixar? No, it's not a hidden Wall-E in the stars but rather the demure Ed Catmull, co-founder of the animation studio powerhouse. While a graduate student in computer graphics, he created a then-revolutionary animated film of a digitized hand. The finished result, featured in the 1976 science fiction film Futureworld, was so promising that Catmull proposed to Disney the concept of incorporating computer graphics into the traditional animation process. Disney wasn't ready for that quite yet, but instead Imagineers pressed Catmull to apply his discipline towards the computer-aided design of the track layout for the developing Space Mountain attraction. He declined the offer and instead channeled his energy into Pixar.

Back to our search, let's head over to Walt Disney's Carousel of Progress, which debuted alongside Space Mountain on January 15, 1975. It's another classic attraction that had Walt's personal involvement, a stage show originally developed for the 1964-65 New York World's Fair. It features a family of Audio-Animatronic characters who chart the progress of innovation and technology through a series of vignettes from the turn of the 20th century to the present. The scenes of the 1900s, 1920s and the post-war 1940s highlight

how electricity has enabled progress over the years, tying nicely into the show's original sponsor, General Electric. Following the World's Fair, it relocated to Disneyland and again to the Magic Kingdom at Walt Disney World.

The challenge with each iteration of the attraction was in how to present the final scene, since the 'present day' is an ever-shifting target. In 1975, the final act showed the family gathered for the holidays, with the decor reflecting the times. How quaint the 4:3 aspect ratio cabinet television seemed in later years! Over time it has been rethemed, at one time using a then-contemporary rear-projection large screen television, updated again to a high definition wide-screen television. The gaming console, no doubt futuristic when it debuted, now feels crude. There's a healthy debate about what how this final scene should appear, whether is should be as it originally appeared in 1964 as a "snapshot in time," or aggressively updated to keep ahead of changing technologies, or simply leave it as is.

It's with this in mind that you should pay attention to the far right side of the final scene. Sarah, our overworked mother of the family, is sitting at a desk near the kitchen. Behind her is a bulletin board with typical household items, including family photos, appointment reminders, and a yellow note with the alarming memo: "Marty called - wants changes!" This is in honor of Marty Sklar, retired Vice President and current International Ambassador of Walt Disney Imagineering. Sklar's career with Disney goes back to 1955, where he rose in ranks to join WDI as a show writer. One of his earliest projects was the Carousel of Progress, and he's been involved with all the updates over the years.



The next time you're meandering through Tomorrowland, look for these tributes and take a moment to appreciate the legacy of Walt, his company and the many talented men and women that work to create the magic.

A decorative sign with the words "MOUSE VIEWS" in a stylized font, featuring a Mickey Mouse head silhouette in the center. The sign is mounted on a wooden post.

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.

Cars Land Opens in DCA: Ka-Chow!

The much anticipated addition to Disney California Adventure Park is finally receiving Guests! Cars Land opened June 15th of this year and welcomes Guests into a world where humans never existed. Only cars.

After six years of planning and creation, Cars Land is finally a reality. What many Guests may not realize is that Cars Land was built on the old Timon Parking Lot (behind Bugs Land and the Twilight Zone Tower of Terror). What used to be a frustrating journey on hot asphalt to find the car after a long day in the parks is now a delightful stroll into the world of Cars, complete with dining, shopping, and attractions to entertain and delight kids of all ages. And since this land alone is 12 acres, there is plenty to explore.

The country-style sound track from Mater's Junkyard Jamboree welcomes Guest as they pass the Cars Land sign and into the main street of Radiator Springs as it appeared at the end of the first Cars film. (Yes, at night, the neon does work! But more on that later.) Mater's Junkyard Jamboree is a whip style attraction that pays homage to the cow...er...tractor-tipping scene from the first Cars movie. Mini tractors pull Guests around in an attraction that is part next-generation Mad Tea Party, and part whip-ride. Sure, it's intended to appeal to younger Guests, but just the cheerful sound track alone makes any kid at heart want to give it a try.

A little further down Route 66, Guests will find Luigi's Flying Tires. For those with some knowledge of Disney history, this attraction may seem vaguely familiar. While set in the kitschy world of Radiator Springs, the attraction bears a striking resemblance to Disneyland's Tomorrowland attraction of yesterday - The Flying Saucers. For any Guest who has ever wondered what it's like to be the puck on an air hockey table, this is probably as close as you can (safely) get. Huge fans under the floor of the attraction push air up, making the two-seater tires hover in a fun game of bumper cars.

Another fun stop is the Cozy Cone Hotel, only this isn't a hotel. This is a counter service food stop. Each larger-than-life traffic cone includes delicious goodies, served in a unique fashion! This isn't the kind of roadside stop to sleep through. For example, one of the lunch options includes the "Chili Cone Carne" - all-beef chili that doesn't need a spoon because it's served in a pretzel bread cone. Need something more healthy and refreshing? Try Red's Apple Freeze - a fat free, slushy-like beverage made from 100% apple juice and passion fruit foam. Other menu items include soft serve ice cream, "Route" Beer floats, Breakfast cones (served as the chili described above, but instead of chili, Guests can order a Bacon and Egg Scramble or Scramble Egg Verde), Ramone's Pear of Dice Soda (made of dessert pear syrup, Sprite, and Mojito syrup), Churro bites with Cinnamon-chocolate sauce, Pretzel bites with Cheesy sauce, and a rotating menu of seasoned popcorns (like Salt and Vinegar, Sweet and Spicy, Nacho, Dill Pickle, and Bacon and Cheddar just to name a few current combinations).

The Cozy Cones aren't the only eatery spots in Radiator Springs. Fillmore's also offers quick grab-and-go snacks at his multi-colored dwelling. But for Guests looking to sit down and take a touring break, there is only one place to go, Flo's V8 Café. Not



only is it blissfully air conditioned inside, with many tables offering great views of the Radiator Springs Racers, but it also offers a little history on Flo herself! Most Cars fans will know her as the blue car in love with Ramone, the auto body specialist. But what is her past all about? Well, step into Flo's V8 Café and take a moment to soak up the monument to this gospel/R&B legend that we've never heard. It turns out that Flo was pretty famous in her youth! According to the Café, Flo was part of a singing group. Gold records line the walls of one side of the building. The other side includes a few photos from Doc's younger days, as well as a great print of where he ended up when Cars wrapped up – as Pit Crew Captain of Lightning McQueen's crew. Luckily for Guests, Flo has expanded her menu to include human fuel rather than the higher octane fuel cars appreciate. Portions are large enough for most people to split for a light meal, yet big enough for those with really empty tanks. Breakfast highlights include an American Breakfast (scrambled eggs, breakfast potatoes, bacon, and a biscuit), Brioche French toast (perfect for anyone with a morning sweet tooth since it's baked and covered in salted caramel sauce and bananas), and a seasonal fruit plate (served with yogurt and a blueberry muffin for those who enjoy a lighter start to the day). Lunch and dinner highlights include a Citrus Turkey Breast entrée (served with turkey gravy and a choice of two sides with a garlic and chive roll), a NY Strip Loin entrée, and a Veggie Tater Bake (made of roasted vegetables, cauliflower, Bulgur wheat, soy crumbles, and smashed red skin potatoes topped off with cheddar cheese, also served with two sides

and a garlic chive roll). But the real stars here are the desserts. Pie lovers, come hungry. There's always room for a slice of Flo's Signature Apple Cheddar or Chocolate Mud pie. A seasonal fruit pie usually rounds out the selection.

That brings us to the crowning achievement in Radiator Springs – Radiator Springs Racers. The deeper Guests move into Cars Land, the more and more they feel like they've just stepped into Monument Valley... only there are some slight differences. For starters, this isn't Monument Valley; it's Ornament Valley. Towering stones reminiscent of Frontierland and the high desert loom over Cars Land. The

rock face houses this land's E-Ticket attraction, Radiator Springs Racers. This attraction takes everything Disney does best, and puts it into one amazing, family friendly atmosphere. Often compared to Epcot's Test Track (due to the use of similar technology) this ride goes to the next level by adding an immersive story that includes Audio-Animatronic cars that you'll meet along the way. Your journey begins with a leisurely drive through the country, passing by a spectacular waterfall as you weave through towering rock spires. But then comes the dark portion of the ride, where you'll (nearly) run into Mater, Luigi, the Sheriff, and others. Mater reappears to take you on a tractor tipping spree, but the fun ends when Frank appears to see what's going on. Once you flee the scene it's off to the paint shop or Luigi's for a quick tune up before the real fun begins. It's a race through the rugged contours of Radiator Springs, and in this race you're pitted against another car filled with fellow Guests. This exhilarating high-speed race is similar to the high-speed runs at Test Track, but here you'll find more tight turns, dips, and tunnels!

Cars Land will most likely draw large crowds for at least the next year or more. Looking to ride Radiator Springs? Try a Fast Pass or stay at a Disneyland Resort and go for Early Entry. This attraction does have a Single Rider Line as well, which can cut the wait time down (but will result in splitting up a party).

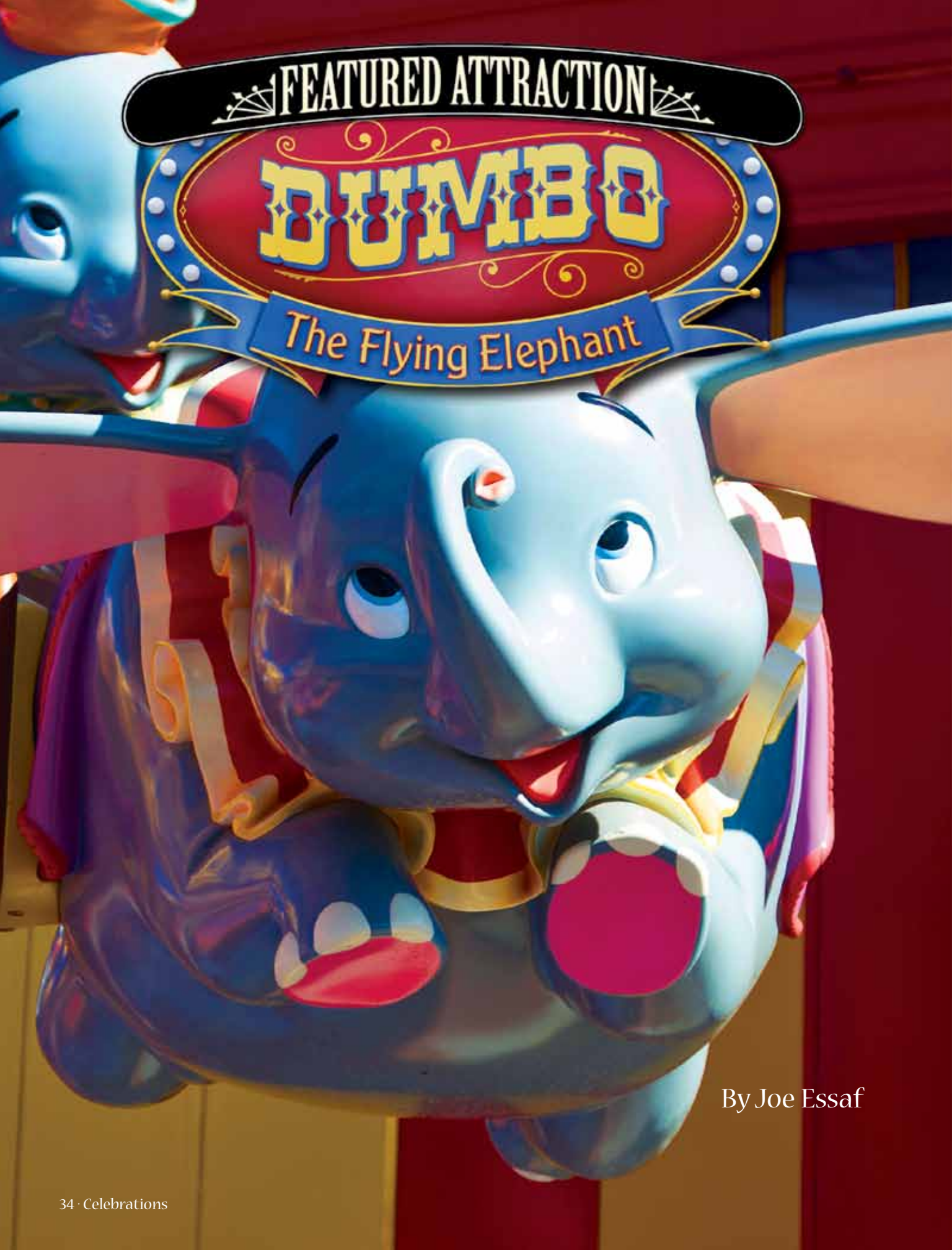
But what about those neon lights? Don't count the cars out when the sun sets! Their neon works now – and it's not to be missed!



FEATURED ATTRACTION

DUMBO

The Flying Elephant



By Joe Essaf

Paint? Check. Relocation? Check. Double capacity? Check. Overflow of magic and new stories to be told? Check. Walt Disney World Imagineering has outdone itself once more. Their work on the New Fantasyland expansion is certainly starting to take shape, and its shape is fantastic. Dumbo the Flying Elephant has reopened its doors to Guests. With countless enhancements, the attraction is now bursting with energy, and the word 'exciting' is not enough to describe it. From water fountains and light shows to an interactive queue, Dumbo has been given the royal treatment. A new kind of magic is falling upon the Magic Kingdom; one that every kid, young or old, is no doubt going to love.

Let's begin with the film that started it all. Dumbo was released to theaters in 1941 as the story of a young elephant trying to fit in with his peers. Despite being mocked and ridiculed, Dumbo would go on to soar above everyone who did not believe in him. The film would prove to be a necessary financial gain for the Walt Disney Studio and would become a classic for years to come. It ended up to be so popular that, upon making plans for Disneyland, the idea of making Dumbo into an attraction was obvious.

Three months after the opening day of Disneyland, Dumbo the Flying Elephant made its debut. The ride began with only ten elephants, ten that were almost painted pink! In the original plans for the attraction, they were to be based off the hallucination that Dumbo has during the "Pink Elephants on Parade" sequence. However, before being installed in the park, Walt Disney decided against it. He believed that people would not want to ride elephants based on an alcohol-induced delusion. He expected they would rather ride the real Dumbo, and the attraction's enduring popularity proved Walt correct. Another interesting aspect of the original concept for Dumbo was that each elephant was to have hinged ears. They were designed to move up and down as Dumbo flew around the sky. Due to mechanical problems, this never came to fruition. The ears were soon replaced with unhinged fiberglass copies. Despite these early changes, the attraction proved to be very popular over the years, and it was only natural that everyone's favorite pachyderm would find a new home in the Magic Kingdom in Florida.

Dumbo landed in the Magic Kingdom when Walt Disney World opened in 1971. It was placed by the Pinocchio Village Haus in Fantasyland and became an immediate favorite. It was updated in 1993, expanding to sixteen elephants, as well getting a makeover to the mechanics and paintjob behind

the central axis. Unlike the Disneyland ride, the Magic Kingdom version of Dumbo did not have water fountains under it. This was due to the existence of underground Cast Member passageways (the Utilidors) running underneath the attraction. In 1997, topiaries were added, along with a new covered queue. This brings us to today, a time of exciting change! The New Fantasyland is being built and now showcases a brighter, more vibrant version of the attraction.

