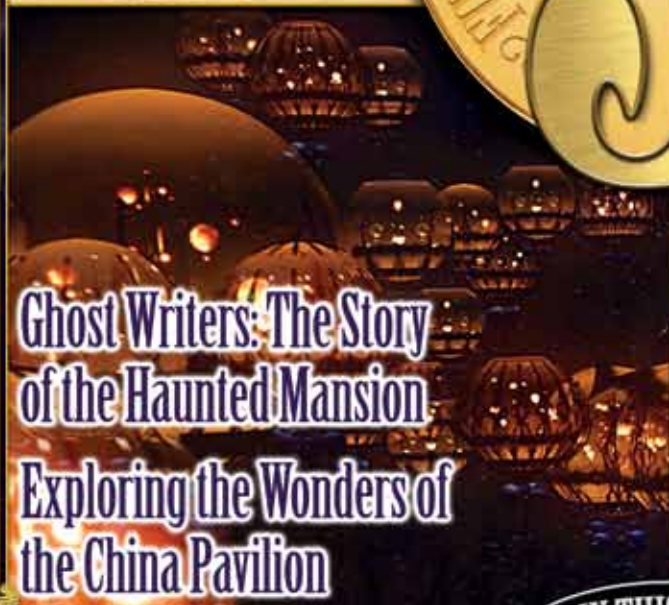


5th ANNIVERSARY ISSUE

CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD



Ghost Writers: The Story of the Haunted Mansion

Exploring the Wonders of the China Pavilion

Mickey Mouse Cartoons: Old and New

The Story Behind Gertie the Dinosaur

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LIGHTS, MOTORS, ACTION! • THE LITTLE MERMAID

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Five Years of Memories and Magic

This issue marks the five year anniversary of *Celebrations* magazine, and as we look back on the past five years, it's amazing to think about all of the things that have changed at Walt Disney World. We'll take a look at our five favorites in this issue, but of course that only scratches the surface. One of the best things about Walt Disney World is that it's forever growing, evolving, and innovating. Just when you think you've seen everything, something new pops up to provide you with a brand new experience. This can range from something as innocuous as the discovery of a new Hidden Mickey to the opening of whole new land. It could be a new interactive game that the whole family can experience together, or a scrumptious new eatery featuring exotic foods and delectable desserts.

Looking ahead, we know about a few things that are coming our way over the next five years, everything from a new Fantasyland roller coaster to the new Avatar land at Disney's Animal Kingdom. Rumors abound about new Star Wars-themed attractions (or lands, or parks!) and the possibility of Cars Land coming to Florida following its resounding success at Disney California Adventure. But even with all of that said, one thing is for sure. Despite what we hear, and what we think we know, there will always be new surprises in store for us as Disney's Imagineers continue to push the envelopes of innovation, technology, and, well, magic.

On a more personal note, I am deeply indebted to all of the writers and contributors that have helped make *Celebrations* what it is today. We are about to make some exciting new announcements, and will be bringing forth lots of new ways for us to share that Disney magic together. So here's to the next five years, and as we all wait with childlike anticipation for what Walt Disney World will think of next, we can do so the way Walt always wanted his parks to be experienced...together.

Tim Foster





CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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Contributors



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).



Cari Keebaugh is a professor of English specializing in children's and young adult literature and culture. Her primary passion is for all things Disney, and when she's not at WDW, she can frequently be found either at home watching Disney films with her awesome husband or at work surreptitiously eating large Mickey Mouse lollipops under her desk.



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.

Calendar of Events

Night of Joy

Magic Kingdom

September 6-7, 2013

Now in its 31th year, Night of Joy returns with its traditional contemporary Christian music festival. Francesca Battistelli (*right*) will perform at this year's after-hours ticketed event, along with 15 other inspiring singers in a variety of genres. While artists perform at several stages, many popular attractions also are available for Guests.



Mickey's Not-So-Scary Halloween Party

Magic Kingdom

September 10, 13, 17, 20, 24, 27, 29

October 3, 4, 6, 10, 11, 14, 17, 18, 20, 22, 24, 25, 27, 29, 31

November 1

Mickey and Minnie Mouse are decked out in their newest Halloween party-wear in front of the Haunted Mansion at the Magic Kingdom. It's all part of the fun that takes place when the Magic Kingdom hosts "Mickey's Not-So-Scary Halloween Party." A separate ticket is required to attend.

Epcot International Food and Wine Festival

September 27 - November 11, 2013

Throughout the festival, delight in outstanding food, fun and entertainment. Festival highlights include:

- Nearly 30 international food and beverage Marketplaces
- Signature dining experiences with celebrated chefs
- Culinary demonstrations and wine seminars
- The Eat to the Beat concert series, with nightly performances from popular hit-maker

With so much to see and do, you can return to the festival again and again... and discover something new each time!

Fall Opening Planned for Princess Fairytale Hall at Magic Kingdom

A Fall 2013 opening is slated for Princess Fairytale Hall as

New Fantasyland, largest expansion project in the history of Magic Kingdom, continues. Princess Fairytale Hall will be the new home for Disney princesses to meet their loyal subjects in the Magic Kingdom. The castle-like entrance will feature walls of stone and stained glass windows opening up into a large gallery – an airy space with a high ceiling – where portraits of the Disney princesses adorn the walls. When it's time for their royal audience, guests will proceed to one of four elegantly finished chambers to meet their favorite Disney princess. Each chamber accommodates up to two Disney princesses.

Mickey's Very Merry Christmas Party

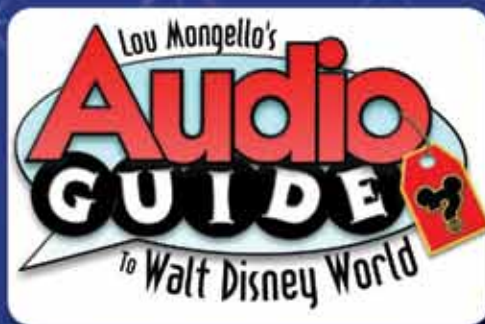
Magic Kingdom

November 8, 11, 14, 15, 17, 21, and 22

December 1, 3, 5, 6, 8, 10, 12, 13, 15, 17, 19, and 20

Disney elves blend yuletide traditions and Christmas cheer to create a wintry wonderland ready for holiday revelers. Enjoy all the holiday splendor with lively stage shows, spectacular fireworks, a unique holiday parade, and favorite holiday traditions including complimentary cookies and hot cocoa. You'll even be treated to magical snow flurries right on on Main Street, U.S.A.!

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



Explore the rich details, history, and trivia of the Magic Kingdom with the Audio Guide Series! Available on CD or Download at WDWRadio.com.



Discover the secrets, history and fun facts behind the magic with the Walt Disney World Trivia book series! Available at WDWRadio.com.

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Disney News

Nature Meets Nurture at New Senses — A Disney Spa at Disney's Saratoga Springs Resort

A Disney Spa at Disney's Saratoga Springs Resort transports guests to a therapeutic haven of pampering and wellness at Walt Disney World Resort.

The two-story, full-service spa which opened July 25 is inspired by the healing properties of natural springs that have drawn people for centuries to Saratoga Springs in upstate New York. Senses Spa incorporates the springs, nature and the storyline of health in its design and theme. Design materials and textures, including natural stone, pebbles and rich woodwork, will "connect with the earth and speak to the serenity and tranquility associated with nature," according to Ginger Mclean, spa director.

Guests are greeted with the soothing sounds of a trickling fountain, branch-like fixtures and soft amber lighting setting the mood for this new oasis for rejuvenation and relaxation. Wood floors, stone details and wood-beamed ceilings bring a warm, organic feel to the newly imagined spa and fitness center.

Walt Disney Imagineers incorporated nature throughout the design using a hummingbird motif showcased in wood carvings and furnishings; alongside authentic Native American artwork.

Each treatment is guided by one of the spa's core themes – relax, renew or imagine – each of which will create a custom experience. All the senses are engaged in an ultimate relaxation experience, with flavorful and soothing elixirs that harmonize with the treatment selected.

A completely redesigned space, Senses – A Disney Spa at Disney's Saratoga Springs Resort, features 10 treatment rooms offering an array of therapeutic services including water therapy, massage and facials. An intimate couples room is ideal for honeymooners, or for those who want to

relax and spa together.

A glass mosaic tile mural featuring hummingbirds in a nature setting takes center stage in the whirlpool room. There's also heated loungers and a steam room providing relaxation and renewal. A glass doorway leads guests to three manicure and four pedicure stations, a great way to recharge after a day in the theme parks.

Signature treatments include:

Saratoga Springs Signature Bamboo-Fusion massage
80 min \$200

Combining the soothing effects of warm stones and the ancient technique of bamboo massage, this signature Bamboo-Fusion treatment is guaranteed to create a deep state of relaxation. The Bamboo massage technique incorporates bamboo stalks that provide deep-tissue work.

Saratoga Springs Signature Revitalizing Blueberry Facial
80 min \$195

This unique facial experience incorporates a double mask, hydrating lip treatment, acupressure and facial massage. Antioxidant and tannin-rich blueberries purify and tighten pores for a luminous, revitalizing youthful glow.


The opening of Senses – A Disney Spa at Saratoga Springs Resort follows the opening of its sister spa, Senses, A Disney Spa at the Grand Floridian Resort that opened in December, 2012 featuring 15 treatment rooms. For more information, visit www.disneyworld.com/spas. To book a treatment at either spa, call 407-WDW-SPAS.

Disney offers additional facilities with traditional salon services, plus a limited menu of massages, facials, manicures and pedicures, and a fitness center to soothe and unwind. These amenities are a convenient way to get a little "me time" right at your home resort. All five locations are now owned and managed by Disney so that means a whole new menu of relaxing and pampering services with a dash of Disney in décor and guest service. Treatment hours are from 9 a.m.-6 p.m. with extended hours on weekends and holidays at Zahanati Massage & Fitness Center at Disney's Animal Kingdom Lodge, Olympiad Fitness Center at Disney's Contemporary Resort and Study Branches Health Club at



Disney's Wilderness Lodge. Salon hours are typically 9 a.m.-7 p.m. daily at La Vida Health Club and Casa de Belleza Salon at Disney's Coronado Springs Resort, Ship Shape massage Salon Fitness at Disney's Yacht & Beach Club Resorts and Ivy Trellis at Disney's Grand Floridian Resort. 

A Masai Giraffe Recently Born at Disney's Animal Kingdom Cuddles With His Mother

The Masai calf is the first ever for the theme park. Masai and reticulated are two subspecies of giraffe found on the savannas of the park's Kilimanjaro Safaris attraction. The Masai giraffe is native to the plains of southern Kenya and throughout Tanzania. This youngster will be taking to his new savanna home within the next few weeks. 



Walt Disney Parks and Resorts Salutes U.S. Military with Special Tickets, Room Rates in 2013-2014

Walt Disney World Resort in Florida and the Disneyland Resort in California are bursting with new attractions and entertainment for the entire family – and America's military personnel can experience all the fun through special theme park tickets and special pricing for accommodations.

At Walt Disney World Resort – from Aug. 12, 2013, through Sept. 24, 2014, active and retired U.S. military personnel (including active and retired members of the United States Coast Guard, National Guard and Reservists) or their spouses can purchase:

- Disney 4-Day Military Promotional Tickets with Park Hopper Option for \$169 each, plus tax
- Disney 4-Day Military Promotional Tickets with Water Park Fun and More Option for \$169 each, plus tax AND
- Disney 4-Day Military Promotional Tickets with Park Hopper and Water Park Fun and More Options for \$198 each, plus tax

Walt Disney World tickets may be used Sept. 29, 2013, through Sept. 27, 2014, except Dec. 20 – 31, 2013; April 13 – 20, 2014, at all theme parks and all Water Park Fun and More locations; and July 4, 2014, at Magic Kingdom Park only.

At the Disneyland Resort – from Aug. 12, 2013, through Sept. 25, 2014, active and retired U.S. military personnel (including active and retired members of the United States Coast Guard, National Guard and Reservists) or their spouses can purchase:

- Disney Military Promotional 3-Day Park Hopper Tickets for \$129 each

Disneyland tickets may be used Sept. 29, 2013, through Sept. 27, 2014, except Dec. 19 – 31, 2013; April 13 – April 20, 2014; and July 4, 2014, at both theme parks.

Active and retired U.S. military personnel can purchase Disney Military Promotional Tickets for themselves and up to five additional family members or friends. No more than

six Disney Military Promotional Tickets may be purchased by any eligible member of the U.S. military (or spouse) pursuant to this offer. All tickets and options are non-transferable and must be used by Sept. 27, 2014.

Active and retired U.S. military personnel can also take advantage of specially priced rooms at select Walt Disney World and Disneyland Resort hotels.* This offer is valid for stays most nights from Sept. 29, 2013, through Sept. 27, 2014, except for:

Nov. 28 – Nov. 30, 2013

Dec. 23 – Dec. 31, 2013

April 14 – April 19, 2014

For information regarding Disney 4-Day Military Promotional Tickets for admission to the Walt Disney World Resort, or to make room reservations at the Walt Disney World Resort, military personnel may call 407-939-7830 or participating U.S. military base ticket offices. For information regarding Disney 3-Day Military Promotional Tickets for admission to the Disneyland Resort, or to make room reservations at the Disneyland Resort, military personnel may call 714-956-6425 or participating U.S. military base ticket offices. Information is also available at disneymilitaryoffers.com.



The Villas at Disney's Grand Floridian Resort & Spa Opening This Fall


The grandeur of one of the premier properties at Walt Disney World will meet the family vacation style that only Disney Vacation Club can provide when The Villas at Disney's Grand Floridian Resort & Spa opens this fall.

"We are absolutely thrilled to add this casually elegant new resort to our Disney Vacation Club portfolio," said Ken Potrock, senior vice president and general manager of Disney Vacation Club. "This resort will welcome families home with modern luxury and style, in a location that can only be described as spectacular. Within walking distance of a monorail ride to the Magic Kingdom, The Villas at Disney's Grand Floridian Resort & Spa will serve as an ideal setting for family vacations and create truly cherished memories for our members."




Disney Vacation Club is building 106 two-bedroom equivalent villas on the shores of Seven Seas Lagoon as part of a previously announced expansion of Disney's Grand Floridian Resort & Spa that will also include a lively children's water-play area and other amenities.

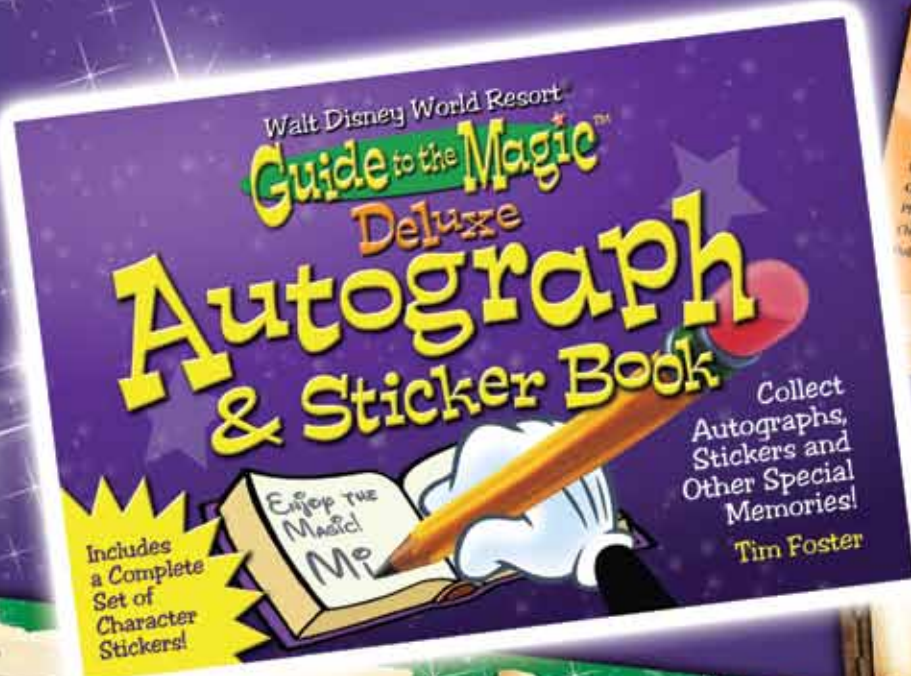
Once opened, the new property will feature deluxe studios and one-bedroom villas that sleep five guests, as well as two-bedroom villas that sleep nine guests. Additionally, expansive grand villas will sleep 12 guests and will feature multiple bedrooms and bathrooms, as well as a media room with a home theater system, all designed to bring families closer to create memories that last a lifetime. All of the deluxe studios and villas will feature decor reminiscent of the Victorian era, made playful and relaxed with classic Disney touches.

Scheduled to open in October 2013, this Disney Vacation Club property will be nestled on the picturesque shores of Seven Seas Lagoon between the Magic Kingdom and Disney's Polynesian Resort. Conveniently located nearby is Senses – A Disney Spa, as well as Disney's Palm and Magnolia Golf Courses. 

“A Pirate’s Adventure: Treasures of the Seven Seas” Opens at Magic Kingdom

Magic Kingdom Guests can be enchanted by the spirits of pirates past during a mission for “A Pirate’s Adventure: Treasures of the Seven Seas,” a new interactive experience where Guests participate in pirate raids throughout Adventureland. Using pirate maps, Guests engage in five different raids as they join Captain Jack Sparrow to fight off the Royal Navy, Captain Barbossa, headhunters, curses, and the greatest threat of all, Calypso, the sea goddess. “A Pirate’s Adventure: Treasures of the Seven Seas” is included in Magic Kingdom admission. 

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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...!



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.

Top 5 Magical Moments

Putting together a list of the Top Five Magical Moments in Walt Disney World is either very easy or very challenging, depending on your point of view. On the one hand, it seems an easy thing to do since Walt Disney World is filled with magical moments; any list you'd put together could easily number in the dozens...narrowing it down to five is where the fun lies. The other challenge is that your favorite magical moment may not be mine, and in fact it's very likely that it isn't. Magical moments mean different things to different people. So rather than trying to narrow this list down to five specific moments, I thought I'd take a different approach and talk about the different kinds of moments that you can experience. Within each category, try and think of what your favorites. In the words of Peter Pan, here we go!

The Reveal

Before there were the parks, there were the films, and much of what you see at Walt Disney World has its roots in a rich tradition of movie-making. The scenes in ride-through attractions unfold before you like scenes from a film. Nowhere is this more evident than in the great "wow" moments you can experience. There are the obvious ones, such as that first glimpse of Cinderella Castle (especially at Christmas), the pitch-black plunge into the Wicked Wench scene in Pirates of the Caribbean, and the moment you see C-3P0 and R2-D2 in the flesh (so to speak) in Star Tours. But there are plenty of other not-so-obvious "wow" moments to be found. For example, the first glimpses of the rustic 7-story timber frame lobby of the Wilderness Lodge or the Victorian splendor of the Grand Floridian atrium. Or the appearance of our own planet Earth in a sea of stars aboard Spaceship Earth. You'll never forget the first time you see them, and for many of us they're just as magical even if we've seen them dozens of times.

The Memory

At the other end of the spectrum are those moments that are not created by new experiences, but by conjuring up memories of years gone by. Whenever an attraction gets a refurbishment, there will always be a group of people who miss the old version. It's not so much that the older versions were better than the updated attractions, it's the fact that these were often among our first Disney experiences.

A magical moment may have nothing at all to do with a particular attraction or event. It could be a memory of a special moment you had with a family member as you shared the magic together. Perhaps it's a memory of taking your child around World Showcase and seeing the enthusiasm in their eyes as they worked on their World Showcase crafts and collected stamps for their passport (I have fond memories of my daughter making a troll out of cork in the Norway pavilion...long before the days of the Duffy mask). Or when a Cast Member went that extra mile to put a smile on your child's face with a Mickey Mouse sticker or a sprinkle of pixie dust.

The Senses

Sometimes those magical moments will turn up where you least expect them to, and sometimes they're not things that you see. Walt Disney World is a totally im-

mersive experience, and just like the Imagination Institute at Epcot, there's something for all the senses, from sight, sound, taste, and touch to yes, even smells. There are the obvious scents, such as the evergreens in Soarin' and the cinnamon apple pie in Mickey's PhilharMagic (yum!), but don't forget the others that may not spring to mind right away. How about the sweet smell of the Confectionery? The mustiness of Pirates of the Caribbean? Or the campfire woodiness of the Wilderness Lodge lobby? Let's not forget those sounds, either! Whether it's the howling wolf at the Haunted Mansion, the whistle of the Walt Disney World Railroad (perhaps the two quintessential sounds of the Magic Kingdom), the background music in Future World in Epcot, or the cautionary spiel on the monorail, these audio moments can sometimes put you in the heart of the magic just as well, if not better, than the visual splendor that surrounds you. (What about taste and touch you say? My personal votes are the classic pineapple tartness of the Dole Whip and the gentle breeze in your face as you soar above the clouds of Agrabah in Mickey's PhilharMagic.)

The Connection

Sometimes those magical moments occur when you're reminded of the history and legacy that Walt Disney left behind. State-of-the-art special effects and futuristic technologies certainly take us to wondrous places, but as we learn more about the man himself, the more we can see Walt's touch in everything that surrounds us. More than anything, Walt Disney wanted to make dreams come true, whether it was through film or through his parks. He wanted to create a place for families to come together, and to create a magical world where wishes become reality. This isn't just a park filled with thrill rides and amusements; this is the vision of a man who simultaneously wove a tapestry of nostalgia and innovation rich in tradition and family values. That may be easy to forget at times, but when you see the Partners Statue in front of Cinderella Castle or listen to the introduction at the Carousel of Progress, you're reminded of the long history, going back over a hundred years, that led to the creation of everything you see today. You can also get a sense of this history when you see the statue of Steamboat Willie on Main Street U.S.A., Sorcerer Mickey at the Magic of Disney Animation, or even as you're doing something as



simple as enjoying an old-time Goofy cartoon while munching on a hot dog at Casey's. For the ultimate perspective on the historical background of Walt Disney, a tour through the One Man's Dream exhibit in Disney's Hollywood Studios is a must for any Disney fan, but even if you don't get there, you'll still find tributes throughout your journey to the man whose legacy lives through all that we see today.

The Emotion

Finally, we come to the most powerful of magical moments, those that reach deep inside of us and touch us on an emotional level. Over at the Monsters Inc. Laugh Floor, laughter may be more powerful than scream, but for that true Disney magic moment, the tear is the most powerful of all. It's also the most personal of all, and most likely the one you treasure the most. It's hard not to shed a tear during the final crescendo of IllumiNations or the grand finale of Wishes, but it could also be something as innocuous as the rain falling on the Many Adventures of Winnie the Pooh, or Ariel reaching out to you in Mickey's PhilharMagic. Perhaps it's seeing Tinker Bell flying over head before the Wishes fireworks, or lit up in all of her dazzling splendor in the Main Street Electrical Parade. It could even be something as simple as hearing the familiar background music when entering the Magic Kingdom or hearing those distant drums in Adventureland (especially at night when there's no one around).

