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# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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at the Fort Wilderness  
Campground

Streetmosphere:  
Citizens of Hollywood

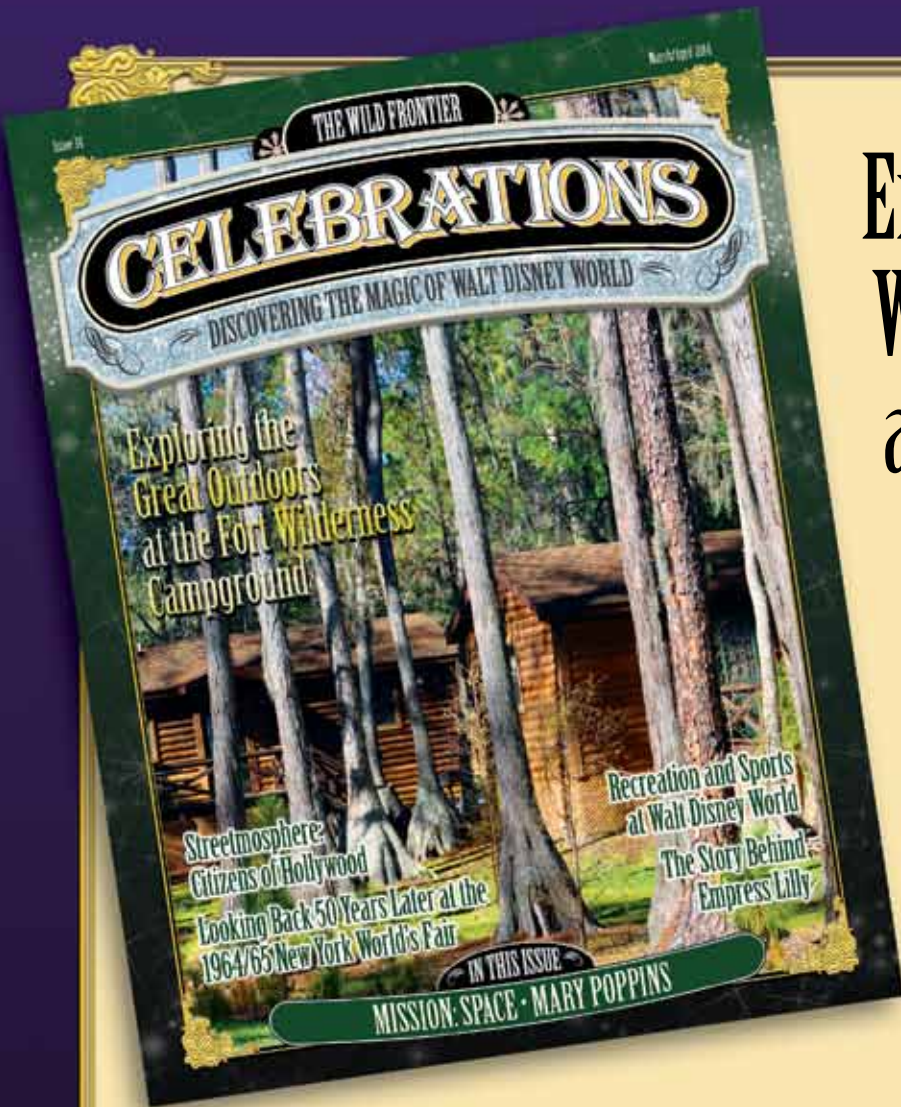
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at Walt Disney World

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IN THIS ISSUE

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# The Discovery of the New

There's always something new going on at Walt Disney World. Right now everyone is looking forward to the Seven Dwarfs Mine Train, and ground has just been broken on the Avatar-inspired land coming to Disney's Animal Kingdom. Whether it's an all new attraction (or land), or a major refurbishment to a current attraction, the promise of something new is one of the best parts of the Disney experience...

what will they come up with next?

But you don't have to wait for the "next big announcement" to experience that thrill of anticipation. Even if you're a frequent visitor to Walt Disney World, there's likely an attraction or show that you haven't experienced. Or perhaps a resort you haven't visited. The next time you visit, why not make it a point to try something new? Perhaps it's a lesser attraction that you always bypass on your way to the big headliner. Or something you've always dismissed as being "not for you." It could even be an attraction you haven't ridden since you were five years old. Whatever it is, you'll likely be surprised at your reaction.

Very often you'll experience that sense of discovery, that sense of experiencing something new, or at the very least in a whole new way. For example, on my last visit I found myself once again walking past the Tomorrowland Speedway on my way to Fantasyland. I probably hadn't ridden those gas-powered cars since I was six. Why? Chalk it up to a combination of "been there done that" and not thinking the ride was worth the wait. But it was a cool night, the line was short, so I said, "why not?" And guess what? It was a blast! I had forgotten how much fun it was bumping around the track (I gave up steering after two turns.) It was a Disney experience I had long forgotten, and for all intents and purposes was a brand new experience.

And that's what I'm talking about, discovering the new even with something old.

Go ahead, rekindle a memory, or make a new one.

You'll be glad you did, and you'll get to enjoy that sense of discovery all over again.

Enjoy the magic!

Tim Foster





# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

**Editor**  
Tim Foster

**Associate Editors**  
Lou Mongello  
Michelle Foster · Catherine Lusby

**Contributing Writers**  
Steve Barrett  
J Darling  
Tim Devine  
Jamie Hecker  
Allison Jones  
Beci Mahnken

**Creative Direction and Design**  
Tim Foster

**Associate Art Director**  
Michelle Foster

**Customer Service Senior Manager**  
Lisa Mahan

**Social Media Director**  
Jessica Clawson

**Contributing Photographers**

Tim Foster, Tim Devine, Barrie Brewer, Lisa Mahan, Loren Javier, Jamie Hecker

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# Letters



## Main Street Memories

Great piece by Lou in Issue 32 ("5 Things You Didn't Know About the Magic Kingdom"). I was particularly interested in the item on "Days Gone by on Main Street, U.S.A.: The Lost Shops," which recounted the early days and all the quaint stores that disappeared in the name of progress.

I have very vague recollections of the original Main Street. My first visit to the Magic Kingdom was in late 1972. But I have vivid memories of the parade, the Haunted Mansion, the monorail, and much more. The few photos that remain from that trip also remind me of that initial exposure to the magic, which then remained dormant for way too long. Unfortunately, it was another 35 years before I returned, and much had changed by then.

But the magic was rekindled, with a lot of help from my new bride, a Disney World fan who re-introduced me to the monorail, the Mansion and all the many other wonders of today's World. We honeymooned there and have been returning several times a year for the past 5 years, always discovering something new and exciting on each trip. During our 2012 trips, I thought it would be fun to "re-enact" a few of the photos of me taken at the Magic Kingdom 40 years earlier. The shots in front of the castle were easy, but there was one photo that had us stumped.

It was a picture of me on what looked like a quaint turn-of-the-century street, but it was nowhere to be found in the Magic Kingdom. We scoured Main Street and looked around Liberty Square on our next trip, but the site was elusive. We figured that it had been part of a long-ago renovation and we would never be able to figure it out.

Finally, on our last trip of the year, I showed the old photo to a cast member in the Emporium and asked if he had any idea where it was taken. He didn't know, but he took the time to escort us to the front of the shop, where there was a longtime cast member who had worked at the Magic Kingdom since opening day.

The older gentleman looked at the photo and knew immediately where it was: West Center Street, which was removed decades earlier to make way for the expansion of the Emporium. He helped us find the actual spot, and I was able to re-create the photo almost exactly 40 years later. And thanks to Lou's research, I now know a lot more about West Center Street (original home of the Harmony Barber Shop) and the other "lost shops." *Celebrations* helped fully complete my trip back in time.

To continue my appreciation of Main Street, on our most recent visit I finally got my first haircut at the Harmony Barber Shop. I've learned that it's never too late to enjoy the magic.