Fantasyland's expansion is bringing a host of new, dazzling additions to the Magic Kingdom, and Dumbo the Flying Elephant is no exception. The attraction has been moved from its previous home to the area by the Mad Tea Cups, where Mickey's Toontown Fair used to be. The ride has also doubled in size! A replica of the existing sixteen elephant attraction has been made and placed directly adjacent to the old one. The two will fly counter to each other, with the original flying counter-clockwise, like all other Dumbo attractions, and the replica spinning clockwise. A fresh coat of paint has also given Dumbo a new breath of life. Alongside the main axis hub, there are painted panels that tell the story of Dumbo. Fountains have also (finally!) been added, and they're spectacular; lights change and sway all around the fountains, creating a gorgeous sight at nighttime. These lights are similar to the Disneyland version, but more colors were added for the new renovation. Even the queue line has been given a new look! Dumbo the Flying Elephant now has one of the most immersive and modern queues in all of Walt Disney World. Upon entering the queue in the Big Top, you will receive a pager. This pager will light up when it is your turn to ride Dumbo (similar to how many restaurants seat their patrons). While waiting, you can choose to sit in the nice air-conditioning, or if you're in for a bit more excitement, you can join in on the circus taking place inside, which has interactive family-fun games, trampolines, rope-walks, and more! But keep in mind, the Fastpass line bypasses the interactive queue area. So if your kids (or you) want to stop and play, make sure you wait in the regular line. Also, we can't forget Casey Jr., the train that carried Dumbo and his circus act. At the Casey Jr. Splash 'N Soak Station located across from Dumbo, children and adults can enjoy getting splashed in an amazing water area where Casey Jr. and all the animals have stopped for the big event. Everyone can spend some time getting soaked by monkeys, camels, and elephants!

Dumbo has always been a favorite and must-see attraction for any Walt Disney World Guest. Dumbo the Flying Elephant is ready to soar with more magic and fantasy than



ever before. Given a fresh coat of paint, some new nuts and bolts, and modern technology, the attraction has improved in ways unimaginable. It is breathtaking to see what the Imagineers have done. Dumbo was already a classic, but with the new renovation the film is brought to life in ways never imagined before. Dumbo the Flying Elephant is ready to create new stories, new memories, and new magic with each and every Guest that walks under the folds of the Big Top.

Dumbo the Flying Elephant Fun Facts

- In 2005, the Walt Disney Company donated one of the attraction elephants to the National Museum of American History to commemorate Disneyland's 50th anniversary.
- Except for Disneyland Paris, all of the parks have an extra elephant outside of the attraction that Guests can use for photo opportunities (a must-do for any first-timers to Walt Disney World or Disneyland!).
- In Disneyland, a 1915 band organ (rumored to be from Gavioli, a European circus organ maker) is sometimes used to provide background music. This band organ can be heard

from a mile away if played at its highest volume, but it is lowered to provide the music at a reasonable level.

- In 1957, while visiting Disneyland, President Harry Truman politely declined a ride on Dumbo. As a democrat, the president thought it would be bad publicity due to the Republican Party's symbol being the elephant.
- During Disneyland's 50th Anniversary celebration, one of the elephants was painted gold in commemoration.
- A replica of the 1971 Magic Kingdom version, with ten elephants, is in Tokyo Disneyland. This is the only version that still has ten elephants and not sixteen or more.
- During the Disneyana convention in 1992, an original Dumbo elephant sold for \$16,000.
- *Dumbo* is still one of the shortest films created by the Walt Disney Studio at only 64 minutes long.
- In order to regain from the financial losses of *Fantasia*, Walt wanted *Dumbo* to be cost-effective. A method used to cut down on time and energy was to create the backgrounds with watercolor. This style would later inspire director Chris Sanders to use the same method when creating *Lilo & Stitch*.



FEATURED FILM
— THE —
ARISTOCATS

By Lori Elias





To which pets do the others tip their hats? Naturalment, *The Aristocats!*"

These words, written by Richard and Robert Sherman and sung by the great French chanteur Maurice Chevalier, first introduced audiences to a family of fancy felines in 1970. Directed by Wolfgang Reitherman, *The Aristocats* was Disney's twentieth animated film, as well as the last film to be personally approved by Walt Disney before he passed away in December 1966. Production of the film was relegated to Walt's "nine old men," and took four years and four million dollars to complete.

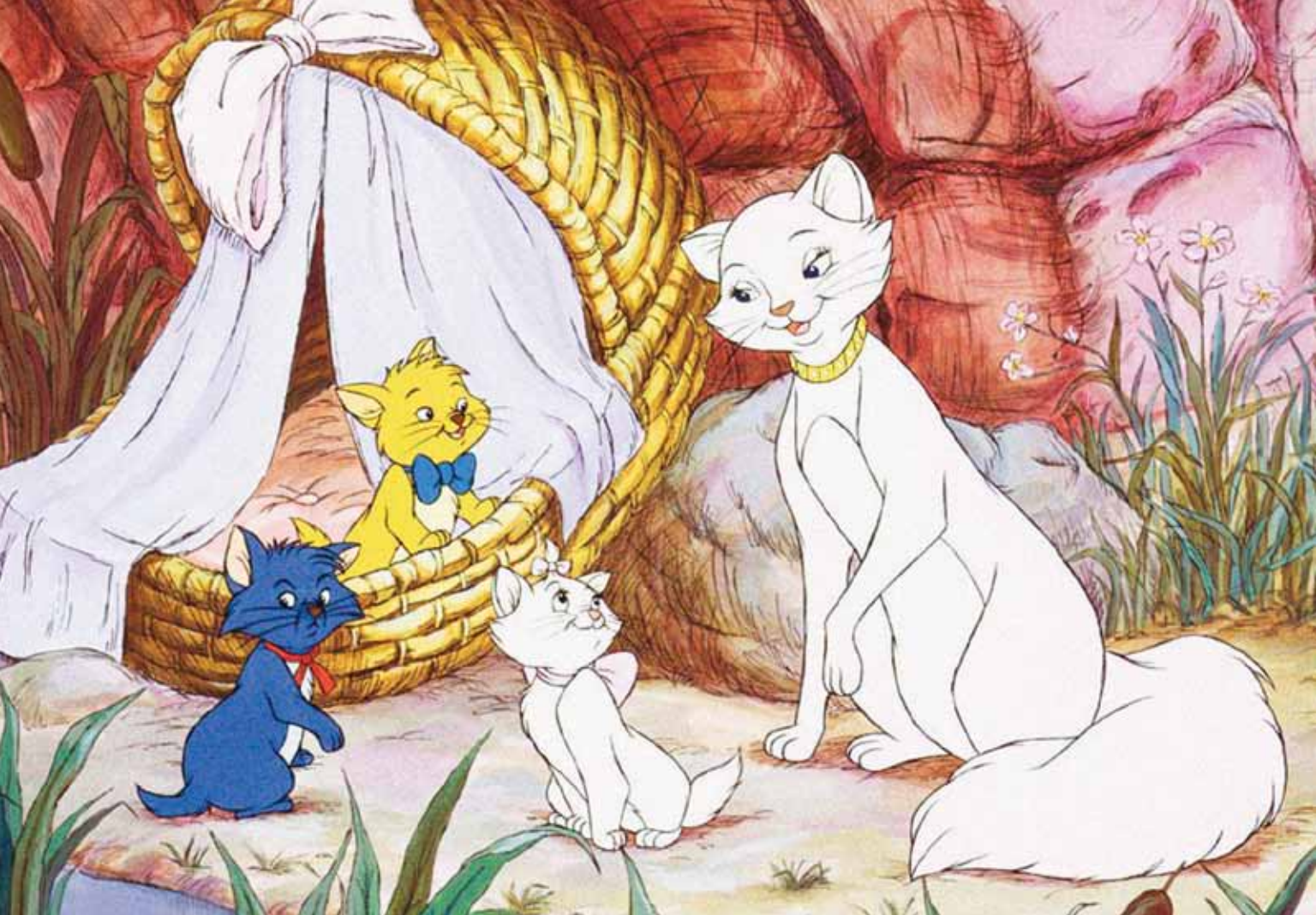
The original story of *The Aristocats*, created by Harry Tytle, Tom Rowe, and Tom McGowan, was conceived as a two-part live-action television movie for Walt Disney's *Wonderful World of Color*. Walt himself decided that the story should be treated as an animated feature film instead.

The movie was one of the last to be filmed using the Xerox animation process, which had made its debut with *101 Dalmatians* in 1961. Before the use of this technique, each individual animation cel was drawn entirely by hand. The Xerox process, developed by Ub Iwerks, allowed for drawings to be transferred to film using a modified Xerox camera,

thus greatly speeding up the animation process.

Creatively reworking a few tried-and-true plot devices from *Lady and the Tramp* and *101 Dalmatians*, *The Aristocats* tells the tale of a group of cats owned by the wealthy—if a bit eccentric—Madame Adelaide. After she dictates in her will that her fortune be left to her adored cat Duchess and her three kittens, Madame's jealous butler Edgar schemes to remove the cats from the scene. The aptly-named Duchess and her kittens escape Edgar's clutches, and with the help of alley cat Thomas O'Malley, embark on their journey home, meeting a gaggle of fascinating characters along the way.

The Aristocats is highly regarded for its voice talent. Eva Gabor, known at the time for her work in the television series *Green Acres*, made her Disney debut as the voice of Duchess; she would go on to portray Bianca in the *Rescuers* films. Phil Harris, who had recently delighted audiences as the voice of Baloo in *The Jungle Book*, brought his second leading "man" to life as the earthy Thomas O'Malley; he would later voice Little John in Disney's *Robin Hood*. The voice of Roquefort, Sterling Holloway, was instantly recognizable to Winnie the Pooh fans as the "silly old bear," as well as Kaa in *The Jungle Book* and the Cheshire Cat in *Alice in Wonderland*.



Holloway had worked on *Wonderland* with Bill Thompson (*The Aristocats' Uncle Waldo*), who had voiced the White Rabbit. Thompson had a notable Disney resume himself, having portrayed the voice of Prince Hubert in *Sleeping Beauty* and Smee in *Peter Pan*. Sadly, *Aristocats* was his final film, as he suffered a fatal heart attack months after the movie was released.

This was also the final recording for legendary French vocalist Maurice Chevalier. Chevalier had been in retirement for several years when Richard and Robert Sherman approached him to sing the title song for the film. The Shermans' father Al had written a number of songs for the French superstar thirty years earlier, and the brothers had also composed music sung by Chevalier for the films *In Search of the Castaways* and *Monkeys, Go Home!* According to the 2012 DVD release, Richard Sherman sent the singer a recording of himself imitating Chevalier in order to persuade him to sign on for *The Aristocats*... and it worked!

The Sherman brothers also penned "Scales and Arpeggios" for the film. They created a number of other songs that were cut by the direction team, but two of these melo-

dies, "Pourquoi" and "She Never Felt Alone," found new life on subsequent DVD releases. Terry Gilkyson, who had scored a hit with "The Bare Necessities" for *The Jungle Book*, reteamed with voice talent Phil Harris for "Thomas O'Malley Cat," while Floyd Huddleston and Al Rinker created the rollicking favorite, "Ev'rybody Wants to be a Cat." The original score was composed by George Bruns, whose Disney credits include incidental music for *Sleeping Beauty*, *The Jungle Book*, and *101 Dalmatians*, as well as the iconic melody "Yo Ho (A Pirate's Life for Me)" from the *Pirates of the Caribbean* attraction.

The Aristocats was re-distributed to U.S. theaters in 1980 and 1987, and ran in Europe as recently as 1994. It was released as a Special Edition DVD in 2008 and on Blu-Ray in August of this year. This newest edition includes an interview with the Sherman brothers—made even more special after Robert's passing in March 2012—and an *Aristocats* Scrapbook.

With its classic animation techniques, toe-tapping melodies, colorful characters (both in hue and personality), and dynamic cast of voices, it's easy to understand why "ev'rybody wants to be cat"!

Fun Facts about *The Aristocats*

- The actresses who voiced goose-sisters Amelia and Abigail Gabble, Carole Shelley and Monica Evans, also played sisters in the Broadway, film, and television versions of *The Odd Couple*, where they portrayed Cecily and Gwendolyn Pigeon. They went on to provide the voices of Lady Kluck and Maid Marian, respectively, in Disney's *Robin Hood* (1973).
- The voice of Scat Cat was intended for jazz singer and trumpeter Louis Armstrong, of whom Walt Disney was a great fan. When Armstrong dropped out of the film before production began, Scatman Crothers was hired to take his place; he was told to portray Scat Cat as Armstrong would.
- Though her name does not appear in the credits, this was the first film of comedienne Ruth Buzzi, as the singing voice of Frou-Frou.
- Eva Gabor (Duchess) and Pat Buttram (Napoleon) also co-starred in the television series *Green Acres*. They would reunite in *The Rescuers* as Bianca and Luke.
- *The Aristocats* takes place in France in 1910, during La Belle Époque, or "the beautiful era," which is the same time period depicted in Epcot's France pavilion, where Marie regularly appears for pictures and autographs.

- Madame Adelaide and Georges perform the tango to a Spanish habañera from the opera *Carmen*. This opera, which takes place in Spain, was actually written by French composer Georges Bizet.
- The kittens are named for important figures in French history: the musically-inclined Berlioz for 19th-century composer Hector Berlioz, the artistic Toulouse for Post-Impressionist painter Henri de Toulouse-Lautrec, and "little princess" Marie for ill-fated 18th-century queen Marie Antoinette. Likewise, the dogs owe their monikers to great French generals: Napoleon, of course, is named for Napoleon Bonaparte, military genius and emperor of France, while Lafayette refers to Gilbert du Motier, Marquis de Lafayette, whose martial expertise was crucial to the Americans' victory in the Revolutionary War.
- Madame Adelaide's last name is Bonfamille, which is French for "good family."
- Gold Key, a comic book company of the 1960s-70s that created a number of series based on Disney films, released an *Aristocats* comic book in 1971, as well as nine issues each of *O'Malley and the Alley Cats* (1971-74) and *The Aristokittens* (1973-75).