So what are your favorite magical moments? If you're like me, you have lots to choose from, but no matter which is your favorite, every one of them is a warm reminder of one thing, that Disney magic.



Top 5 (Well, 10!) Hidden Mickeys

If you look for Hidden Mickeys, you'll naturally develop a list of favorites. I've included below my favorite five at the Magic Kingdom and five more at Epcot.

1. In New Fantasyland, at the end of the exit walkway from "Under the Sea - Journey of the Little Mermaid," turn to your right to spot an amazing Hidden Steamboat Willie Mickey Mouse. The Imagineers sculpted this image on a series of rocks. His left leg and shoe are closest to you, then his right leg and shoe are on the next rock. Two holes in the rocks represent the buttons on his shorts. His whitish face is on a flat rock, and he's looking left. His tall hat is the last rock above his head.
2. A tiny classic (three-circle) Mickey made of dark impressions in the rock is on the back side of Gaston's Statue in front of Gaston's Tavern in New Fantasyland. It's near the water line below Gaston's left leg.
3. In the seating area of the Pinocchio Village Haus Restaurant in Fantasyland, on the left side of the "When You Wish Upon A Star" mural (near the exit to the restrooms), a tiny white classic Mickey is near a sparkling star. It's to the left of the Fairy, at the level of her mid-right thigh, and her right thumb points to it.
4. At "Swiss Family Treehouse" in Adventureland, a side profile of Mickey, facing to the right, is on a section of the tree trunk that touches a wall of the treehouse. Mickey is in a clearing inside a large patch of green algae. You'll find it on the right as you descend the steps from the boys' bedroom and on the left as you walk down from the very top of the trail.
5. On Main Street, U.S.A., in the outside Aladdin display window of the Emporium store, you'll find a small classic Mickey window in a building wall.
6. Outside and behind the Mouse Gear store in Future World is a classic Mickey in the walkway cement. Exit the shop at the rear heading toward Test Track, then take the first right onto a walkway (heading toward World Showcase). Just before the path changes to an octagonal shape, look down near the left railing to find a small classic Mickey indented in the concrete.
7. Inside The Seas with Nemo and Friends Pavilion, find one or more classic Mickeys formed out of rocks at the bottom of the aquarium. They're best seen from the upstairs viewing corridor and circular viewing area. Recently, one of the images had starfish-shaped rocks for the "ears." (Note: these rock Mickeys may change locations on the aquarium floor or even disappear at times.)
8. At the Japan Pavilion in World Showcase, a classic Mickey formed by three rocks is deep inside a hole in a large bush. It's on the right side of the pavilion, next to the Mitsukoshi store, and near a juniper tree. Cast Members maintain this wonderful rock image, although it may change appearance from time to time.
9. At the Canada Pavilion, a small black classic Mickey is on the side of a fish, which is hanging on the outside of a box at the left rear of the first room as you enter the Northwest Mercantile shop.
10. In the front entrance plaza of "Mission:SPACE," two tile or stone classic Mickeys (black head and white ears) lie next to a drain cover. Look for the cover in a circle of tiles to the left of the Mission: SPACE sign. This Hidden Mickey is a very special one for me, and I check it often. A friend of mine found the images during one of our pleasant afternoons in the parks. Leukemia took her life a few years ago. In memory of my friend Jeannette, this is her Hidden Mickey.



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



Photos ©Steve Barrett



Top 5 Favorite Walt Disney World Icon Nighttime Photos

Photographic the icons of Walt Disney World is a must-do for any Guest, but it's the nighttime shots that really bring out the magic. The best way to capture these types of images is with a slow shutter speed, low ISO (to reduce noise), and a steady tripod. This way, you can capture all of the exquisite detail and beautiful lighting that illuminates these icons once the sun sets. With some careful planning and patience, you can take some breathtaking photographs that truly capture that Disney magic.

In this issue I'll be sharing my favorite photos of Cinderella Castle, the Tree of Life, the Sorcerer Mickey Hat, and Spaceship Earth. As an added bonus, I've included one of my favorite photos of the holidays, the view of the Dreamlights of Cinderella Castle at the end of Main Street, U.S.A. Enjoy and happy shooting!



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. Do you have a photography topic that you would like to see in this column? Please email tim@themagicinpixels.com









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/

Charles Ridgway

The Walt Disney World resort boasts itself as the Vacation Kingdom of the World. Over 15 million Guests visit the four theme parks annually, staying in a Disney resort hotel and participating in a wide variety of recreational activities. Disney fans are fiercely loyal, and make many return visits to Orlando. With this background, it should come as no surprise to learn that The Walt Disney Company, including the Walt Disney World resort, has a strong and effective marketing arm, working diligently to attract first time and repeat visitors. In a career that spanned several decades, Disney Legend Charlie Ridgway worked as a masterful publicist for Disney, cultivating critical contacts in the print and television media that helped drive the image of Walt Disney World as the happiest place on earth, and Guests to it.

Like Walt himself, Ridgway was born in Chicago and grew up in Missouri. He earned a bachelor's degree in journalism from the University of Missouri in 1947 and began his career as a journalist. He soon pursued work in a big city, and relocated to Los Angeles in 1952. While working for the Los Angeles Mirror-News, he wrote several articles about the nearby Disneyland theme park under construction. He was there for Disneyland's opening day in July 17, 1955 with press credentials, a witness to the opening of an exciting new era in Disney history. He continued to visit Disneyland, using it as a source of material for feature articles. Through these visits, he came into contact with Eddie Meck, Director of Publicity for Disneyland, and developed a strong rapport with him. In 1963, Ridgway joined him in the publicity department, beginning an illustrious Disney career that spanned Anaheim, Orlando, Paris, Tokyo, and Hong Kong.

Ridgway's early Disney career involved working with the press at Disneyland, often arranging photo opportunities. He was fortunate to interact with Walt, frequently staging him for the camera for media events. Ridgway solemnly recalls the last publicity photo of Walt in 1966, posing with Mickey Mouse in front of Sleeping Beauty Castle, just a few months before his untimely passing. That same year, Ridgway was promoted to Disneyland's publicity supervisor.

A few years later, he was promoted again to Publicity Manager for Disney World, in charge of the media and marketing affairs for the massive project in Florida. Ridgway has a fascinating footnote in the history of Walt Disney World. He confesses that he's likely the reason that the Orlando Sentinel publicly stated it was Disney secretly buying all the land in central Florida. At the time, Ridgway was handling the year-long promotion of Disneyland's tenth anniversary, dubbed the Tencennial, and was using the company plane to ferry press representatives to Anaheim. In the fall of 1965, the Sentinel was contacted after other major markets passed on the offer, and it sent Emily Bavar to California for the event. Upon learning that Orlando press would be in Anaheim, Ridgway was advised by an unnamed senior company officer to "not tell them anything about the Florida Project," which was the first he had heard of it. Ridgway did reply that Walt would be having lunch with the media. Bavar used this opportunity to press Walt about the Florida land purchases. Unprepared, Walt tried to downplay speculation about the company's involvement, but his answers were enough to convince Bavar that Disney was the buyer. "Walt was not a good liar," she later recalled. Several days later, the Sentinel ran a front page headline - "We Say it's Disney" - and the company was forced to publicly announce

the plans for what would become Walt Disney World.

After years of development and construction, Walt Disney World was ready to take center stage on October 1st, 1971. Ridgway and his team were prepared, but he does recall the frantic activities leading up to that day. A portion of the Polynesian Resort was designated for the press, but on the eve of opening day, it was barely ready, lacking carpeting, wallpaper, phones, and desks! Fortunately, when Ridgway arrived the next morning for work, the room was fully furnished and ready for action.

Ridgway hatched one of the more impressive ideas at the Magic Kingdom. In 1984, a special parade was developed to celebrate Donald Duck's fiftieth anniversary. During a brainstorming session, Ridgway suggested they get fifty ducks to march behind Donald in the parade. To his surprise, he learned that it could be done, provided the ducklings were hatched in the presence of Donald himself, to immediately bond! As the ducklings grew, they spent every day with Donald, learning to follow him on cue. When it was time for the parade, the ducks were all prepared, and Disney magic followed.

Ridgway had a direct role in creating and then marketing Epcot. He made countless trips overseas on behalf of the company to cultivate relationships with foreign governments to lay the framework for the World Showcase pavilions. On October 1st, 1979, three years before the park opened, he staged an elaborate public relations photo of the ground breaking ceremony, with an eighteen story, two-dimensional recreation of Spaceship Earth and a massive dump truck that proudly displayed an "EPCOT Center" banner, as the park was originally named. Three years later on opening day, Ridgway and his team helped orchestrate publicity of the new park in a fashion perfectly suited for one of the park's central tenets - communication.



Satellite television technology, unavailable for the opening of Disneyland or the Magic Kingdom, was the latest tool available for marketing. Ridgway arranged for a satellite uplink for local news station reporters from around the country. They could do a live report directly from the park and have it beamed to their hometown. With the aid of dozens of news stations reporting 'locally,' awareness of Epcot's opening reached an amazing 90%, surveys showed.

Ridgway's next major park assignment was the Disney-MGM Studios park, now known as Disney's Hollywood Studios. After the initial surge in attendance, visitor numbers dropped and required a PR boost. Ridgway and his team

created the "Star Today" marketing plan, in which each week a Hollywood star would be featured at the park, even available for Guest question and answer sessions. Luminaries such as Michael J. Fox, Andy Griffith, and Angela Lansbury were featured, and the parks reputation and attendance began to climb.

North America wasn't big enough for Ridgway. He spent a year in Paris setting up the publicity department for Euro Disney, since renamed to Disneyland Paris. He's also been instrumental in the publicity of Disney's parks in Tokyo and Hong Kong

Ridgway retired from Disney in 1994, but remained on as a consultant

for the company for several additional years. He recalls, "I witnessed the creation of eleven Disney parks, two Downtown Disneys, thirty hotels, two campgrounds, and four water parks in the U.S., Japan, France, and China. I wrote press releases about all of them and was there for most of those openings." Appropriately enough, he's honored with a window on Main Street, U.S.A. that reads:

"Ridgway and Company. Public Relations.
Charles Ridgway, Press Agent.
'No event too small.'"





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.

Top 5 Walt Disney World Restaurants

As a local that grew up in Orlando, a past Disney Cast Member and now a travel Agent, I have had the privilege of visiting all of the Walt Disney World Resort restaurants. I was thrilled when I had the opportunity to write about my five favorite restaurants in honor of the 5-year anniversary of Celebrations. This is a question I get asked all of the time...what are my favorite Disney Restaurants? My favorites vary from Signature Table Service Restaurants to Quick Service Restaurants and from Theme Parks to Resorts. All of the restaurants have great food and unique atmospheres that make me want to dine there over and over again.

5) Columbia Harbour House, Liberty Square: This Colonial-themed Quick Service restaurant is hidden away right across from the Haunted Mansion. I have been dining at this restaurant for over 20 years and it is still one of my favorites. What makes it my favorite? It's the chicken nuggets! This entree is under \$10 and features breaded chicken nuggets served with French fries. Some of the other favorites at the Columbia Harbour House include the Lobster Roll, Grilled Salmon, the Lighthouse Sandwich (a vegetarian entree with hummus, tomato, and broccoli slaw on a toasted bread), and the Fried Shrimp Platter. The Columbia Harbour House is on the Disney Dining Plan and is considered a Counter Service/Quick Service Dining location. This restaurant can get quite busy, so be sure you check the upstairs seating. It is usually quiet and has a great view of Magic Kingdom.



4) Ohana, Disney's Polynesian Resort: Ohana makes my favorites list due to its food and atmosphere. The name Ohana means family, and it's a comfortable setting with super friendly serving staff, games for the kids, and occasional live entertainment like Polynesian singers. Ohana sits on the top floor of the Ceremonial House with a spectacular view of the resort and, in the distance, the Magic Kingdom and Cinderella Castle. If you are lucky enough to schedule your dinner during the Wishes fireworks show, you can enjoy it right from your table. Disney pipes in

the music right into the restaurant. For breakfast, you cannot beat the all-you-can-eat meal served family style with a few of your favorite Disney Characters. You may see Mickey Mouse, Lilo, and Stitch all in their Polynesian attire. For dinner, you get a great value with an all-you-can-eat meal. The meal is similar to the Brazilian Steakhouses. The meat is cooked on a fire pit (in the middle of the restaurant) and then brought to your table on skewers. Save room for dessert, because



Photo ©Disney

that is another one of my favorites. Your "cousin" or server will bring you bread pudding with ice cream, bananas, and caramel sauce. The perfect island treat to a delicious meal!

3) Narcoossee's, Disney's Grand Floridian Resort: As a Florida gal who loves seafood, Narcoossee's is always a treat. This restaurant has excellent seafood and steaks, all served in a romantic setting next to the shores of the Seven Seas Lagoon. The atmosphere is the highlight of this restaurant,



and like "Ohana, features a spectacular view of Wishes. You can sit outside and watch these fireworks or enjoy them from inside the restaurant. Some of my favorite appetizers include the Mushroom Bisque, Heirloom Apple Salad, and the Lump Crab

Cakes. For entrees, my favorite is the Pan-seared Georges Bank Day Boat Scallops. This entree includes scallops with mushrooms, lemon-thyme-mustard jus, and pasta with raisins, almonds, beans, and herb cream. Some other popular entrees include Grilled South Carolina Stone Bass, Grilled Filet Mignon, and House-Made Fettuccine "Scampi."

2) Kona Café, Disney's Polynesian Resort: This restaurant, also located on the top floor of the Ceremonial House at the Polynesian, features a relaxing setting with island flair. Kona Cafe serves one of my favorite breakfast menus including the delicious Tonga Toast. The Tonga Toast is a banana stuffed sourdough bread, rolled in cinnamon sugar, and served with Strawberry Compote and your choice of ham, bacon or sausage.

Add a cup of Kona Coffee and it is a great way to start off your day. Some other favorites for breakfast include the Macadamia Pineapple Pancakes and the Samoan (poached eggs with Hollandaise served over smoked pulled pork hash).



1) Be Our Guest, Magic Kingdom: My new favorite, located in the New Fantasyland, serves a Counter Service/Quick Service lunch and a Sit Down/Table Service dinner. The lights go down as the romance of Be Our Guest sets the table for dinner. The dinner menu is exceptional, offering everything from fine French-inspired starters and entrees to scrumptious desserts. My favorite entree is the Sauteed Shrimp and Scallops. This entree includes a creamy lobster sauce with seasonal vegetables served in a puff pastry. Some other popular entrees include Rotisserie Cornish Hen and Layered Ratatouille (oven-baked zucchini, eggplant, mushrooms, tomatoes, and onions, layered with quinoa and served with bell pepper sauce). The food is wonderful, but it's the amazing atmosphere that really takes it over the top. Be Our Guest features three completely separate dining rooms, including the eerie West Wing, Belle's book-filled library, and the incredible ballroom. Each room has special touches from Beauty and the Beast including the "rose" in the West Wing, Belle and Beast dancing in the library, and the floor to ceiling mural outside the ballroom, complete with snow flurries. Yes, it actually snows in Florida!

I have enjoyed sharing my favorite restaurants with you, along with all of the other Walt Disney World Restaurants we've talked about over the past five years. I look forward to many more restaurants and dining experiences in the next five years. Bon appétite!



Top 5 Fantasyland Secrets

The Magic Kingdom, and Disneyland before it, establishes in three dimensions the many facets of the Walt Disney Company. Adventureland was the natural extension of the True-Life Adventures films and Walt's curiosity with exotic locales. Frontierland and Tomorrowland were the embodiment of Walt's interest with both our past and future. But perhaps the best extension of Disney and its films is Fantasyland, where the realms of Cinderella, Snow White and Peter Pan, among others, can be found. The scope of material in Disney's animation film library is bigger than Fantasyland itself, so it was only natural that the border be expanded. To make way for attractions based on new classic animation features such as *The Little Mermaid* and *Beauty and the Beast*, Disney created New Fantasyland, utilizing the space formerly occupied by 20,000 Leagues Under The Sea and the repurposed Mickey's Toontown Fair. The result is a breathtaking expansion of the park. With a "blank canvas" at their disposal, Disney Imagineers have created an immersive experience. Naturally, a few Disney secrets have been added as well. Here are five hidden treasures, and a few honorable mentions.

5) Bonjour! Village Gifts Portrait (opposite): A significant portion of New Fantasyland is The Enchanted Forest, a lush oasis of streams, waterfalls and trees. Its inspiration comes from the 1991 smash hit *Beauty and the Beast*. Here you can visit Belle at Enchanted Tales with Belle, dine on fine fare at Be Our Guest inside Beast's Castle, or enjoy a lighter meal at Gaston's Tavern. Next door is Bonjour! Village Gifts, where you can find a memorable souvenir. While browsing, pay close attention to the formal portrait that hangs high along one wall. It appears to be a French nobleman, given his wardrobe and feathered cap. He is, in fact, Magic Kingdom Vice President Phil Holmes. He was an opening day Cast Member at the Magic Kingdom, and recently celebrated forty years with the Walt Disney Company. Fittingly, he sports a signet ring that simply reads 40. The portrait has subtle tributes to other elements of New Fantasyland – peanuts laid out on the table, referencing Storybook Circus, and a red apple, a nod to Snow White and the upcoming Seven Dwarfs Mine Train attraction.

4) Hidden Oswald: No detail is too small for New Fantasyland. The pathways in The Enchanted Forest are textured with pebbles, cracks and other elements that give it a weathered appearance, and one special treat. Mickey can be found throughout Walt Disney World in hidden fashion, but New Fantasyland sports a hidden Oswald! Two elongated rocks and one circular stone form the image of Disney's first animated star. Oswald the Lucky Rabbit was featured in a series of animated shorts that Disney produced in the 1920s, but was lost to Universal in a contract dispute. Oswald legally returned to the Disney family in 2006.

3) Nautilus Tribute: Also included in The Enchanted Forest is Under the Sea – Journey of The Little Mermaid, a charming Omnimover-style attraction that takes you through iconic scenes from the film. It features a richly-themed queue that helps set the story. When walking through the cavern portion, pay close attention to the rockwork and you'll spot the familiar outline of the Nautilus, Captain Nemo's submarine from 20,000 Leagues Under the Sea. Disney has a history of honoring past attractions in newer incarnations, and the Nautilus reference continues this tradition.



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/

2) Carolwood Pacific Tribute: Storybook Circus is the other half of New Fantasyland, and occupies much of the former Toontown Fair. It's a whimsical recreation of a traveling circus that comes to town, with exotic animals, performers and acts. The colors and styles of Storybook Circus are straight out of the animated classic Dumbo. Appropriately, the centerpiece is Dumbo the Flying Elephant, now with two spinners.

Like traveling circuses of yesteryear, it has arrived by train and disembarked at the Carolwood Park station. If this name sounds familiar, it's because it's a direct reference to Walt's backyard railroad he dubbed the Carolwood Pacific. The Walt Disney World Railroad has its roots going back to Walt's backyard of 355 North Carolwood Drive in Los Angeles.

1) Ward Kimball Tribute:

To entertain younger Guests in Storybook Circus, Imagineers have taken a page from Dumbo and created the Casey Jr. Splash 'N' Soak Station, a charming water playground set against the circus train featured in the film. One of the standalone train cars is brightly labeled Storybook Circus Clowns, and features a trio of clowns recreating the fireman scene from the film. The lead clown has black, oversized round glasses and bears a striking resemblance to Disney animator and Legend Ward

Kimball. This is Disney's nod to its in-house Dixieland jazz band named The Firehouse Five Plus Two, led by Kimball. Appropriately enough, they donned oversized fireman hats when performing. Other animators participated, including Harper Goff, and it provided a creative outlet for the artists away from the animation desks. Despite the hobby nature of the band, it was talented enough to make several recordings and Disney television specials.

Honorable Mentions

The Casey Jr. Spash 'N' Soak Station has several train cars, each with a different number. Chronologically, they read 71,

82, 89 and 98. If these seem familiar, it's because they signify the years the four parks of Walt Disney World opened.

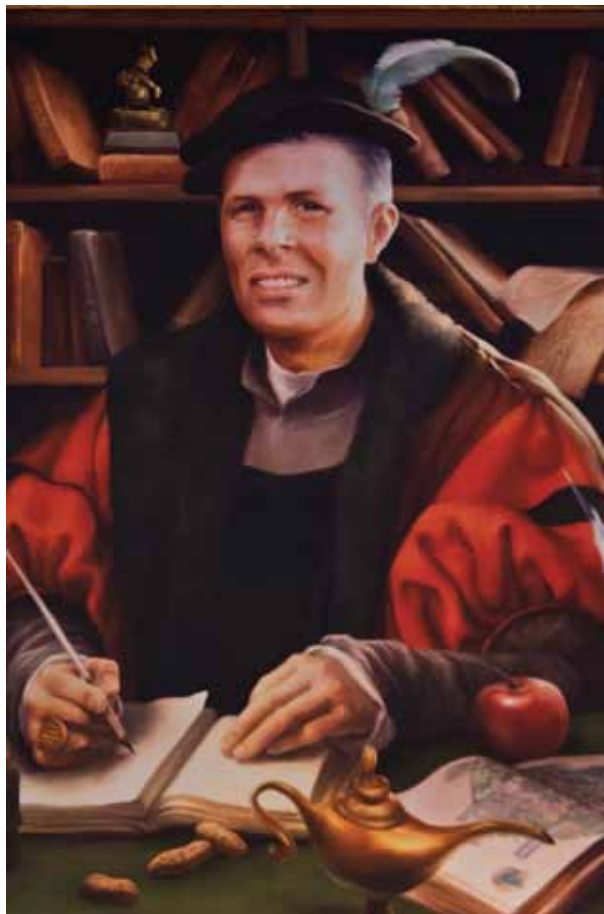
Not everything from Mickey's Toontown Fair is gone. The rollercoaster is still The Barnstormer, but now it's featuring Goofy as The Great Goofini, an aerial acrobatic 'barnstormer' pilot. The attraction sign features bright red and blue lettering and Goofy's smiling face. As you pass under it, pay attention to the back, which features planks of wood recycled from a former sign. It resembles a broken jigsaw puzzle, and spells, in scrambled form, Wiseacre Farms, a tribute to The

Barnstormer's former iteration.

Storybook Circus has a character meet-and-greet section, in a big top tent dubbed Pete's Silly Sideshow. Inside, you can meet Donald as the Astounding Donald, Goofy in his daredevil pilot outfit, Minnie Mouse as Minnie Magnifique, or Daisy Duck as Madame Daisy Fortuna. These are all well known Disney characters, but Pete himself has been in the Disney family longer than all, including Mickey Mouse or even Oswald before him. Pete was Disney's first animated villain, debuting in 1925 in the Alice Comedies. In addition to Alice, he has played alongside Oswald, Mickey, Donald and Goofy. Today's younger fans will remember him from Disney's House of Mouse that aired on the Disney Channel.

There are many trunks at the Carolwood Park train station, and a few are worth mentioning. One trunk is for Hyacinth Hippo, an 'aerial sensation.' Fans of Fantasia will recall her as the ballerina hippo. Another trunk is for the Big Bad Wolf, the antagonist from the 1934 Silly Symphonies classic of the same name. Contemporary Disney history is referenced as well. Another trunk reads Red's Amazing Juggling Unicycles. This is in tribute to Red's Dream, an early Pixar animated short about a unicycle that dreams of being a being a circus performer.