*Jim Hayward*



## Yogurt Mickey?

I wanted to share a rare find of a Hidden Mickey. The other day when I opened my yogurt, lo-n-behold there was a Hidden Mickey inside! Ah, the simple pleasures of life that get us excited!!

*Amy L. Donghia*

*That's hysterical Amy, thanks!  
It just goes to prove that Disney magic is everywhere!*





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vacation with someone  
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# Contributors



*Kevin Carpenter works in professional soccer and enjoys writing from his home in Berea, Ohio. Kevin has been published on ESPN Cleveland, On the Fly, and Cleveland.com. Kevin is a life-long Disney fan with a particular interest in the life and works of its founder, Walt Disney.*



*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.*



*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.*



*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.*



*Rod Wheaton is blogger, writer and guest podcaster who made his first visit to Walt Disney World when he was 6 years old. Rod has passed his love for all things Disney to his kids, who have become just as big fans of WDW as their dad. You can read Rod's blog at [WDWMousenger.com](http://WDWMousenger.com).*



# Calendar of Events



## **Epcot International Flower & Garden Festival Presented by HGTV**

Epcot

March 05 - May 18, 2014

Discover dazzling gardens, high-energy entertainment, family fun and more at this spectacular springtime event. Sprouting once again in 2014, the Epcot International Flower & Garden Festival will be brimming with special experiences for every age and interest.

Festival highlights may include:

- Educational designer presentations
- Themed flower and garden displays where you'll learn new tips and techniques you can try at home
- Interactive play areas for kids
- Topiary displays of Disney characters
- The Flower Power Concert Series featuring live perfor-

mances from popular hitmakers of the 1960s and 1970s

## **Expedition Everest Challenge**

Disney's Animal Kingdom

May 04, 2013 - May 03, 2014

From the scavenger hunt and 5k obstacle race to the lively Post-Race Party, an evening of excitement awaits!

Expedition Everest Challenge beckons thrill-seekers to embark on a course that's sure to test your body, mind and spirit. At the end of it all, you'll be rewarded for your efforts with a special celebration.

Event festivities include:

- Expedition Everest Challenge
- runDisney Kids' Races
- Post-Race Party

## **Star Wars Weekends**

Disney's Hollywood Studios

Weekend I: May 16 - 18, 2014

Weekend II: May 23 - 25, 2014

Weekend III: May 30 - June 1, 2014

Weekend IV: June 6 - 8, 2014

Join *Star Wars* celebrities and characters for special shows, exciting presentations and

more! From Friday to Sunday each weekend, immerse yourself in the beloved saga that takes place in a galaxy far, far away. You can also pull back the mask, go behind the makeup and get an autograph from an actual *Star Wars* actor. Bring along a favorite memento, or purchase one in the Park, and have it signed by some of the very people who portrayed your favorite characters.

## **St. Patrick's Day Celebration**

Downtown Disney

March 07 - March 17, 2014

Come March 2014, don your finest green duds and jaunt over to Downtown Disney area, where the jovial jig together in a spirited celebration of unbridled revelry. Be ready to lock arms for some Irish dancing, live music, Gaelic eats and Celtic suds!

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# Disney News

## New Fantasyland Coaster Fun, A Parade Spectacular and More Add to the Magic For Walt Disney World Guests in 2014

Heigh, Ho, Heigh, Ho – into another magical year we go for Walt Disney World Resort Guests in 2014. These highlights and more add up to a merry menu of magic for Guests in 2014:

### Seven Dwarfs Mine Train

The lovable world of Sleepy, Doc, Grumpy, Bashful, Sneezy, Happy and Dopey comes to life in spring 2014 when the Seven Dwarfs Mine Train takes New Fantasyland Guests on a rollicking, musical ride into the mine “where a million diamonds shine.” Inspired by the 1937 Disney animated film classic “Snow White and the Seven Dwarfs,” the fun starts as Guests cross a stone bridge and walk through a beautiful forest with the Dwarfs’ cottage in the distance, leading to the entrance to the attraction — and immersion into the endearing story of the radiant and kindhearted Snow White and her forest friends led by the lovable Dwarfs.

After passing through an interactive pre-show area with fun activities themed to mining, Guests will proceed to the mine train. Just like the iconic movie, surprises are in store! The family-style coaster will feature first-of-its-kind ride vehicles mounted in cradle-like pivots that allow the vehicles to swing back and forth during the ride. Adding to the fun, the journey will be accompanied by beloved music from the film classic and there’s a cast of animated figures of Snow White, the Seven Dwarfs and playful forest critters.

### Disney Festival of Fantasy Parade

New Fantasyland also inspires a new daytime parade, the Disney Festival of Fantasy Parade, scheduled to march into Magic Kingdom in spring 2014. The Disney Festival of Fantasy Parade will bring the magical stories of New Fantasyland to Main Street, U.S.A. through fantastic and innovative parade floats, vibrant costumes and an original soundtrack that will feature beloved songs from favorite Disney films, plus a new parade theme song. There will be no shortage

of fantasy, either, according to the float-makers. Ariel and friends will grace a larger-than-life music box showcasing a colorful musical party “Under the Sea” while Scottish dancers and a float shaped like an enormous bagpipe announce the arrival of Merida. Other floats celebrate Disney Princesses; Peter Pan and Wendy soar above a pirate galleon; Rapunzel and Flynn Rider appear on a longship in search of another “Best Day Ever.”

### Disney Springs

While Downtown Disney in 2014 continues its multi-year transformation into Disney Springs, there are exciting changes Guests can experience now. Newly opened in Downtown Disney West Side: Fit2Run serves both recreational runners and athletes. In 2014, Starbucks will add two locations: a storefront at Downtown Disney West Side and a kiosk near World of Disney at Downtown Disney Marketplace. Also in 2014: new retail—from women’s accessories to electronics, sportswear to girl’s fashions, home design accents to salon products—will open as the Marketplace Co Op (replacing Team Disney). Disney Springs will be a unique and vibrant shopping/dining/entertainment destination to be set amid beautiful open-air promenades, meandering springs and waterfront charm. Anchored by a signature water tower and grand entry, Disney Springs will boast four interconnected outdoor neighborhoods and be home to everything from shopping boutiques to flagship stores to great new restaurants and entertainment venues. With a planned completion in 2016, Disney Springs expects to double the number of venues, to more than 150.

### Four Seasons Hotel

Four Seasons Hotels and Resorts plans a 2014 opening for a luxury resort hotel at Walt Disney World Resort. Four Seasons Resort Orlando at Walt Disney World Resort will feature several dining venues including a rooftop restaurant

with views to the Magic Kingdom, a 14,000 square foot spa, fitness center, three pools and a "lazy river" sports and recreational area, as well as meeting and event space, and a business center. This first Four Seasons in Central Florida is located within the Golden Oak residential community, created and master-planned by Disney.

### Orlando City Soccer Club

As anticipation for the 2014 World Cup builds around the world, soccer fans vacationing at Walt Disney World Resort will be treated to more professional soccer options at the ESPN Wide World of Sports Complex in 2014. In addition to the Disney Pro Soccer Classic and the Disney Soccer Academy, which both feature pro soccer players, the Orlando City Soccer Club will play its 2014 regular-season home games at Disney in the spring. The team will play its 14-game home schedule inside a soon-to-be expanded soccer venue at the sports complex, providing fans with a more intimate viewing experience than ever before. The Orlando City Soccer Club recently became an official MLS soccer franchise.

### runDisney

runDisney is expanding two of its most popular race weekends in 2014. There will be a 10K race added to the Walt Disney World Marathon Weekend presented by Cigna and the Princess Half Marathon Weekend. The new 10K races mean there will also be new "challenges" – the Dopey Challenge during Marathon Weekend (running the 5K, 10K, half marathon and full marathon) and the Glass Slipper Challenge during Princess Weekend (5K, 10K and half marathon). Both of these new "challenges" come with a special new medal awarded to anyone who completes the challenge.