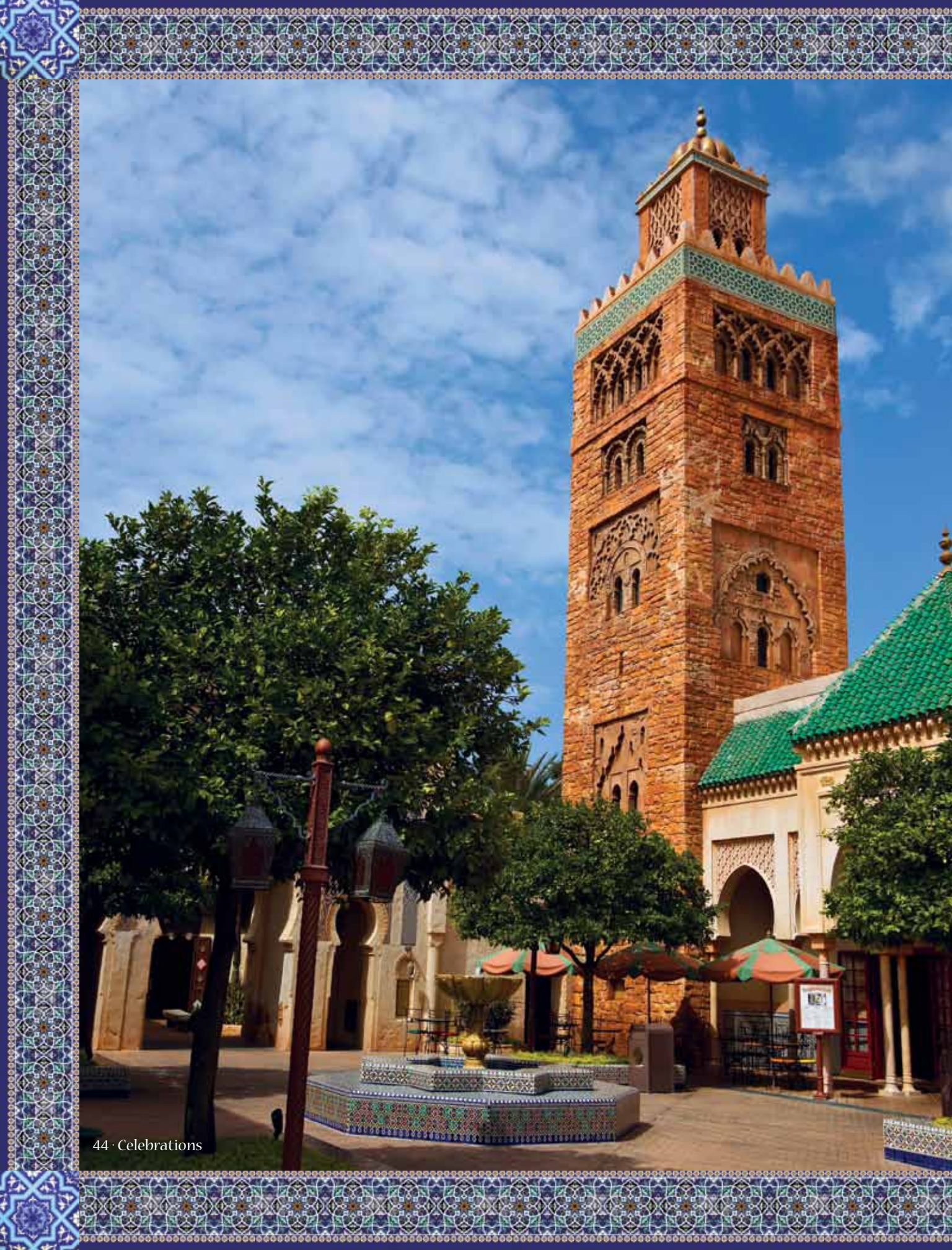


A night photograph of a courtyard with a tree, a fountain, and a building with arches. The scene is illuminated by warm lights, creating a cozy and inviting atmosphere. The building features intricate architectural details, including a crenellated roofline and a large, ornate fountain in the foreground. A large tree stands in the center of the courtyard, and a paved walkway leads through the arches of the building.

THE LUXURIOUS OF LORRACCO

BY JOHN KING





On September 7, 1984, Morocco became the first new pavilion to join Epcot's World Showcase, making it the tenth country to have a pavilion. Nestled between France and Japan, the Morocco pavilion at first seems understated. From the promenade, dark sandstone walls—with cylindrical gutters poking evenly from the surface—rest beneath a replica of the Koutouba Minaret of Marrekesh (the original was a prayer tower of a twelfth century mosque). But aside from the impressive minaret, there are no bold landmarks here, as is the case in many other countries represented in Epcot: no pagodas, no statues of St. George, no Campanile of Venice. This is because the design of the pavilion is meant to provide the experience of being in an actual city in Morocco. In Islamic cultures, the exteriors of buildings are typically plain, despite the fact that the interiors may be lavish, as a way of symbolizing the value of spiritual transcendence over material wealth. But the apparent simplicity of the exterior is deceiving; Morocco, perhaps more than any other pavilion in World Showcase, is filled with a wealth of detail that makes it a wonder to explore. Once you venture into the heart of the pavilion and wander through the many alleyways, you'll truly feel as if you've stepped into a whole new world.

On the lagoon side of the pavilion, the modestly-sized Souk-Al-Magreb invites Guests to shop for brass plates (note the Hidden Mickey by the door) and belly dancing accessories. The latter might seem especially fun if you have just seen the remarkable belly dancer perform to the ecstatic tunes of Mo'Rockin on the nearby stage.

As you make your way across the walkway and into the pavilion itself, take notice of the intricate craftsmanship of the tile work and architecture. At the heart of the entrance is one of the focal points of the pavilion, a colorful fountain in the shape of an eight-pointed star known as a khatim, offering a reassuring sense of solace from the heat. The unusual shape of the fountain—one square overlaid diagonally atop another—has mystical symbolism for Islamic peoples. According to one Muslim legend, Solomon used this sort of star to entrap genies. But in Arabic culture, the symbol dates all the way back to ancient Sumerian myths, as the symbol was associated with the goddess Ishtar, who embodied

the light of dawn.

More colorful still is the archway (the Bab Baujouloud) that leads into the interior of the pavilion. This spectacular structure features even more dazzling mosaic work in swirling blue and yellow, with one large pointed Islamic arch flanked by two smaller arches serving as portals into the many corners of this area. When this pavilion was being planned, King Hassan II of Morocco arranged for nineteen maalems (artisans) to travel to Walt Disney World to create the mosaics, in order to ensure the highest standards of cultural authenticity. This archway is meant to represent the passage between the new city (which contains the Souk-Al-Magreb, Tangierine Café, The Gallery of Arts and History, and, of course, the music of Mo'Rockin) and the ancient city of Fez.

Passing through these portals, you enter an alley flanked by more sandstone buildings. To the right is a series of shops: Tangier Traders (clothing, leatherwork, and jewelry), Brass Bazaar, the Outdoor Bazaar (where the Kidcot Fun Stop table awaits), Casablanca Carpets, and Medina Arts (featuring fine pottery and lamps). This extensive marketplace, redolent with the sweet scent of incense, offers a remarkable assortment of some of the most authentic souvenirs in all of World Showcase.

The last room of these shops is one of the hidden gems of World Showcase, especially in inclement weather, because this room is where the meet-and-greet for Aladdin and Jasmine relocates when it rains. The décor in this room makes it feel like an actual chamber in a royal palace. Along the wall closest to the bazaars, there are the trappings of a study—medieval scientific gadgets, scrolls and quills, and lots and lots of books piled around, with a beautifully ornate, antique book propped open to tell the story of Aladdin in English and in Arabic script. On one page, Aladdin is depicted wearing his ragged, riff raff clothes in front of a panoramic view of Agrabah. Along the far wall, there is a stylized windowsill looking out over the very same panoramic view of Agrabah—life-sized this time. Gauzy curtains hang from the ceiling. There are cushions upon the floor. And, beside Jasmine on a beautiful carpet, Aladdin will stand in finer (if not regal) clothes. This is one of



the best themed meet-and-greets in all of Epcot, when the weather forces the meet-in-greet indoors. (In more cooperative weather, Aladdin and Jasmine meet Guests along the promenade.)

As you walk around the Morocco pavilion, you might notice that the name on nearly every exterior sign first appears in its equivalent in Arabic calligraphy. While calligraphy has been important to many cultures throughout history, this intricate art of handwriting holds a special place in Arab cultures. For many, it holds powerful associations with editions of the Qur'an, in which the beauty of the penmanship reflects the beauty of the sacred words and message of the holy text, which has historically been so central to Arab cultures. And there is a more practical side to the elevation of this craft, too. Since Islam forbids its practitioners to present artistic representations of human figures in any way—a taboo that is mostly respected in the Morocco pavilion—Arab cultures placed their artistic energies into other outlets, like mosaic work, and calligraphic script. Even

centuries after the printing press seemed to make such exquisite script seem needlessly ornamental, Islamic cultures, like that of Morocco, demonstrate great pride in their language and its presentation.

At the furthest point in the alleyways of the old city is the entrance to Restaurant Marrakesh, which is probably the most spacious dining experience at Epcot. The dazzlingly ornate ceilings stretch two stories above you, with beautiful lantern chandeliers dangling high above. The dining room is also a wide-open space, with four long seating areas with tables that are gratifyingly spread out, thus allowing you to take in the whole scene and talk to others in your party without raising your voice. The restaurant is filled with a wealth of charming details, including latticed, arched windows, colorful mosaic walls, filigreed carvings in the wall borders and pillars, and richly understated kaleidoscopic designs in the carpet. The two seating areas on the far sides of the restaurant are elevated, thus giving Guests a good view of the restaurant.

In addition to the beauty of the décor, the restaurant features performances by musicians and a belly dancer at regular intervals. One musician plays the mesmeric tones of the kanun (a many stringed instrument like a zither or a dulcimer) while the other adds rhythmic texture with the drum.

If the music and the appearance of Restaurant Marrakesh seems especially exotic, the fare is deliciously approachable, with salads, meat dishes, and desserts (baklava!) that offer a reassuring sense of novelty to your taste buds without shocking your palate. The mashoui lamb, chicken or beef kabobs, and seasoned seafood are all wonderful. For a treat, order beef brewat rolls, which are sweet pastries stuffed with minced beef and eggs. Lunch specials are sometimes offered as a relatively inexpensive way to sample the Mediterranean fare of this wonderful table service restaurant.

As you wander through the alleyways of the old city, you might be drawn into the sunlit brilliance of the Fez House, which represents what a domestic courtyard in the city of Fez looks like. Here you'll find more dazzlingly geometric mosaics, beautiful carvings of dark wood in the doors and the balcony, the mesmerizing play of shadows and light, and a calming fountain. If you listen closely, you might hear the sound of Moroccan children playing. The benches offer a great spot to rest while taking in the surroundings.

One door at the end of the Fez House opens into another easily overlooked treasure of World Showcase: the Gallery of Arts and History. This room, which continues a fascinating display of artisan craftsmanship, is a quiet, beautiful space. Lantern chandeliers offer mood lighting, and light also beams colorfully through the stained glass of the front door.

The gallery features a museum quality exhibit that changes periodically, so that non-local Guests might have

a different experience on their next visit. If the point of World Showcase is to enhance one's appreciation of other cultures, then this long room provides ten to twenty minutes of educational discovery that certainly fulfills that premise.

If you haven't partaken of the fare at Restaurant Marrakesh and want to try some quick Moroccan dishes, then venture across from the Gallery of Arts and History to the counter service restaurant Tangerine Cafe. The schwarma platters are made with succulent chicken or lamb that one can see behind the counter turning on vertical spits. The cafe also offers wrap sandwiches,

a vegetable platter, and a kefta sandwich, which features spiced ground beef and salsa. And in the back of the Tangerine Cafe is a special pastry counter (more baklava!) and coffee bar.

Back in the World Showcase promenade, a few more spots are worth investigating. Between the Souk-Al-Magreb and the MoRockin tent-stage is a stand where Guests can be adorned with henna tattoos. Henna is the name of the cosmetic dye derived from the plant of the same name. Although most often associated with wedding celebrations, henna body art on women has been part of social celebrations and holidays

in Mediterranean cultures since ancient times.

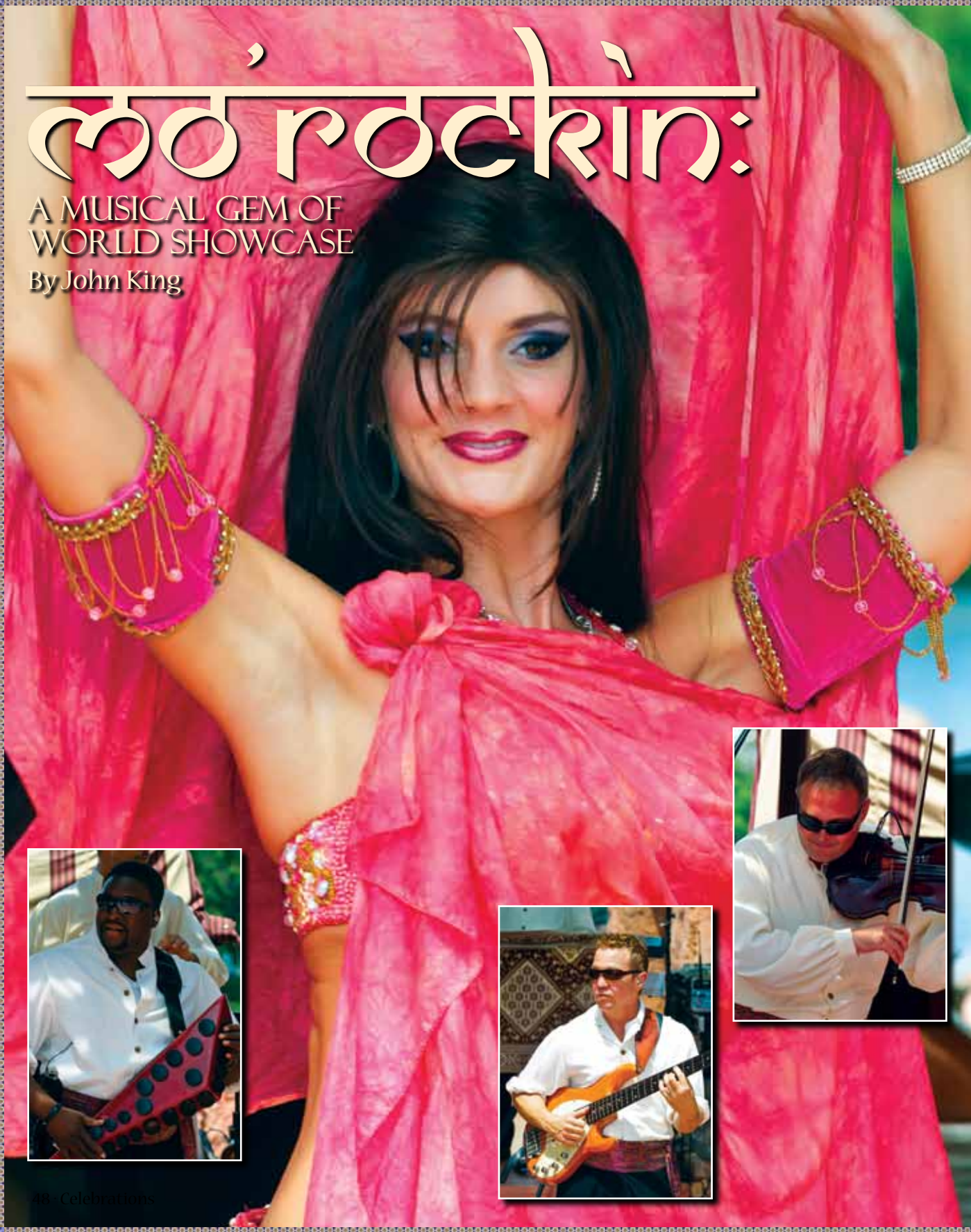
Along the lagoon, you'll also discover a series of structures featuring Mediterranean trees and plants, all irrigated in a unique method appropriate for Morocco's dry climate. Water is drawn out of the lagoon by a large wheel and into a shallow well. From there, a series of ramps carries the water through small channels to each planting area. This irrigation system is as appropriate a symbol as any for the Morocco pavilion, which represents a country with proud traditions stemming from a unique combination of overlapping cultures that come together on the tip of the African continent.