New Fantasyland is an amazing addition to the Magic Kingdom. On your next visit, take the extra time to soak it all in.



Top 5 Touring Tips for Walt Disney World Resort

Whether you're a first time visitor or a seasoned veteran, it's always a good idea to research and plan before you make a trip to Walt Disney World. It may be overwhelming to see all there is to do in Walt Disney World's four theme parks, two water parks, 24 resort hotels, and more. However, with the tips below, you too can be prepared for the vacation of a lifetime.

1. Plan Ahead: Walt Disney World Resort comprises over 43 square miles of land, most of which is filled with attractions, dining, water parks, water sports, spas, and additional activities. Taking the time to determine just what you or your family want to experience, and planning for those experiences, is crucial. Find out which attractions may be down, see if there are any large conventions which may affect crowds, check which parks have Extra Magic Hours each day, and of course, make your Advanced Dining Reservations 180 days out (a service Mouse Fan Travel agents offer for free). If you have different age groups traveling with you, let each person pick a "must-do" attraction and be sure you can fit that in each day. If you are planning on experiencing popular attractions, be sure you plan enough time to get to the parks early for the least amount of wait time. Planning dining reservations at off-times ensures better availability and fewer crowds as you go on rides while most Guests are dining. Seeing sit-down shows later in the day when you need a rest and don't want to wait in the heat of the day is another great tip.

2. Be Flexible: After all that careful planning, be ready to throw it all out the window, or at least have a plan B. Why? Well, inevitably during planned vacations, something comes up. A ride goes down for technical reasons, someone isn't feeling well, the crowds may be a little higher than you anticipated, or the skies may open and rain some "liquid sunshine" down on you. Be ready to go with the flow and don't let concrete plans turn your vacation into a stressful one. You're in Disney after all, you'll find fun at every turn, even if it's not the fun you planned.

3. Try Something New: Often times, we get so wrapped up in our annual traditions, we forget to step outside of our comfort zone and try something new. For instance, Disney has many great guided tours for all age groups, and it's a great way to experience park history or behind-the-scenes information. Or why not spend a morning enjoying one of the many water sports the resorts offer, golf courses (regular or miniature), horseback riding, archery lessons, or even just trying a new dining spot. Make some new memories that may just become part of your family traditions.

4. Be Prepared: Don't forget essentials like sunscreen, comfortable and broken-in shoes, and staying hydrated. It's so easy to forget these things in the craziness of waking up early and getting to a park, but they are super important to keep everyone happy and safe. Another way to stay connected is through social networks and apps. Be sure to download the official Walt Disney World app, My Disney Experience, for information on park hours, maps, wait times, and to make dining reservations. Share your photos and vacation updates on Facebook, Twitter or Instagram for even more interactive fun while you are on vacation. Of course, don't let these



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 more than 12 years vacation planning experience, specializing in vacation packages and cruises, with a team of more than 75 affiliates nationwide.

Visit www.MouseFanTravel.com or follow her on Twitter @beci_mousefan.



electronic connections take over your vacation so that you are constantly staring at your phone!

5. Relax: Now with all those things just recommended above, don't forget to take some time and relax! Walt Disney World is a go-go-go destination. Sometimes when park-hopping, you can walk well over 5 miles in one day! When you're waiting in lines, coping with the heat, or dealing with cranky kids (or grown-ups!), we can forget that we are on vacation to escape the day-to-day stresses of life. The fact is, Disney has some amazing ways to relax. The easiest thing to do is just head back to the resort in the heat of the day and either take a nap or enjoy the pool. Instant rejuvenation! If

you need a little more, one of Disney's water parks or resort spas probably has just what you need. If you are traveling with children, you can also take advantage of on-site kids clubs at the deluxe resorts (or in-room babysitting) to have some kid-free time. Couples massages are the perfect way to unwind from the chaos of the parks, or a romantic dinner for two. Make sure you make time to take a deep breath and enjoy!

Put all these tips to use and you'll be having a wonderful Walt Disney World vacation you'll be talking about for years to come.





MOUSE VIEWS



By J Darling



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

Top 5 Disneyland Attractions That Are Worth a Magic Kingdom Guest's Time

It's incredibly common for attractions in Disneyland Park and Walt Disney World's Magic Kingdom to be compared to each other. They often share the same name, character base, or inspiration. In fact, some Guests have even speculated, "Why should I go to Disneyland? They have all the same attractions here!" And with the New Fantasyland growing by the day, why make the track across the country to Disney's smaller California park? In fact, it's been said that Disneyland fits inside the Magic Kingdom's parking lot.

The easy answer is to address the completely unique Disney California Adventure Park - but for now, try to forget about the wonderment of World of Color, the ka-chow of Carsland, and the thrill of California Screamin'. For now, let's take a look at what makes Disneyland Park so magical.

5) **"it's a small world"**: Guests of all ages flock to the Magic Kingdom's version on a regular basis. Some love it for its memorable theme song. Others appreciate the stylization of the art work and the theme of global cooperation. But no matter what your reason, this should be a stop on every Magic Kingdom lover's map after entering Disneyland's gates. All the way at the back of Fantasyland, Disneyland's "it's a small world" attraction isn't tucked away down a ramp under the cover of awnings. Instead, the building itself can be seen from the Disneyland Monorail! It arguably anchors the far end of the park, with a cheerful 30-foot clock face beaming a smile at all who pass by. Every 25 minutes, the façade opens to reveal a parade of dolls from around the world, giving Guests a peek at what might be in store, should they choose to ride. The original version of the attraction (which opened here in May of 1966) has been refurbished several times over. The latest incarnation includes familiar Disney characters from animated features such as *The Lion King*, *Mulan*, and *Toy Story*, just to name a few. Guests who visit during the holiday season should stop by to see if the dolls have changed their tune, as they are known to do from time to time. The façade is also large enough that during the holidays, holiday cartoons and images are often projected onto it - making it an ideal, and not very well known, place to view the fireworks.

4) **Haunted Mansion**: True, the Magic Kingdom's queue area is a bit more interesting than the traditional queue found in New Orleans Square in Disneyland. But that said, both attractions are strikingly unique from their interior to their exterior. Disneyland's Haunted Mansion design is modeled after antebellum mansions that could be found in the deep south. Aside from a few touches here and there (such as an updated Constance that is sure to haunt those considering matrimony), this attraction has remained very faithful to its original incarnation. Guests who are Disney Family history buffs will find this especially thrilling as it's one of the attractions that Walt Disney touched and had a personal hand in designing. There is one major exception to this. Guests riding the attraction October through December will notice that the Nightmare Before Christmas crew has moved into the mansion. This overlay is nothing like the seasonal overlay that touches other areas

of the park. It isn't just lights and garland. Jack Skellington and his cast of friendly ghouls take Guests through a delightful mishmash of Christmas and Halloween. Even the Ballroom gets in on the act with a different gingerbread masterpiece baked fresh every year. But don't take my word for it. Just take a deep whiff when riding through the ballroom!

3) Pirates of the Caribbean: While the queue for this is very similar to its neighbor, The Haunted Mansion, in its simplicity, the ride itself is arguably the most popular ride in Disneyland history. It also holds a special place in Walt Disney's history. This is the last attraction Walt Disney worked on extensively himself before his passing. While he never got to experience the final version of the attraction, that fact alone makes it worth of this not-to-be-missed list. A few of the details Walt felt were important were the two waterfalls that the boats travel down to float into the world of pirates and mayhem. The attraction also ends with a tall incline that splashes riders gently into a pool of water. Why is it not a big splash? Well, Walt felt it only made sense to go up a waterfall to get out of the pirates lives, since Guests already plunged down two smaller ones to get there!

This attraction has undergone extensive changes since its opening day in 1967. Much like its Magic Kingdom cousin, the attraction is now fine-tuned to help Guests follow the antics of Captain Jack Sparrow as he seeks treasure once again. And if that isn't enough, consider having a meal at the Blue Bayou, the restaurant that is part of the attraction's peaceful bayou entrance.

2) Matterhorn: When looking to put a thrill ride in the Magic Kingdom, the Matterhorn was only briefly considered. Unable to make it fit in with the themes already in place, Space Mountain won that battle. Now, Space Mountain certainly deserves an honorable mention as a Disneyland must-see, but the Matterhorn is a truly unique Disneyland classic. It occupies its own niche in roller coaster history as the first steel tubular roller coaster ever built. This allowed it to include sharp turns and drops, and paved the way for subsequent loop-the-loop coasters like California Screamin' in the neighboring park. Try out both tracks! They each offer a slightly different experience.



1) Fantasmic!: One of the most magical moments in all of Disneyland can be experienced only when the sun goes down. Yes, Fantasmic! is also in Disney Hollywood Studios in Florida, but this incarnation is unique. In Florida, Guests line up early and sit on bleachers in a stadium-like setting, eagerly awaiting the show to begin. In California, Guests sit on the ground (or on often-unneeded jackets or coats) and surround the Rivers of America and the Pirate's Lair on Tom Sawyer Island. Even with World of Color right next door, this nearly 20-year old show still draws large crowds. But to say this show is popular purely because of nostalgia isn't accurate. Not only are Guests able to get very close to all the magic, music, mist screens, and characters, but the wonder of the upgraded dragon (added just a few years ago) will make even the most logical biologist question if fire-breathing dragons are real as she breathes a jet of flame over the surface of the Rivers of America.

Attractions deserving honorable mentions include Mr. Toad's Wild Ride (now exclusive to Disneyland), the Jungle Cruise, and many others. As both the Walt Disney World and Disneyland Resort parks continue to grow and change, it's this author's hope that Disneyland will remain an enduring classic. Though Disneyland's mark on history can never be replaced, perhaps it was Walt who said it best, "Disneyland will continue to grow, as long as there is imagination left in the world."

FEATURED ATTRACTION

LIGHTS, MOTORS,
ACTION!

EXTREME STUNT SHOW

By Joe Essaf



"Ok... Here we go. Focus. Speed. I am speed. One winner. 42 losers. I eat losers for breakfast. Breakfast. Wait, maybe I should have had breakfast. A little break-y could be good for me. No, no, no, stay focused. Speed. I'm faster than fast. Quicker than quick. I am Lightning!"

– *Lightning McQueen*

If you're talking about cars and speed, there are several places you can visit at Walt Disney World to get your adrenalin pumping. You can take a high speed run through the banked turns at Test Track (the fastest attraction at Walt Disney World), or hang on tight for an unforgettable thrill at the Richard Petty Driving Experience, where you can get inside an actual NASCAR vehicle and ride along with a professional instructor at speeds of up to 165 mph.. If the g-forces are too much for you, you can even blast around a winding track at your own pace (as long as your pace is 75 mph) at the Tomorrowland Speedway. But for true auto-

motive thrills, complete with explosions, fires, and jumps, head on over to the high-octane thrills of the Lights, Motors, Action! Extreme Stunt Show at Disney's Hollywood Studios. Lights, Motors, Action! show-



cases some of the most thrilling action and effects sequences ever seen at Disney in a massive, outdoor theater. Everything is live, nothing is held back. Lights, Motors, Action! shows Guests what goes into creating the dangerous and intense action sequences that you see in the movies. In recent years, Lightning McQueen has even decided to show up the other drivers on the set with his speedy prowess. So rev up those engines for a tremendous demonstration of behind-the-scenes stunt work and fiery effects. Kachow!

The original Lights, Motors, Action! show opened in Disneyland Paris as the Moteurs...Action! Stunt Show Spectacular on March 16th, 2002. It quickly became a fan favorite... so much so that Disney decided to bring it to Walt Disney World in 2005 as part of the 50 year celebration of Disney parks. The show features highly trained professional stuntmen, who practice countless hours to perfect their twists and turns and split-second timing. Each driver must spend ten weeks backstage learning how to drive the vehicles in

the safest and most correct manner. It isn't until those ten weeks are over that we get to see the driver for the first time on the set. Once on set, the drivers are fitted with tough safety gear. As you may imagine, those suits can get incredibly hot during the shows. To counteract the tremendous heat, each suit has a built-in water-tube system that runs along the outfit cooling off the driver as best as possible.

The show features 20 custom-built cars created just for the attraction. These cars were built strong enough to withstand the rigors of the show, while simultaneously being highly maneuverable and powerful enough to handle the high-performance demands of the stunt work involved. Some were even modified so that the motor and driver face the trunk in order to perform the high-speed backward stunts. In addition to the state-of-the-art cars, there are also ten stunt motorcycles and two speedboats (not to mention the very talented Lightning McQueen!). The entire show takes place in a giant movie set that recreates a Mediter-

anean marketplace, a holdover from the show's European roots.

Many of the highlights of Lights, Motors, Action! involve the cars spinning in circles, racing backward across the set and over ramps, and

executing pin-point high-speed turns. The ability of the drivers to execute these precise and dangerous stunts is due to their unbelievable skill as well as the design of the cars. For example, the gears were engineered so that reverse has the same high-speed performance as the forward gears. The cars are also incredibly light. Take out most of the parts designed for luxury in a standard automobile, and you'll lose about half the weight, down to the size of these custom-built Disney-mobiles. While a standard family car weighs about 3,500 pounds, these stunt cars come in at about 1,300 pounds each.

The vehicles are also equipped with the latest and greatest technologies that not only allow them to perform the most electrifying stunts ever seen, but to do so in the safest manner possible. These technologies include computers, view-screens, and hazard-prevention systems, all ensuring that the seemingly death-defying stunts are actually quite safe for the performers.



Lights, Motors, Action! Extreme Stunt Show is perhaps the most breath-taking show to be seen at Walt Disney World (it's certainly the loudest, be prepared!), right up there with the nearby Indiana Jones Epic Stunt Spectacular. Set in the context of a spy thriller theme, with cameos by our favorite *Cars* characters, Lights, Motors, Action! is one show not to be missed.

Little Known Facts

• The best seats in the house can actually be found by sitting higher in the stands, as this will afford you a wider view of


the arena. But be sure to avoid ending up behind any poles when sitting in the upper stands, as these could obstruct your view.

- The sets for the show were inspired by Villefranche-sur-Mer, located on the southern coast of France. The seaside village has served as the real-life setting for such films as *Never Say Never Again*, *The Count of Monte Cristo*, and *The Jewel of the Nile*.
- Some of the pyrotechnic devices used in the show are able to launch fireballs that are at least 40 feet in diameter!
- Herbie of *The Love Bug* fame used to be a part of the show



until Lightning McQueen came on the scene.

- Look on the right side of the background set (*see left bottom inset*) and see if you can spot an early version of Mickey Mouse in the window near the Antiquities sign.
- Visit the Studios Backlot Tour to get a behind-the-scenes glimpse of the set and cars. You may even get a glimpse of some of the drivers practicing backstage!
- Each stunt car goes through about one liter of fuel per show.
- 5,000 Guests can fit into the 177,000-square-foot arena to view each show.

- At one point during the show, you'll see one car literally split in half! No, that wasn't a bizarre accident; the Imagineers modified this custom vehicle to do just that.
- Each show requires the talents of approximately 35 stunt actors and engineers.
- Each of the vehicles was custom-built in Europe.
- The colors of the vehicles were designed so that the audience would always know who the 'good guy' was and who the 'bad guys' were (red being the hero, and black being the opponents).
- The cars all have a 1,300 cc, 150-horsepower motor. 

FEATURED FILM

THE LITTLE MERMAID

By Lori Elias



When most Disney fans hear the title *The Little Mermaid*, they usually think of long red hair flowing through the waves, or perhaps a beautiful love story that even the vilest villain could not corrupt. They may even find themselves bobbing to a calypso beat and singing a la a certain Caribbean crab! In the time leading up to the film, however, the writers and artists at Disney's Animation Studios were feeling less like a "hot crustacean band" and more like "poor unfortunate souls." Never did they imagine that they would be creating the film that would roll in the Disney Renaissance.

As the 1980s unfolded, Disney was sorely in need of a hit animated film. A number of changes had occurred in the highest levels of the company, a hostile takeover was only narrowly averted, Disney stock had plummeted, and perhaps the most discouraging point of all, Disney desperately needed a life jacket for an animation studio that was frantically treading water. The team of animators was in a state of unrest as the younger artists, eager to generate new ideas, were at odds with the veteran staff, clinging to long-held traditions. A line of films was released whose critical and financial successes did not measure up with the animated features of the previous decades, the low point being *The Black Cauldron* (1985), which cost \$44 million to make and grossed less than half of that amount. Discouraged with the direction in which Disney Animation seemed to be going, many of the older animators retired and younger staff left for other jobs. There was deep concern that their successors would not live up to the standards long held by the company.

Disney was investing more of its time and resources into opening new parks (Epcot in 1982, Tokyo Disneyland in 1983), as well as the expansion of the Walt Disney World resorts. The development of Touchstone Pictures in 1984, which would produce movies geared for adult audiences, helped to feed rumors that the animation division of the company might be dropped entirely. Adding to the unease, the entire animation staff was moved from its longtime home on the Walt Disney Studios lot to a warehouse in nearby Glendale in order to accommodate Touchstone's needs. As new personnel stepped into the highest offices of Disney, the animators feared for their professional futures, and the future of Disney animation.

Instead of eliminating the animation division, however, the new leadership team of Chief Executive Officer and Chairman of the Board Michael Eisner, President and Chief Operating Officer Frank Wells, and Vice President Roy E. Disney worked with Jeffrey Katzenberg, Chairman of Walt Disney Studios, to bring Disney animation back to its former glory.

The animation team hoped to create a film that could stand with classics such as *Snow White and the Seven Dwarfs*, *Pinocchio* and *Cinderella*, so they returned to the medium that had served Disney so well in the past: the musical fairytale. While looking for inspiration for a new animated feature, writer Ron Clements stumbled upon "The Little Mermaid" in a book of fairytales by Hans Christian Andersen. He was immediately drawn to the cinematic potential of the story. Like many older stories, though, including *Cinderella* and *Sleeping Beauty*, the ending of Andersen's tale was very dark, with the mermaid dying on the morning of her wedding.

Clements re-worked the story with a happy conclusion and pitched the idea at the next staff meeting, where incredibly it was turned down! The success of Touchstone's first film, *Splash* (1984), starring Tom Hanks and Daryl Hannah, had prompted the studio to begin work on a sequel, and it was feared that *The Little Mermaid* was too similar to the live-action mermaid film. Katzenberg, however, was impressed with Clements' treatment of the story, and the next day called him into his office to discuss moving forward with the project. Though Katzenberg originally thought of looking outside of Disney for a screenwriter, Clements convinced him that he and his frequent writing partner, John Musker, were up to the task, and the two became co-writers and co-directors of the film.

A Return to Classical Musicals

So they had a story, writers, and animators, and now they needed a strong musical score. Music producer David Geffen had brought to Katzenberg's attention the name of Howard Ashman, who had written the book (the musical theater term for the script) and lyrics to the successful off-Broadway musical *Little Shop of Horrors*, which Geffen had co-produced. Ashman was highly-regarded for his theater work, and Geffen was certain that he could be a valuable asset for future Disney projects.



Meanwhile, in New York City, Ashman's newest musical had opened on Broadway. Written with composer Marvin Hamlisch, the show was called *Smile* and starred a young actress named Jodi Benson, who was making her Broadway debut. (The show's run lasted fewer than two months, but in a prophetic coincidence for Ashman and Benson, the most popular song from the show was "Disneyland," sung by Benson's character: "Disneyland, Magic Kingdom... I close my eyes real tight, wishing hard I might, wishing hard I may find my way to Disneyland... On a western breeze, magic carpet, please carry me away...")

Ashman enthusiastically embraced the opportunity to help create an animated musical for Disney, and brought along his composer for *Little Shop*, Alan Menken, to write the score. With their experience primarily in theater, they approached the score as they would a stage musical: an expository song to set up the story ("Fathoms Below"); a wistful melody for the heroine to sing as she imagined what could be, and which would win the heart of the audience ("Part of Your World"); antagonists' songs that would balance the characters' darkness with comedy ("Poor Unfortunate Souls" and "Les Poissons"); a romantic ballad ("Kiss the Girl"); and a "production number": upbeat rhythms, catchy melodies, and a large number of characters that would fill the stage (or screen) with color ("Under the Sea").

When recording the songs, a new technique was utilized

in which the actors sang accompanied only by a synthesizer, which was later edited out and replaced with an orchestra. (The same procedure was famously used for the 2012 film *Les Misérables*.) While this system seemed more efficient at first, it actually proved to be rather challenging, as it was difficult for the orchestra to accurately time individual musical moments within the songs that accompanied actions occurring in the animation.

Less troublesome, however, was the interpretation of the songs by the performers. The songwriters created a demo recording, with Ashman singing to Menken's piano accompaniment. Ashman's expressiveness and nuances were so well done that many of the actors, including Jodi Benson (Ariel), Samuel E. Wright (Sebastian) and Pat Carroll (Ursula) simply mimicked his performances from the demo recording!

Animation: Traditional and New

The animation itself was quite traditional, using the Xerox process that had been utilized for every Disney animated film since *101 Dalmatians* (1961): instead of hand-drawing each animation cel, pictures were photocopied onto cels and then painted by hand. The animators insisted, however, that in order to achieve the look of the older classic films, the bubbles – which numbered around a million – should be hand-drawn, which was completed by an animation company in China. (Due to political tensions in China at that



time, there was concern that the cells would not be completed and returned for the scheduled opening of the film, but Disney did indeed receive the work in time.)

A new technique was utilized for the wedding scene: Computer Animation Production System, or CAPS. With this process, cels were colored digitally instead of being painted by hand. This process would be used exclusively in Disney's next animated feature, *The Rescuers Down Under* (1990).

Ushering a New Wave of Cinematic Success

After four years of work, all of the pieces were in place, and preliminary screenings generated extremely positive response from both children and adults. The marketing department, therefore, opted to promote *The Little Mermaid* as a film for the entire family: an animated movie for children, but with a story and music that adults would enjoy as well.

Still, when the film opened in November 1989, the Disney team braced themselves for bad news. They feared that while their last film, *Oliver and Company* (1988), had been more successful than its most recent predecessors, it had been thought of as a movie that both girls and boys would enjoy. They were aware that a film titled *The Little Mermaid* would most certainly attract girls, but might potentially scare off boys, who would avoid a "girls' movie." Disney need not have worried: *The Little Mermaid* brought in over \$84 million (over \$111 million worldwide), and was heralded

by critics as Disney's greatest animated success in thirty years.

Along with financial rewards, two songs from the film were nominated for Golden Globe and Academy Awards for Best Original Song, "Kiss the Girl" and "Under the Sea," and also for Best Original Score. Both "Under the Sea" and the score would give Menken and Ashman their first two Academy Awards, as well as earning Golden Globe wins. *The Little Mermaid* was also the first animated feature to be nominated for the Golden Globe for Best Motion Picture, Comedy or Musical.

The Cast

Presenting the sharply-written script and award-winning music was a stellar cast of actors, many of whom were experiencing their first Disney voice work with *The Little Mermaid*. A mix of seasoned veteran stage and television actors combined with relative newcomers to create the magic that would usher in Disney's second golden age.