### Disney Cruise Line

In 2014, Disney Cruise Line will offer new itineraries, including an expanded collection of European cruises highlighting the Greek Isles. Plus, DCL will depart for the first time from homeports in Venice, Italy and San Juan, Puerto Rico. From May to August, the re-imagined Disney Magic returns to the Mediterranean, offering a rich array of itiner-



aries, cruise lengths and ports of call. New for the season, the Magic will homeport in Venice and will call on the Greek Isles and Sicily for the very first time. In fall 2014, Disney Magic will sail out of San Juan for four Southern Caribbean cruises. Disney's first cruise ship now boasts all-new experiences and re-imagined spaces including AquaDunk, a body slide dropping three decks, and Marvel's Avengers Academy transporting kids 3-12 into magical worlds of brave superheroes. In summer 2014, the Disney Wonder will sail seven-night cruises from Vancouver to Alaska; a special nine-nighter calls at Sitka, Alaska – a first for DCL. Joined by Disney Magic in January, Disney Dream and Disney Fantasy sail from Port Canaveral, Fla. to the Bahamas including a stop at Disney's private island, Castaway Cay.

### Show Your Disney Side

Disney Parks is encouraging Guests to let their inner selves come out to play during "Show Your Disney Side" in 2014. Disney Side is the exact flip of the everyday, work-centric lives we lead – the more fun-loving, adventurous side that washes over anyone who sets foot inside a Disney Park. In Disney advertising and marketing, Disney Parks will make the call for all Guests to "let out the fun" and show their Disney side in 2014. The program got off to a magical start in the fall of 2013 when all-stars in the social media realm showed their Disney side to the delight of millions of followers

# Spice Road Table Now Open in Morocco Pavilion at Epcot World Showcase

Spice Road Table is now open in Epcot at Walt Disney World Resort, offering a variety of Moroccan small plates and specialty drinks. Regional flavors from the Mediterranean are highlighted, along with a scenic view of the World Showcase lagoon in front of the Morocco pavilion.

Perfect for "IllumiNations: Reflections of Earth" viewing or relaxing with a selection of Moroccan flavors and cocktails along World Showcase Lagoon, Spice Road Table is a feast for the eyes as well as the taste buds, say the restaurant's designers. There's an array of small plates: zesty harissa chicken drumettes; a Mediterranean omelet with sausage, potatoes and caramelized onion; mussels with preserved lemons and tomato sauce baked in an earthenware tagine pot; Moroccan merguez sausage with a fresh tomato salad; garlicky jumbo shrimp in a spicy chile pepper sauce.

Inspired by the outdoor cafes along the Mediterranean, the white-washed façade of Spice Road Table is accented in icy shades of blue from the famous "Blue City" of Chefchaouen in Morocco's Rif Mountains. A collection of shops in the colorful style of a Moroccan "souk," or marketplace, stretches along the front of the building – a henna tattoo artist will create temporary body art from traditional and modern designs.

With 120 outdoor terrace seats, the

inside seats 60 with cozy booths, Moroccan light fixtures, tilework, tapestries and art representing Morocco's indigenous Berber tribes. Spice Road Table is the third eatery in the Morocco pavilion, joining The Tangierine Café, which features a variety of Moroccan sandwiches and specialty pastries, and Restaurant Marrakesh, where savory dishes, Moroccan music and belly dancers showcase the authentic charm of the North African country.



# Top HGTV and DIY Network Stars to Appear at 2014 Epcot International Flower & Garden Festival

Superstars of HGTV and DIY Network shows will appear at the 21st Epcot International Flower & Garden Festival presented by HGTV between March 5 and May 18, 2014. Three HGTV stars will “crash” the festival for the first time: Matt Blashaw from “Yard Crashers,” Matt Muenster from “Bath Crashers” and Alison Victoria from “Kitchen Crashers.”

The popular HGTV celebrities will meet festival guests and showcase expert tips and clever tricks at noon and 3 p.m. each Friday, Saturday and Sunday on The Designers’ Stage presented by HGTV at the Festival Center. The Crashers and their crews are known for plucking regular folks out of home improvement stores to help them – in just three days – make over the family’s yard, bathroom or kitchen. Also new to this year’s festival are “Renovation Raiders” star Amy Matthews and Chip Wade, who started with John Gidding on “Curb Appeal” and now has his own hit show, “Elbow Room.”

HGTV/DIY favorites returning to this year’s festival include Vern Yip, “Design Star” judge, Florida’s own David “Color Splash” Bromstad, John Gidding of “Curb Appeal” and HGTV Star Genevieve Gorder. Here’s the lineup (subject to change):

March 7-9 - Vern Yip, “Design Star”

March 14-16 - Chris Lambton, “Going Yard”

March 21-23 - Matt Blashaw, “Yard Crashers”

March 28-30 - Matt Muenster, “Bath Crashers”

April 4-6 - Taniya Nayak, “House Hunters on Vacation”

April 11-13 - Amy Matthews, “Renovation Raiders”

April 18-20 - John Gidding, “Curb Appeal”

April 25-27 - David Bromstad, “Color Splash”

May 2-4 - Chip Wade, “Elbow Room”

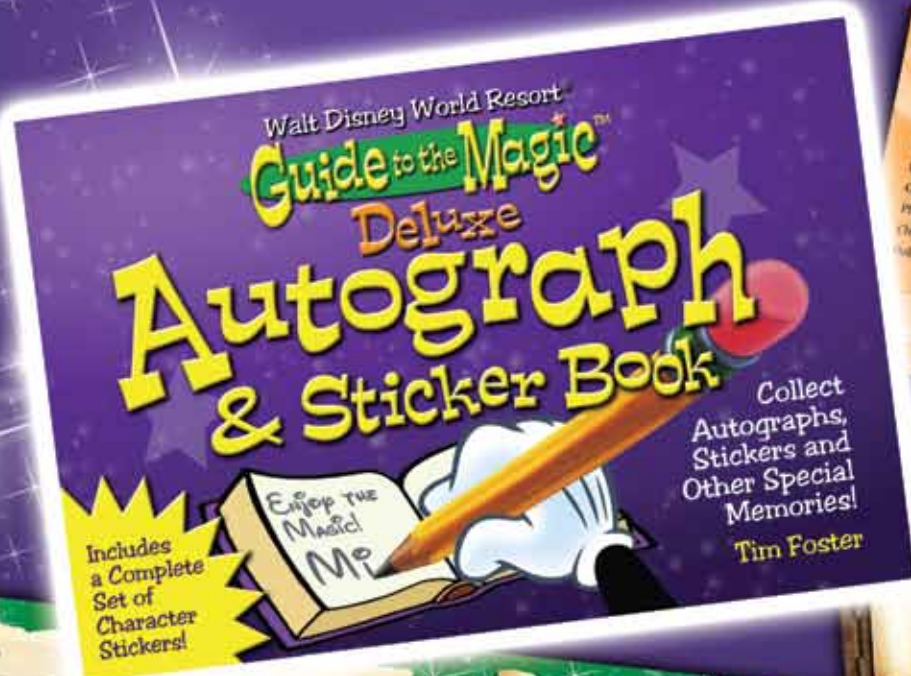
May 9-11 - Genevieve Gorder, HGTV Star

May 16-18 - Alison Victoria, “Kitchen Crashers”

Presentations by HGTV and DIY Network stars and all gardening programs and exhibits are included with admission to the Epcot International Flower & Garden Festival. For more information, call 407/W-DISNEY (934-7639) or visit [www.EpcotInSpring.com](http://www.EpcotInSpring.com).