Mad Rockin':

A MUSICAL GEM OF
WORLD SHOWCASE

By John King



As you step off of the water taxi that has just traversed the waters of World Showcase Lagoon, you might hear the booming, intricate rhythms and uplifting melodies of the Morocco pavilion. From the docking area, a left-hand turn takes you to the Moroccan promenade alongside a rectangular, reddish-brown garden. There, on a stage nestled against the sandstone of the Al-Magreb marketplace, is Mo'Rockin, the quintet energetically producing these exotic sounds.

The music of Mo'Rockin is an ecstatic fusion of traditional Arabic music with elements of contemporary dance music. The core of their music is timelessly exotic. It's a roving sonic expedition that gains energy from the complexity of the rhythms and funky popping of the electric bass, overlaid with a complex melodic interplay between an exotic violin and traditional keyboards. The songs themselves blend into other songs and other musical palates from around the world. For example, when the band plays a tour de force called "Abdel Kader," the pulsating, dance-worthy music will playfully dip into the disco groove of Kool and the Gang's "Jungle Boogie" and then, shortly afterwards, the Near Eastern camp of the 80s dance anthem, "Walk Like an Egyptian" by The Bangles. Mo'Rockin's world fusion is flexible enough to incorporate the Latin flair of mambo, too. In their arrangement for a song called "Habibi," the darbuka drums, doing the work of bongos, and the melodic piano bring both musical genres together, intertwining their rhythmic and energetic natures. When the tempo changes during some of the musical interludes, the otherworldly twangs and droning notes of the robab, airy ney flutes, and other dreamily exotic keyboard sounds combine with the clear high notes of the violin, fueling these sonic journeys with epic impressions.


Mo'Rockin is comprised of Matthew Antolick on the Zendrum, a triangular contraption covered with MIDI pads that produces a wealth of realistic drum sounds; Abdel Tahour on the traditional darbuka, or hand drums; Rene Zayas on the keyboard; Konstantin Dimitrov on the violin; and Dave Lowrey on bass. Each of these instrumentalists is extraordinarily gifted, and together they produce an unforgettable sound. Gracing World Showcase since 1999, Mo'Rockin performs several times a day in sets that last

twenty minutes. The songs change from set to set, so it can be worth the effort to attend more than one performance.

Perhaps the more memorable feature of a Mo'Rockin performance is the delightful belly dancer, Aria, who accompanies the musicians. Aria is the ideal complement to the sounds of the Morocco pavilion. Her body finds the rhythms within the rhythms of the darbuka, the Zendrum, and the athletic, bouncy notes of the bass. The intricate gyrations of her physique reveal a hyperkinetic consciousness, with her intricate undulations enhanced by the flailing, brilliant tassels of her bejeweled costume. Her long, dark hair sweeps through the air as she spins, her outstretched arms whirling in time with the entrancing strains of music. As members of the band take solos, she dances beside them, her form embodying the beat of whatever notes they improvise.

Mo'Rockin offers a deeply interactive musical experience. During each set, Aria will step down from the stage and coach willing members of the audience in belly dancing moves. At other times, she encourages the audience to clap along to the music, making the complex rhythm sound even more textured.

Among the musicians, Konstantin Dimitrov, the violinist, sometimes entrances Guests with his playful eyes, big smile, and beautiful playing. His violin has a long, slender neck that extends for most of the instrument, ending in a circular curve. The special design allows him to easily move across the stage, gazing into the crowd and smiling all the while as his bow glides across the strings. Sometimes during the evening shows, when the sun has descended beyond the horizon and the Florida air has finally cooled, children typically respond to this extraordinary music by dancing energetically, turning the Moroccan promenade into an international disco.

By honoring and celebrating the traditions of the world with their music, Mo'Rockin is a truly unforgettable World Showcase experience. This unique group creates a sublime, energetic blending of sounds from the Near East and the West, all in a danceable form that simply takes your breath away. "Mo'Rockin's sound is world fusion," says percussionist Matthew Antolick. "It is a microcosm of what World Showcase is all about." 



Exploring the Streets of America (Disney Style)

- REFERENCES
- 1 Trinity Church
 - 2 St. Paul's Church
 - 3 Grace Church
 - 4 Christ Church
 - 5 St. John's Church
 - 6 St. George's Church
 - 7 St. Stephen's Church
 - 8 Presbyterian Church
 - 9 Baptist Churches
 - 10 Dutch Churches
 - 11 Unitarian Church
 - 12 Methodist Churches
 - 13 Prim's Meeting House
 - 14 Congregational Church
 - 15 St. Peter's Church
 - 16 St. Patrick's Church
 - 17 Rutgers Medical College
 - 18 Columbia College
 - 19 Coll. of Physicians
 - 20 New York Hospital
 - 21 Orphan Asylum
 - 22 Alms House
 - 23 State Prison
 - 24 House of Refuge
 - 25 Custom House
 - The different Banks are located in its vicinity
 - 26 Merchant's Exchange
 - 27 Post Office
 - 28 Park Theatre
 - 29 Lafayette Theatre
 - 30 Bowery Theatre
 - 31 Batham St. Theatre
 - 32 Circus
 - 33 Mount Pitt Circus
 - 34 Fanchull Garden
 - 35 Fulton Market
 - 36 City Hotel
 - 37 ...the House



by Lori Elias



As one of the smaller areas of Disney's Hollywood Studios, the Streets of America might easily be overlooked as a convenient passageway between Toy Story Mania! and the Muppets, but a wealth of creativity lies throughout these avenues. Taking time to explore will uncover Disney detailing at its finest.

When the Studios first opened in 1989, the Streets of America were part of the Studio Backlot Tour, the popular attraction in which Guests embark on a 30-minute walking and tram journey through simulated movie-scene scenarios. The tour includes an attack at sea and Catastrophe Canyon, in which Guests experience classic film disasters such as an earthquake, fire, and flood. During the early years of the attraction, when the Disney-MGM Studios (as it was then known) had a working production studio, the tour lasted two hours and included the studio and backlot among its route. The tram section of the Backlot Tour took Guests down Residential Street, which featured the facades of homes seen in a number of hit television shows and films in the 1980s and '90s, as well as New York Street, an early version of the present-day Streets of America. Guests en-

joying the attraction marveled at the authenticity of these sets, which included a two-dimensional backdrop of the New York City skyline, Beaux-Arts buildings and a replica of Washington Square Park.

Ultimately, the Backlot Tour was shortened both in size and duration to accommodate the Lights, Motors, Action! Extreme Stunt Show, which makes its home on the former Residential Street. New York Street lost Washington Square to the new attraction, but in 2004 gained San Francisco Street, which intersects New York Street. The expanded area was renamed "Streets of America" and opened to pedestrians as a connection between Pixar Place and the Muppets' area of DHS, and of course from early November through early January hosts the dazzling Osbourne Family Spectacle of Dancing Lights. For two glorious months, the Streets of America are turned into a winter wonderland of lights and music...and snow even magically appears!

The Streets of America are essentially a movie set; in fact, a number of movie scenes have been shot on these streets, including *The Lottery*, a short film that used to be shown during the Backlot Tour, starring Bette Midler as a voice

teacher who discovers she is the owner of a winning lottery ticket. After the ticket slips out of her hand to the sidewalk below, hilarity ensues as she races through the streets to recover her prize. This movie was more than entertainment; it also exhibited just how lifelike the Streets of America appear on-screen. High school students participating in summer camps through the New York Film Academy still use the Streets of America as a set for their film projects.

As Guests enter the Streets of America, they find themselves instantly transported to 1930s New York—a time when Duke Ellington was taking the A-train and when Fiorella LaGuardia wasn't an airport: he was the mayor.

New York Street is based on West 40th Street in the heart of Manhattan. Structures seen along New York Street mimic those seen in the Big Apple, including brownstone apartments, municipal buildings, and even a branch of the New York Public Library. While it may be tempting to see what lies behind the doors and windows of these buildings, they are really only “shells” constructed of fiberglass, Styrofoam, and plywood, with intricate detail added to create the illusion of a real city street. (The one structure that is not a façade is Youse Guys Moychindice, a souvenir kiosk featuring a variety of hats, cups, plush toys and other assorted gifts.)

Piped-in traffic sounds bring Guests further into the fantasy. Dotted the street are 30s-style city stop lights, as well as sign markers for the Statue of Liberty and Interstate 95, which crosses the city as it stretches from Maine to southern Florida. Touches such as taxi signs and a subway entrance complete the picture. Sharp-eyed Guests will notice that the 18th Street subway sign, which looks like any found in New York, cleverly indicates that the “W” and “D” trains run from this station. (Native New Yorkers, however, might point out that the logo for the “D” train is actually orange; not yellow, as on the sign!) Though the entrance appears authentic, the steps descend to a wall instead of a subway. This parallels the actual fate of the 18th Street Station, as it closed in 1948; the “W” line was shut down in 2010 as well.

Next to the subway entrance is a seemingly innocent-looking fire hydrant. It's a great place to linger on a hot day, but from time to time it will release a spray of water on unsuspecting Guests!

Attention to detail and accuracy is prevalent throughout New York Street. The stained glass-windowed façade facing the Chevrolet building displays three flags. The first, of course, is the Stars and Stripes; the center flag, featuring the goddesses Liberty and Justice on a blue field, is the flag

of the state of New York; to its left is an orange, white and blue striped flag, with an emblem in the center. This is the flag of New York City; the center design is the city's official emblem, featuring symbols important to the founding of the city.

Disney details can be found throughout the “Venture Travel Services” window, which is a feast of hidden and not-so-hidden Mickeys! The travel agency enthusiastically advertises Disney Cruise Line vacations, and a close look at the photograph on the wall reveals Walt Disney holding a Mickey Mouse doll. The lampshade on the desk is decorated with classic Mickey perforations, and a framed picture on the desk shows Mickey and Minnie dreaming of their own Disney Cruise.

Some of the Disney references are much more subtle. For example, note the “window” of the piano shop on the skyline backdrop. According to the sign, this store was established in 1939. There are also references to 1939 in the Tower of Terror: according to the attraction's backstory, the Hollywood Tower Hotel was struck by lightning in that year, and the elevator's inspection certificate is also dated 1939. This was the year that the Walt Disney Studios opened in California!

Many Guests particularly enjoy snapping photographs in front of the backdrop, as well as its San Francisco counterpart, and no wonder: these backdrops are so realistic that you may be within a few feet of them before realizing they are two-dimensional pictures and not actual buildings. The New York backdrop's prominent piece is the Flatiron Building, with a glimpse of the Chrysler and Empire State Buildings peeking over the other “structures.” Though the actual Empire State Building is over 1400 feet tall, the two-dimensional DHS Empire State Building is only around four stories. If you think it seems taller than that, you're not alone: the Streets of America backdrops and buildings utilize the parks' popular technique of forced perspective. By constructing or painting buildings with windows and features, such as bricks or signs, that get progressively smaller as the building rises, the eye is tricked into seeing the building as being a greater height than it actually is.

One of the few labeled buildings in the backdrop is the “Amsterdam.” New York was originally called “New Amsterdam” until control of the area was ceded from the Dutch to the English in the seventeenth century...but there is also a Disney connection! While there is no “Amsterdam Building” in Manhattan, the New Amsterdam Theatre, which is owned by Disney Theatrical Productions, sits proudly on



West 42nd Street. The New Amsterdam is the theatrical home of Disney's "practically perfect" nanny, Mary Poppins, where she has been delighting Broadway audiences since 2006. And while we're on the subject of theatre, New York Street also boasts a billboard advertising Tony Award-winning musical "The Lion King," which is enjoying a 15-year—and counting—Broadway run two blocks from the New Amsterdam at the Minskoff Theatre.

Another nearby billboard advertises Disney-produced television programming; as of this writing, Robert Carlyle's enigmatic Mr. Gold from ABC's hit show "Once Upon a Time" was gazing down at Guests from atop an apartment building...a clever association with the 1988 animated classic *Oliver and Company*, as the film's opening song is "Once Upon a Time in New York City"!

Take a careful look at the newspapers at the bottom corners of the backdrop: you will see advertisements for Steamboat Willie. In fact, if you look at the newspaper stands throughout the Streets, you may discover "articles" related to more current Disney blockbusters; past newspapers

have featured *The Incredibles* and *Up*.

Another hard-to-spot Disney detail can be found at the barbershop. The address marker has a picture of a Dalmatian. Close inspection of his front leg will uncover a hidden Mickey made up of the dog's spots.

Running perpendicular to New York Street is San Francisco Street. On this avenue, replicas of Edwardian and Victorian-style homes that are prevalent throughout the Bay Area lead to the San Francisco backdrop, which features a high, sloping hill, with the Golden Gate Bridge gleaming





it's time for a little fun! As you walk up the street toward the San Francisco backdrop, turn right. As you go around the corner, you will find a street light with an umbrella attached to it. Stand under the umbrella and grasp its handle, and be ready to channel Gene Kelly as you discover what it's like to be singin' in the rain!

With so many details to explore, this intersection is more than simply a walkway to Pixar Place or Jim Henson's MuppetVision 3-D: it is a

in the distance. San Francisco is well-known for its Chinatown, and San Francisco Street gives a nod to that area with a faux-Chinese Laundry, "Eastern Exchange" and "Yeoung Wo Ginseng Company" shops—labeled in both English and Chinese—and the "China Bowl Restaurant." (No, they do not serve food at this location—it is only a façade. But if you head toward the New York backdrop and turn left, you'll come to the Writer's Stop café, which has all kinds of coffees, soft drinks and pastries for your culinary enjoyment, as well as a large selection of Disney books and DVDs.) You may also notice the phone booth with the pagoda on its top!

Elsewhere, a police vehicle is parked behind the fence in the Jackson Street alley. The phone number listed on the fence includes area code 510, which is indeed the area code for Oakland and other Bay Area suburbs: more Disney detail at work! Posted on the brick wall behind the gates is a sign for Sausalito Surplus; the city of Sausalito neighbors San Francisco across the Golden Gate Bridge.

As on New York Street, signs on San Francisco Street are authentic to the area. One such sign depicts a seagull and the number 49, which marks the 49-Mile Scenic Drive, or 49-Mile Drive. This popular by-way is frequented by tourists, passing through some of the city's most famous attractions including, appropriately enough, Chinatown and Golden Gate Park. Another sign denotes the historic Highway 101, which takes travelers from San Francisco to Los Angeles. Once known as El Camino Real (the King's Highway), it was California's principal north-south route until the construction of US-99 in the 1920s.

Now that you've had your history and geography lessons,

veritable treasure trove of Disney detailing and cinematic surprises. On your next trip to Disney's Hollywood Studios, take some time to pound the pavement of two of America's greatest cities as you wander the Streets of America! 🐻



Disney
EPIC MICKEY 2
THE POWER OF TWO

By Matt Cabral





An Interview With Creative Director Warren Spector



As magical as a fistful of pixie dust, 2010's *Disney Epic Mickey* took the mouse-ear-wearing masses on an unforgettable, fan-pleasing journey. The Nintendo Wii title not only cemented Mickey Mouse as a video-game star on par with legends like Super Mario, it also introduced a wildly imaginative world dubbed Wasteland; a twisted take on traditional Disney theme parks. Wasteland played host to Walt Disney's long lost characters, scrapped attractions, and even a literal mountain of Disney memorabilia, appropriately named Mickey Junk Mountain. This magical land of misfits also re-introduced the world to Oswald the Lucky Rabbit, Walt's first famous, but forgotten, cartoon creation.