For Jodi Benson, *The Little Mermaid* took her straight from her Broadway debut to her film debut. Ariel was the first of many characters Benson has subsequently voiced, including a number of roles for the Disney Channel and the Cartoon Network. Two of her most recent roles for Disney films were Sam, Robert's (Patrick Dempsey) secretary in *Enchanted* (2007) and Barbie in *Toy Story 2* (1995) and *Toy Story 3* (2010).



She was named a Disney Legend in 2011.

The film's creative team decided to make the prince a much more multi-dimensional hero than the princes of earlier animated films. To bring out the facets of Eric's character, the creative team selected Christopher Daniel Barnes, one of the principals in the television series *Starman*. He was only 16 when filming began, and only two years older than Jason Marin, the young actor who portrayed Ariel's sidekick, the faithful Flounder.

Samuel E. Wright had established himself as a gifted theater actor on the Broadway stage when he was tapped to play Sebastian. The South Carolina native (no, he is not really Jamaican!) has continued to provide Sebastian's voice for various Disney projects, including television series, video games and CD recordings. In 1997, he returned to his Broadway roots as another Disney hero, Mufasa in *The Lion King*, for which he received a Tony nomination for Best Actor in a Musical.

Respected veteran character actors were tapped to fill the adult shoes, er, fins of the cast. Kenneth Mars, the voice of Triton, spent much of his early career as a television actor. A master of accents, he was also well-known for his roles in the Mel Brooks films *The Producers* (1967) and *Young Frankenstein* (1974). Pat Carroll had appeared in popular television series dating back to the early 1950s, from classic shows like *The Mickey Rooney Show* and *Make Room for Daddy*, to 1960s and '70s hits such as *My Three Sons*, *Laverne and Shirley* and *Trapper John, M.D.* Though she was enjoying a long and suc-

cessful career, she deeply wished to add a Disney animated film to her resume, and so she was delighted to be selected to give her voice to the dastardly sea-witch Ursula (as well as her equally wretched alter ego, Vanessa). Portraying her minions, Flotsam and Jetsam, was fellow longtime television actress Paddi Edwards, who would return to Disney to voice Atropos in *Hercules* (1997).

It was Jeffrey Katzenberg's idea to cast a comedian in the role of Scuttle, and so comic legend Buddy Hackett's distinctive voice was selected. This was a return to Disney for Hackett, as he had appeared as Tennessee Steinmetz in the live-action feature *The Love Bug* (1968).

Another old Disney stalwart was Ben Wright, the voice of Eric's servant Grimsby. Wright had provided the voice of Roger in *101 Dalmatians*, Wolf in *The Jungle Book* (1967), and had narrated segments of the television series *Walt Disney's Wonderful World of Color*. *The Little Mermaid* would be his last film: he passed away four months before the movie premiered.

Eddie McClurg voiced the character of Carlotta. It was her first Disney film, but it would be far from her last: she returned to portray Martha George in the live-action film *Flubber* (1997), Dr. Flora in *A Bug's Life* (1998), Minny in *Cars* (2006) and *Cars 2* (2011), and Mary in *Wreck-It Ralph* (2012).

Before signing on as Chef Louis, Rene Auberjonois had enjoyed a long and varied career, with credits ranging from the film *M*A*S*H* (1970) to the 1980s hit series *Benson*, where he played Clayton Endicott III, the governor's haughty chief-of-staff. (The title role in that series was played by Robert

Guillaume, who in 1994 would go on to charm film audiences as the wise Rafiki in *The Lion King*!)

Much of the cast, including Jodi Benson, Samuel E. Wright, Buddy Hackett, Pat Carroll, Edie McClurg, and Rene Auberjonois reunited for the direct-to-video sequel, *The Little Mermaid 2: Return to the Sea*, which was released in 2000. This film centers around Ariel and Eric's daughter Melody, who runs, or swims, into trouble with Ursula's sister Morgana. Benson and Wright also reprised their roles in *The Little Mermaid: Ariel's Beginning*. Released in 2008, this prequel goes back to the time following the death of King Triton's wife, Athena. As a result of his grief, Triton bans music from his kingdom, and his daughters, aided by Sebastian, help him see the error of his ways.

The Little Mermaid in the Parks

Fans of *The Little Mermaid* can revisit the story when they visit the Disney parks on both American coasts. The attraction "The Little Mermaid—Ariel's Undersea Adventure" was added to Paradise Pier at Disney California Adventure in 2011; its Florida counterpart, "Under the Sea—Journey of The Little Mermaid," is part of the new Fantasyland expansion at the Magic Kingdom, and opened its watery gates to Guests in late 2012. Disney's Hollywood Studios also features the live musical show *Voyage of The Little Mermaid*, and Ariel makes cameo appearances in *Peter Pan's Flight* in the Magic Kingdom, and "it's a small world" at Disneyland. A wing of Walt Disney World's newest resort, Art of Animation, which opened in 2012, is also dedicated to the beloved film.

For Guests across the Pacific, Tokyo DisneySea has an entire themed land, the Mermaid Grotto, inspired by *The Little Mermaid*. Most of the attractions can be found in an indoor area called Triton's Kingdom: the Mermaid Lagoon Theater, featuring an aerial dance and acrobatic show based on the story and using the Oscar-winning score; the Blowfish Balloon Race, where Guests are taken along a circular track in seashell-shaped gondolas; Jumpin' Jellyfish, a dark ride that simulates bobbing "under the sea" with a school of "squishies"; The Whirlpool, an oceanic version of the Magic Kingdom's Mad Tea Party; and Ariel's Playground, complete with exploration maps for the park's younger Guests. Outdoor attractions include Flounder's Flying Fish Coaster, Scuttle's Scooters, where Guests riding in cars shaped like hermit crabs spin around the boisterous bird; and Ariel's Greeting Grotto, where she meets her admirers for pictures and autographs.

The Little Mermaid Fun Facts:

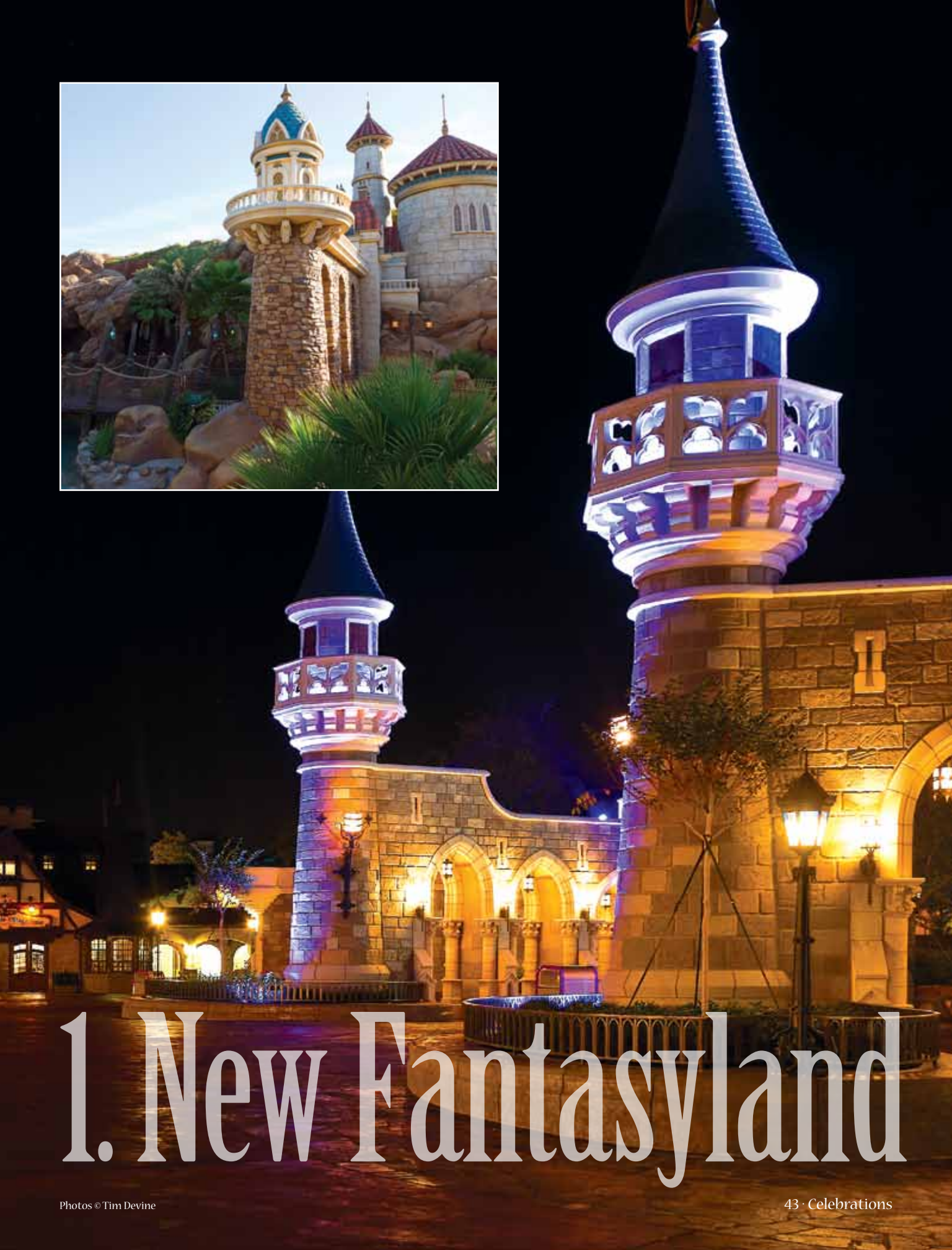
- Howard Ashman and Marvin Hamlisch's musical *Smile* (which starred Jodi Benson and contained the song "Disneyland") had its entire Broadway run at the Lunt-Fontanne Theatre. Twenty-two years later, the Broadway musical *The Little Mermaid* opened on the same stage.
- When penning the lyrics for "Daughters of Triton," Ashman named "Alana" for composer Alan Menken, and "Atina" for an early rock musical of Menken's called *Atina: Evil Queen of the Galaxy*.
- During an early screening for a group of children, it was noticed that some of the children did not stay particularly attentive through "Part of Your World," and Katzenberg ordered the song cut from the film. He remained firm despite the pleadings and arguments of a number of members of the creative team, but Glen Keane, supervising animator for Ariel, convinced him to allow them to finish animating the scene and reserve judgement until then. Subsequent screenings tested very well, and Katzenberg himself later admitted that he could not imagine the film without the song!
- Along with writing lyrics, Howard Ashman also contributed a number of spoken lines, as well as other story decision, including expanding the role of an arrogant butler named Clarence into a spirited Caribbean crab called Sebastian. Ashman would go on to be named as a co-writer and co-producer of the film.
- An avid sailor, Roy E. Disney assisted the writers with correct nautical terminology for the script.
- It was decided that Ariel would have red hair primarily because it was markedly different from Daryl Hannah's character in *Splash*, and because red is a complementary color to the green of Ariel's tail, making for a sharp and aesthetically appealing contrast.
- When animating Ursula, animators studied footage of the octopus from *Mysteries of the Deep* (1959), an episode of Disney's True-Life Adventures series. However, while the filmmakers and many fans think of Ursula as being based on an octopus, her voice actress, Pat Carroll, insists that she is a squid, as she has six tentacles instead of eight.
- Near the end of the movie, Ariel is positioned on a rock, gazing at Eric. Her pose mimics that of *The Little Mermaid* statue in Copenhagen, Denmark, Den Lille Havfrue, sculpted by Edvard Eriksen in 1913.
- In the version of the film released in France, the French chef Louis is portrayed as Italian.

FIVE YEARS OF DISNEY MAGIC

As we celebrate our fifth anniversary at Celebrations magazine, we thought we'd take the opportunity to look back on our five favorite things that have happened at Walt Disney World in that time. A lot has happened since we published our first issue back in 2008, everything from new restaurants and resorts to new attractions and even a whole new land. It was a difficult task narrowing the list to five, but hopefully you will agree that these moments will be looked back upon as significant events in Disney history, and are all reminders that Walt Disney World is forever changing, innovating, and evolving. So join us as we celebrate five years of magic, and if we've left out any events that you fondly remember, please share them with us. Enjoy!

In 2012, the largest expansion in Magic Kingdom history became a reality as the New Fantasyland welcomed Guests. This new land features new attractions such as Under the Sea: Journey of the Little Mermaid, new dining experiences including Be Our Guest, as well as a wonderfully detailed, immersive landscape that transports Guests into a whole new world of fantasy and magic. The expansion necessitated the closing of Mickey's Toontown Fair after 23 years of existence (first opening as Mickey's Birthdayland in honor of Mickey's 60th birthday), as well as the closures of Ariels' Grotto and Snow White's Scary Adventures. In their place though came new attractions: Storybook Circus featuring the newly revamped Barnstormer and the Casey Jr. Splash 'N' Soak Station, as well as a new meet and greet area, Princess Fairytale Hall, set to open later this year. The expansion will continue through the next year, as an area themed to Snow White will open along with a new headliner attraction, the Seven Dwarfs Mine Train. This family-friendly roller coaster will feature an all-new ride system with mine cars that swing back and forth (*inset*). Early plans for the Fantasyland expansion included several Princess meet and greet areas, but they eventually gave way to the concept for a new attraction, certain to be the centerpiece of this new addition to the Magic Kingdom for years to come.



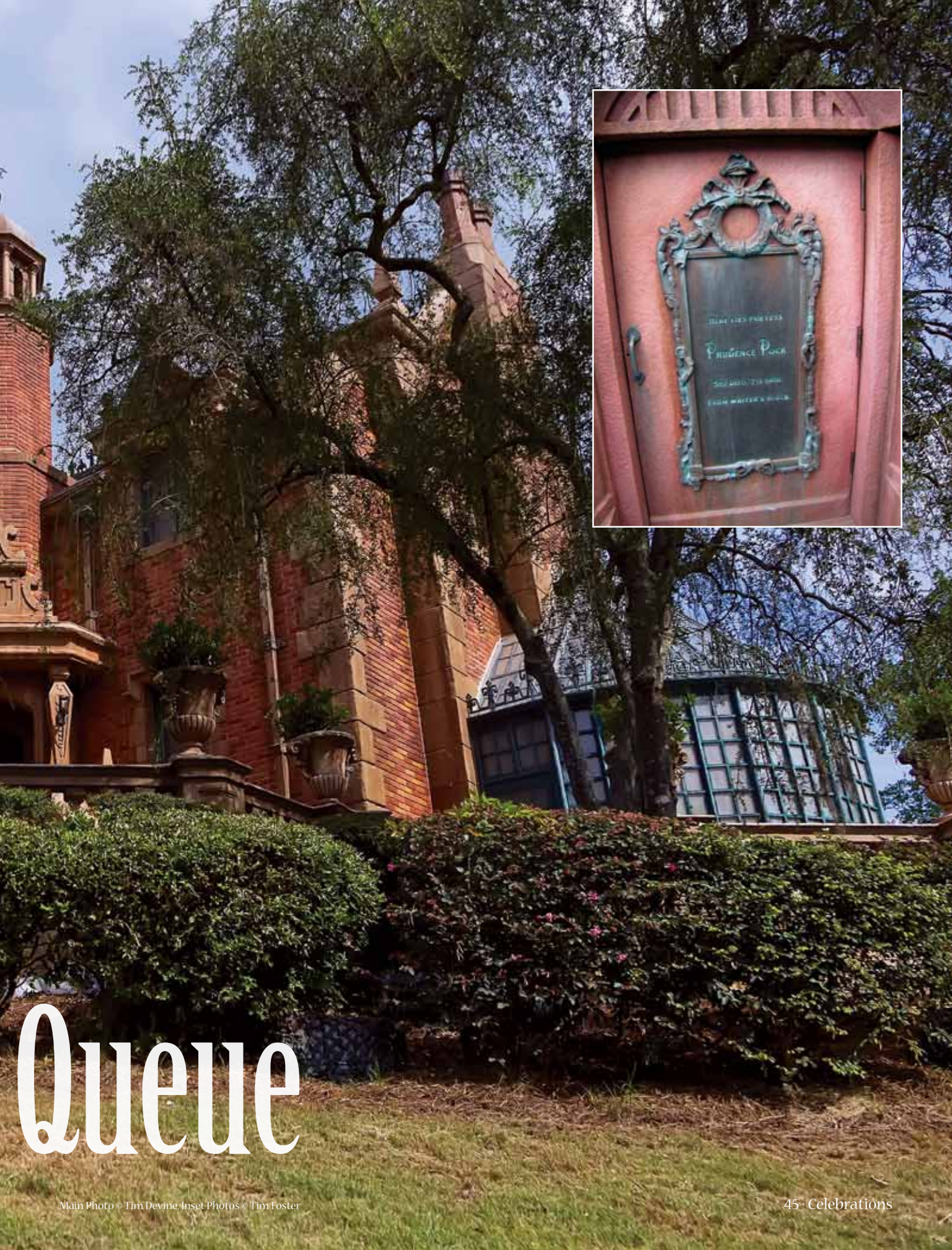


1. New Fantasyland

This beloved Liberty Square attraction underwent a significant refurbishment in 2010, with the addition of an all new interactive queue. This update came on the heels of the 2007 refurb, which saw the addition of the Escher-like staircase room and a re-imagined attic featuring an updated bride (now known as Constance). The interactive queue at the Haunted Mansion is one of the best examples of the new queues being incorporated into many of the headliner attractions at Walt Disney World. Not only do these interactive queues (which can also be found at Space Mountain, the Many Adventures of Winnie the Pooh, Under the Sea, and Soarin') provide Guests with entertainment while waiting in line, they also add to the theming of the attraction, making the experience even more immersive. Other interactive queues continue to be added, with Peter Pan's Flight and Big Thunder Mountain Railroad preparing for their additions. At the Haunted Mansion, Guests can choose to enter the new queue or bypass it on the way to their encounter with the Ghost Host and all of the mansion's residents. Other recent Haunted Mansion changes included the updating of the hitchhiking ghosts at the end of the tour. Thanks to some innovative CGI technology, the ghosts now interact with Guests; if you're not careful you just might find yourself switching heads with your Doom Buggy companion! *(You can read more about the Haunted Mansion later on in this issue.)*



2. Haunted Mansion



Queue

3. Star Tours



In 2011, Jedi hopefuls (and Sith wannabees) converged on Disney's Hollywood Studios for the much anticipated opening of *Star Tours: The Adventures Continue*, an all-new update to the classic *Star Tours* attraction. The new adventure featured 3D effects, and the promise of visiting many of the famous locations from the *Star Wars* universe, including Tatooine, Bespin, the Forest Moon of Endor, and the ice planet Hoth. The Hoth sequence nearly didn't make the cut, as the epic battle seen in *The Empire Strikes Back* took place well after the timeline of the new attraction (which takes place between the events of Episodes III and IV). George Lucas decided, however, that the inclusion of Hoth was important, as most Guests would want to see it. Visitors to the old attraction can still find Captain Rex in the queue; though in the new timeline he is now not quite ready for service and is on his way back to the factory.

Star Wars fans got further exciting news in October of 2012 when Disney announced its acquisition of the storied franchise for \$4.28 billion. Plans for a new series of films was announced with the first, *Star Wars: Episode VII*, set for release in 2015.

STAR TOURS





4. Toy Story Mania!



In 2008, Woody, Jessie, Mr. Potato Head and the rest of their Toy Story pals arrived at Disney's Hollywood Studios in the new attraction, Toy Story Mania! Following the success of Buzz Lightyear's Space Range Spin in Tomorrowland, which opened ten years earlier, an updated version of the interactive shooting gallery attraction seemed natural. But this time, instead of taking place in Buzz Lightyear's galactic universe, Guests found themselves shrunk down to toy size in Andy's bedroom, ready to embark on a 3D carnival-style adventure.

Toy Story Mania! (also known as Toy Story Midway Mania!) is housed in the former soundstages that were home to the interactive game show, Who Wants to Be a Millionaire? Play It!, originally located on Mickey Avenue. The entire area was rethemed and is now known as Pixar Place, inspired by the Emeryville, California location of the famed film studios.

Toy Story Mania! is one of the most technologically advanced attractions created by Disney Imagineers, and utilizes an industrial Ethernet network and over 150 PCs to control the games. With the release of *Toy Story 3* in 2010, the dart-throwing mini-game Bo Peep's Baaa-loon Pop was replaced with Rex and Trixie's Dino Darts.



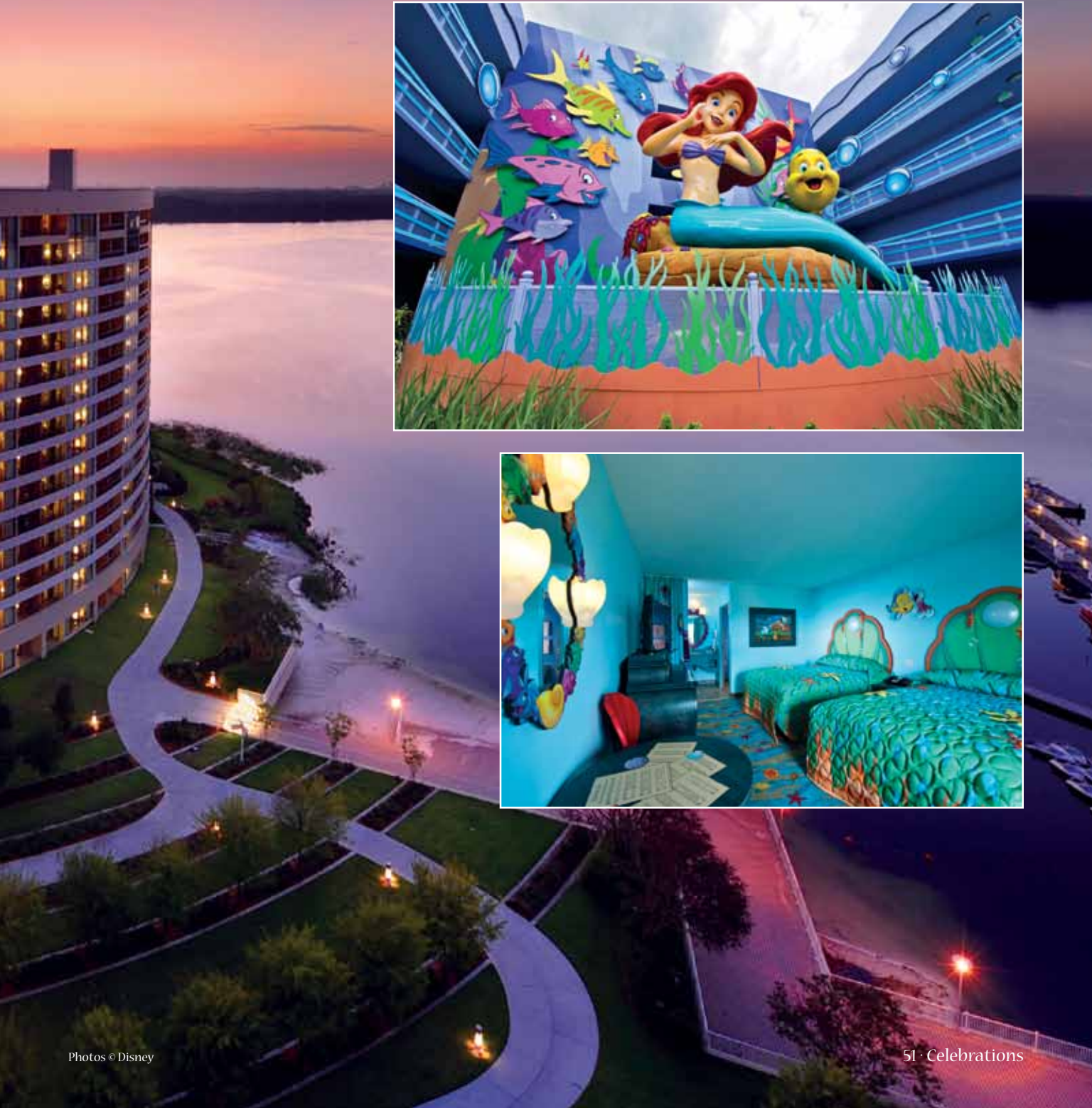
and Pixar Place

In 2009, Walt Disney World opened the doors to Bay Lake Towers, a new Disney Vacation Club resort adjacent to the Contemporary Resort. The villas at this luxurious resort are among the most expensive at Walt Disney World, due to their prime location near the Magic Kingdom. You can even enjoy the Magic Kingdom's Wishes fireworks show from the privacy of your own bubble bath, thanks to the full-length windows and movable partitions in several of the units!