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# MOUSE VIEWS



**W**elcome 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...!

MOUSE VIEWS

GUIDE TO THE MAGIC

by Tim Foster



*Tim Foster is the creator of Celebrations magazine and the author of the Guide to the Magic book series, which includes the Guide to the Magic for Kids and the Deluxe Guide to the Magic Autograph & Sticker Book. Tim is also the creator of the [www.celebrationspress.com](http://www.celebrationspress.com) website.*

# Overlooked Epcot Attractions

FastPasses. Extra Magic Hours. Interactive queues. The folks at Disney are continually striving to improve the Guest experience, particularly when it comes to waiting in line. Crowds are an inevitable part of visiting Walt Disney World, and to the uninitiated there's often a presumption that all of the attractions will be packed and most of the day will be spent waiting. Of course, with a few simple tips (starting with the time of year you visit) and all of the innovations Disney has implemented, that doesn't have to be the case. However, the fact remains that the big attractions will often have lengthy stand-by lines, and if you didn't know any better you would think that would typically be the way it is throughout the parks.

But happily, such is not the case. Even though every park features their own selection of headliner attractions that deservedly draw large crowds, there are also a whole host of attractions that are curiously overlooked. Why? Perhaps it's because they don't pack the thrills and chills of their more popular cousins, or because they're located close to the big E-ticket attractions that draw away the crowds. Often though, it's simply a case of them being tucked out of the way and out of sight. In this and future articles we'll take a peek at some of these overlooked attractions, and in this issue we'll start our journey in Epcot and Future World.



## Living With the Land

This is a curious entry, since before 2005 this was one of the most popular attractions in all of Epcot. Wait times of 45 minutes or more were common, even on slower days, and a FastPass was a definite must. However, all of that changed on May 5th of that year, the date that Soarin' took its maiden flight. With the focus of the Land pavilion now on the fanciful flight over California (and deservedly so), crowds steadily shifted to the opposite side of the pavilion, leaving Living With the Land behind as an afterthought. Nowadays, lines are virtually non-existent at Living With the Land, and even though it's still a FastPass attraction, you can usually walk right on with little or no wait.

That's too bad, because Living With the Land is still a wonderful attraction; a classic example of the original Epcot educational/entertainment philosophy. The tour is long and relaxing, and along the way you'll learn a thing or two about agriculture and the wonderful diversity of ecosystems found throughout the world. The ride-along guides have given way to a prerecorded narration, but beyond that little has changed over the years, save for the ever-shifting collection of plants and fish that are being grown in the greenhouses and tanks. Even though the tour itself has largely remained the same, small surprises can always be found, whether it's a new Mickey-shaped cage in the shrimp tanks, or a sandy "snowman" that pops up in the greenhouse during the holidays.

Living With the Land features some of the most spectacular sights in all of Epcot, from the lush, exotic rain forest and thundering waterfall, to the vast American prairies and everyone's favorite, the family of prairie dogs that pop their heads out of their burrows. While Soarin' is undoubtedly the main attraction at the Land pavilion, don't overlook the other attractions to be found here (including, by the way, the Circle of Life film). Climb aboard a boat and experience the wonder of the natural wonders in one of Epcot's original headliner attractions (and keep an eye out for those five pound lemons!).

### The Seas With Nemo & Friends

Right next door to the Land pavilion is another overlooked attraction that you should definitely visit. I'm not talking about the Nemo attraction itself, but rather the now-overlooked real star of the pavilion, the actual aquarium. While Nemo is a popular ride (though you can often board without much of a wait), too many people make a beeline for the exit, perhaps stopping by to see the manatees or to check out Turtle Talk With Crush. Unfortunately, in doing so they miss out on the best part of the pavilion, and the very reason for the pavilion's existence. The real stars of the pavilion are the fish (the real ones, not the animated ones), and it's well worth the journey upstairs to see them swimming along in their true-life version of the Big Blue. You'll see an amazing assortment of fish, including several sharks and rays, and you'll also get to see a few dolphins frolicking about. You may even get to see a diver or two, and every once in a while you might be able spot a Hidden Mickey concealed among the rocks on the aquarium floor. You'll usually find Cast Members on hand to tell you more about the fish on display, or to provide some educational enter-



tainment for the little ones. You'll also find an assortment of smaller aquariums in the adjacent areas, and you can even look for some real life Nemos and Dorys.

While the addition of the Nemo ride-through attraction was a great one, the unfortunate side-effect was the reconfiguration of the pavilion that took Guests right past the aquariums (save for a few glimpses toward the end of the ride). When you visit, be sure to head up the escalator to check out the beautiful aquarium and take in the true wonder of the living seas.



### The Norway Film

The Norway pavilion (as profiled in the previous issue of Celebrations) is home to one of the most popular attractions in all of World Showcase, Maelstrom. The short but thrilling flume ride takes you on a magical journey past trolls, polar bears, and a massive oil rig in the frigid North Atlantic (with a few surprises thrown in along the way). The flume ride, however, is only the first part of the attraction. Once you disembark your Viking ship, you enter a theater

where you can enjoy a five-minute film showcasing the beauty and wonder of Norway. Curiously, many people just can't wait to run through the theater and out of the pavilion. That's too bad, because in doing so they're missing out on the chance to experience the true spirit of Norway and its people.

It's doubly curious since the reasoning you most often hear is that "I've seen it before" (though that didn't stop them from riding Maelstrom again!). Recognizing that there were people who wanted to bypass the film, Disney recently changed the procedure for loading the theater. Before, Guests would wait outside the doors on a recreation of a Norwegian dock. When the previous showing of the film concluded, the doors would open and the audience would enter. Many would sit to enjoy the film, but just as many would walk right through and immediately leave. Nowadays, the doors are kept open, and upon exiting Maelstrom you can now enter the theater directly. As before, you can opt to relax and enjoy the film or continue on to the Puffin's Roost shop. It may be tempting to continue through, but if you do you're missing out on a wonderful movie that brings the beautiful country of Norway to life. You'll get a glimpse into the lives of the people that make up this great nation, and see sights that you'll never see anywhere else. And isn't that the point of World Showcase?

### American Heritage Gallery

As you enter the grand colonial building at the heart of the American Adventure pavilion, there is plenty to keep you entertained while you wait for the next show to begin. First and foremost are the Voices of Liberty, who perform a variety of American classic songs a cappella under the glorious acoustics of the central dome (many people visit the pavilion solely to hear them sing!). Paintings, quotations, and antique articles can be found throughout the great hall, but the pavilion also includes a museum-style exhibit that often goes overlooked. The American Heritage Gallery can be found toward the right as you enter the building, and has played host to numerous exhibits over the years that have showcased various aspects of American History. In 2007, the gallery opened an exhibit called "The National Treasures," which included over 40 artifacts that honored the lives of such figures as Rosa Parks, Jackie Robinson, Senator Daniel Inouye, and Astronaut Gus Grissom (you could even see Abe



Lincoln's stovepipe hat). Today, the gallery is host to a new exhibit called "Re-Discovering America: Family Treasures from the Kinsey Collection," representing 400 years of African-American achievement. Themes of hope, belief, courage, imagination, and heritage are told through a collection of art, artifacts, and interactive exhibits.

### ImageWorks

Though the Journey Into Imagination With Figment is in of itself an oft-bypassed attraction (lines are rarely long and sometimes non-existent), the pavilion is also home to a few other attractions that most people miss entirely. Most of these can be found in ImageWorks, the playground of interactive imaginative kiosks that you pass through as you exit the attraction toward Captain EO. Numerous activities can be enjoyed here, particularly by younger Guests (or those who are young at heart, you know who you are!). You can conduct a virtual orchestra, create cartoon-ish versions of yourself, and explore the world of silly sounds. The kiosks themselves change occasionally (much like the pavilions at



Innoventions), and today you can see that something new is in the works, and we can only imagine what it will be! (OK, that was a terrible pun...) The point is, the next time you visit Figment, spend some time in his playhouse and see where your imagination will take you. When you leave the pavilion, don't forget to wander around and see what sort of surprises Figment has outside. You'll find dancing fountains, leaping fountains and (as we detailed in a previous issue of *Celebrations*), you can even find his signature scrawled into the pavement. Where? That's for you to discover!