Lovingly drenched in Disney detail, the game—much like an E-ticket attraction during soft opening—was only the first, and as such allowed for many opportunities to “plus” the experience. *Disney Epic Mickey 2: The Power of Two* (available on Wii, Xbox 360, and PlayStation 3) expands on the magic of the original, while still retaining all the Disney-flavored appeal of the first game. Players embark on another “epic” adventure, once again armed with Mickey's paint- and thinner-spewing paintbrush, exploring new themed areas and meeting fresh—and familiar—faces along the way.

But that's just the beginning...

Based on my in-depth discussion with the game's Creative Director—and self-proclaimed Disney nerd—Warren Spector, it seems this sequel's many fan-servicing secrets and gameplay surprises are piled as high as Cinderella Castle's tallest spire.



Matt Cabral: For those unfamiliar with the first game, what's the Disney Epic Mickey universe all about?

Warren Spector: The Disney Epic Mickey games are set in a world called Wasteland – a world made up of all of Disney's forgotten and rejected characters, theme park attractions, films, even video games. You see, in the course of making a movie, ride, or game, you'll typically go through dozens of character designs before finding the "right" one. You'll plan out scenes and things that end up on the cutting room floor...and of course new rides come along and take the place of older rides, which get retired.

All that rejected, outdated stuff had to go somewhere – Walt would never let it just disappear forever – so it ends up in Wasteland. Wasteland's first inhabitant was Oswald the Lucky Rabbit, Walt Disney's first cartoon star, and when Mickey Mouse – NOT forgotten or rejected! – gets dragged down there by villains, Oswald and Mickey have to come to terms with the fact that they're brothers...and then, of course, they have to save the world!

Does Disney Epic Mickey 2 pick up right after the original game?

It picks up "some time after" the events of the first game. When Mickey went back to his home in the Cartoon World,

Oswald and the rest of the Wastelanders set about cleaning up the mess left by the epic (sorry!) battle with the Phantom Blot. Things were actually starting to look pretty good for Wasteland when, unexpectedly, earthquakes rocked the land; the power went out all over the world and, just when it appeared things couldn't get any worse, the Mad Doctor, one of the villains of the first game, returned as the head of an army of Animatronic monsters called Beetleworx. Had he come to destroy the world? No! He claims he's seen the error of his ways and wants to be a hero. Oswald trusts him but his friends, Ortensia and Gremlin Gus, don't. They go off to bring Mickey Mouse back to Wasteland. That's where the game picks up, with Mickey returning to the world. Mickey and Oswald have to figure out if the Mad Doc is on the level – a redeemed villain who can help them or still a bad guy with an ulterior motive.

Can you discuss how Oswald's role and relationship with Mickey has evolved over the series?

Oswald's new role is probably the thing I'm most excited about in the game. The first Disney Epic Mickey game marked Oswald's return to the Disney fold – the first time he'd been seen in a new Disney story since 1928. And fans responded positively to him, as we all hoped they would. The

master plan was always to introduce Oswald in DEM and let people play as Oswald in DEM2. Now, for the first time, you can BE Oswald for a while.

In single-player, you always play as Mickey, but Oswald's right there with you, controlled by the game's artificial intelligence. And he's a helpful little guy when controlled by the hardware – capable of using his remote control to disable robotic enemies and reprogram electronic devices... able to use his ears like helicopter blades to fly places (with Mickey hanging onto his ankles and going along for the ride!)... able to fling his arm like a boomerang. He can do all that stuff even in single player – in specific places and under specific circumstances.

In two-player mode, which you can enter at any time, just by having a second player sit down and pick up a controller, Oswald can use his abilities anywhere, anytime, any way Player 2 wants. That means you can go places and do things in co-op play that are not possible in single player.

As far as the characters themselves go, we wanted the first game to remind Mickey and Oswald – and players – that the two are brothers, in a sense, and they're a lot alike. Both are loyal, plucky, persistent, funny, and good of heart. But in the first game, we only saw Oswald in cinematic story moments. In Disney Epic Mickey 2, you get to see Oswald a lot more, and in action. His personality, and the ways in which

he's NOT like Mickey, come to the fore a bit more. He's a little naïve, a little more trusting than Mickey. He's also probably a bit more brash, less inclined to think things through before he acts. I think people are going to fall in love with Oswald in this game. I hope so. I can't tell you how much I want to see Oswald take his rightful place among Disney's biggest stars!

Can fans count on exploring new areas?

There's plenty of new stuff to explore. The one I'm most psyched about right now is the place we call the Disney Gulch, our version of Frontierland. Walt's tribute to the American West has been a fixture at the Park since 1955, when Disneyland opened, and it's one of the places that has changed the most over the years. I mean, it was once a place of dirt streets, staged shootouts, and donkey rides. Not so much anymore! There was a ton of forgotten and rejected material to play with there!

You will also go back to places from the first game, but they've been changed by earthquakes and populated by some new faces. But the biggest change is probably that we were able to go deeper into these areas – literally. We're showing you more of what's below the ground and behind the scenes on Mean Street and in OsTown and elsewhere. We always try for "familiar but strange" in Wasteland, but we've been able to take that to a whole new level this time.



Aside from the co-op play, is there anything you're especially excited to have in the game?

I find the Blotworx – scary Animatronic things with silly toon Blotlings driving them – hysterically funny. They're like funny Transformers! And I've probably waxed rhapsodic about the musical numbers in the game enough that even people who never heard of Disney Epic Mickey know about that! But if you want to know what else I'm excited about, it's that we have several whole game systems we haven't even started talking about yet! There's depth in the game that people don't know about. That's a ton of fun. (Insert evil chortle here.)

Could you elaborate on the musical numbers, as well as the characters being fully voiced this time?

The full-voice decision was easy. After we shipped the first game, in which none of the characters spoke, it became apparent that Disney fans expect their characters to talk! Gamers, too, really. The singing business was a logical extension of the idea that Disney Epic Mickey games are designed to honor Disney's creative history. How can you do that and NOT include musical numbers? Every classic Disney film

uses song to advance its plot and to communicate character emotions. It was more a question of "why didn't we do this in the first game" than "why did we do it in the second."

I do want to be clear about one thing, though. I have a crazy, interactive musical in mind, where songs are a central part of the game mechanics. But this isn't that game. Disney Epic Mickey 2's songs are in cinematics only, so players who aren't into songs in their games can skip past them. I needed to test the waters and see how gamers responded to having songs at all. Next time, we can shoot for the moon.

The inclusion of Elliot from Pete's Dragon seems like an especially cool call-out for Main Street Electrical Parade fans. How did he make it into the game?

That came mostly from the game's Design Director, Chase Jones, and Studio Director, Paul Weaver. They came to me and said they really wanted to do a bunch of stuff about parades and floats and vehicles.

It was one of those palm-to-forehead, "how could I not have thought of that?" moments! I mean, honoring the Parks without including parades and floats?! Nutty! And once you start thinking about parades and floats, the first





thing most people think of is the Main Street Electrical Parade and, specifically, Pete's Dragon. That's all there was to it, really.

Any other characters that weren't in the first game you can talk about?

We've already mentioned the new enemy type – the "Blotworx" – that combine elements of the Animatronic Beetleworx from the first game and cartoon Blotlings. Dealing with them poses a new challenge for players. And characters like Ortensia and the Gremlins who appeared only in cinematics or in smaller roles in the first game play much larger roles this time around. We do have some all-new characters, but I think I'd like to keep quiet about them for now and let players discover them as they play.

What sort of access have you had to the Disney Archives in creating the game?

We've basically had all the access we want and need (and can handle – there's a lot of stuff!). We've been blessed with terrific partners at the Disney Archives and the D23 fan club. They've pointed us at interesting material we never would

have known existed; they've helped us find reference for the things we wanted to recreate (in "wonky" Wasteland form). They've talked with the press and players on our behalf. It's been terrific. These are people who live, eat, sleep and breathe Disney and their expertise and enthusiasm have been critical to our efforts.

As a passionate Disney fan yourself, is it easier or more difficult to work on a Mickey game?

Gotta be easier! I mean, getting to work with the most recognizable icon on planet earth? Even a non-fan has to see the coolness of that!

As a fan, and someone who's tried to model significant aspects of his life after Walt Disney, the opportunity was overwhelming – but always overwhelmingly cool. Lots of people seem to think I should have been scared or felt pressure or something, but that was never the case. ...It was just a huge, fun challenge.

Do you think there's enough story and material left to continue making Disney Epic Mickey games?

Ha ha ha!...You have no idea. NO idea!



Behind the Scenes of

THE GREAT MOVIE RIDE

by Lori Elias

by Lori Elias



Have you ever wished that you could ride across the prairie with John Wayne? Skip down the yellow-brick road with Judy Garland and Ray Bolger? Dance on the rooftops of London with Dick van Dyke and Julie Andrews? Well wish no more! The Great Movie Ride at Disney's Hollywood Studios allows you to jump right into these classic moments of the silver screen without the need for acting lessons.

The Great Movie Ride is more than just a feature attraction at Hollywood Studios; the original concept for the attraction was the spark that led to the creation of the park itself! Many years ago, Walt Disney had hoped to create a theme park in the vicinity of Disneyland that would provide Guests with attractions celebrating film, television and radio, but lack of space and a very busy production schedule prevented the project from taking off. In 1984, two years after Epcot opened, plans were made to incorporate two new pavilions into Future World. One would become the Wonders of Life pavilion, while the other was conceptualized as an attraction that would transport Guests through well-known movie scenes. Michael Eisner, then-CEO of Disney, was so impressed with the pavilion's concept that he used it as a springboard for the creation of a whole new theme park, leading to the creation of the Disney-MGM Studios.

The Great Movie Ride takes you on a 25-minute expedition through the movies of the 1930s through the 80s. Each scene is designed as a studio soundstage, with over fifty Audio-Animatronic ("AA") characters re-enacting notable moments from films, everything from musicals and romances to gangster movies, westerns and science fiction. This attraction is housed in the Chinese Theater at the end of Hollywood Boulevard. Imagineers based the theater's design on the famous Grauman's Chinese Theatre, erected in 1927 in Hollywood. Old photographs of the theater's early days were studied in order to replicate details that had been lost or altered through the years.

Just like its namesake, the Chinese Theater features the autographs and handprints (or foot and paw prints!) of celebrities preserved in cement, including many favorite Disney animated stars. While you're there, see if you can find Charlton Heston's signature: it's become a landmark in itself. As he was signing the cement, he was distracted by someone calling his name. When he returned his attention to his signature, he inadvertently forgot the "L," thus forever preserving his name as "Charton Heston."

Once you enter the attraction, you'll discover a gallery of authentic movie costumes and props. Arguably the most popular is a carousel horse ridden by Julie Andrews in *Mary*

Poppins. Many of the props are placed on a rotating basis, and have included Dorothy's shoes from *The Wizard of Oz*, the Millennium Falcon's holograph game table from *Star Wars*, as well as dresses worn by Judi Dench's Queen Elizabeth in *Shakespeare in Love* and Anna Popplewell's Queen Susan in *The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe*.

From the gallery, you'll next move into a large theater which serves as the attraction queue. There are no seats here; instead you'll wind their way through a series of velvet ropes. (Talk about star treatment!) While you make your way to the front of the queue and the entrance to the loading area, you can enjoy a film loop playing on the big screen that features trailers of several of the movies seen on the ride itself.

Once you enter the loading area, you'll find yourself at the foot of the Hollywood Hills, ready to board your unique trackless vehicle that will take you on your tour through the movies. Before you enter your transport, see if you can catch a glimpse of a Hidden Mickey and Minnie in the Hollywood mural overlooking the loading area: a small Mickey can be seen in a house on the right of the mural, while Minnie's profile is found near the center of the scene. Also, take note of the famous Hollywood sign in the mural. You'll see that it actually says "HOLLYWOODLAND" and not "HOLLYWOOD" as it does in real life. That's not a mistake; that's how the sign actually read back when it was constructed, being an advertisement for a nearby real estate development. The actual sign changed to the familiar "HOLLYWOOD" in 1949.

Once you settle into your ride vehicle, you'll be welcomed to the attraction by an enthusiastic Cast Member, who is not only well-versed in the films featured in The Great Movie Ride, but becomes part of the action as well.

Your journey through the history of cinema opens with "By a Waterfall," a scene from the 1933 film *Footlight Parade*. This classic scene was choreographed by Busby Berkeley, perhaps best-known for his work on *42nd Street*, *For Me and My Gal*, and *Take Me Out to the Ballgame* with Frank Sinatra and Gene Kelly. Originally, the scene featured an actual water element, but maintenance issues forced the scene to be redesigned, and now features a mesmerizing spectacle of art deco designs projected onto a scrim that occasionally reveals a five-tiered cake and a cast of dancing girls. Speaking of Gene Kelly, he stars in the attraction's next scene, *Singin' in the Rain*. Kelly himself approved his AA figure, as did all of the living performers portrayed in the attraction. (Surviving family members of deceased actors were consulted for their AAs.)



The enormous popularity of Disney musicals certainly can't be ignored, and *Mary Poppins* closes this segment with Mary and Bert's enchanting rendition of "Chim Chim Cheree." Next, the journey transitions from the relative peace of musicals to the seamier side of filmdom as you enter Prohibition-era Chicago and *The Public Enemy*, released in 1931 and starring James Cagney. Though this dark, foreboding scene seems miles away from the happiest place on Earth, Hidden Mickey's still pop up to remind you that this is indeed Walt Disney World: Mickey's shoes can be spotted under the Public Enemy movie poster, and his silhouette can be seen in a window of the Western Chemical Company building set.

These thrilling films were all about action, and you end up smack in the middle of it as you find yourself in the crossfire of a gangland shootout. Close inspection of the gangsters' license plate will reveal the number 021-429, referencing the date of the notorious St. Valentine's Day Massacre of 1929. After an explosive turn of events, your tour guide is forced to depart, while one of the bandits takes control of the vehicle. You have no choice but to go along, though much to your captor's surprise you're transported from the Midwest to the Old West, as *Rawhide* star Clint Eastwood introduces the great cowboy movies of the 1950s.

John Wayne is seen on horseback, and if you listen closely, they can hear the Duke reading his lines from films including *Hondo* and *The Searchers*. Disney fans should pay particular attention here, as you may be able to spot "Pocahontas Remedies" advertised on a fence sign. You can also keep an eye out for a notice promoting attorney Ransom Stoddard, a character in one of John Wayne's most popular movies,

The Man Who Shot Liberty Valance. (By the way, if you seemingly avoided the gun fight in the previous scene and wondered what we were talking about, don't be too smug. Any Guests who managed to avoid the showdown in Chicago will soon discover that they didn't get off quite as easily as they thought!)

The next scene takes you literally out of this world, as you suddenly find yourself on the interstellar towing spaceship Nostromo from the film *Alien*. Sigourney Weaver's Ripley is frantically trying to make her way to the escape pod as steam fills the air and sirens wail. Suddenly, the alien creature pops out from a maze of pipes on the right wall, while another bursts out from the ceiling, dripping with extraterrestrial goo. Will you make it out before your transport self-destructs along with the spaceship?!? (Of course you will: it's Walt Disney World!)