On the other end of the scale, Disney unveiled the newest member of the Value Resorts lineup with the Art of Animation Resort, which opened in 2012. The sprawling resort features four themed areas based on the beloved Disney films *Cars*, *Finding Nemo*, *The Lion King*, and *The Little Mermaid*. The centerpiece of the resort is a 35-foot-tall model of King Triton from *The Little Mermaid*, and the resort features three spectacular pools, including one themed after *Finding Nemo*, complete with giant jellyfish!



5. New Resorts



“GHOST” WRITERS: THE STORY OF THE HAUNTED MANSION

BY CARI KEEBAUGH

“Welcome, foolish mortals...”

Since 1969, this iconic line, spoken by voice talent Paul Frees, has greeted hundreds of thousands of Guests each year at Disney’s Haunted Mansion. One of the most popular and enduring attractions at four Disney parks world-wide (soon to be five, if you include the soon-to-be-opened Shanghai Disney Resort), the attraction has spawned fan blogs, movies, comics, and video games, all the while maintaining a dedicated fan base. Since opening in 1969 and 1971, the Disneyland and Walt Disney World Haunted Mansions, respectively, had undergone only minor updates and virtually no changes to their overall storylines. That is, until 2006.





All Disney rides contain a backstory, but recent upgrades to the Haunted Mansion have fans questioning the (already vague) storyline of this iconic attraction. New additions and uses of technology within the attraction and its outdoor waiting queue have become focal points of a debate about the “intended” narrative into which the attraction immerses its riders. Rather than having a static storyline, however, the Haunted Mansion’s story evolves and grows with, and because of, its riders. While Walt Disney and his Imagineers paved the way for the narrative, the story they told in the attraction was ultimately ambiguous, a series of vignettes tied together mostly by an eerie atmosphere and fans’ per-

ceptions. Because of this, we – the riders – are largely responsible for creating the Haunted Mansion’s story. We create stories for the attraction based on things we see firsthand in the ride, such as the ghosts’ behaviors and the knick-knacks present throughout the haunted scenes. We also rely on stories we’ve heard from other fans, piecing together tidbits of stories and filling in the gaps on our own, which suggests that this process is a social one. These stories are perpetuated by fan communities and then are adopted by Disney and absorbed into Disney lore and legend by inclusion in merchandise, Disney props and parades, and even into the fabric of the attraction, itself. Thus, we “die”-hard fans of the Haunted Mansion become “ghost writers,” actively creating the story and ultimately controlling some of the changes that Disney implements, including those that were made during the recent refurb.

Walt Disney always emphasized that dark rides should make Guests feel as though they were participating in the story rather than just passively viewing it. He once stated: “Here in the ‘happiest kingdom of them all,’ you can journey with Snow White through the dark forest... flee the clutches of Mr. Smee and Captain Hook with Peter Pan; and race with Mr. Toad in his wild auto ride.” In the original dark rides, neither Snow White nor Peter Pan actually appeared; Guests were meant to feel that THEY were Snow White or Peter Pan, performing the adventures on their own rather than

just following the famous characters through their stories. This same emphasis on an experience that would require Guests to actively participate was a driving force behind Walt Disney’s vision for the Haunted Mansion.

Unfortunately, in 1966, in the middle of planning for this and other attractions and movies, Walt Disney passed away. While Disney did not live to see the opening of the Haunted Mansion, he did impart to his Imagineers this directive – the ride was to be an experience for the senses, a participatory event, fully immersing Guests in the story. Just what that story should or would become, however, no one was really sure.

The first concept sketch for what would become the Haunted Mansion dates to 1951 and was drawn by Harper Goff; however, the building in Disneyland would not go up until 1963, and it would not open to the public until 1969. In between the nearly 20 years from the concept sketch and the attraction's opening, numerous Imagineers went on and off the project, each one leaving behind traces of the story he or she thought the attraction should tell, and leaving Guests to wonder what the large Southern mansion might one day be.

In 1957 Disney had put Ken Anderson on the Haunted Mansion project. Anderson is often considered to be the father of the Mansion. For example, Anderson's idea of a "Lonesome Ghost" guide was later adapted as the Ghost Host, and many of the various brick-a-brack found in the manor are descendants of backstories he created that never came to fruition, such as the house being owned by a bloodthirsty pirate, or hosting a ghostly wedding party. Eventually, Anderson settled on a story – a wedding between a vampire and the boogeyman – and construction of a model of the attraction was started later in 1957. Confident that the attraction was well under way, it actually started appearing on park maps – in 1958, the Haunted Mansion was displayed on all three versions of the map that were released that year. (Remember, the Haunted Mansion would not see its opening day until 1969.) At this point, Anderson was moved to the animation studio to work on *Sleeping Beauty*, so in 1959 Disney brought in special effects masters Yale Gracey and Rolly Crump to continue the project. Imagineers Marc Davis and Claude Coats were brought on in 1961, as well as XAtencio in 1965. Too many chefs often spoil the soup, but in this case all of the talent working on the Haunted Mansion made for a promising blend of innovation, as well as the right mix of scary and fun that Guests could really feel a part of. The group couldn't have come together soon enough; Walt died the year after appointing Atencio to the project.

The success that Marc Davis and Claude Coats had shared in designing the Pirates of the Caribbean attraction reassured those working on the Haunted Mansion project that the Mansion could still come to fruition, even without Walt Disney's guiding hand. But Davis, an animator, and Coats, a background artist, had very different ideas of what the attraction should be, and the argument over whether the experience should be "whimsical and family-friendly" or "freaky and scary" waged for long months. Coats thought that people would expect to be scared on a ride called The

Haunted Mansion, but Dick Irvine, another Disney employee at the time, told an interviewer that "music, sound, and light could be used 'to take [riders] through an experience rather than just a scare thru,'" suggesting that Imagineers remembered Walt Disney's charge and wanted to do something immersive rather than just scary. It was at least in part due to this prevailing attitude that Davis eventually won the support of Disney upper-management. However, it would still be left up to Atencio to combine Coats' and Davis's work to make a cohesive attraction.

Thus, the storyline is not set in stone, but rather takes place in three basic scenes. The beginning is heavily influenced by Coats in its eerie atmosphere and generally creepy ambience. The second scene is set when Madame Leota calls upon the ghosts to materialize, and the third part climaxes in the festive graveyard scene, which features Davis' trademark whimsy and fun characters. Through it all, the Ghost Host keeps Guests company without ever really providing any cohesive narrative. Guests are left to their own devices, as well as a few popular cues, to determine how the pieces of the puzzle fit together: Who is the master of the house? Where do the hitchhiking ghosts want to go? And why did the bride throw her ring out the window?

To answer these questions, Guests turn to what they can see in the Mansion. One of the most popular parts of the attraction is outside the ride; before Guests even enter the Mansion, they have the chance to view the family graveyard, which is now interactive. According to Imagineer Eric Goodman, several aspects of the new queue area are "actually inspired by a lot of artwork that Marc Davis and other original Imagineers created." Some of these sketches inspired several new characters to appear in the first area of the new queue. The busts, depicting departed members of the Dread family, form a riddle. Savvy Guests can solve the riddle using the inscribed epitaphs, as well as clues present on the busts themselves, in order to determine who killed whom.

Another new element is the Decomposing Composer's crypt, featuring many touch-sensitive areas. Touch the trumpet on the side of the crypt and you'll hear a trumpet fanfare. Touch the flute, and you'll hear a flute. Touch the bagpipe...well, you get the idea. "Playing" several of the instruments at once causes a familiar tune to emerge; Guests with an ear for music will be able to hear "Grim Grinning Ghosts" coalesce out of the cacophony. And the organ at the end of the crypt – a Ravenscroft organ, no less – is an homage to Thurl Ravenscroft, who sings "Grim Grinning Ghosts"

in his trademark bass. (Remember to look for him in the graveyard scene once you're on the attraction - he's one of the singing busts.) Touch the keys and stops on the organ for more fun! While you're there, count the number of stops on the organ. The number thirteen pops up a lot in the new queue, including both the stops on the organ and the number of books on the Posthumous Poetess's bookshelves.

The Posthumous Poetess is another new element and is dedicated to Prudence Pock who, rumor has it, died of writer's block. Her crypt utilizes voice-recognition technology to allow Guests to help the departed poetess finish her life's...er, death's...work and complete some fun rhymes. If you take a look at the sides of the crypt and the aforementioned thirteen books, you may notice some odd symbols. Cracking the code of the symbols will reveal a secret rhyme.

Another new element, and another based on archived material from the ride's long incubation period, is the Sepulcher of Sea Captain Culpepper Clyne. This character was based on the painting of the sea captain already in the attraction; look at the paintings on your left as you board your Doom Buggy. This painting - and now Clyne's crypt - is another nod to Anderson, who originally planned to make the Haunted Mansion the home of a sea-faring man. As Eric Goodman explains, Clyne's sepulcher is a water play area, and "there are sensors in the crypt so as you come up and grab the water it will move to other locations." It's a lot of fun to try to plug the holes, a new one always springs up! This particular addition is excellent while waiting for the attraction on a hot Florida afternoon.

But Imagineers didn't just dive into the archive to bring the interactive queue to life (pardon the pun). They also looked in the Haunted Mansion, itself. According to Goodman, some of the new elements are "kind of based on some of the characters that are actually in the attraction. What we tried to do was bring some of those characters out into this area [the queue]." One of the more obvious efforts to bring out the characters can be seen in the cement in the queue. "In the cement you can see the footsteps of the caretaker [Silas] as he's doing his rounds and there are actually footsteps of the dog as well. And there's a little doggie door."

Other features that have been made more prominent are the tributes to various Imagineers who worked on the Haunted Mansion over the years. Many of these come in the form of tombstones with playful epitaphs. While several such stones existed before, these subtle salutes were made a little more prominent during the 2011 updates. One tombstone reads "in memory of / our patriarch / dear departed /

Grandpa / Marc" for Marc Davis. A new plaque, commemorating the contributions of Ken Anderson, reads "Drink a toast to / our friend / Ken / Fill your glass / and don't say / 'when.'" Rolly Crump, one of the special effects gurus, has a plaque stating: "While / brother Roland / here reposes / his soul's above / one supposes." And of course, perhaps the most famous of headstones, designed as a nod to Yale Gracey, reads "Master Gracey / laid / to rest / no mourning / please / at his / request." This tombstone has generated some of the most lasting fan lore associated with the Mansion.

The Evolving Legend of Master Gracey

While X Atencio designed the stone as a tribute to the "master" of special effects Yale Gracey, decades of fans assumed that "Master" on the stone meant "master" of the house. Cast Members often contribute to the legend by placing a fresh flower on the tombstone - this tradition continues in WDW, even since the stone was moved during the 2011 renovation. Some fans claim that this daily act promotes the story that Master Gracey of the Haunted Mansion has just recently died and been buried. (Who else would warrant fresh flowers each day? No one but the recently departed Master of the house, so the rumor goes.)

The mistake of naming Gracey master of the manor was so persistent that it has been absorbed into Disney lore. In other words, the name stuck, and Disney accepted fans' take on the infamous tombstone and made it official. Collectible merchandise began to pop up with Master Gracey's name and likeness inscribed, including several pins and a Vinylmation figure. Gracey's image is often associated with the Dorian-Gray style portrait hanging in the stretching room at in the Magic Kingdom, so it seems that Disney has adopted this visage, as well as the name, even though neither were established when the attraction opened. The 2003 *Haunted Mansion* movie features Master Gracey as one of the main characters (though some fans assert - rather vehemently - that the film falls outside the Haunted Mansion canon as it was only loosely based on the original attraction). During the 2007 refurbishment at the Magic Kingdom, Guests could read a letter apologizing that the Haunted Mansion was not open. If you were lucky enough to have spotted it, you may remember that it was signed by Master Gracey. And just last year, a crate arrived outside the Florida Haunted Mansion addressed to Silas, the Caretaker of "Gracey Manor." These deliberate uses of Master Gracey's name in and around the park has led some to speculate that Master Gracey may be taking a more active role in his manor over the next several years



Beware of Hitchhiking Ghosts

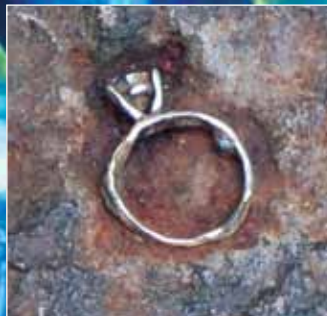
Everyone's favorite three phantasms almost didn't materialize in the attraction at all; they were a last minute addition, included at half-past the eleventh hour, and were not even considered important enough to name. As Atencio told Storyboard magazine in an interview in 1989, "It was kind of an afterthought... It didn't come until the ride was practically put in there." In fact, they aren't even featured in the Story and Song from the Haunted Mansion, a promotional album released just before the Haunted Mansion opened in Disneyland. While a raven does warn listeners that ghosts "may try to follow you home," no description of the Hitchhiking Ghosts is given. Other ghosts in the graveyard scene and other segments of the ride are described in great detail, but the Hitchhiking Ghosts do not appear, suggesting that their inclusion wasn't even a guarantee mere months before the Haunted Mansion opened.

Based on one of Marc Davis's sketches, the trio, originally dubbed "The Traveler," "The Skeleton," and "The Prisoner," greet Guests as the attraction comes to an end. As all Haunted Mansion fans know, your ride vehicle passes in front a series of mirrors, one of the Hitchhiking Ghosts appears in your car (at least, in the mirror across from your car) and, thanks to the recent updates, performs pranks on the riders – like juggling riders' heads – just before they disembark.

Thanks in part to their playfulness and, in part, to their recognizable pose, Ezra, Phineas, and Gus have become unofficial mascots of the ride. Popular wisdom has it that these characters have appeared on more Disney merchandise than any other inhabitant of the Haunted Mansion. They appear on merchandise by name: names that were given to them unofficially. Indeed, the names have become so common and well-known among fans that the 2011 refurbishment of the queue saw three very special new tombstones: one for Ezra, one for Gus, and one for Phineas Pock (though some fans hold that the tombstone for Phineas Pock is meant to be for one of the singing busts rather than the Hitchhiking traveler). If you need more proof that Disney has adopted these fan-favored names, look no further than the DisneyPark Blog, Disney's official blog, where they are called by name in multiple posts. Ezra, Phineas, and Gus's celebrity status continues, as they are featured in Mickey's Boo-To-You Halloween parade, in video games (such as "The Haunted Mansion: The Black Widow Bride," which mentions the trio by name) and even in one of photographer Annie Leibovitz's popular Disney Dream Portrait series starring Will Ferrell, Jack Black, and Jason Segel from August 2012.

as Imagineers continue to update the attraction, although at this point, that's just unconfirmed rumor with a dash of wishful thinking. Even if no more updates are implemented, it's already quite clear that Disney has firmly and officially accepted Gracey as master of the house; what began as an honest mistake made by fans has become certified Disney legend.

Indeed, the legend of Gracey as Master of the Mansion began circulating almost immediately, but it gained even more momentum in 1998, when rumors began surfacing of a book of ghostly backstories penned by Haunted Mansion Cast Members. While this infamous "Ghost Gallery" was not – and still isn't – considered official, some of the stories gained enough steam among fans to last and eventually be officially adopted by Disney. Gracey is included in this book, as it was already well established among fans by this point that Gracey was the Master of the house. Other ghosts are named and given backstories, including three that have become icons and mascots of the manor: Ezra, Phineas, and Gus.



Here Comes the Bride

If the hitchhiking ghosts are the mascots of the Haunted Mansion, the MVP of the attraction must be the ghost bride in the attic, a character that has arguably been tweaked and played with by Imagineers more than other in the Mansion. But the newest bride ghost at Disneyland and Walt

Disney World has sparked some debate among Haunted Mansion fans. Whereas previous incarnations of the bride have been ambiguous, Constance Hatchaway has a definite storyline that is hard to miss. While the audio in the attic scene used to simply be an eerie “thub-thump”-ing of the bride’s heart, now we hear Connie speaking her ominous wedding vows (“I do. I did, In sickness and in...wealth...,” etc), and her bouquet morphs into an ax in front of visitor’s eyes. But Connie wasn’t installed just for her new audio track and nifty use of technology. Instead, Connie’s presence marks a return of the more sinister feel of the original attic scene. But even her more structured storyline doesn’t preclude Guests from participating in the storymaking process.

From archival documents and concept art, we know that Ken Anderson was toying with the idea of a vengeful, murderous ghost during the late 1950s (her name was to be Priscilla. Doesn’t really have a murderous ring to it, but oh well). Marc Davis later came up with the idea of a portrait of a bride that would shift from weeping woman to ghastly corpse. Combine the murderous wife from Anderson with the bride-to-corpse concept by Davis and, voila! When the bride materialized in the attic (in both Disneyland in 1969 and Walt Disney

World in 1971) she was originally a corpse, and a very creepy looking one at that. In fact, she looked sinister enough to have murdered her counterpart, the infamous Hatbox Ghost (who disappeared mere months after the Disneyland Haunted Mansion opened in 1969 due to its unconvincing effects. His head was to disappear in time with the beating

of the corpse bride's heart, but the ambient lighting in the attic apparently made the effect less than successful and caused his untimely removal). This creepy incarnation of the bride was featured in the aforementioned *The Story and Song from the Haunted Mansion* (1969). She was even used in the Haunted Mansion pop-up book published in 1994, many years after the corpse bride had been replaced by the more familiar "beating heart" bride.

The corpse bride was eventually replaced with the more ambivalent "beating heart" bride and, with lack of any other cues to let Guests know what was going on, the attic scene became a hotbed for fan speculation. Some said the bride murdered her husband, other fans speculated that the bride herself had been the murder victim. Fans swapped stories with Cast Members in the park and with each other online for years. Then, in May 2006, Constance made her first appearance. Her story can be inferred from her vows and the hatchet she holds, as well as all of the wedding presents littered throughout the attic. Each successive stack of presents looks more and more expensive. Look at her bridal portraits – each time she marries, she wears an additional set of pearls. Her husband's heads all disappear from the pictures (the effect works perfectly for these grooms, unlike their ill-fated predecessor) and there is a very suggestive hat rack holding five men's hats over in the corner. Please keep your head inside the Doom Buggy at all times...

But while some may complain that the Constance version of the bride leaves nothing to fans' imaginations, many aspects of her story are as yet undetermined. If she got away with murder (literally), why is she haunting the attic? Connie has been identified with the portrait of the woman sitting on the tombstone in the stretching room: if Connie did live to be an old woman, why does she appear as a blushing bride in the attic? How/when did she die? She appears to be wearing her wedding ring when she appears in the attic, but eagle-eyed Guests will spot her ring elsewhere, too...why?

Constance Hatchway essentially returns the attic scene to a mood that is closer to what the original Imagineers had in mind for this area, reminiscent of the murderous corpse bride and her companion's disappearing head. After the corpse bride, fans began to enjoy the chance to create their own stories for the ambiguous "beating heart" versions of the bride. Connie now allows for the same, yet with a return to the Imagineers' original vision for the bride. Fans can still contribute to the story, of course, as plenty of questions about Constance remain unanswered. In fact, one very famous bit of the ghost bride's story remains in place in Disneyland and

was recently added to the queue in Walt Disney World.

One popular legend goes that Master Gracey was married multiple times – either twice or seven times, depending on the version you subscribe to. In any event, Gracey's final bride, so the story goes, was a playful young soul. She started a game of hide-and-seek in the attic, but she was locked in a trunk and suffocated before Gracey found her. Distraught over her demise, on the day of her funeral Gracey flung her wedding ring out the window, where it was trampled into the cement by the horses that had been hired to pull the waiting hearse.

Where on earth, I can hear you asking, did that legend come from? Well, it came about in the Magic Kingdom in the late 90s. During some renovation work, one of the stanchions that was removed left a ring-shaped piece of metal embedded in the ground right under one of the building's attic windows. Guests began to believe that this was the wedding ring of Master Gracey's final wife. Cast Members began pointing out the "ring" to Guests, and it was simply never moved due to its popularity. The myth was also so prevalent that during the Magic Kingdom's queue refurb in 2011, an actual wedding band was cemented into the concrete along the waiting queue. I can't think of a better example of fans' direct impact on an attraction than the wedding ring that has been embedded in the pavement at Florida's Haunted Mansion. Now that Connie has taken up residence in the attic, the legend invites revision and more speculation. If Connie married for money, as her wedding presents seem to suggest, why would she throw a diamond ring out of the attic window? Even when Imagineers change the physical attraction to address fan legends, there's always room for fans to fill in the details and add to the lore.

Walt Disney was adamant that his dark rides should each be immersive, an experience in which Guests actively participate rather than simply experience passively. No attraction accomplishes this quite so well as the Haunted Mansion. The ambiguous storyline generated by the untimely loss of Walt Disney's creative vision and the disparate emphases of the Imagineers ultimately worked in the attraction's favor, creating an atmosphere full of potential and intrigue. Fans over the decades have risen to the challenge, maintaining vibrant, living oral traditions that have given birth to rumors that have become lore, lore that became legend, and legend that became the official ghost stories behind the residents of the Haunted Mansion.

And remember, there's always room for one more. 

EXPLORING THE WONDERS OF THE CHINA PAVILION

BY LORI ELIAS





Exploring Epcot's stunning China Pavilion is like taking a journey through Chinese history, where the past and present combine to create a truly unique experience. Lush-yet-tranquil gardens, distinctively vibrant buildings, engaging performers and delectable eateries surround Guests with the sights, sounds and aromas of China, from ancient dynasties to the modern day. It is no surprise that the China Pavilion is a favorite among Guests for its intriguing and multi-layered beauty.