### Moroccan Style: The Art of Personal Adornment

The Morocco pavilion is probably the most exotic pavilion in all of World Showcase, filled with shops, eateries, beautiful fountains, and twisting alleyways. Tucked away in the pavilion is a rarely visited exhibit filled with Moroccan artwork and jewelry. Located near the Fez House (which is also well worth a visit), the exhibit greets visitors with a scene featuring a life-size Moroccan man and his ornately costumed horse. You'll also find exhibits showcasing Moroccan clothing and the traditional art of Henna. The entrance to the museum used to be unmarked and was understandably passed by since most people didn't even know it was there.



Recently, the entrance to the exhibit has been marked with a sign, "Moroccan Style: The Art of Personal Adornment." Hopefully, this will bring more awareness to this wonderful exhibit, but many people still bypass this hidden gem. When you visit the Morocco pavilion, be sure to make it a point to wander inside and see all of the beauty that Moroccan artisans past and present have to offer.



### Bijutsu-kan Gallery

Our final stop takes us right next door to the Japan pavilion. Aside from the Torii gate and the towering Goju-No-To pagoda, inspired by a shrine in Nara built in the year 700, the main attraction of the pavilion is surely the Mitsukoshi Department store, where you can shop for a variety of items including clothing, pearls (right from the oysters!), toys, books, food items, scrolls, and even kimonos. As popular as the shop is, there is another attraction right out the rear entrance that most people overlook. This is the Bijutsu-kan Gallery, which hosts a rotating collection of Japanese arts. Past exhibits have included a collection of Tin Toys, and a showcase of baseball and its importance in Japanese culture. Today, the gallery is home to an exhibit called "Spirited Beasts: From Ancient Stories to Anime Stars." Fans of Japanese anime and manga will especially enjoy this exhibit, which shows the mythological origins of many of today's Japanese pop culture characters. One of the highlights of the exhibit is a breathtaking display of 1000 hand-folded paper cranes that magically appear in one of the displays (the effect is achieved through the use of theatrical scrim, also used in the Carousel of Progress to "reveal" the side scenes at the appropriate moments). The crane is known in Japan as tsuru, and is a symbol of happiness, prosperity, and world peace. Another highlight is the giant statue in the middle of a large Zen garden. This is the Slayer of Vanity, an example of the tengu, winged warriors of the mountains and guardians of nature. In addition to being a fascinating display for anime fans, the gallery offers a restful respite from the hustle and bustle of the parks due to its Zen-like design, soft music, and lack of crowds. Many people bypass the museum as they exit the pavilion, but that's their loss. Take the time to explore this hidden gem in World Showcase, and you'll be rewarded not only with a peaceful oasis, but also with the joy and satisfaction of experiencing the discovery of the new!

# More Fantasyland Hidden Mickeys

Disney Imagineers had a field day with Hidden Images as they designed the Fantasyland expansion in the Magic Kingdom. Some of these images are among the most compelling ever created on Disney property, and folks continue to discover new ones! I highlight below a few more of my favorite Hidden Images in Fantasyland.

1. An image that resembles Oswald the Lucky Rabbit is formed by three embedded pebbles in the middle of the main walkway in Fantasyland. To find the image, stop across from the "Enchanted Tales with Belle" entrance sign (and waiting time sign) and look down in the middle of the main walkway to Be Our Guest Restaurant.
2. A faint classic Mickey in swirls is on top of a short rock wall to the left of the check-in station at the beginning of the entrance walkway to Be Our Guest Restaurant. The swirly Mickey covers the top of the last flat rectangular stone before the wall ends at the left side of the station.
3. Along the right side of the outside queue of the "Under the Sea" attraction, look to the right of the small lagoon and high up on the rock hill to locate this beautifully proportioned classic Hidden Mickey impression in the rock surface. It's above left of a crevice and near the top of the rock wall and to the right of the edge of the large opening into the cavern inside queue. The Hidden Mickey is in the center of the photo.
4. On the left side of the outside entrance queue to "Under the Sea," a Nautilus submarine impression is in a rock wall behind a small pond. When you reach a fence on your left strewn with ropes and nets, just before the water fountains, look back to your left and study the rear rock wall near the waterline. First spot the round porthole that resembles an eye; the nose of the submarine points to the left. It's a representation of Jules Verne's fictional Nautilus submarine, which appeared in the 1954 Disney movie "20,000 Leagues Under the Sea."
5. Along the left of the "Under the Sea" inside entrance queue, a classic Mickey tilted to the left is formed by holes in the rock above some bottles on a table.
6. Eight Mickey balloons are scattered around the large "Storybook Circus" painting at the rear of the tent over the FASTPASS machines for "The Barnstormer" and "Dumbo the Flying Elephant." This tent is next to Pete's Silly Sideshow. Can you spot four balloons in this photo of a portion of the painting?
7. In Storybook Circus, on the huge billboard at the right side of "The Barnstormer" attraction, a tiny gray classic Mickey is in the middle of the propeller of the farthest right lower plane. The ride train hurtles through the left side of the billboard.
8. Near the entrance to the FASTPASS queue for "Dumbo the Flying Elephant," a classic Mickey is formed by a manhole cover (the "head") and two elephant tracks (the "ears").
9. A poster of Daisy Duck ("Madame Daisy Fortuna") is outside to the left of the entrance to Pete's Silly Sideshow. A faint classic Mickey is traced on the upper part of her light green blouse, just to the right of her right index finger.
10. Outside "The Many Adventures of Winnie the Pooh," on the far side of the big tree and behind the fence, a classic Mickey is etched into the wood in the middle of a vertical brown post on the left side of a window.

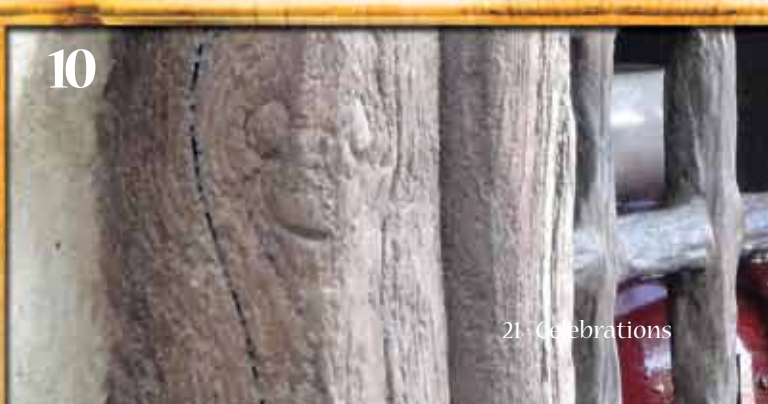
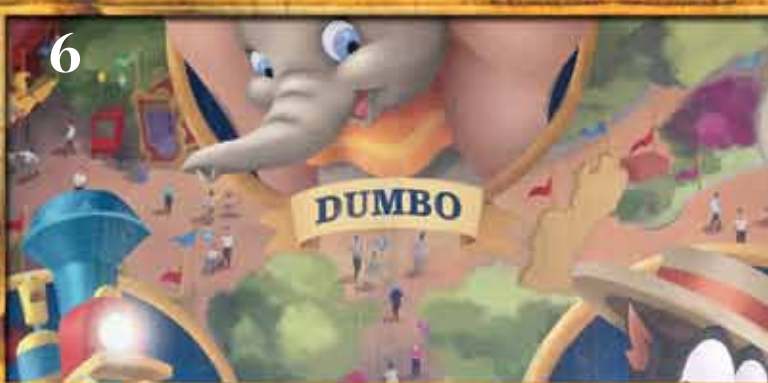
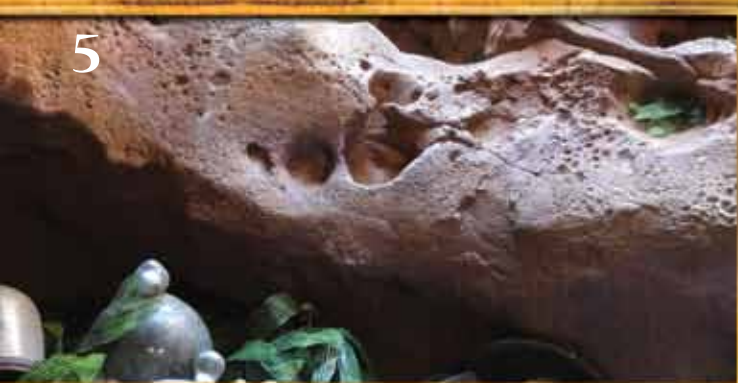


by Steve Barrett



Steve Barrett is the author of the *Hidden Mickeys Guide Book Series* (Walt Disney World, Disneyland, and the Disney Cruise Ships) available in the Disney Parks and in book stores, Amazon, and on Kindle and other downloadable formats.