It takes great movie heroes to save the day, and the next scene features one of the bravest of them all: Indiana Jones. While Indy faces snakes, skeletons, and the mysteries of an Egyptian tomb to recover the Lost Ark, the renegade gangster who had taken over the ride succumbs to greed, attempting to steal a forbidden jewel. In a classic display of special effects movie magic, the villain is vanquished and your wayward original guide returns in dramatic fashion. The jewel may be safe, but there's more treasure to be found here. If you pay close attention you might notice a Hidden Mickey and even a Hidden Donald among the hieroglyphics. Eagle-eyed Guests may also spot a Star Wars tribute here, as C-3PO and R2-D2 can be spotted in the hieroglyphics in the scene with Indy. (The Indiana Jones and Star Wars film



franchises have more in common than a hidden tribute: they also share a common writer—George Lucas—as well as film composer John Williams.)

The journey moves on through the lush greenery of Tarzan's jungle, then returns to North Africa and *Casablanca*, where Humphrey Bogart's Rick utters his famous farewell to Ingrid Bergman's Ilsa. The star-crossed lovers stand next to a replica of the famous Lockheed Electra airplane used in the movie, though you only see only its front portion. A persistent rumor has it that this was the actual prop used in the film, but this is not the case. However, there is an interesting tidbit related to the plane; the rear of the airliner can be found in the Jungle Cruise at the Magic Kingdom.

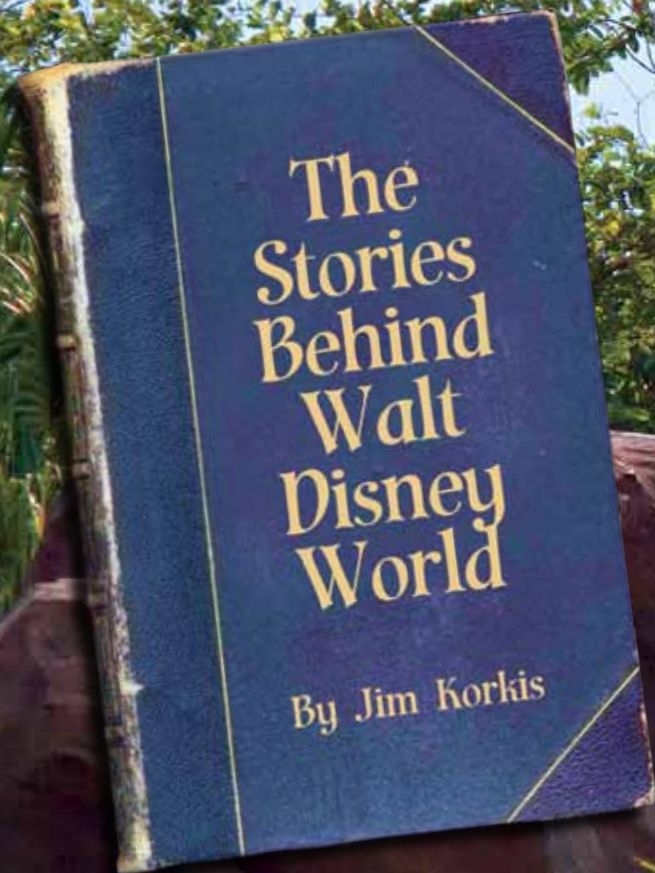
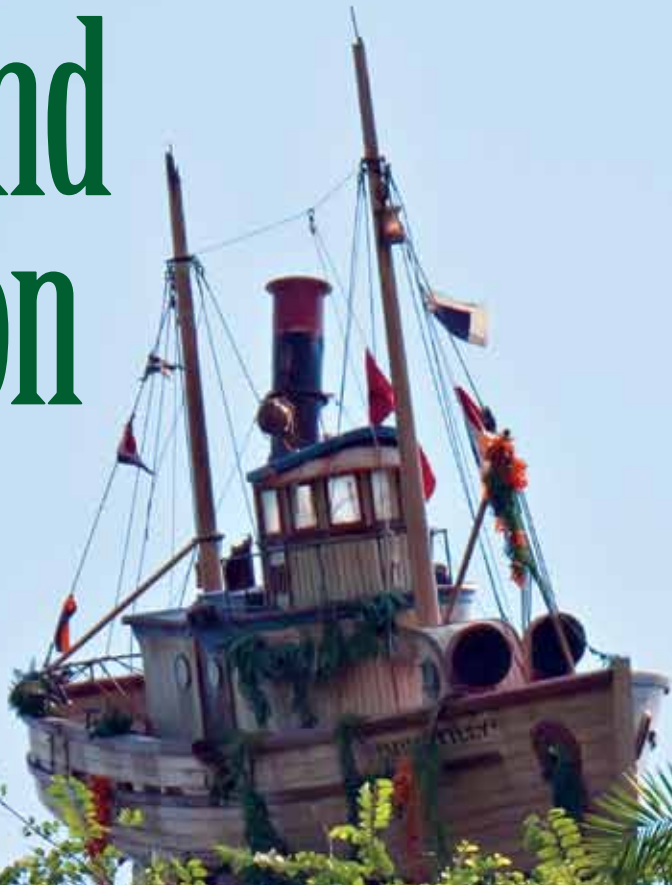
According to the original plan for the ride, Guests would have continued on through the cyclone from the *Wizard of Oz* before arriving in at the final scene. Instead of the film montage seen now, the Wizard himself would have appeared surrounded by flames to utter his famous line, "Pay no attention to the man behind the curtain," after which the previously vanquished guides would have returned. Curtains would have opened on either side to reveal many of the AA figures seen earlier, gathered to bid you a fond farewell. Instead, you and your companions glide serenely through the Sorcerer's Apprentice scene from Disney's *Fantasia* before heading to Munchkinland.

As you find yourself traveling down the yellow brick road, singing Munchkins pop out of their hiding places to welcome you. All seems well, until a blast of smoke heralds the arrival of the Witch of the West, who warns the Munchkins—and you—that, "I'll get you my pretty, and your little

dog, too!" The witch is actually a marvel of Animatronic technology. Utilizing Sarcos technology (Sarcos being an engineering and robotics firm based in Salt Lake City), the witch is capable of a greater degree of movement than previous Animatronic figures, appearing much more lifelike. This enhanced realism takes advantage of Sarcos' advanced robotics technology, making the witch one of most lifelike characters in the attraction. Sarcos is no stranger to entertainment; they also created some of the pirates in the *Pirates of the Caribbean*, the dinosaurs for *Jurassic Park: The Ride* at Universal Studios Hollywood, and the fountains for the Bellagio casino in Las Vegas. Back in Munchkinland, your calm and collected guide orders the witch away and leads you and your companions in a sing-along with the Animatronic Munchkins, as the vehicle "follows the yellow-brick road" to Emerald City.

Your journey is almost complete, but what would an attraction about the greatest movies of all time be without a film montage? The Great Movie Ride concludes with a screening of over 100 classic scenes spanning the decades. You'll see characters as diverse as Scarlett O'Hara, Snow White, Wolfgang Amadeus Mozart, Don Vito Corleone, Maria von Trapp, Lucy Pevensie, General George S. Patton and Captain Jack Sparrow. You'll also enjoy a wide variety of cinematic masterpieces ranging from classic silent films, sweeping musicals, Oscar-winning epics, comedy, drama, science-fiction, and of course, animated classics, all reminding you of the wonder and spectacle that inspired not only a headliner attraction, but an entirely new theme park where the magic of the movies comes to life!

The Legend of Typhoon Lagoon



Walt Disney World defined the concept of a themed water park with the opening of Disney's River Country on June 20, 1976 as part of the Fort Wilderness Resort on the shore of Bay Lake.

Originally, this water park was going to be called "Pop's Willow Grove" and was meant to be reminiscent of "an old fishing hole" from the time period of Tom Sawyer and Huck Finn, complete with items like rope swings. River Country was about one-fourth the size of the future Typhoon Lagoon, since the Disney Company had no idea whether such a (then) radical idea would be successful.

Attractions included Upstream Plunge (a 330,000 gallon clear water pool), Slippery Slide Falls, two sixteen-foot rock slides (with faux rock work done by Imagineer Fred Joerger, who also did rock work on everything from the Jungle Cruise's Schweitzer Falls to Big Thunder Mountain Railroad), and the Ol' Swimmin' Hole. The Ol' Swimmin' Hole featured Whoop-n-Holler Hollow—two long winding chutes that ended with a splashing entry into the water.

Water from nearby Bay Lake was pumped through the inside of River Country's artificial mountain to the top of the flumes at the rate of 8,500 gallons a minute, and then eventually through the miracle of gravity spilled back into the lake. There was a natural soft sand beach underfoot the massive pool rather than a concrete bottom, which was a unique innovation at the time.

Its huge popularity resulted in many sold out days since the Walt Disney World water park had limited capacity. It became apparent that a larger water park facility was needed, but it took just over a decade for it to become a reality.

Typhoon Lagoon opened just across the street from the newly built Pleasure Island on June 1, 1989, and was home to the world's largest outdoor surf pool (not just a wave pool). It was part of the 1989 expansion at Walt Disney World that also saw the opening of the Disney-MGM Studios theme park.

According to the back story created by the Disney Imagineers for the new water park: "A furious storm once roared 'cross the sea, catching ships in its path, helpless to flee. Instead of a certain and watery doom, the winds swept them here to Typhoon Lagoon."

That same fictitious storm from 1955, known as Hurricane Connie, inflicted near total destruction on the nearby island belonging to the descendants of Merriweather Adam Pleasure as well, adding to the lore of Pleasure Island. (But that's another tale!)

According to legend, the typhoon drastically changed the small Placid Palms resort village, and to make matters worse, a resultant earthquake and volcanic eruption left the community almost in complete ruins. Surfboards, fishing gear, boats and other nautical items were flung wildly throughout the area. Trees toppled not only onto some of the buildings but into them as well.

One old ship tanker was completely overturned. (Today, Guests can walk into it and look through the portholes to see sharks and nearly 2,000 fish swimming by in a man-made reef.) According to legend, many species of marine life, not necessarily native to the area, were deposited in the surrounding waters by the wind and water.

Even a pair of jaws from the fictional Sharkus Gigantus (reminiscent of an actual prehistoric shark known as a Megalodon) washed up on the beach.

The plucky inhabitants used their ill fortune to transform Placid Palms resort into the Leaning Palms resort, referencing the fact that some of the remaining palm trees were almost completely uprooted.

The local residents resourcefully rebuilt their town as best they could with the flotsam and jetsam of "found" objects. The much beloved Walt Disney Imagineer Randy Bright summarized the effect back in the 1980s: "Upon entering Typhoon Lagoon, Guests find themselves in a ramshackle, tin-roofed island village landscaped with cargo, surfboards and other marine wreckage left by the great storm."

The preliminary designs for this water park identified it as being called "Splash" to reflect CEO Michael Eisner's love of the Touchstone mermaid film of the same name. Different concepts were pitched, including one revolving around a beached cruise ship. Another of the original concepts was that the park would be situated in a Florida swamp and would be very tropical, complete with dense Florida foliage, dark caves for Guests to float or swim through, and Audio-Animatronic alligators.

The final, elaborate storyline was selected for an unusual reason. Typhoon Lagoon was designed so that it could also be used as a film location for a movie of the same name to be made when that area opened in 1989. According to a Walt Disney World press release, Gary Wolf, the author of the book *Who Censored Roger Rabbit?* (the novel that inspired the film *Who Framed Roger Rabbit*) was writing the screenplay for a film to be called "Typhoon Lagoon." In fact, Wolf still lists that project on his official resume.



The press release proclaimed that the project was an “unprecedented undertaking whereby a motion picture and a themed attraction...will perfectly complement each other in a unique demonstration of the capabilities of The Walt Disney Company.” All of the locations, as well as the Imagineering-created characters like Singapore Sal, would have sprung to cinematic life.

Unfortunately, the film was never made, but the water park was an instant success. Despite its size, even more capacity was needed to accommodate the huge number of Guests who wanted to enjoy its many adventures, so another water park, Blizzard Beach was built six years later.

When Blizzard Beach opened in 1996, it had a mythology surrounding its own mascot, a Florida alligator named Ice Gator, who took advantage of the melting snow of the ski resort to slide down the slopes. The character became so popular that a mascot for Typhoon Lagoon, named Lagoon Gator, was introduced shortly afterward. Lagoon Gator’s shack is filled with fanciful items relating to his reptilian interests.

Upon approaching Typhoon Lagoon, Guests immediately see one of the unfortunate boats stuck atop the entrance sign as they turn off Buena Vista Boulevard. A series of signs

inspired by the famous “Burma Shave” roadside signs of yore tell the story of Typhoon Lagoon in rhyme snippets before the Guests even get to the parking lot.

The main entrance to Typhoon Lagoon is a mixture of bits and pieces of ships damaged during the typhoon. Wheelhouses and cabins were reformatted into ticket booths with a mast and a sail creating the marquee. High above the booths is a row of nautical flags that spell out “Welcome to Typhoon Lagoon.” On the right hand side is a sign that is a “key” to deciphering what letter of the alphabet each flag represents. Nearby is a line of flags that translate to “Piranha in pool.”

The Disney Imagineers purposely designed the entrance so Guests have to follow a short winding path and up a slight hill before they finally catch a glimpse of the lagoon itself. The Guests are literally walking into the story and discovering small bits of the fantastic jigsaw tale piece by piece.

Over to the right, Guests can see the souvenir store owned by Singapore Sal. He is the fellow who is the first to get anything that washes up on the beach. That’s why he has that telescope, so he can spot new treasures. Sal’s girlfriend is Typhoon Tilly and she has her own food and beverage loca-

tion, meaning the two of them have pretty much cornered the tourist market.

Curiously, since this detailed story has been "lost" over the years, today many Guests think that the name "Singapore Sal" refers not to a man but to a woman named "Sally."

Tilly also inspired the name of one of the main landmarks at Typhoon Lagoon. High atop Mount Mayday (Mayday, of course, is a famous distress call) is Miss Tilly, an old shrimp boat out of Safen Sound, Florida. ("Safe and Sound," get it?).

The typhoon swept and impaled the boat on the top of a dangerous volcano where it snugly plugs the opening. The geothermic pressure underneath the boat builds up and erupts every thirty minutes, causing steam and water to shoot up roughly fifty feet above Mount Mayday's peak as the volcano tries unsuccessfully to dislodge the ship.

In an example of forced perspective, Miss Tilly is actually smaller in scale than a real boat so that it looks like it is much farther away. Additionally, it's not made of wood, but of seventeen tons of sculpted and painted concrete.

The real reason for the regular eruptions is to let Guests without watches (especially young children) know that a half hour has passed since the last blowing of the horn and the alarm. (You don't want to get your watches wet after all!)

The cooled and hardened lava flow from Mount Mayday has created unusually smooth mountain streams that are utilized as waterslides by Guests today.

Typhoon Lagoon is comprised of three main styles of architecture. Early Key West-style resort architecture is seen at Leaning Palms, left barely standing and precariously held in place with a few salvaged ropes. Another style of architecture, suggested by some structures in Harbor Village, is reminiscent of a typical lagoon village with its rustic thatched roofs.



Finally, there is an unorthodox mix created by flotsam and debris found after the storm that has been incorporated into what remained of some damaged structures. An upright boat became a closet. A wheelhouse became a dressing room. A massive buoy became a sign.