Though China was among the original pavilions of the World Showcase when Epcot opened in 1982, it was notably different from the pavilion as it is known today. The shops and restaurants that are now popular attractions did not yet exist, so Guests at that time were drawn to the pavilion to experience the authentic Chinese buildings, painstakingly replicated from actual locations in China, as well as the landscaped areas evoking the country's hauntingly beautiful geography. (These beautiful features still attract Guests, cameras in hand, to take in this picturesque section of the park, only now there are irresistible aromas and tantalizing merchandise to lure them in, as well!)

China's natural beauty has inspired artists for thousands of years. Nature scenes and landscapes have always been prominent in Chinese art, with human figures equal in emphasis to the natural elements surrounding them. The relationship between humans and nature is of particular importance to the artist and viewer, more so than the individual figures within the art. This lesson can be applied to one's day to day living, as it is said that the act of reflecting over specific aspects of the natural world will help one achieve inner peace. Scenes of interesting rock and stone are one such aspect, and as Guests approach the China Pavilion, they will notice large rock structures near the entrance, as well as stone benches alongside the lagoon. When planning the pavilion, Imagineers hoped that these features, along with the tinkling waterfall and serene lotus pool that can be found further into the pavilion, would provide a sense of peace in the midst of the bustling World Showcase.

Contributing to the quiet calm of this area is a lovely garden comprised of plants and flowers indigenous to China, including camellia bushes, tallow trees, mulberry trees, and of course stalks of bamboo. Bamboo has been heralded as a versatile resource in China for thousands of years, being used in earlier times for constructing homes, clothes, irrigation systems, musical instruments, and weapons. Because it is such a durable fiber, its more modern uses have expanded to include manufacturing plastic and furniture. Bamboo is also a food source for people, as well as for the giant panda, China's national animal.

Inspirations

The China Pavilion's elaborate buildings are based upon specific locations in Beijing, the capital city of the People's Republic of China. In fact, virtually every inch of the pavilion's opening-day architectural designs can be traced back to the "Celestial City." In order to enter the pavilion, guests pass through the Gate of the Golden Sun, or Zhao Yang Men. This vivid structure was inspired by a gate at the summer palace of the emperor's family, and is in a form called paifang. Paifang are archways constructed of brick, stone, or wood, and are typically used to honor the ancestors of the resident family. The walls and roof of a paifang are painted and decorated with carvings and colorful tiles, as is the case with the Gate of the Golden Sun.

Even the red and gold colors of the gate are significant. Gold was the color used by the imperial family during the Qing Dynasty (1644-1911) and in Chinese culture represents power and nobility, while red denotes good luck and happiness. Blue is also prominently displayed in both the gate and throughout the pavilion; blue represents relaxation, healing, and exploration—a perfect combination for a Walt Disney World vacation!

The gate's colors are not the only indication that this gate is one of royalty. Standing guard at the top of the gate are figures of the dragon and phoenix, powerful images in Chinese art and architecture. Chinese emperors ruling as early as the Chin Dynasty (221-207 B.C.) thought of themselves as descended from dragons. Taking the title "The True Dragon," they used the five-clawed dragon as their symbol. It is important to note the number of claws each dragon boasts: according to ancient laws, the four-clawed dragon was for the sole use of princes and kings, while the five-clawed dragon could be used only to represent the emperor. The people of ancient China believed that their land was the center of the known world, and it was believed

that as a dragon moved farther away from China, he would lose claws, which is why other Asian cultures, such as Japan and Korea, may incorporate dragons into their art, but never one with more than four claws. (Carved dragons can be found throughout the pavilion, most notably on the stone monument along the steps of the Hall of Prayer for Good Harvests.)

In royal art, the dragon is typically accompanied by the phoenix, a mythological bird which, according to legend, would die by fire but would be reborn from the last bird's ashes. The phoenix represents the empress, as well as evoking peace, prosperity, and wisdom.

The phoenix is also an appropriate symbol for the original paifang upon which the Gate of the Rising Sun was based. Along with the rest of the original Summer Palace, the gate in Beijing has endured both destruction and reconstruction throughout its existence. The estate was constructed approximately nine miles from the city beginning in 1750, during the reign of Emperor Qianlong (1711-1799) of the Qing Dynasty, though imperial palaces had stood in the vicinity of this site as early as the Jin Dynasty (265-420 A.D.). Most of the palace and its grounds were destroyed by French and British troops near the end of the Second Opium War in 1860, but were rebuilt in 1888. Sadly, the reconstructed area was again badly damaged during the Boxer Rebellion of 1900. Once again, the palace and its structures were rebuilt, and the area was opened to the public as a park in 1924. It was named a UNESCO World Heritage site in 1998.

The icon of the entwined dragon and phoenix is also a recurring artistic theme in what is perhaps the most recognizable structure in the China Pavilion, the Hall of Prayer for Good Harvests. This distinctive conical blue building is virtually an exact replica of the same structure that reigns over the northern end of the immense Temple of Heaven complex in Beijing, where it is called Qiniandian ("The Palace of Prayer for a New Year"). Like the Summer Palace, the Temple of Heaven, or Tiantan, was named a World Heritage site in 1998.

The actual Temple of Heaven in Beijing is an impressive site, with an area of over three million square yards. This is considerably larger than the emperor's most famous palace, the Forbidden City, which covers about 885,000 square yards. According to Chinese tradition, an emperor's home could not be larger than a structure that was devoted to prayer and heaven.

As the building's name implies, the reigning emperor would enter the Hall of Prayer for Good Harvests each year

on the winter solstice to offer prayers of thanksgiving for the previous year's bounty, and to ask for further blessings for the coming year's crops. It was originally built in a rectangular shape in 1420 by the Yongle Emperor during the Ming Dynasty (1368-1644), but was torn down and re-built in its present circular design in 1580. It was opened to the public in 1912.

The exterior of the hall centers around the idea of going up to heaven, which in Chinese legend is symbolized by the number nine. The hall in Beijing sits on three platforms which each hold three tiers of stairs, adding to nine. Each of these tiers uses nine steps to ascend to the platform above. The building itself is composed of three layers of eaves covered in deep blue tiles, with blue representing the sky and the heavens. Gold phoenixes and dragons are embossed along the exterior walls, and at the top of the hall is a plaque that bears the Chinese characters of the structure's name, Qiniandian.

As is typical of most wooden buildings in China, the interior of Beijing's hall uses no nails, but instead is supported through interlocking pieces, as well as columns grouped in significant numbers. The four largest columns in the center of the hall are called the Dragon Columns, and stand for the four seasons of the year; twelve smaller posts that support the middle tier represent the twelve-year cycle of the Chinese calendar, as well as the twelve months of the year; and the twelve posts that support the outer-most circle stand for shichen, or the 2-hour divisions of the day.

Walt Disney World's Imagineers went to extraordinary efforts to recreate the architecture and artistry of the original building when designing Epcot's Hall of Prayers, even copying the interior and exterior artwork tile-by-tile. Epcot's structure is "only" half the size of the original, and fortunately, Guests do not have as many steps to climb as in Beijing! (Also unlike the original hall, Disney's construction crew did use nails in completing this building.) The inside of the hall is a symphony of color, and Guests can lose themselves in tile patterns of vibrant reds, purples, greens, blues, and golds. They also might notice the recurring motifs of square and circles: squares represent earth, while circles represent heaven, and the combination of the two creates the concept of the universe. As Guests take in the splendor of colors going on around them, they should take the time to look up at the hall's intricately beautiful ceiling, and its crowning piece, a gold medallion depicting the entwined dragon and phoenix.

Guests enjoy standing in the center of the hall to savor

the beauty of their surroundings, and many are also entertained by the hall's remarkable acoustics. It has been found that when standing in the center of the room and talking, the speaker will hear his or her voice echoed around the chamber, while others will hear the speaker's voice as they normally would.

The next stop is a gallery furnished with benches in order to wait for the pavilion's Circle-Vision 360 film, Reflections of China. Conveniently, a large wall clock indicates the number of minutes remaining until the film's next showing. The film originally created for the pavilion when Epcot opened was called Wonders of China: Land of Beauty, Land of Time. A Chinese film crew worked alongside the Disney team, the members of whom were the first Western photographers and cinematographers permitted to work inside China's borders in decades.

Wonders of China was narrated by an actor portraying Li Bai (also often called Li Po), one of China's best-known and most respected poets who lived from 701-762, and who during his lifetime traveled extensively throughout his native country. This film allowed people outside of the nation to see for the first time on film such Chinese treasures as the Great Wall of China; the famed Forbidden City; the Summer Palace (which provided Guests an even greater appreciation of the efforts of Epcot's Imagineers in designing the China Pavilion); a 233-foot-high statue of Buddha built in city of Leshan in the Sichuan Province from 713-803; as well as natural wonders including the Yangtze River, Huangshan Mountain and Gobi Desert.

The film was updated and renamed in 2004. Still narrated by Li Bai and featuring many of the same areas as the previous film, the new movie also includes new locations, notably modern Shanghai as well as Hong Kong and Macao, which are considered "Special Administrative Regions" by the Chinese government. Hong Kong was returned to China in 1997 after being ruled by the United Kingdom for 156 years; Macao had been a Portuguese colony for centuries but became part of China in 1999, though still maintaining its own government under Chinese rule.

Tomb Warriors

Both films reveal a remarkable discovery that occurred near the city of Xi'an in 1974. While in the process of digging a well, Chinese peasants unearthed shards of pottery that appeared to be depicting human figures. As archaeologists explored the area, it became clear that they had located the site of the extraordinary tomb of the first emperor of Chi-



na, Qui Shi Huang (259-210 B.C.).

Qui Shi Huang was originally named Ying Zheng, and was the son of Zhuangxiang, king of the Qin state. Upon his father's death, Ying Zheng assumed the throne at the age of 13. In 221 B.C., after his armies had conquered the states of Han, Wei, Chu, Yan, Zhao, and Qi, thus creating a unified Chinese nation, he declared himself *huangdi*—emperor of heaven and earth. His new name reflected both his roots and his current realm: Qui (being of the Qin state), Shi (first), Huangdi or Huang (emperor).

In order to continue his reign and lifestyle into the world that would follow his earthly demise, the emperor constructed a life-size tomb city, complete with a palace that replicated his own home, which took over forty years and more than 700,000 workers to complete. Guarding the home, and one day the remains of the emperor, was an underground life-sized army of an estimated 8000 soldiers made of terracotta. Not only did each of these clay warriors possess individualized facial and hair details, but also by their attire showed that they were of various levels of prestige among the army. Entertainers, chariots and over 500 unique horses also filled out the ranks of the battalion. To date, approximately 2000 figures have been recovered from the excavated area.

The discovery and its excavation are further described in a special exhibit area in the China Pavilion, the House of the Whispering Willows Gallery. "Tomb Warriors: Guardian Spirits of Ancient China" features approximately 200 miniature replicas of the emperor's terracotta army. Other artifacts from the excavation site are also display. (Actual figures from the tomb are on display in China, and have been shared across the world in an exhibit called Terracot-

ta Warriors; hosts have included the National Geographic Society in Washington, D.C.; the Asian Art Museum in San Francisco; the Minneapolis Institute of Arts; and Discovery Times Square in New York City.)

Shopping

The Xing Fu Jie, or Street of Good Fortune, takes Guests into the shopping and dining areas of the China Pavilion. This passageway may seem too narrow to accommodate the Guests emerging from the film as they join those who are shopping on the street: this was

done on purpose, in order to recreate the crowded streets of many of China's major cities.

The China Pavilion offers one of the most popular shopping sites in World Showcase, the House of Good Fortune. The store has borne this name since April 2011, after the original shop, Yong Feng Shangdian ("Bountiful Harvest"), which opened in April 1983, was shuttered for a three-month renovation. The changes included expanding their already large selection of merchandise, restructuring the layout of the store, and relocating the pavilion's Kidcot stop.

Two large lion statues seem to be greeting Guests as they enter the store, but these mighty beasts, also known as foo dogs, are actually standing guard, as they have done for China's palaces and temples since the Han Dynasty (206 B.C.-220 A.D.) They may appear identical at first, but closer inspection will reveal that one—a male—stands with a ball under his paw; this ball is called *xiu qiu* and represents the earth. The other—a female—has a cub beneath her paw, representing her maternal instinct. Likewise, the male is said to protect the exterior of the building, while the female is thought to guard over those who are inside.

The House of Good Fortune is one of Epcot's most eclectic shopping areas, carrying everything from cloisonné jewelry and traditional Chinese apparel to household décor and children's toys. Guests who explore this colorful emporium will discover exquisite tea sets, fragrant incense and candles, exotic rugs, sparkly necklace and earring sets, and cheerful plush pandas munching on bamboo.

Outdoor kiosks offer smaller souvenirs, including straw hats, Chinese yoyos, difficult-to-resist marionettes and puppets, and pastel parasols, which a pavilion Cast Mem-

ber will personalize with the owner's name inscribed in Chinese calligraphy. Decorated with traditional Chinese floral patterns, these parasols are not only a lovely accessory but also a great way to ward off the Florida sun!

Dining in China

Though the pavilion's first Guests in 1982 did not have an opportunity to indulge in the country's traditional flavors, today's Guests have ample opportunity to enjoy authentic Chinese cuisine, which was added to the pavilion in 1985. The Lotus Blossom Café quick-service restaurant offers standard Chinese fare such as egg rolls, fried rice, and potstickers – dumplings of meat and vegetables that are steamed and then pan-fried on one side that have been savored by diners since the Song Dynasty (960-1279 A.D.). If Guests are looking for some relief on a hot day, the delicious and refreshing caramel ginger ice cream treat is a unique treat that you won't find anywhere else.

The Nine Dragons restaurant offers table service with savory delights of beef, chicken and sea food (including a shrimp and taro lollipop!), traditional hot and sour soup, and a family dinner set prix fixe meal that comprised of a soup appetizer, entrée and dessert. The cuisine spans the country, as Cantonese, Hunan, Kiangche, Mongolian, and Szechuan specialties are beautifully presented to Guests wishing to experience the flavors of China.

The name "Nine Dragons" ties together a number of notable concepts in Chinese culture. As mentioned, the number nine is revered in China's legends; in dynastic China, only the emperor was permitted to utilize the number nine in his architecture and attire. Along with representing imperial power, the dragon is also a national symbol of China, so the combination of the number and creature was especially potent. Additionally, the ancient Chinese people honored nine "classical dragons": the powerful Horned Dragon; the Spiritual Dragon, who controlled weather; the Earth Dragon, who protected China's rivers; the Winged and Coiling Dragons; the Dragon of Hidden Treasures; the wise Yellow Dragon; the Dragon King, whose four separate personalities watched over the four known seas; and the Celestial Dragon, who ruled over all of the others. (A tree called the Nine Dragons Cypress can be found at Beijing's Temple of Heaven, and an ornate wall called the Nine Dragons Screen was built for the Forbidden City in 1773.)

A close look at the roof of the Nine Dragons restaurant will reveal the figure of a man seated on a bird, with other animals in tow. This effigy is common on the buildings of

the Forbidden City and while a number of stories have been passed down regarding its meaning, it is most frequently said to be the image of the cruel Prince (and later King) Min, who lived during the Zhou Dynasty (approximately 1046-256 B.C.). He was so abhorred by his people that they killed him. His story is commemorated by having a figure of him seated on a chicken, as the bird would not be able to fly under his weight, and thus he could not escape, which is ensured by the presence of the other stone beasts.

China is the world's leader in tea production, so it is no surprise that Guests can enjoy a tea beverage in the China Pavilion. The Joy of Tea opened in 2007 and has since provided Guests with a number of both hot and iced tea drinks, as well as tea-based slushes and Chinese-influenced cocktails. (Incidentally, according to Chinese legend, the emperor Shen Nong accidentally discovered tea in 2737 B.C., when camellia leaves dropped into his cup of hot water.)

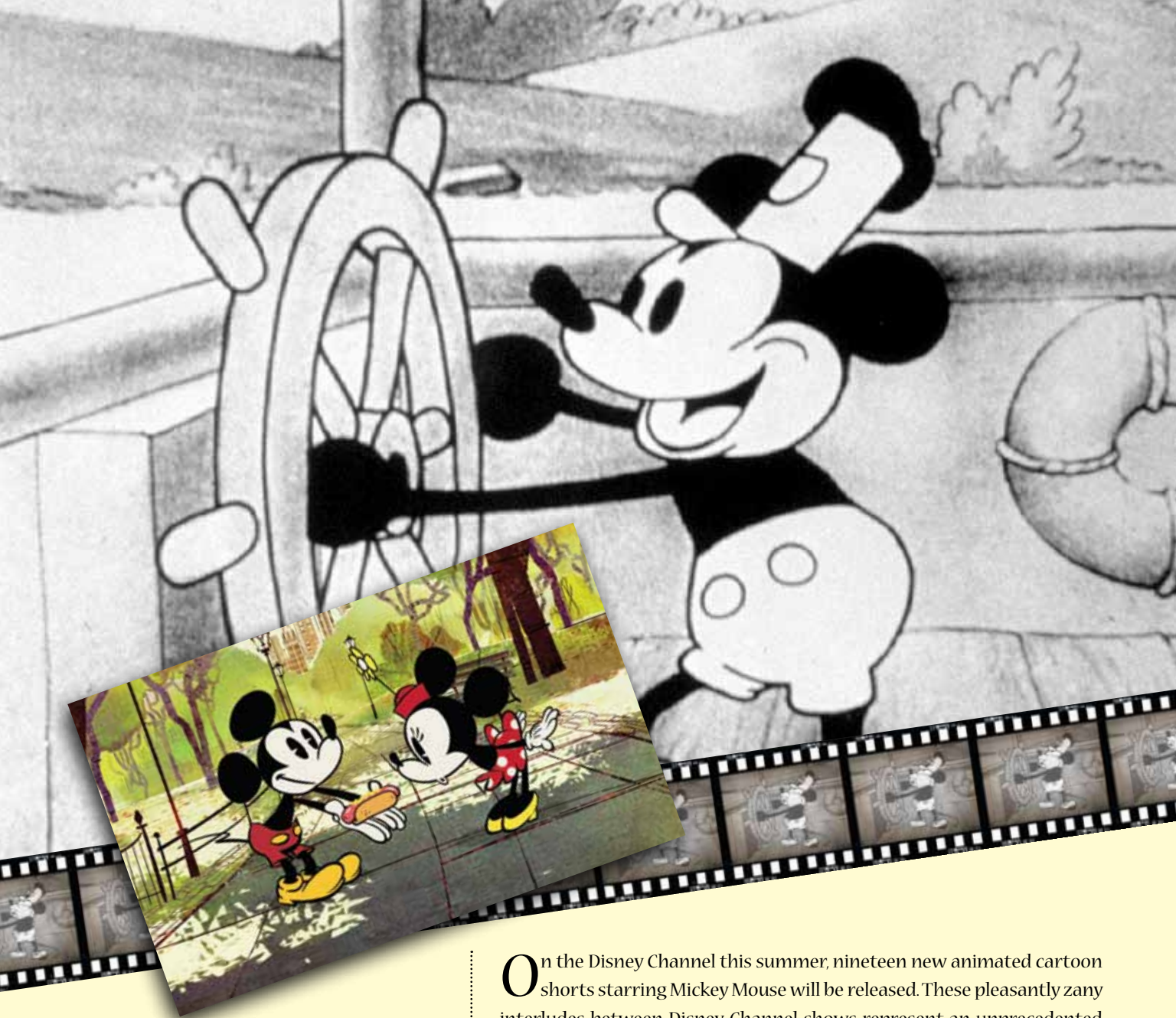
More Magic

While waiting in line for a refreshing tea treat, do not be alarmed if a large, fluffy, vibrant red and gold foo dog dances by: this colorful creature signals the entrance of the China's exciting Jeweled Dragon Acrobats, an energetic ensemble of eight performers. The Jeweled Dragon troupe has been delighting Guests since 2011, replacing the Dragon Legend Acrobats, whose revolving troupe of young performers had enjoyed a 25-year tenure at the pavilion. And beloved Disney Princess Mulan makes appearances throughout the day to greet her young fans as well!

Epcot's International Flower and Garden Festival is an especially good time to see the China Pavilion, as special topiaries are typically added for the occasion. Recent botanical guests have included a family of pandas, the creatures of the Chinese zodiac, and even a smoke-breathing dragon emanating from the pool.

Du Fu (712-770 A.D.), considered one of the greatest poets in Chinese history, wrote "Travelling Again" in the middle of the 8th century. Today, it perfectly describes the beauty of the China Pavilion, just as the pavilion reflects the nation itself:

I remember the temple, this route I've travelled before,
I recall the bridge as I cross it again.
It seems the hills and rivers have been waiting,
The flowers and willows all are selfless now.
The field is sleek and vivid, thin mist shines,
On soft sand, the sunlight's color shows it's late.
All the traveler's sorrow fades away,
What better place to rest than this?



The Pies Are Back in Mickey's Eyes

By John King

On the Disney Channel this summer, nineteen new animated cartoon shorts starring Mickey Mouse will be released. These pleasantly zany interludes between Disney Channel shows represent an unprecedented amount of new short films featuring the world's most famous mouse. Back in the late 1920s and early 1930s, there were ten to fourteen cartoons produced every year. Mickey Mouse cartoons slowed down in production by the late thirties, and the original run of cartoon shorts ended in 1953 with *The Simple Things*. Mickey has been in other cartoons since then, such as the feature *Mickey's Christmas Carol* (1983), the shorter film *The Prince and the Pauper* (1990), plus the series *Disney's House of Mouse* (2001-2003) and the preschool show, *Mickey Mouse Clubhouse* (2006-present). These appearances all have their place, but are much different in their style and storytelling than the original short films. Forty-two years after *The Simple Things*, a not-so-simple one-off cartoon called *Runaway Brain* was released to accompany the feature film, *George of the Jungle*. However, apart from this solitary short film, Mickey Mouse has not appeared in the medium that made him famous in a very, very long time.

A Star Is Born

On November 29, 1928, *Steamboat Willie* made Walt Disney and Mickey Mouse into stars. It was the first cartoon to star Mickey Mouse, and was also the first sound cartoon to enjoy a wide release. The Disney Animation Studios logo at the opening of its films now commemorates its legacy with a clip of a black-and-white Mickey spinning the wheel aboard the ship from that cartoon. Many Disney fans, however, don't know much about Mickey's early cartoons, and have never really watched "Steamboat Willie." The limited black-and-white palette, the jerkiness of the recording (done long before digital film), the relative crudity of the sound, and the different look that Mickey Mouse had way back when might put some viewers off. Disney fans today expect Disney to offer the cutting edge of technology, and it can be difficult to remember that for 1928, *Steamboat Willie* was very much on the cutting edge. Back in 1928, however, the newness of the technology of sound, the expressive personality of the character, and the amazing technique of the animation made Mickey Mouse an instant success.