The WDW and Disneyland Hidden Mickeys Guide books are also offered as iPhone and Android apps. Steve and his wife Vickie ([hiddenmickeygal](#)) are the webmasters of [HiddenMickeyGuy.com](#), and are on Twitter @hiddenmickeyguy and Facebook as Hidden Mickey Guy Disney's Hidden Mickeys Hunter.



# Photographing Street Shows

Since this issue of Celebrations Magazine is featuring Streetmosphere, this edition of Shutters and Lenses will focus on “street shows” in Walt Disney World. I am being rather liberal with my use of the term “street show” and will use the term broadly to cover both street performances and live musical acts. In fact, nearly all of the tips and techniques that will be discussed can be used for all kinds of live performances at any time of the year.

Taking photographs of live performances is a fun and challenging way to really explore your creative process, from the framing and composition of the picture to the timing and preparation involved. The performers will very often pose or really play up to you when they see you getting ready to take some pictures, and you can get some really great pictures if you have just a bit of know-how. I am a huge fan of the live in-park entertainment, and the musical groups are world class, so it's easy to get into the moment and enjoy the show while you are taking photos.

Let's first talk about equipment. Using a fairly short lens is probably not going to work in this scenario, as the focal length isn't wide enough to capture the entire scene, and also not long enough to focus in on any particular detail. Of course, you can only shoot with what you have. This means that if you're in the fifth row of a musical performance with an entry level point and shoot camera, you probably won't get the best results. If that's your situation, you'll want to arrive a few minutes prior to the performance to secure a prime viewing location, being sure to not annoy or obstruct other Guests. A 70mm-200mm or 75mm-300mm lens will perform very nicely in this application. Granted, very few people are going to want to be bothered carrying around a lens like my “Sigmonster” (Sigma 50mm-500mm) because it is so big and heavy so. But what I like about the Sigma 50mm-500mm is that the wider end is still wide enough to catch an overview of the scene, while also allowing me to get in very, very tight and focus on one performer's head and shoulders while blurring out the background. My personal preference is to get the tightly cropped, highly detailed shots of the performer in action.

Speaking of background blur (sometimes referred to as “bokeh”), you can control how much of the background is blurry and the degree of blurriness with your focal length and aperture. Using a larger aperture (small f/ number) will decrease the depth of field and lead to softer backgrounds. Also, using a longer lens (in millimeters) and being closer physically to the subject will soften the background. Working the f/stop and focal length together will give you a lot of control over the background. In this situation, I would almost always opt for an open aperture (smallest f/ number possible), foregoing any increased sharpness gaining from stopping down in lieu of a softer background. For example, when photographing Mulch, Sweat, and Shears in Disney's Hollywood Studios, I want the background behind Morris or Mia Mulch, or the rest of the crew for that matter, to be nice and soft to create maximum attention on the subject of the photograph. This helps create depth in the photo and channels the viewer's eyes to the intended areas. I do not want to be able to read the writing on someone's shirt that is sitting on the curb on the other side of the street behind the band's truck. Of course, the degree of softness in the background is a subjective thing.

Another important factor to consider is lighting. When taking pictures on a

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](http://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](mailto:tim@themagicinpixels.com)*



bright sunny day, the subjects will have shadows under their eyes, nose, and mouth and that not is a particularly appealing look. The trick here is to use the flash. Even on a bright, sunny day. Even with your family photos! You will be amazed at how much better your people photos look when you use a flash. Their skin will have better color, the shadows on their faces will be reduced, and everything will look much more natural. Did you ever notice professional photographers taking pictures of people during the day? Yes, indeed, they are using a flash! A trick that I like to use here is to get my camera on shutter priority ("S" or "TV" on the mode dial) and set the shutter speed to the maximum possible sync speed, which is usually 1/200 or 1/250 of a second. This ensures a fast enough shutter to freeze the action without the flash overpowering and blowing out the image. Using the flash on an overcast, dull day will also provide better color in your subjects and help to make the photo look a bit more lively and cheerful.

It is also helpful to familiarize yourself with the subject matter beforehand so that you have the best possible timing in your shots. All of the live shows at Walt Disney World have rehearsed, choreographed "bits" that you should be able to anticipate. Oftentimes, capturing the "shtick" of the show is what makes for the best photos, as those are the most memorable parts. Off Kilter frequently works little bits into their performances, Mulch, Sweat, and Shears

have these bits throughout the entire performance, and Streetmosphere is 100% pure shtick. Again, knowing the character or performer that you are taking photos of will make this a more enjoyable experience. It is also imperative to remember that the Cast Members performing in these roles are artists who share their talents to entertain us and create fun memories. Please be courteous and show consideration. It will quite often lead to a very quick impromptu moment in which you can really nail the shot.

Let's recap with a few quick tips:

1. Get there early and have your equipment ready.
2. Avoid the dead zone and be sure you can zoom in far enough to isolate subjects and capture detail.
3. Use flash to reduce shadows and get better color in your images.
4. Knowing what the show consists of ahead of time will give you an advantage with the timing of your shots.
5. Use Shutter Priority mode with a shutter speed high enough to stop the action.
6. As always, practice, practice, practice!

Thank you once again for checking in, and go out and get some awesome photos of the live in-park entertainment. This is really one of my favorite photographic subjects in all of Walt Disney World and it can really be rewarding to capture a performer with that one great shot. With a little bit of practice you can do some great things!

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/](http://myhiddendisney.blogspot.com/)*

## Paul Frees

In the Disney family there are countless Legends whose faces may be unknown, but they are renowned for their timeless work. Animators create cinematic masterpieces, and Imagineers fabricate fantastical attractions that can, quite literally, whisk us away to Neverland. Voice artists play an equally important role in the Disney experience, adding a critical sonic layer to films, animated shorts, and Disney park attractions. In this regard, the collective works of Paul Frees shine brightly. His silky baritone has graced the silver screen, the television set, and classic attractions at both Disneyland and Walt Disney World.

Paul Frees was born in Chicago on June 22, 1920, and raised in a pre-television era where radio was king. He began an early career in this medium, and his versatility and knack for capturing style, nuance, and pitch with his voice allowed him to filter to the top of radio stars. His career in radio began in 1942, but was briefly interrupted when he was drafted into the United States Army. He was injured while serving his country at Normandy on D-Day and returned home to recuperate. Under the GI Bill, he briefly enrolled at the Chouinard Art Institute (which later morphed into the California Institute of the Arts at the direction of Walt and Roy Disney), but eventually dropped out. He remained in the Los Angeles area, continuing his work in radio on several noted serials and eventually into film. As a measure of his value to the industry, he was often tasked with recreating the voice work of others when necessary during film post-production. For example, Frees dubbed for Japanese actor Toshiro Mifune when he appeared in English language films. Said Mifune, "Paul sounds more like me than I do."