In reality, the Imagineers also amusingly recycled real life elements into the design of the park, as the water tower at Castaway Creek came from the old Ft. Wilderness railroad.

When a new addition was made to the waterpark in 2005,

Imagineers wisely decided to support the existing storyline. According to the story, Crush'nGusher is an old fruit washing and packing plant that was damaged by the same storm that transformed the rest of Typhoon Lagoon.

Tropical Amity brand Fruit Exporters, "Your Friends from the Tropics," once boasted that "Our juices are crushed with flavor...Our produce is gushing with taste!" That back story of a fruit processing plant is why the slides are named Banana Blaster, Coconut Crusher and Pineapple Plunger.

Today, the broken sign now ominously reads "Tropi Calamity" instead of "Tropical Amity". There is an old tractor on the roof and conveyor belts that have been overgrown by the tropical landscape. However,

even when the facility was in full operation, apparently there were employee hijinks. Number two on a posted list of Produce Wash Facility Guidelines is: "Wash flumes are not to be used for recreational purposes. No horseplay!" Today, Guests can ignore that edict and grab one of the inflatable fruit bins to use as a raft and utilize the still existing produce wash chutes for a wild, watery adventure.

Besides, the non-stop water fun, Guests can just stretch out and relax in the magnificently landscaped venue and enjoy some of the amusing storytelling details that surround them in this hidden oasis from the frantic theme park experience.



Superstar Television

When the Disney Hollywood Studios opened in 1989 as the Disney-MGM Studios, it was heralded as not simply another theme park, but an opportunity for Guests to experience “the Hollywood that never was and always will be.” More importantly, it showcased how movies and television shows were made – and gave Guests an opportunity to participate, experience, and learn from them first-hand.

Entertainment with education – just as Walt wanted it to be.

One of the opening-day attractions that embodied that participatory spirit was Superstar Television. Located in what was then known as the ABC Theater, the current home of the American Idol Experience, the show was sponsored by Sony, and let Guests experience what life was like in a typical “broadcast day” at a fictional television network. From early morning programming and afternoon soaps, to evening news and late night talk shows,

Guests could not only watch, but take a very active role in the production as well.

The queue afforded Guests the opportunity to “audition” for the show by getting the attention of the director any way they could. Once the roles for the show’s production were “cast,” the “actors” would be taken backstage for costumes, hair and make-up – just like on TV. The remaining

Guests watched an introduction film hosted by Alan Alda (of M*A*S*H fame).

Inside the 1,000 seat theater was a large stage, as well as eight television monitors to not only ensure that everyone could see what was happening on stage, but to watch the final production, thanks to “blue screen” technology.

As part of the broadcast day, Guests were rehearsed and filmed as stars of some of their favorite TV shows, such as I Love Lucy, Home Improvement, Cheers, The Late Show with David Letterman, Gilligan’s Island, Golden Girls, and others.

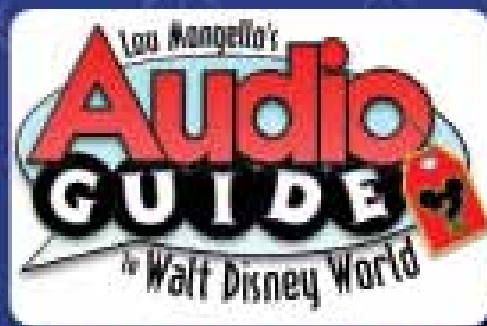
Fun, funny, and always unpredictable, the show demonstrated just how challenging taping television shows live can be. By mixing in pre-recorded clips from popular TV



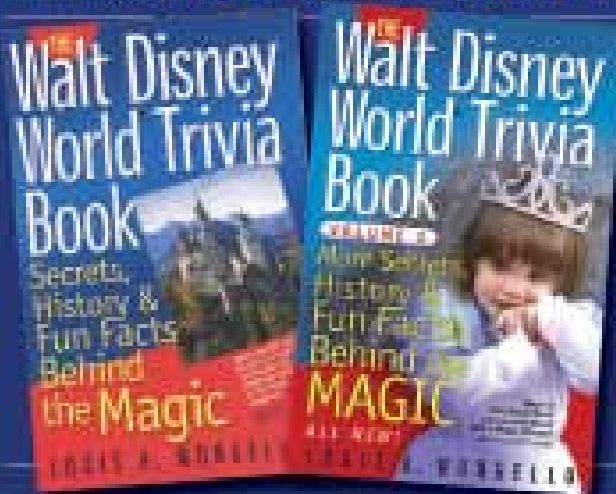
shows and featuring celebrities galore, it embodied the spirit of the park, just as the Monster Sound Show, Backlot Tour, and Magic of Disney Animation attractions did.

This show was replaced by “Doug Live!” in 1999. That show closed in 2001, and the building is now used for The American Idol Experience. As a tribute, the theater is now known as the Superstar Television Theater.

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Wandering the World

Offbeat
Adventures
and Unusual Discoveries
by Ray Harkness



The last time we parted ways, my companion and I had just completed a fabulous backstage tour at Disney's Animal Kingdom called the Wild Africa Trek. At this point, we found ourselves in meandering mode. We really had no place to be and no real idea of what we felt we needed to accomplish.

There is so much to do at Disney's Animal Kingdom, even when one is simply wandering without a plan. There is the Maharajah Jungle Trek, DinoLand USA, and, believe it or not, Rafiki's Planet Watch. We did all of it, including a viewing of Finding Nemo: The Musical. We then opted to take a break and rest up before deciding what we were going to do for the evening. As we were heading back to our room, I received a call from my

good friend and fellow *Celebrations* contributor, Tim Devine. After I told him I was back at the room relaxing, he wondered why I wasn't still at the Animal Kingdom. I replied, "Because it's closed." His reply, "Uh, I don't think so. Check again". Sure enough, when I checked the Disney Mobile Magic app on my smartphone,

I was shocked to see that he was right. You see, Walt Disney World officially shelved the Extra Magic Evening Hours for Disney's Animal Kingdom back in 2011. But, every now and again, you hear about it staying open late. When it happens, don't question; just go.

So, we decided to scrap the plans to rest and headed straight back to the park (this is when a car really comes in handy). I can hear many of you asking what the big deal is. With all the animals cozy in their quarters, why would anyone want to be at the park? I can answer that question with one word: lighting.



Every fan of Walt Disney World knows that the Imagineers put a lot of time, effort, and creativity into ensuring that the Animal Kingdom has just the right look during the day. But they took just as much time making sure that the park looks spectacular even when the sun goes down.

Yes, the animals are asleep. Yes, the attractions relying on those animals are shuttered. Yes, there is absolutely no fireworks or light show. But, what they do with light creates a whole new experience.

As we rounded the corner toward Expedition Everest, we hit paydirt. The tripod came out, the camera was locked in, and I finally got the one picture I have never been able to take...Expedition Everest at night!

Tim knew I had never gotten this shot and always tries to make sure I know when the opportunity is there.

In addition to Everest, the Tree of Life takes on an entirely new presentation at night. Wandering becomes a delicious event at this park at night and it is just too hard to resist. Let's face

it, most of us hit the Evening Extra Magic hours to get more attractions checked off the list, but when this park stays open late, we are handed an opportunity to walk around and soak up the ambiance.

So my fellow wanderers, sometimes the path less taken is always there waiting to be found. Other times, the path comes with an expiration date. So, when the path opens up, take it, because you never know when the opportunity will arise again.

Until next time, this is Ray and you have been Wandering the World.



BY THE NUMB3RS

Mission: SPACE

\$100 million

Total development costs for the Mission: SPACE attraction. That's quite a lot, but pales in comparison to...

\$1 billion

Total estimated cost of the Viking space program, consisting of two landers sent to the red planet. The first, Viking 1, was the first spacecraft to successfully land on Mars and perform its mission. Now it's up to you to repeat that historic feat!

1

VIP lounges inside the pavilion. Dubbed The Red Planet Room, the VIP lounge is chiefly used by Hewlett-Packard employees. (HP is the sponsor of the pavilion.)

2.5

Number of Gs Guests experience during their simulated flight to Mars. That's for members of the Orange Team of course; members of the Green Team experience a much less intense flight. For those of you on the Orange Team, that effectively multiplies your weight by a factor of 2.5. That might sound like a lot, but...

7.19

Number of Gs experienced by the astronauts on Apollo 16 upon reentry. Now that's intense!

16

Diameter, in feet, of the Jupiter globe near the entrance of the pavilion. By comparison, if the Earth were scaled to the same size it would be about 17 inches across, or the size of an average beach ball. Going the other way, if the sun were scaled to the same size it would be over 154 feet in diameter, or just a bit smaller than Spaceship Earth, though it would be over 16 miles away!

75

Number of years that your fictional flight to Mars takes place after the first human entered space, namely Yuri Gagarin from the USSR. Gagarin's mission consisted of a single Earth orbit and lasted 108 minutes.

5:38

In contrast, this is how long your flight to Mars lasts in minutes in seconds. That's not so bad, especially compared to...

8.5

Number of months it took the Curiosity Mars rover to arrive at its destination, and that's just one way!



How Well Do You Know Mickey Mouse?

by Tim Foster

1. What year was Mickey Mouse born?

- a. 1936
- b. 1928
- c. 1901
- d. 1911

2. What was Mickey's original name?

- a. Oswald
- b. It's a trick question, Mickey Mouse was always his name!
- c. Mortimer
- d. Maxwell

3. In what cartoon short did Mickey Mouse speak his first words?

- a. Steamboat Willie
- b. Plane Crazy
- c. The Barn Dance
- d. The Karnival Kid

4. Now, can you remember what those immortal first words were?

- a. "Aw, shucks!"
- b. "Hot dogs, hot dogs!"
- c. "Gosh!"
- d. "After you!"

5. What was Mickey's first color film?

- a. The Band Concert
- b. Steamboat Willie
- c. Brave Little Tailor
- d. Fantasia

6. How many Academy Awards has Mickey Mouse been nominated for?

- a. 1
- b. 23
- c. 9
- d. 0

7. How much did the first Mickey Mouse watch cost?

- a. 50 cents
- b. \$3.75
- c. \$10.00
- d. It was given away free as a promotion

8. On what occasion was Mickey Mouse first animated via computer?

- a. Fantasia 2000
- b. Fantasmic!
- c. A 1994 promotional DVD for Disneyland
- d. Mickey's Philharmagic

9. Who provided the original voice for Mickey?

- a. Walt Disney
- b. Thurl Ravenscroft
- c. Mel Blanc
- d. Clarence Nash

10. What is Mickey's official theme song?

- a. "When You Wish Upon a Star"
- b. "Mickey Mouse March"
- c. "The Mickey Mouse Club"
- d. "The Sorcerer's Apprentice"

11. When did Mickey first get his familiar white gloves?

- a. He always had them
- b. Fantasia
- c. The Opry House
- d. The Gallopin' Gaucho

12. Which of the following animals was NOT among the original ideas tried out when Mickey was being created?

- a. Rabbit
- b. Dog
- c. Cow
- d. Horse

13. What event occurred to celebrate Mickey's 60th birthday?

- a. He was given a star on the Hollywood Walk of Fame
- b. Mickey's Birthdayland opened in the Magic Kingdom
- c. He received his own window on Main Street, U.S.A.
- d. He was honored with a special Academy Award

14. In Mickey's fictional world, what is the name of his current hometown?

- a. Toontown
- b. Mouseville
- c. Duckburg
- d. Mouseton

15. After a cinematic hiatus in the 1960s and 70s, what film marked the return of Mickey to the big screen?

- a. Mickey's Christmas Carol
- b. Who Framed Roger Rabbit
- c. Fun and Fancy Free
- d. The Prince and the Pauper

Quiz Answers

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

ANSWERS

KIDS KORNER (pages 78-81)

WHO AM I?

- 1. Maleficent
- 2. Hopper
- 3. Charles F. Muntz
- 4. Ursula
- 5. Scar
- 6. Captain Hook

THE EYES HAVE IT

- 1. Mickey Mouse
- 2. Tigger
- 3. Lotso
- 4. Mulan
- 5. Lightning McQueen
- 6. Jack Sparrow

CHARACTER MATCH

- A—5
- B—9
- C—6
- D—8
- E—1
- F—3
- G—4
- H—10
- I—7
- J—2

PRINCES:

- 1. Aladdin
- 2. Flynn Rider
- 3. Prince Adam (Beast)*
- 4. John Smith
- 5. Prince (Snow White*)
- 6. Prince Phillip
- 7. Prince Naveen
- 8. Prince Eric
- 9. Prince Charming
- 10. Li Shang

*The Beast's real name is never mentioned in the film, so count your answer as correct if you simply said Beast. But if you knew his name was Adam give yourself a pat on the back, you really know your Disney princes!

"Oddly, the original Disney prince who appeared in *Snow White and the Seven Dwarfs* never had a name! No, it's not Prince Charming, that's Cinderella's beau!

BRAIN BUSTERS

Song of the South

FIND THE DIFFERENCE



- 1. There is an extra spire
- 2. There is a new window
- 3. The flag is facing the opposite way
- 4. The window is taller
- 5. The design is different
- 6. The pole is taller
- 7. The banner is a different color
- 8. The clock is flipped
- 9. A spire is missing
- 10. The coat of arms is gone

FIND THE DIFFERENCE BONUS ANSWER
Anastasia and Drizella

WORD SCRAMBLE

- 1. Lucifer (Cinderella)
- 2. Mushu (Mulan)
- 3. Pascal (Rapunzel)

- 4. Meeko (Pocahontas)
- 5. Louis (Tiana)
- 6. Rajah (Jasmine)
- 7. Flounder (Ariel)
- 8. Philippe (Belle)

MYSTERY QUEST (pages 82-83)

SECRET SYMBOLS

- 1. The Seas With Nemo and Friends
- 2. The 'A' in Soarin'
- 3. Sign for the Character Spot
- 4. Light bulb in Journey Into Imagination queue

WHERE AM I?

- 1. Ceiling inside the Land pavilion
- 2. Sign for the Taste Lab seen in Journey Into Imagination
- 3. Map inside the Seas With Nemo and Friends pavilion
- 4. Entrance to Soarin'
- 5. Character Spot greeting area
- 6. Upside down waterfall at the Imagination pavilion
- 7. Outside entryway to the Seas With Nemo and Friends Pavilion
- 8. Dimension room in the queue of Journey Into Imagination

In Search Of...

Tinny the Tin Toy

By Tim Foster



In my last adventure, I discovered a tribute to Buddy Ebsen tucked away in the Disney Hollywood Studios. Along the way, I had come across the Tin Man from the Wizard of Oz in the Great Movie Ride (a role that Buddy Ebsen had won but had to give up). The Tin Man was always one of my favorite characters from the Oz universe; though I seem to recall he was more properly referred to as the Tin Woodman. During my research, I found that L. Frank Baum, author of the 1900 book *The Wonderful World of Oz*, was inspired to create the character by a figure he had built out of metal parts for a shop display. It turns out that it was quite common at the time for advertisements and political cartoons to make use of men made out of tin pieces. The history of tin toys goes back a bit further, having been produced in Germany in the 1850s. Tin toys became quite a fad in the mid-twentieth century, and if memory served a tribute to them could be found nearby. But where to begin?