Originally, short cartoons were played between feature films at cinema houses, when one ticket would buy customers a seat for two feature films and a variety of short features. These cartoons were not especially plot-driven, since they only lasted six or seven minutes. Instead, such cartoons relied on the characters and the imaginative possibilities of slapstick action to tell a brief story. For example, *Steamboat Willie* shows Mickey Mouse being bullied as first-mate aboard Pete's steamboat, as well as Mickey's wooing of Minnie Mouse by performing the song "Turkey in the Straw" in bizarre ways using the animals that are the living cargo aboard the boat. The humor is both rough and over-the-top in ways that later Mickey Mouse cartoons would not be. *Steamboat Willie* is a classic, and not just because it was one of the first sound cartoons, but because it was the first Mickey Mouse cartoon that was released. It is an impressive, imaginative work of art.

The humor of the early Mickey Mouse cartoons was staggeringly inventive. Consider, for example, *Plane Crazy* (1929), in which Mickey Mouse, inspired by the pioneering aviator Charles Lindbergh, builds his own plane out of an old car and a turkey's tail feathers for a rudder. Despite the fact that his previous attempt at flying led to a crash, Mickey invites Minnie into his plane. Before the vehicle can take to the skies, a wheel hits a rock, and Mickey bounces out of the plane. He gives chase, but the out-of-control plane figure-eights back towards him, all in one continuous frame of the

film. We next see, like the perspective of a first-person video game, the scene from the vantage of the cockpit: Minnie is trying to helm the plane as it zooms down a hilly country road. A galloping cow, its large udder swaying with its gait, woefully tries to escape its path. Once Mickey finally gets control over his plane, he behaves too forwardly with Minnie, who slaps him and jumps from the plane, using her bloomers as a parachute. Visually speaking, the gags entail points-of-view and images that are deeply engaging, even if the humor seems unusual for characters we often associate with innocence itself.

One of the reasons the original Mickey Mouse cartoons were so amazing was due to the work of Walt Disney's incredibly gifted animator, Ub Iwerks, who drew every cell of the early cartoons, a feat that has left some of the greatest animators of all time in awe. (According to Neal Gabler's *Walt Disney*, Iwerks could produce over seven hundred drawings a day!) Mickey's look was simpler back then. His arms and legs were flexible lines, his torso an oval atop a circle. While Iwerks isn't known for producing the most beautiful drawings in the history of animation, the ease and rapidity with which he could depict action has had few equals.

Perhaps the most underrated short from this era was the eighth Mickey Mouse cartoon, *The Karnival Kid* (1929). Mickey is a hot dog vendor at a circus in which Minnie Mouse performs the "shimmy" dancer in the sideshow. After an altercation with her manager, Mickey offers Minnie a hot dog, and then returns to her trailer later to serenade her (accompanied by two moody cats) with the tune "Sweet Adeline." The complex pandemonium of the circus setting in the opening shot is psychedelically bizarre, and the cartoon continues in that vein. As a vendor, Mickey sings a hot dog song with his hot dogs singing along. When he meets Minnie at her trailer, he pays her his respects by doffing his ears like a cap. When a hot dog runs away from Minnie when she attempts to eat it, Mickey chases it down and spansks it like it was a naughty child. The caterwauling harmonies of the serenading scene once again mean that Mickey's wooing of Minnie might be a little troubled.

The Karnival Kid is the first instance of what is known as they "pie-eyed" Mickey. Mickey's eyes were originally black ovals, but now they had a triangular slice removed from the middles. This was also how his eyes looked in the immensely popular comic strip of the same era. This easy-to-draw effect makes it seem both like there is a reflection of light in his pupils and that his eyes are focused in a particular direction. This stylized decision has become the signature



feature of what we now think of as vintage Mickey Mouse (think *Epic Mickey*, or *Mickey's Fun Wheel* at Disney California Adventure). From *The Karnival Kid* (1929) to *The Birthday Party* (1931), Mickey's eyes would have this cartoony, artificial look, before reverting to black ovals once more.

The pie-eyed Mickey is the one who became the biggest movie star in the world. He was more like Johnny Depp is today rather than being known mostly as a corporate logo. Mickey Mouse cartoons sometimes received top billing in cinema marquees, over that of the A and B feature films that were being shown. Mickey Mouse became a global phenomenon because of the success of his animated shorts.

But as Mickey's popularity rose, so did the scrutiny with which his cartoons were viewed. Many parents complained at some of the rough humor of those early cartoons, and so, as Mickey aged, he also became more civil and empathetic to others. This forced him into the role of the scrappy nice guy. When Donald Duck came along in 1934, that mallard would not only offer a remarkable foil for Mickey, but, as hard as it may be to believe, the irascible Donald Duck actually became more popular than Mickey Mouse. While Mickey Mouse cartoons used to come out in serious numbers (by 1933 there were sixty-two Mickey Mouse cartoons), by the 1940s, there would be only a few new Mickey shorts a year, and those would often be ensemble casts.

However, there were some memorable cartoons from this period, as Mickey Mouse cartoons started to appear in color. *The Band Concert* (1935) featured Mickey trying to conduct a public orchestra in a park that is menaced by Donald Duck's flute and, oh yes, a tornado. In *Through the Mirror* (1936), Mickey gets into dream-state misadventures a la Alice in Wonderland. In *Lonesome Ghosts* (1937), Mickey, Donald, and Goofy are the original ghostbusters. In *Mickey's Trailer* (1938), Mickey, Donald, and Goofy undergo some dangerous road conditions and claustrophobic slapstick when going on vacation.

Walt Disney feared that Mickey Mouse would become less relevant as time went on, which is why he wanted to persuade Leopold Stokowski to help him make "The Sorcerer's Apprentice." This was how the concert feature, *Fantasia* (1940), started as a project. Walt Disney wanted to showcase Mickey Mouse at the same time that he was attempting to make animation evolve past the artificiality of traditional cartoons. Just as Walt Disney emphasized something ap-

proaching photo-realism in his other animated projects (think of *The Old Mill* [1937], *Snow White and the Seven Dwarfs* [1938], and *Pinocchio* [1940]), Mickey Mouse would have enhanced eyes that looked more human, and conveyed more human complexity. Much to Walt Disney's dismay, *Fantasia* was not a popular success when it was released, and Mickey Mouse would continue to be less and less relevant. The last Mickey Mouse short cartoon in the original run, *The Simple Things* (1953), shows Mickey Mouse and Pluto going fishing and getting harassed by a clam and a seagull while a smooth swing band with vocal harmonies warble like melting butter. *The Simple Things* is a good cartoon, but there was not much verve to Mickey as a character.

Mickey Comes to TV

This would change radically in 1955. When Walt Disney was planning Disneyland, he negotiated with ABC (long before the Disney Company would own the network) to host an hour-long program that would introduce the idea of his theme park to the public and promote the park while offering original dramatic content. On the premiere episode of the Disneyland television show (which aired a year before Disneyland would open), Walt Disney decided to commemorate this step forward with a look back over the career of the character that made his theme park possible. It was on that show, on October 27, 1954, that Walt Disney famously said, "I only hope that we never lose sight of one thing—that it was all started by a mouse."

He need not have worried. When ABC agreed to the Disneyland show, the television network also insisted that Walt Disney also produce a children's show, and The Mickey Mouse Club was born. The show began with the "Mickey Mouse Club March," which energetically vamped the existence of Mickey Mouse, and closed with the slower version of the march. In a short animated sequence, Mickey Mouse would introduce and conclude each show. While there were no short Mickey Mouse cartoons made at the time, The Mickey Mouse Club made Mickey Mouse a rallying symbol for a new generation of American youth. As the market for short cartoons disappeared in cinemas, mousketeers would recite an incantation ("Meeska-Mouska-Mousketeer, Mousekartoon time now is here") that would, through the weirdness of the new word inventions, emphasize their own insular sense of belonging to The MMC. Some of the old cartoons became once again a cherished part of youth culture.



The Return of Mickey Cartoon Shorts

When the Disney Channel started in 1983, the library of classic cartoons was a staple of its programming, and children for the next decade or so had plenty of access to the great legacy of Mickey Mouse short cartoons. Even though the Disney Channel no longer airs those classic shorts, the cable network is doing something else that is even more exciting: they are offering up brand new Mickey Mouse cartoons, nineteen in all.

The first of these new cartoons, *Croissant de Triumph*, was released back in March. The title of this short cartoon appears on what looks like a canvas painted with decorative flourishes, reminiscent of the textured title sequences from the classic color era of Disney short cartoons. A label near the bottom informs us, playfully, that the film was recorded in "Harmonic Mercurivision." (Today, we generally take the technology of movies for granted, whereas *Steamboat Willie*, Disney's first sound cartoon, was announced in its title card as being "Recorded by Powers Cinephone System.")

The cartoon opens with a multi-layered opening shot of a Parisian street. On the left is a line sketch of the Eiffel Tower above a downward sloping street. On the left-hand street corner is a merry-go-round, and in the middle of the screen is a triangular block of apartments. On the first floor of this edifice is the Café Minnie. The details of the landscape have the muted and sketched look of a watercolor painting. The shading gives a definite sense of the delicate light of Paris. As the camera zooms in, different elements move at different speeds, giving a sense of depth of perspective like the multi-plane camera used in early classic Disney animation. The characters at the Café Minnie are black silhouettes.

Minnie's customers, all of whom have pie-eyes, order croissants. All they want are croissants. Minnie—now that we can see her—is wearing a retro outfit (a variation of what she wore in *Steamboat Willie*). Her skirt is red with white polka dots, her bloomers have a patch on them, her hat is red with a tall yellow flower sticking out of the top, and her shoes are big and yellow. Minnie's actual form looks

different too—she looks more like a caricature, like a cartoon, and less smoothly anthropomorphized to look like a person. She has pie-eyes. While her voice is crystal clear, and her movements smooth as she takes order after order for croissants, this version of Minnie Mouse is clearly paying homage to the earlier days of animation.

Minnie discovers to her alarm that she is completely out of croissants, so she calls Patisserie Daisy for more, and Daisy sends her deliveryman, Mickey Mouse, to the rescue on his Vespa-like scooter. (Mickey looks especially stylized, too.) When he encounters a traffic jam, he has to do some inventive driving that has him soaring atop Notre Dame Cathedral, out-maneuvering some farm goats, and eluding French traffic police. In a symbolic moment, Mickey and his scooter



in a castle at the very moment the prince is about to slip on Cinderella's glass slipper. They bump the prince, and the slipper shatters on the floor before Cinderella's love story will be realized—as if the short cartoon is saying, let the short cartoon have its space, too, in our hearts as viewers. Mickey, of course, is triumphant, and will be rewarded by a kiss from Minnie.

The gags in *Croissant de Triumph* play on physical humor and the surprise of visual perspectives, very much like the original Mickey Mouse cartoons did. Ironically, by

making the style of the characters look vintage, the characters look very new. The artistic director for this series of new cartoons, Paul Rudish, had previously worked on non-Disney animated shows like *Dexter's Laboratory* and *The Powerpuff Girls*. Those Disney fans who might not be aware of the great history of Disney animated shorts might feel like these new 2-D cartoons don't quite show the characters looking like they should, but if *Croissant de Triumph* is any indication, Paul Rudish and the others in the creative team behind these new cartoons are actually paying a deep amount of respect for the legacy of Disney cartoons, and are boldly using that legacy—that's been largely dormant for sixty years—to energetically move that legacy forward.

Gertie the Dinosaur

The
Stories
Behind
Walt
Disney
World

By Jim Korkis

The plaque beside the Echo Lake dinosaur-shaped ice cream stand at Disney Hollywood Studios states the following:

"Dinosaur Gertie's Ice Cream of Extinction was built as a tribute to Gertie the Dinosaur, one of the first well-known animated cartoon stars. Gertie first amazed vaudeville audiences in 1914 when she was projected life-size onto a screen and shared the stage with her creator, Winsor McCay. The themed style of the building is known as 'California Crazy' architecture. It became popular in the 1930s and was designed to attract the attention of potential customers in a big way."

However, as always, there is much, much more to the story of this fascinating icon. "Certainly, if the Disney Company wanted to build a dinosaur that looked realistic we could do so, but we are trying to capture a feeling of the 1940s," said Kenneth Danberry, Production Coordinator Walt Disney World when the DHS park opened in 1989.

Gertie is just another example in this theme park of "programmatically architecture" that is perhaps better known by its colloquial term, "California Crazy."

This style of architecture was hugely popular in California in the 1930s and 1940s where a building would resemble what was being sold inside like a hot dog stand that looked like a huge concrete hot dog in a bun.

Another example of "California Crazy" style architecture at the Hollywood Studios is the Darkroom building on Hollywood Boulevard that looks like a giant camera. It is based on an actual well-known photo shop from 1940s Hollywood that was on Wilshire Boulevard.

So why is Gertie selling ice cream? People never thought that ice cream came from dinosaurs, although in the 1940s they did think that gas came from dead dinosaur fossils

decomposing under the earth for centuries, which is why a popular big green dinosaur was a symbol for Sinclair Oil in the 1940s.

That Sinclair Oil reference is one of the reasons why Gertie is green. For most of her life she was simply colored white, until McCay's son, Robert, attempted to revive the character in a short-lived and little seen Sunday comic strip called "Dino" that takes place in the modern world.

Robert colored her green because at that time most people thought that dinosaurs were green or brown lizards. Also, back in the 1940s, people believed it was the Ice Age that killed off the dinosaurs. That's why it is the ice cream

of "extinction" rather than "distinction" that is being sold at this location.

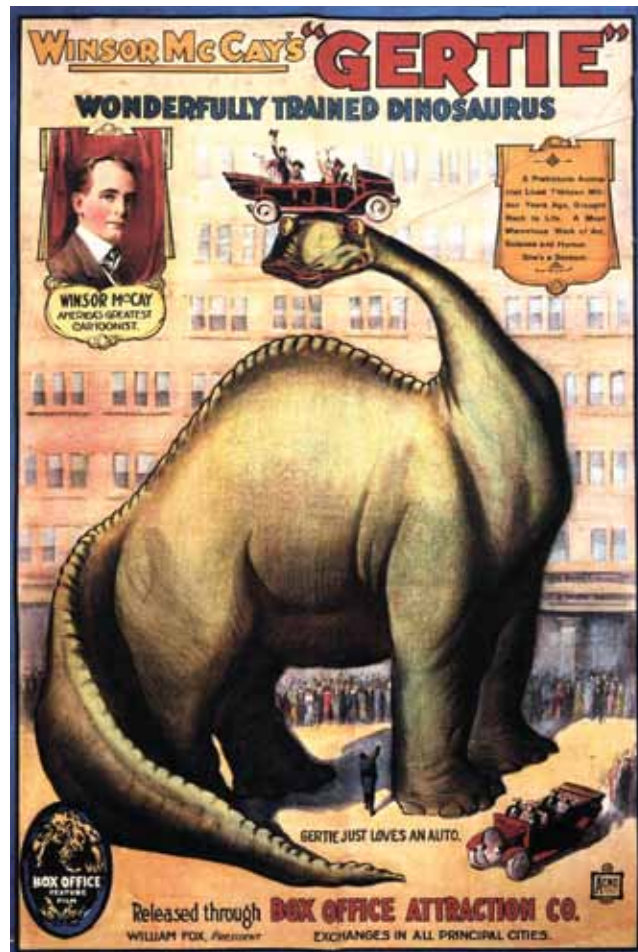
If you watch closely, Gertie is so cold that steam occasionally comes out of her nostrils. The top part of her is also covered with snow.

When she first appeared in the park, the green words "Ice Cream," covered with snow, curved over the top of her back per her original concept sketch, but over the years that lettering was removed.

Gertie is in a lake because in her animated cartoon, she is by a large lake throughout the whole film. At one point, she tosses a mammoth into the lake. In another sequence, she almost falls in after she drinks the entire lake dry.

It is important to remember that Gertie is a building just like the Empress Lilly in the waters of Downtown Disney. When Echo Lake is drained, Gertie does not have a bottom half at all but sits flatly on a concrete block.

Primarily, Gertie is located at Hollywood Studios because she is considered the first example of what is known as "personality" or "character" animation. Even though she is just a creation of pen and ink, she seems to have a distinct personality with a wide range of emotions, from shy to stubborn,



and as a result seems almost real.

In fact, follow the pathway to a set of steps, and you will see where Gertie's feet have cracked the cement as she walked into the lake, leaving an imprint on the walkway. When the park opened in 1989, landscaping also included those footsteps into the fenced garden area, shown here, leading to Gertie. Today, that touch of detail no longer exists.

As an important animation icon, it seemed fitting to include her at a Disney theme park that would include a working animation studio. In addition, she had been an inspiration to both Disney Legend Ub Iwerks and Walt Disney.

It is documented that sometime around 1920, Iwerks saw the film in a Kansas City theater and was impressed not only with the skill in creating a character that moved anatomically correctly, but demonstrated real feeling as when she would cry when scolded or playfully interact with another character. Iwerks was also intrigued by the illusion of combining live action with animation, a technique he would later refine for Disney films.

While there is no documentation, it has been stated that Iwerks was so impressed that he tried to drag a young Walt Disney to see the film, something both young men would typically do when they discovered something in animation to study. However, it is known that animation producer Paul Terry saw the film when he was a teenager and was so impressed that he chose animation as a career. He later founded Terrytoons (Mighty Mouse, Heckle and Jeckle, etc.).

Gertie's Origins

The animated legend Gertie was the creation of hugely popular Hearst newspaper cartoonist Winsor McCay, who had great success at the beginning of the 20th Century with his Sunday comic strip "Little Nemo." McCay was a prolific artist, producing editorial cartoons as well as his detailed comic strip. He was also a popular vaudeville performer

where he would appear on stage with an easel doing a "lightning sketch" chalk talk act.

His fellow cartoonists supposedly kidded McCay about being such a prolific artist and challenged him to draw enough drawings to make an animated cartoon short.

In those days, it took 16-18 drawings to make one second of film. (With improved cameras and sound, the standard of 24 drawings per second would eventually become the norm.)

McCay created two experimental animated films (one based on his comic strip "Little Nemo"), but some audiences

thought he was tricking them. They thought he had hired little people and dressed them up or used puppets. They didn't believe an artist could draw all those detailed, realistic drawings and have them move and interact.

McCay decided he needed to choose a character so outrageous that no one could claim he hadn't drawn it. So he chose a lovable female dinosaur that he named Gertie, inspired by an exhibit of an Apatosaurus, then generally known to the public as Brontosaurus, that was at the American Museum of Natural History.

He had to draw more than 10,000 drawings to make approximately five minutes of animation. There were no

schools or books that taught animation so he had to invent a method to do it himself.

He drew each drawing on a 6-inch by 8-inch sheet of translucent rice paper. The paper had to be thin enough for him to see the drawing underneath to trace because he not only had to draw 10,000 drawings of the dinosaur, he had to draw 10,000 drawings of the background that were traced over and over and over. (He pulled in an eighteen year old neighbor named John A. Fitzsimmons to help trace the background over and over.)

At that time, cels were not in use and when they were introduced, they were first used for backgrounds rather than





the actual animation. McCay decided to use this innovative animated short film as part of his vaudeville act. McCay would come on stage with a huge bullwhip like an animal trainer and tell Gertie to lift her leg, and on a big movie screen to the side of him, Gertie would lift her leg.

He would pull out a big apple and pretend to toss it to her and on screen she grabbed an animated apple and ate it. At the end of the act, McCay would walk up to the screen and an animated McCay would get on Gertie's head and they would leave the scene.

Audiences went wild over this extinct monster that seemed to obey everything McCay said. It was so memorable that writer Dick Huemer, working from memory and with McCay's son Robert, was able to recreate the interactive experience for the Disneyland TV show "The Story of the Animated Drawing" (first shown November 30, 1955) having an actor do the exact dialog and movements of McCay.

"Winsor McCay's Gertie and other animation novelties stimulated a great public interest and created a demand for this new medium," said Walt. "This, in turn, encouraged other pioneers to creative efforts that in time, led to the establishment of the animated cartoon as an industry."

McCay later filmed a live-action introduction showing his working methods as well as the animation (with title cards reproducing McCay's dialog), and released the film across the country in 1914. The film promoted itself as the "Greatest Animal Act in the World," and included tag-lines like "Gertie:

she's a scream. She eats, drinks and breathes! She laughs and cries. Dances the tango, answers questions and obeys every command! Yet, she lived millions of years before man inhabited this earth and has never been seen since!!"

In 1915, John Bray, a competing animator, made his own version of Gertie the Dinosaur using cel animation and released it to theaters, hoping that audiences would confuse it with McCay's original. In fact, some documentaries on dinosaur films have been fooled to include a clip from the Bray film. One of the ways to identify the Bray imitation is that Gertie is colored gray (not white as in McCay's) and plays with a coconut from a palm tree. Bray was notorious for creating derivative films for quick cash.

In 1921, McCay considered producing a sequel called "Gertie on Tour" where Gertie, now in the modern world, would bounce on New York's Brooklyn Bridge, attempt to eat the Washington Monument, and wade in the Atlantic City shore.

Gertie would play with a trolley train car like a cat with a mouse, eventually derailing it. Finally, exhausted, she would sleep and dream of the day when she danced gracefully for other dinosaurs. Unfortunately, only some concept sketches and about one minute of animation exist today of this film.

Totally forgotten by most people today, other than animation or dinosaur film historians, she sits proudly and placidly in Echo Lake waiting to be re-discovered by a new generation.

Wandering the World

Offbeat
Adventures
and Unusual Discoveries
by Ray Harkness



When we last parted ways, my partner and I were off to get a nosh at Beaches & Cream (Yes! A whole can!) located within the fabulous Beach Club Resort. I personally feel the place has the best burger at Walt Disney World, so I of course had to partake of a cheeseburger before eating some ice cream. (Though the grilled cheese is also highly recommended!) After we polished off our Kitchen Sink (as best as we could anyway), we decided to wander around the resort a bit before returning to the parks.

Usually, our attention is normally drawn to this resort only during the Christmas season as we tour around looking at all the lobby decorations. This resort is famous for their very large and elaborate chocolate merry-go-round, and we never fail to see it. As we wandered around, we got to see a few of our favorite places to hang out with friends like Martha's Vineyard and the lobby itself. Nothing beats watching people walking into the lobby to check-in and start their vacation.

As we ventured past the lobby area, we ended up at the Marketplace, which is the requisite sundries shop. Just then, something caught our eye that I hadn't ever noticed before. It was a sign that read "The Solarium" written in an old-time script like you'd see on Main Street, U.S.A.

To be honest, I don't think we've ever paid it any mind before because for me, the word Solarium conjures up images of tea, crumpets, and cucumber sandwiches.

However, with time on our hands, we decided to see what it was all about. We walked down a window-lined hallway that had plenty of seating; an ideal place to kick

up your feet, relax, and stare longingly out a window into the beautiful courtyard. The hallway emptied out into a spacious, sunny, elegant room with even more windows and plenty of comfy seating.

My first impression was that this was a much more elegant version of the sunrooms I'd see in some of the really old North Carolina homes I would visit in my youth, and fit in perfectly with the coastal elegance of the rest of the resort. It is a style of room that I have always wanted hanging off the back of my house. In addition to the comfy chairs and great views, there is a huge flat-panel TV tucked out of sight. We also found delightful Hidden Mickeys in the paintings lining the

walls. (The cloud Mickey was our favorite, see if you can find it!)