Frees' chameleon-like voice and his instinct to capture the spirit and heart of a character led to his wide appearances on animation serials and specials through the 60s and 70s. He was a regular performer for animator Jay Ward, including notable performances as Boris Badenov, the nemesis on the *Rocky and Bullwinkle Show*, and Inspector Fenwick from *Dudley Do-Right*. He was also featured prominently in Rankin/Bass Productions, a studio that created stop-motion seasonal specials such as *Santa Claus is Comin' to Town*, *Frosty the Snowman*, and *Frosty's Winter Wonderland*. Fans of these specials will recall his work as the Burgermeister Meisterburger, Santa Claus, and Jack Frost, respectively. His golden intonations weren't limited to television programs, as he also lent his voice to several advertisements. In this regard, he is famous for his performances as Toucan Sam for Froot Loops and Poppin' Fresh, the Pillsbury Doughboy.

Frees was in high demand in Hollywood where he provided voice work for numerous studios, which naturally included The Walt Disney Company. He started his Disney career by narrating various episodes of Disney's television programs such as *Man In Space*. He also narrated the 1959 comedy *Shaggy Dog*, and even made a rare on-screen cameo in the film as Dr. J. W. Galvin. A discussion of Disney history would not be complete without covering animation, and here Frees has a prominent entry. He provided the eccentric and entertaining voice and persona of Professor Ludwig Von Drake, a highly educated European mallard and uncle to Donald Duck. Frees brought Von Drake to life in eighteen Disney television specials, beginning in *An Adventure In Color* on the premiere episode of *Walt Disney's Wonderful World of Color*.

The Disney theme park experience is full of sights and sounds that stay with

Guests long after the vacation is over, and here again Paul Frees' contributions are vast and memorable at Disneyland, Walt Disney World and even Disney's attractions at the 1964/65 New York World's Fair. Walt Disney's precursor to Imagineering was WED, and it created several state-of-the-art attractions for the Fair, including Great Moments with Mr. Lincoln for the state of Illinois pavilion. The show featured a never-before seen Audio-Animatronic figure of President Lincoln. Paul Frees provided the somber narration and introduction to the show. His same role was also featured at Disneyland when Great Moments with Mr. Lincoln premiered there in 1965. Frees' presidential credits don't end with Lincoln, however. When Walt Disney World opened

pleted. It will continue to grow as long as there is imagination left in the world." Part of this process includes older attractions making way for newer adventures. In this context, Paul Frees has another notable entry in his Disney resume, as the narrator of the Disneyland classic Adventures Through Inner Space, the park's first Omnimover attraction, which opened in 1967. It closed twenty years later, yielding to Star Tours.

These accomplishments alone are enough for an impressive Disney career. But Frees has two other contributions to the Disney parks that elevate his stature tenfold. The first is with the Pirates of the Caribbean, the swashbuckling spectacular that debuted in Anaheim in 1967 and Orlando

in 1973. Frees voices the mysterious, unseen pirate that intones "dead men tell no tales" as Guests begin their journey. Few of the scalawags have names, save for the recent addition of Jack Sparrow, but all Disney fans know who the auctioneer is. Frees brings this rogue to life as he barks out, "I'm not spongin' for rum. It be gold I'm after!" The Haunted Mansion is the other classic Disney E-ticket attraction that prominently features Frees. As Guests enter the stretching room en route to the Doom Buggies, they are greeted by the Ghost



in 1971, one of its signature attractions was the Hall of Presidents, featuring the likeness of every Commander-in-Chief and updated accordingly. The original program that ran from 1971 through 1993 featured a stirring film highlighting critical moments in American history as a precursor to the appearance of the presidents themselves. Frees showed his versatility in this film, taking on the vocal roles of George Washington, Stephen Douglas, and colonial era Pennsylvania Governor Thomas Mifflin. He also provided additional ancillary voices in the film.

Disney theme parks are constantly in a state of growth and change. As Walt said, "Disneyland will never be com-

pleted. It will continue to grow as long as there is imagination left in the world." Part of this process includes older attractions making way for newer adventures. In this context, Paul Frees has another notable entry in his Disney resume, as the narrator of the Disneyland classic Adventures Through Inner Space, the park's first Omnimover attraction, which opened in 1967. It closed twenty years later, yielding to Star Tours.

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Paul Frees remained active in Hollywood until 1986, when he passed away at the age of 66. For his contributions to the Walt Disney Company, he was posthumously named a Disney Legend in 2006.



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](http://www.destinationsinflorida.com) or [www.mousedine.com](http://www.mousedine.com) for more information on Disney Dining.*

## Spice Road Table at Epcot's Morocco Pavilion

Epcot's World Showcase offers a dizzying array of dining options, from the exotic to the classic, and everything in between. The latest addition to this culinary collection is the newly opened Spice Road Table at the Morocco pavilion, which brings the legendary spice trade of Morocco to Epcot. The spice trade was conducted through Asia, Northeast Africa, and Europe, trading popular spices and herbs like cardamom, cassia, cinnamon, ginger, and cumin. At the Spice Road Table, you'll be able to experience flavors from the Mediterranean with a variety of small plates, wines, and beers.

This quaint restaurant sits on the World Showcase Lagoon in Morocco, offering amazing views. You can dine indoors in a narrow dining room with booths along one wall and tables mixed throughout the rest of the room, highlighted by huge windows that provide a breathtaking view of the lagoon. The dining room is very intimate, with exquisite artwork, chandeliers, and pottery from Morocco decorating the interior. If you are looking for a more romantic setting, request this indoor dining room at check in.

But my favorite seating area is outside on the patio. The patio also sits on World Showcase Lagoon, and you can even see Spaceship Earth off in the distance. The dark wood beams, brick floor, hanging lanterns, and black metal enhance the Moroccan atmosphere. Since you are so close to the lagoon, you can hear the water lapping against the shore above the faint Moroccan music.

The cheerful staff greets you instantly in their bright costumes. Our server, a Cast Member from Morocco, explained how the costumes were themed after his country. In Morocco, you purchase material from the market and take the material to a tailor to sew into an outfit. The ornate details and bright colors perfectly reflect the Moroccan culture, all focusing on the sun.

Spice Road Table features small plate entrees that are meant for sharing. Our server recommended the Chef's Special, a choice of two samplers that each includes three small plates for \$16. The first, the Mogador Sampler, features Mussels Tagine, Salted Cod Croquettes, and Fried Calamari. The Mussels Tagine are mussels with cilantro, garlic, lemon confit, and tomato sauce. The Salted Cod Croquettes are cod fish with sundried tomato and black olive aioli. The Fried Calamari are lightly fried with spicy harissa and capers aioli dipping sauces.

The second choice, the Tingis Sampler, features the Lamb Slider, Harissa Chicken Roll, and Merguez Sausage. The Lamb Slider includes a brioche with cucumber dill and mint tzatziki sauce. The Harissa Chicken Roll comes with harissa ketchup. The Merguez Sausage is a North African Lamb Sausage served with tomato, red onion, and cilantro salad.

If you would prefer to select your own small plates to share, the Spice Road Table features ten different options, including those listed above. You can also select Spicy Garlic Shrimp, Mediterranean Omelet, Hummus and Imported Olives, and Rice Stuffed Grape Leaves. The Spicy Garlic Shrimp are sautéed with dried chilies and fried garlic. The Mediterranean Omelet is an omelet with potato, red peppers,

Photo ©Disney



and caramelized onions. The Hummus and Imported Olives is a classic Mediterranean dish that includes two different hummus options with cornichons and zaatar flat bread. This small plate also includes imported olives. The Rice Stuffed Grape Leaves feature fried capers, raisins, and fresh nutmeg.

The small plates range in price from \$7-12. We dined with a family of four during the soft opening of the Spice Road Table. We tried the Spicy Garlic Shrimp, Moroccan Merguez Sausage, Fried Calamari, and Hummus with Imported Olives. That was more than enough for our family, and the kids loved trying all of the samples.

Spice Road Table features a wide selection of Mediterranean wines from Spain, France, Morocco, Greece, Turkey, and Lebanon. Prices range from \$7.99-11.99 for a glass of wine or \$28-48 for a bottle of wine. Our server was happy to make suggestions for wine that accompanied each small dish.