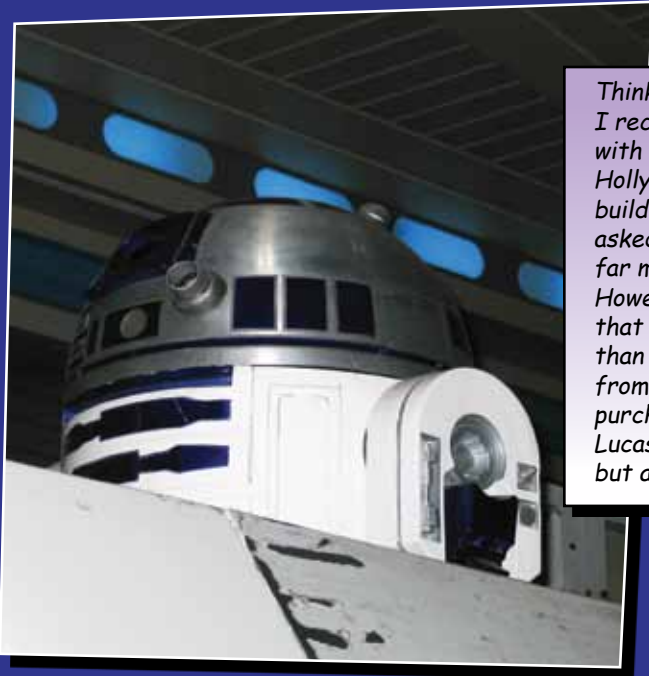
As I pondered my quest, my thoughts turned to a short film I had seen some time ago. That film, *Tin Toy*, was inspired by a visit that John Lasseter made to the Tin Toy Museum in Yokohama, Japan. Released in 1988, the short was a groundbreaking milestone in computer animation, and was actually the official test of the PhotoRealistic RenderMan software, now used to render all of Pixar's 3D animated subjects. The film itself follows the exploits of a tin one-man-band toy name Tinny as he tries to escape the clutches of a mischievous baby named Billy. I was sure that was my answer, but I couldn't think of where I had seen Tinny in the parks. To begin my search, I wandered over to the home of another famous Pixar character to see what I could find.



I found my way over to Buzz Lightyear's Space Ranger Spin and soon came across Buzz himself. I tried to ask him if he knew the whereabouts of his fellow Pixar character, but all he did was babble on and on about his mission. I wasn't interested in flying off into outer space, but as I continued my investigation into Buzz's past I did come across an interesting fact. It turns out the success of *Tin Toy* led directly to Disney gaining an interest in Pixar and authorizing the production of *Toy Story*, the film that made Buzz famous. But it almost wasn't that way. The film was originally to star Tin Toy's Tinny as he attempted to find his way home after losing his owners during a family trip. The character of Tinny eventually changed to Buzz. (Though for a short time he was known as Lunar Larry.)

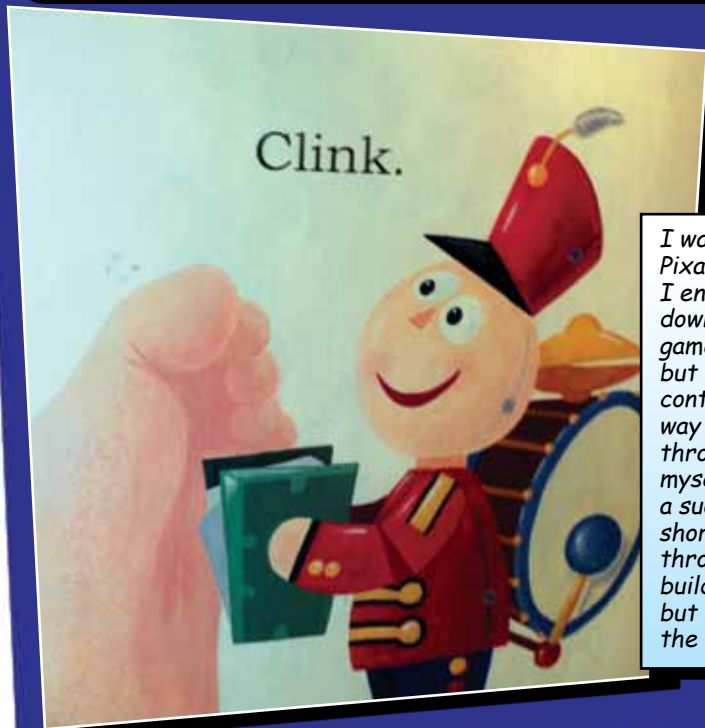
Unfortunately that was as close as I would get to Tinny at this location, so I wandered over to Epcot. In talking with the local proprietors, I learned that a collection of tin toys could be found nearby. I asked around some more and eventually found my way to the Japan pavilion in World Showcase. It was here that I was told a special exhibit was on display, a display that showcased a myriad of tin toys that were popular in Japan in the 1950s and 60s. The collection was housed in the rear of the pavilion in the Bijutsu-kan Gallery. I hurried back full of anticipation, but instead of tin toys I found a fascinating collection of spirited beasts and anime characters, the tin toys exhibit having closed in 2010. The new exhibit was quite wonderful, but not exactly what I was after.





Thinking back to Buzz Lightyear carrying on about his mission, I recalled another metallic being who was similarly obsessed with his own secret mission, and better yet he was in the nearby Hollywood Studios. I made my way over to the Star Tours building, and inside I saw the unmistakable figure of R2-D2. I asked if he knew where I could find Tinny, but like Buzz, he was far more intent on talking about the journey that lay ahead. However, I knew I must be close as a passing traveler told me that there was more of a connection between R2 and Tinny than I might have suspected. It seems that Pixar was spun off from Industrial Light and Magic back in 1986, when Steve Jobs purchased the technology rights from Star Wars creator George Lucas himself! R2 and Tinny definitely went down separate paths, but as interesting as that was, I was still no closer to my goal.

Nearby, I found an exhibit dedicated to Walt Disney, and I figured if the answer lay anywhere, it just might be here. My reasoning was that this was the home of the Dancing Man, the Buddy Ebsen-inspired figure which got me started on my quest in the first place. I walked past the Dancing Man exhibit, and as I wandered toward the back of the hall I came upon a wondrous sight. There before me was an actual life-size tin man, or more accurately, a machine that was made to mimic the appearance and movements of a living man. Called an Audio-Animatronic, it was a fascinating piece of machinery, but lightyears away from the tin toy that I was seeking, so I continued on.



I was nearly at my wit's end when I noticed another Pixar-related attraction nearby called Toy Story Mania! I entered anxiously, and suddenly found myself shrunk down in size just like an actual toy. I saw larger-than-life game boards and toys scattered throughout the entryway, but no sign of Tinny. I vowed not to give up though, and continued to make my way through the pavilion. Along the way I saw a giant Potato Head and had to battle my way through various carnival-style challenges, but soon found myself near the exit. I almost gave up hope when all of a sudden I saw it, a giant book version of the infamous short film, and better yet, Tinny himself, proudly marching through the giant pages. Pleased, I departed this zany building, proud that I had not only found the elusive Tinny, but also attained the honorable rank of Brown Bear along the way. (Apparently that's a good thing!)

Kids Korner

Who Am I?

Can you name the villain in each of these films?

1. Sleeping Beauty
 2. A Bug's Life
 3. Up
 4. The Little Mermaid
 5. The Lion King
 6. Peter Pan
-

The Eyes Have It! Can you figure out who these characters are just by their eyes? No peeking!



Happily Ever After

Can you match these princesses up with their sweethearts? When you're done, see how many characters you can name!



A



B



C



D



E



F



G



H



I



J



1



2



3



4



5



6



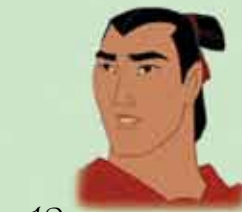
7



8



9



10

Brain Busters

Splash Mountain is based on an old Disney movie, do you know which one?

Find the Difference

Someone's been doing some remodeling on Cinderella's Castle! Can you spot the 10 differences in the photos below?



BONUS QUESTION
What were the names of Cinderella's step-sisters?

Word Scramble

See if you can unscramble the names of these animal friends of the princesses!

1. FRULICE

2. UMHUS

3. CLASPA

4. OMEKE

5. SIULO

6. JHAAR

7. DROLENUF

8. HELPIPI

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: subscriptions@celebrationspress.com.

Who is your favorite Disney princess?

All of them?! Ha! Actually, I have a hard time deciding if it's Ariel or Belle that tops my list. Ariel is so brave, and Belle is too! And there's also Rapunzel! There are so many brave girls, it's hard to pick just one. Oh, and speaking of brave, don't forget Merida! For the sake of answering, I'll choose Merida...today. ;)

What is the best time of year to go to Walt Disney World?

Any time you can go to Walt Disney World is the best time of course! The holidays are really fun with all the special things that go on. But my favorite time is springtime. The weather is great and everything just looks

so pretty. Also, my birthday is in April and there is no place better to be than at one of the parks for your birthday :D

If you could spend the night in any of the parks, where would you stay? Besides the castle!

Just one night? There are so many interesting spots...like the Swiss Family Treehouse (it's all ready for a sleepover!) or the Great Movie Ride (I would dream that I am a movie star), even The Haunted Mansion would be fun (but sleepless). If only there was really an apartment over the Plaza Ice Cream Parlor, I would love to stay there and watch the Castle all night long!! Especially at Christmas time with the special lights...

Mystery Quest

Discover the Secrets of Walt Disney World

Future World West

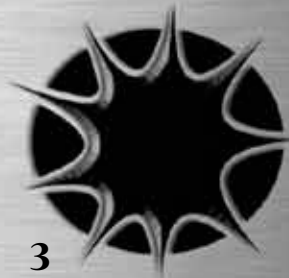
Secret Symbols Where can you find these cryptic inscriptions?



1



2



3



4

Little Known Facts

• At the Land pavilion, the surrounding landscaping is designed to create a visual representation of the land and earth. The trees at the top of the berm have white blooms to represent clouds, while the areas on either side of the pavilion are planted in rows to symbolize the natural riches of the land. The mosaics on the walls leading to the pavilion entrance are designed to mimic a cutaway view of the interior layers of the earth.

• The Imagination pavilion was once home to The ImageWorks, an interactive play area that Guests could visit upon exiting the ride portion of the pavilion. Located on the second floor, the area was home to such diversions as a rainbow tunnel that you could walk through, Figment's coloring book, massive kaleidoscopes, and a giant pin table. This is where those mysterious stairs in the gift shop lead to if you were ever wondering. The area was partially dismantled during the 1998 renovation of

the pavilion and was closed to Guests, though a few years later it was utilized as part of a temporary Kim Possible attraction. Some attractions like the Electric Philharmonic and the Stepping Tones can now be found in the "What If" Labs, while the Rainbow Tunnel made a brief reappearance in Innoventions.

• Over at Soarin', a frequent question posed to Epcot's Guest Relations is from Guests wondering why Cinderella Castle has been replaced with a smaller version. Many Guests mistake Disneyland (home of Sleeping Beauty Castle, which is smaller than Cinderella Castle) for the Magic Kingdom. Now that you know, be sure to watch for the Hidden Mickey in the fireworks that fill the sky!

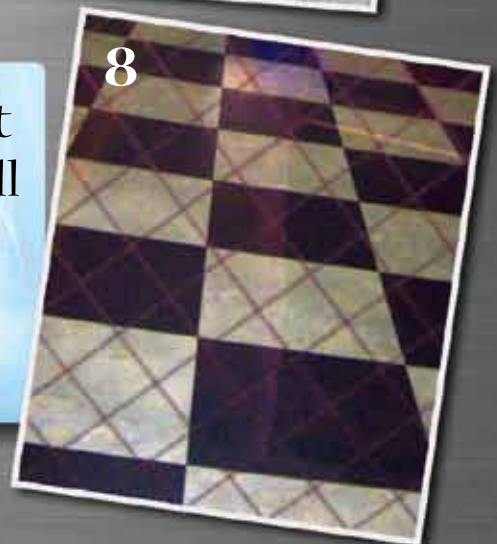
• As you exit Innoventions (heading out the back towards the Land pavilion), you'll see a small courtyard with the names of some of the greatest innovators in history inscribed in the stone tiles. Most people tend to overlook this area, but it's a wonderful place to explore!

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 Peter Pan

1. While Disney's film *Peter Pan* was released in 1953, Peter Pan himself made his debut way back in 1902 in the novel "The Little White Bird" by J. M. Barrie. The book itself contained elements of social comedy and dark undertones, but it was the middle part of the story that gained the most attention. Written in a lighter style than the rest of the book, this section introduced the world to Peter Pan. Peter proved to be so popular that his segment of the novel was published separately in 1906 as a children's book titled "Peter Pan in Kensington Gardens." A large reason for the story's popularity was the intervening debut of Barrie's follow-up play "Peter Pan; or, the Boy Who Wouldn't Grow Up", produced in 1904.
2. Despite the fact that the play was based on the original novel, the character of Peter Pan differs significantly from his depiction in "Peter Pan in Kensington Gardens." For example, in the original tale Peter Pan is only seven days old and there isn't "the slightest chance of his ever having [a birthday]". In the play (and its subsequent novelization) he is of school age, though his exact age is never specified.
3. Nina Boucicault was the first actress to portray Peter Pan, making her debut as the boy who would never grow up in 1904 at the Duke of York's Theatre in London.
4. It was the play (and follow-up novel) that piqued Walt Disney's interest, and it was in this version that the familiar elements of Neverland, Wendy Darling, Tinker Bell, the Lost Boys, Tiger Lily, and Captain Hook first appeared.
5. One of the working titles for the play was "The Great White Father and Peter Pan, or The Boy Who Hated Mothers." That's quite a harsh title, but fortunately play producer Charles Frohman convinced Barrie to change it. Barrie agreed and came back with the much more innocuous title, "The Boy Who



- Couldn't Grow Up." Frohman agreed that this was much better but made one important alteration, changing "Couldn't" to "Wouldn't."
6. But where did the name Peter Pan come from? The name itself comes from two sources: Pan, the mischievous Greek god of the woodlands, and Peter Llewelyn Davies, one of five brothers that were befriended and later informally adopted by Barrie.
 7. *Peter Pan* was the final Disney animated feature released through RKO (the first distributor of Disney animated feature films) before Walt Disney created his own distribution company, Buena Vista Distribution. *Peter Pan* also holds the distinction of being the final Disney film in which all nine members of Disney's Nine Old Men worked together as directing animators.
 8. In order to produce *Peter Pan*, Walt Disney had to negotiate the film rights, not with J. M. Barrie, but with the Great Ormond Street Hospital, a children's hospital in London. Barrie donated the copyright for the *Peter Pan* works to the hospital in 1929, with the provision that the income from this source not be disclosed.
 9. When Walt Disney first began to think about how to bring the beloved story to the screen, he considered several alternatives. At one point Walt considered including Peter Pan's back story, but later decided that "We ought to get right into the story itself, where Peter Pan comes to the house to get his shadow. That's where the story picks up. How Peter came to be is really another story."
 10. Child actor Bobby Driscoll not only provided the voice of Peter Pan in the film, but also served as the live-action reference model for the animators. Driscoll has the added distinction of being the first actor Walt Disney put under contract, which he did for *Song of the South*, the first live-action dramatic film made by Disney.





*A whole new world
That's where we'll be
A thrilling chase
A wondrous place
For you and me*