I turned to my companion and we both knew we had just found a new hang-out spot. The best part is that the room is often empty. Nothing beats finding a room with comfy seating, great views, and low occupancy. Whether you're enjoying a snack from the



Marketplace, waiting for your Magical Express bus (there is an exit that leads right to the entrance portico of the Beach Club resort), or simply resting your tired feet, the Solarium is another one of those oft-overlooked gems that makes Walt Disney World so special.

So, my fellow wanderers, when wandering the world, remember that signs are meant to encourage you, not discourage you, from exploration. When you see an unfamiliar sign, make sure to peek around the corner and see where it leads.

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

BY THE NUMB3RS

The Walt Disney World Railroad

7817
1,837

Length of the Walt Disney World Railroad track circuit, in feet.

Number of gallons of water that each locomotive tender can hold. That might seem like a lot, but each train needs to replenish its water supply every three or four trips around the park via the water tower by the Fantasyland Station

3

Number of locomotives that were operational on the opening day of the Magic Kingdom. Even though there are, and were, four trains (known as the "Walter E. Disney," the "Lilly Belle," the "Roger E. Broggie," and the "Roy O. Disney"), one of them, the "Roy O. Disney," was still being refurbished when the park opened. However, it would soon begin operation in December.

32,000

Total cost, in dollars, of the four engines when they were purchased from the Mexican government in 1969.

40

Length of each passenger car, in feet. Each car contains 15 benches and can accommodate up to 75 passengers.

1.5 million

Number of passengers that ride the Walt Disney World Railroad each year.

100

Closest approach, in yards, that the railroad makes to the backstage staging area for the Wishes fireworks display. For this reason, railroad transportation is suspended during the nightly show.

58444/45

Serial numbers for the locomotives that would become the "Walter E. Disney" and "Roger E. Broggie" trains at the Magic Kingdom. They were built simultaneously in 1925 for the United Railways of Yucatan, and even today are often referred to as the "twins."

3

Maximum number of trains that can be in operation at the same time. Walt Disney World's safety regulations prohibit the operation of all four locomotives together due to the length of the track. That's just as well; since the "Lilly Belle" is currently out of general service, save for its appearance in the morning as it brings a cast of Disney characters into Main Street Station to welcome Guests to the Magic Kingdom.



How Well Do You Know the Films of the Walt Disney Animation Studios?

by Tim Foster

(Note: This issue's quiz focuses on the features produced by the Walt Disney Animation Studios, which is a separate entity from Pixar Studios... so you won't find Woody, Buzz, Nemo, Wall-E, or any of your other Pixar favorites here.)

1. What film replaced *Snow White and the Seven Dwarfs* as the top grossing film of all time?

- a. *Pinocchio*
- b. *Gone With the Wind*
- c. *The Wizard of Oz*
- d. *Titanic*

2. Which of these full-length animated features was released closest to the opening date of the Magic Kingdom in 1971?

- a. *The Aristocats*
- b. *Robin Hood*
- c. *The Jungle Book*
- d. *The Sword in the Stone*

3. Which full length feature was the first to spawn a theatrically-released sequel?

- a. *Fantasia*
- b. *The Lion King*
- c. *Beauty and the Beast*
- d. *The Rescuers*

4. Which of these attractions was originally inspired by a Disney film?

- a. *Pirates of the Caribbean*
- b. *Dinosaur*
- c. *The Haunted Mansion*
- d. *Mad Tea Party*

5. What was the first Disney film to be completely animated in 3D?

- a. *Wreck-It Ralph*
- b. *Chicken Little*
- c. *Meet the Robinsons*
- d. *Tangled*

6. Which of these films was the last to name Walt Disney as producer?

- a. *Sleeping Beauty*
- b. *101 Dalmatians*
- c. *Bambi*
- d. *The Jungle Book*

7. What is the top-grossing Disney animated feature of all time?

- a. *The Little Mermaid*
- b. *Tangled*
- c. *The Lion King*
- d. *Beauty and the Beast*

8. What was the first Disney feature not to win an Academy Award?

- a. *Dumbo*
- b. *Bambi*
- c. *Fantasia*
- d. *Robin Hood*

9. Which of these features was not primarily produced at the Disney-MGM Studios?

- a. *Mulan*
- b. *Tarzan*
- c. *Brother Bear*
- d. *Lilo & Stitch*

10. Up to and including *Wreck-It Ralph*, how many official full-length animated features have been produced by the Walt Disney Animation Studios?

- a. 39
- b. 47
- c. 52
- d. 65

11. What was the only Disney animated feature to be nominated for Best Picture Academy Award?

- a. *Snow White and the Seven Dwarfs*
- b. *Beauty and the Beast*
- c. *Cinderella*
- d. *The Little Mermaid*

12. How many Academy Awards for Best Animated Feature have been won by the Walt Disney Animation Studios?

- a. 0
- b. 3
- c. 5
- d. 18

13. What was the first Disney animated feature to be released after John Lasseter became the chief creative officer for the Walt Disney Company?

- a. *Meet the Robinsons*
- b. *The Princess and the Frog*
- c. *Bolt*
- d. *Tangled*

14. Prior to the release of *The Princess and the Frog*, what was the last Disney feature to be traditionally animated in 2D?

- a. *Home on the Range*
- b. *The Emperor's New Groove*
- c. *Lilo & Stitch*
- d. *Atlantis: The Lost Empire*

Quiz Answers

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

ANSWERS

KIDS KORNER (pages 78-81)

WHO AM I?

- 1. Jiminy Cricket
- 2. Simba, Timon & Pumbaa
- 3. Scar
- 4. Aladdin & Jasmine
- 5. Baloo
- 6. Ariel

FRIENDLY FACES

- 1. The Enchanted Tiki Room
- 2. Gran Fiesta Tour
- 3. Kali River Rapids
- 4. Tomorrowland Transit Authority
- 5. 'It's a small world'
- 6. The Seas with Nemo & Friends

FIND FIVE

- Disney Villains*
- Jafar
 - Prince John
 - Maleficent
 - Ursula
 - Scar

Pixar Films

- Ratatouille
- Cars
- Brave
- Finding Nemo
- Toy Story
- (Bonus if you found Up!)

Disney Attractions

- Mickey's PhilharMagic
- Space Mountain
- Mad Tea Party
- Test Track
- Spaceship Earth

Disney Princesses

- Jasmine
- Cinderella
- Merida
- Snow White
- Sleeping Beauty

BRAIN BUSTERS

- Mickey Mouse, Minnie Mouse, Donald Duck, Goofy, and Pluto

FIND THE DIFFERENCE



- 1. There is an extra light.
- 2. The screen is missing.
- 3. The image is reversed.
- 4. There are additional lights.
- 5. There is an extra column of lights.
- 6. The symbol is missing.
- 7. The letters are a different color.
- 8. The cup is missing.
- 9. There is an extra planet.
- 10. The screen is larger.

FIND THE DIFFERENCE BONUS ANSWER
Green and orange

WORD SCRAMBLE

- 1. Horses
- 2. Statue
- 3. Candy Store

- 4. Ice cream
- 5. Flag pole
- 6. Emporium
- 7. Mail Box
- 8. Barber shop

MYSTERY QUEST (pages 82-83)

SECRET SYMBOLS

- 1. The Puffin's Roost, Norway
- 2. San Angel Inn, Mexico
- 3. Coat of arms, Germany
- 4. Friendship Launch Dock
- 5. Entrance to China pavilion

WHERE AM I?

- 1. Wait-time clock for Reflections of China
- 2. Pickle ornament in Germany Christmas Shop
- 3. Clock tower seen in Gran Fiesta Tour
- 4. Troll in Maelstrom
- 5. Via Napoli entrance, Italy
- 6. Bridge by Outpost
- 7. Miniature village in Germany
- 8. Marble column in Italy

Kids Korner

Who Am I?

Which characters sing the following songs?

1. When You Wish Upon a Star
2. Hakuna Matata
3. Be Prepared
4. A Whole New World
5. The Bare Necessities
6. Part of Your World

Friendly Faces

There sure are a lot of friendly faces at Walt Disney World? Do you recognize these?



Find Five

There are at least five answers for each of the categories below hidden in the word search puzzle. See how many you can find!

G	Y	T	U	A	E	B	G	N	I	P	E	E	L	S	S	R	L	B	L
F	I	N	J	K	D	T	E	S	T	T	R	A	C	K	D	T	K	V	K
H	O	H	I	M	W	E	R	T	Y	U	I	A	I	T	F	M	I	C	J
B	L	G	H	A	Z	X	C	V	B	V	R	K	G	Y	G	A	K	X	H
N	T	O	Y	S	T	O	R	Y	G	R	A	F	A	J	F	D	J	C	Z
M	K	Y	G	B	P	N	E	R	T	T	R	F	M	S	R	T	H	V	X
K	J	T	D	V	R	D	U	D	S	A	S	B	R	A	V	E	T	B	C
R	M	R	S	C	I	N	B	O	V	B	N	A	A	U	T	A	R	N	V
J	A	S	M	I	N	E	N	B	M	F	C	D	H	M	Y	P	A	H	S
D	L	T	U	X	C	G	H	J	K	E	E	R	L	I	E	A	E	G	D
S	E	R	A	Z	E	G	B	N	M	T	C	T	I	O	L	R	P	F	S
B	F	T	Y	T	J	E	R	T	I	W	P	A	H	P	K	T	I	G	D
D	I	G	T	A	O	T	Y	H	V	E	O	Y	P	K	J	Y	H	D	A
R	C	H	R	S	H	U	W	W	F	S	I	H	S	S	H	N	S	P	A
F	E	N	E	D	N	W	I	Q	R	D	U	N	Y	X	G	B	E	O	L
T	N	H	W	G	O	U	I	L	G	S	Y	M	E	C	F	V	C	I	U
M	T	C	I	N	D	E	R	E	L	L	A	J	K	V	D	C	A	U	S
D	S	B	S	H	G	H	J	K	L	E	Y	U	C	B	S	X	P	Y	R
N	D	V	F	J	D	S	F	G	H	G	H	E	I	W	E	R	S	Y	U
V	R	C	D	F	I	N	D	I	N	G	N	E	M	O	V	C	X	B	N

Disney Villains

Pixar Movies

Disney Attractions

Disney Princesses



Brain Busters

What five Disney characters are known as the Fab Five?

Find the Difference

We have a problem at Mission: SPACE.
Can you spot the 10 differences in the photos below?



BONUS QUESTION

You can join one of two astronaut teams at Mission: SPACE. What colors are they named after?

Word Scramble

See if you can unscramble these things found on Main Street, U.S.A.

1. SERSHO

□□□□□□

3. DYNAC ROSET

□□□□□ □□□□

5. GLAF ELOP

□□□□ □□□□

7. LAMI XBO

□□□□ □□□

2. USEATT

□□□□□□

4. CEI MACER

□□□ □□□□□

6. PROMMUIE

□□□□□□□□

8. RERBAB POSH

□□□□□□ □□□□

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.

Top 5 Things for Kids at WDW

1. Agent P's World Showcase Adventure:

Stop by one of the kiosks around World Showcase to pick up your F.O.N.E. and start receiving clues to assist Agent P to defeat Dr. Doofenshmirtz!

2. Characters:

Visiting the characters is always a must!! I always try to get as many autographs that I can and it is so exciting to meet a new character for the first time.

3. Finding Nemo:

Finding Nemo - The Musical at Animal Kingdom and The Seas with Nemo and Friends in Epcot are must-dos for anyone, especially kids. The show is a musical journey thru the Finding Nemo

movie with actors and puppets - but its not your usual puppet show!!!

4. Splash Stations:

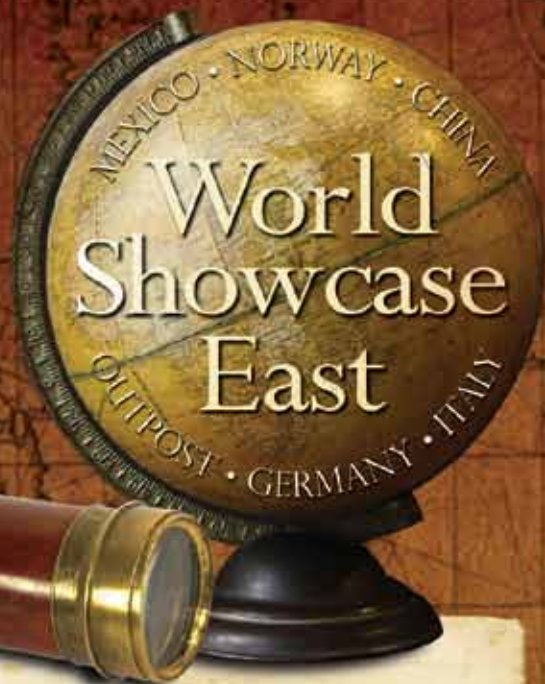
There are some fun splash areas throughout the parks - some big, like in Epcot, and some are small, like the special umbrella in Disney Hollywood studios (see if you can find it!).

5. Hidden Mickey Hunts:

There are Hidden Mickeys and other secrets everywhere in Walt Disney World and discovering them can be a fun way to explore the parks. There are some guides and websites that will tell you where to find them, but the best ones create scavenger hunts for the different parks and resorts. See how many you can find!

MYSTERY QUEST

DISCOVER THE SECRETS OF WALT DISNEY WORLD



Little Known Facts

The pyramid that houses the Mexico pavilion was inspired by the Aztec Temple of Quetzalcoatl (the God of Life). As you sail along the Gran Fiesta Tour inside the pavilion, you'll see a spectacular mural in the fireworks room depicting Mexico City's Reforma Boulevard.

In the Norway pavilion, Restaurant Akershus is named for a 14th century fortress which stands in Oslo Harbor. The boats that take you on your thrilling journey in Maelstrom were inspired by the dragon-headed craft of Eric the Red (who you can see in the nearby Stave Church).

In the Germany pavilion, a Rhine River attraction was originally planned but never built. You can see its large wooden doors still standing near the Sommerfest cafe. According to Disney, the attraction would have been "... a cruise down Germany's most famous rivers — the

Rhine, the Tauber, the Ruhr and the Isar. Detailed miniatures of famous landmarks will also be seen, including one of the Cologne Cathedral."

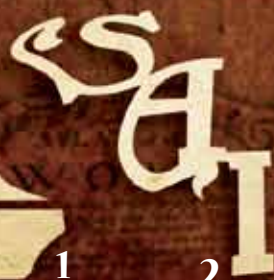
Similarly, the Italy pavilion was at one point going to have a gondola dark ride and a Roman ruins walk-through. The Neptune Fountain in the heart of the pavilion is inspired by the Trevi Fountain in Rome, the largest Baroque fountain in the city and one of the most famous fountains in the world. In the World Showcase version, see if you can find a Hidden Mickey concealed in the rock wall behind the statue.

In the Via Napoli restaurant in Italy, the three wood burning ovens symbolize the three active volcanoes in Italy: Etna, Vesuvio, and Stromboli. If you look closely, you'll notice that each oven is sculpted with the face of the god that their volcano is named after.

SECRET SYMBOLS Where can you find these cryptic inscriptions?



1



2



3

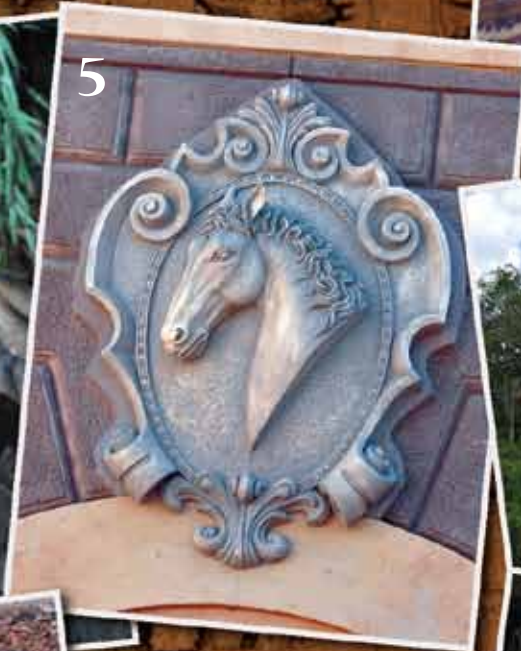


4



5

WHERE AM I? Can you determine where these photographs were taken?



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





Top 10 Interesting Dates in Walt Disney World History

November 15, 1965

Ending months of public speculation, Walt Disney and Roy Disney join then-governor of Florida W. Haydon Burns at a press conference to publicly announce the plans for Walt's "Florida Project." Up until then, Disney had been quietly buying up parcels of land in the Orlando area, hoping to keep the process a secret lest the prices skyrocket.

December 29, 1974

Inside one of the rooms of the Polynesian resort, holiday celebrations are set aside briefly as a stack of legal papers requiring a signature were delivered to the room's occupant. The papers were dutifully signed, and the resort Guests got back to their vacation. And so it was that with a simple signature, John Lennon officially broke up the Beatles.

January 15, 1975

Astronauts Scott Carpenter, Gordon Cooper, and Jim Irwin appeared in Tomorrowland for the grand opening of Space Mountain. Carpenter and Cooper were part of the famed Mercury 7 astronauts, and were among the first astronauts to fly into outer space. Irwin was the eighth person to walk on the Moon as part of the Apollo 15 crew.

June 20, 1976

How does going for a swim at Pop's Willow Grove sound? Construction for this old-fashioned watering hole began this day on the shores of Bay Lake, and Walt Disney World's first water park soon opened under its new name, Disney's River Country (eventually closing in 2001).

January 25, 1987

After defeating the Denver Broncos in Super Bowl XXI, New York Giant's QB Phil Simms is the first to utter the now-iconic phrase, "I'm going to Disney World!" as part of the "What's Next?" marketing campaign launched by Disney that year. The phrase has been a part of every Super Bowl since then (with the exception of Super Bowl XXXIX in 2005).

January 1, 1994

Nearly everyone has seen the famous film

of Walt Disney outlining plans for his Florida venture, and telling us what those five little letters, E-P-C-O-T signified ("Experimental Prototype Community Of Tomorrow"). But actually, EPCOT doesn't mean Epcot anymore. Huh? As time went by, Epcot became recognized as a word unto itself, and was no longer seen as an acronym. It was also clear that Epcot had not become the community of Walt's original vision. And so the decision was made that year to make EPCOT Epcot; and the park has been known as Epcot (big "E", little "pcot") ever since.

September 14-15, 1999

For the first time in its history, Walt Disney World closed its gates due to extreme weather conditions. Hurricane Floyd, a category 4 storm that forced massive evacuations up and down the U.S. eastern seaboard, seemed poised to slam into central Florida, but at the last minute veered up the coast.

October 8, 2003

While Mickey had gone through numerous transformations throughout the years, he had never been rendered in full 3D until now. It was on this day that Mickey's PhilharMagic made its Magic Kingdom debut. While it's Donald Duck that steals the show, Mickey is the true star, and for the first time fans got to see him in all of his fully-rendered, 3D glory.

November 18, 2003

Mickey Mouse celebrates his 75th anniversary with the unveiling of 75 Mickey statues at Walt Disney World. The statues, each weighing 700 pounds and standing six feet high, were designed and/or inspired by a select group of Disney legends, artists, actors, and athletes.

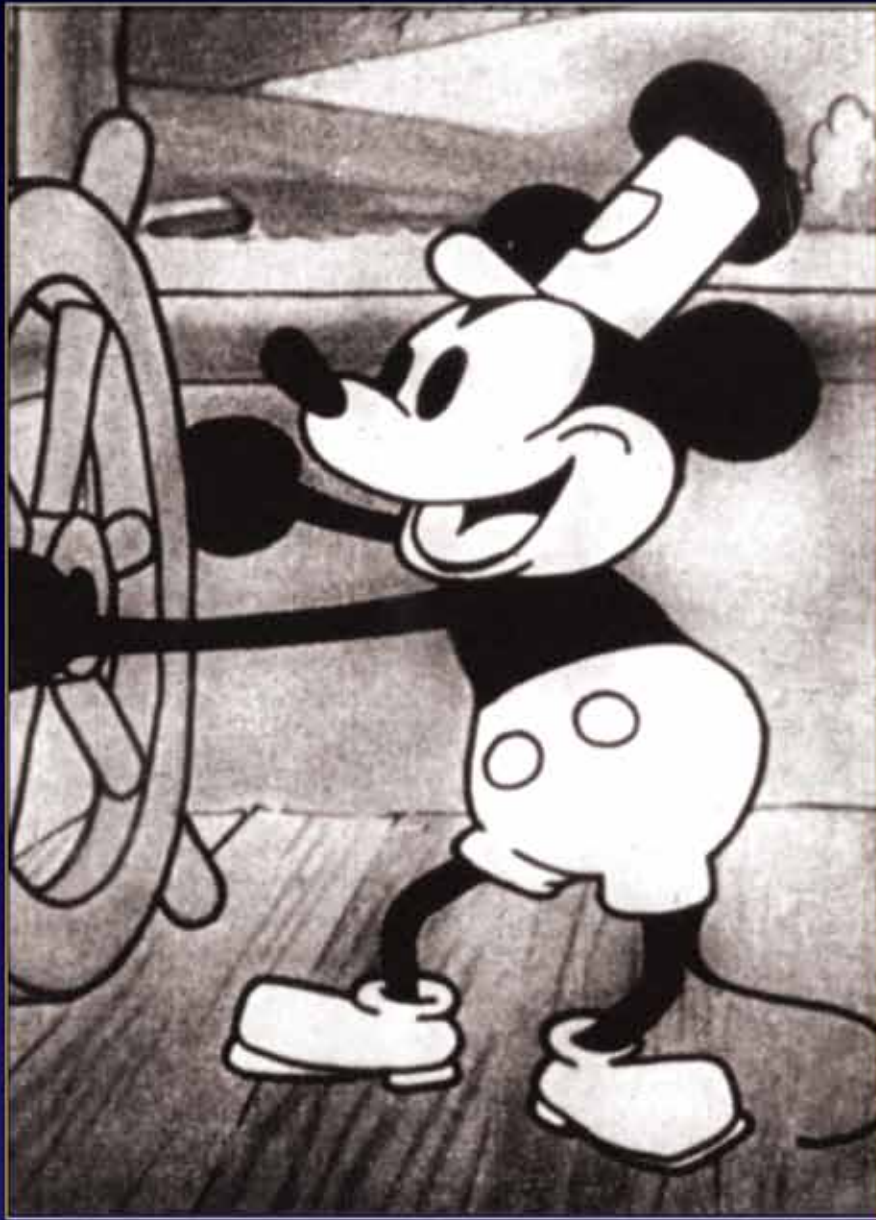
November 16, 2004

Everyone's favorite mischievous alien, Stitch, lands in Tomorrowland as the star of his new attraction, Stitch's Great Escape! The night before the attraction opened, Stitch apparently snuck into the Magic Kingdom and did a bit of "redecorating" of Cinderella Castle. There was no doubt to Guests the following morning, Stitch had arrived! 🐻



Keepsake Image: "The Mansion" - Photography by Tim Devine





*“All we ever intended for him
was that he should continue to
make people everywhere chuckle.”
-Walt Disney*