Spice Road Table also features a signature beverage called the Spice Road Signature Sangria. This organic beverage is \$9.99 per glass or \$34 for a pitcher. If you prefer beer, you can enjoy assorted Mediterranean beers from Morocco, Spain, Greece, Lebanon, and Turkey for \$6.99.

We ended our meal with a Mediterranean dessert. Spice Road Table features a Chocolate Pyramid with almond ice cream, Saffron and Lemon Custard, and Almond and Rose-

water Cake with blood orange sauce. The desserts are \$7.

The Spice Road Table is a relaxing way to escape the hustle and bustle of the parks and embrace the Moroccan culture, right in the middle of the Walt Disney World Resort. Advanced bookings can be arranged by calling 407-WDW-DINE or with the help of your travel professional.

### **Fried Calamari**

Ingredients:

- Fresh calamari
- Salt
- Pepper
- Whole milk
- Paprika
- Pepper
- Ginger
- Flour

Directions:

1. Cut calamari in bite size pieces
  2. Soak in whole milk for 24 hours in the refrigerator
  3. Take flour and mix a dash of paprika, pepper, salt, and ginger
  4. Take calamari and roll in flour mixture
  5. Fry in oil until crispy
- Enjoy!



# More Secrets at Disney's Animal Kingdom

MOUSE VIEWS

DISNEY SECRETS

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/](http://myhiddendisney.blogspot.com/)*

In our last issue, we explored some of the secrets in Disney's Animal Kingdom. While we're there, there are a few more Disney secrets worth exploring, particularly in DinoLand U.S.A. The original outline of the park included the celebration of all animals: real, mythical, and extinct. Kilimanjaro Safaris, Discovery Island, the Maharajah Jungle Trek, and the Pangani Forest Exploration Trail (to name but a few) represent exotic wildlife, Expedition Everest celebrates the mythical Yeti, and DinoLand U.S.A. is home to the vanished dinosaurs that formerly ruled the planet.

As the dinosaur portion of the park was being developed, then-CEO Michael Eisner challenged the Imagineers to "lead with your clichés." In doing so he meant that the park should celebrate our unique obsession with these creatures, from children who are fascinated with these lumbering beasts to adults who have a clinical and scientific curiosity to them. Don't simply call it dinoland, said Eisner. Instead, make it DinoLand U.S.A! This conceit is prominently displayed at the appropriately named Dino Institute, a solemn research center that has the unique ability to send research teams back in time to the Cretaceous period for some genuine field research. This is the high thrills attraction Dinosaur, the original E ticket ride at Disney's Animal Kingdom. When it premiered, it featured a new ride mechanism in Imagineering's growing arsenal of attraction technology. Guests would travel the attraction in Enhanced Motion Vehicles. The chassis portion of the vehicle would travel on the smooth concrete of the show building, while the upper portion would rattle, pitch and yaw, simulating the course outlined by Imagineering. The premise of Dinosaur was that we would travel back in time in a specialized Time Rover to retrieve a previously tagged dinosaur. The ride, naturally, would not be without danger as multiple carnivores would have to be dodged and the deadly asteroid impact narrowly averted before the Time Rover would safely return to the present day. Guests who visited Disney's Animal Kingdom in its first few years of operation will recall that this attraction was originally named Countdown to Extinction. The name was changed to Dinosaur in 2000 to help promote the live-action/CGI Disney film of the same name. As is custom with Disney, there are several references to the former attraction's namesake. The time-travel vehicle is officially called a CTX Rover, shorthand for Countdown to Extinction. Shortly before boarding your Time Rover you'll see some stenciled text on a wall that reads SECTOR CTX-WDI-AK98. You don't need to be a paleontologist to know that this refers to the original attraction, created by Walt Disney Imagineering at Animal Kingdom, which opened in 1998!

Speaking of scientists, you may need a degree in chemistry to understand the coding on the unique overhead pipes found in the queue for Dinosaur. Three sets of pipes run just below the ceiling, color-coded as red, yellow, and white. Each is labeled with chemical compound equations and exotic scientific terms such as lycopersicon lycopericum. As it turns out, each pipe's label is the longhand equivalent of the ingredients for ketchup, mustard, and mayonnaise. Why, exactly, are condiments featured in Dinosaur? It's because the original sponsor of Dinoland U.S.A. was McDonalds. The restaurant was prominently featured in this section of the park be-

Photo © Tim Devine



tween 1998 and 2008 during its ten-year sponsorship. The French fries may be gone, but the ketchup remains.

There is a fascinating backstory about how sleepy Diggs County became a dinosaur haven, complete with ample evidence around town of life before and after the discovery of dinosaur bones in 1947. For example, there's a mid-century styled highway signpost that reads Diggs County US 498. Numbers at Walt Disney World almost always tell a tale. This highway sign is easy to decipher, as it commemorates the month and year that Disney's Animal Kingdom opened. In the bottom corner is the apparently new symbol of Diggs County, a pair of crossed shovels, commemorating the new industry.

Two of the county's earliest residents, Chester and Hester, have witnessed many changes to their environment. With the discovery of dinosaur bones in 1947, scientists and paleontologists descended into town, quickly followed by a growing number of tourists. Chester and Hester, with a bit of entrepreneurial spirit, responded by creating Dino-Rama, a roadside carnival to entertain the growing numbers of dinosaur enthusiasts. The games and attractions here are meant to appear as if Chester and Hester hastily added them on top of an asphalt parking lot next to their service station. A bit of Disney magic was necessary here, since the company learned a valuable lesson in 1955. Asphalt, while cheaper than concrete, was originally used in Disneyland

but is more prone to seasonal variations, especially heat. Asphalt can soften in warmer weather, which Florida has in abundance. Disney's Imagineers reached deep into their bag of tricks to create a concrete surface in Dinoland U.S.A. that strongly resembles the sun-bleached, worn, and cracked appearance of asphalt. The cracks were deliberately created and the surface was sandblasted to complete the appearance.

There's another prominent sign nearby that has a hidden message. The Boneyard is a clever way for younger Disney Guests to experience firsthand what it's like to excavate a dinosaur skeleton. The sign is in the form of a dig site excavation, a large bone, presumably the shoulder blade of a Stegosaurus, carefully preserved in white plaster for transportation. The sign prominently reads The Boneyard - Fossil Fun Site, Est. 1947. In smaller print are left-pointing arrows and the letter Z. The sign is actually an inverted map of Disney's Animal Kingdom as it appeared on opening day! If you visually rotate it ninety degrees clockwise, The Z becomes an N for north, and the bone resembles an outline of the park, sans Asia. Recall that Anandapur, Kali River Rapids, the Maharajah Jungle Trek, and the rest of Asia didn't open until 1999. Expedition Everest opened later, in 2006.

See if you can't spot these hidden secrets among the many artifacts in DinoLand U.S.A. on your next visit to Disney's Animal Kingdom.



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](http://www.jdarlingmusic.com) and on Myspace at [www.jdarlingmusicmyspace.com](http://www.jdarlingmusicmyspace.com). Her blogs are available at [www.jjourneybook.blogspot.com](http://www.jjourneybook.blogspot.com).*

## Storytelling: The Oldest Disney Tradition

*"The span of years has not much altered my fundamental views of mass amusement. Experience has merely perfected the style and method and the techniques of presentation. My entertainment credo has not changed a whit. Strong combat and soft satire are in our story cores. Virtue triumphs over wickedness in our fables. Tyrannical bullies are routed or conquered by our good little people, human or animal. Basic morality is always deeply implicit in our screen legends. But they are never sappy or namby-pamby. And they never prate or preach. All are pitched toward the happy and satisfactory ending. There is no cynicism in me and there is none allowed in our work."—Walt Disney*

It's safe to say that, at the core of the success of the Disney Company, there has been one key element. Yes, it has come in the form of a mouse, but it's also come from a princess, a fox, a baby elephant, an experiment, a pirate, a dog, a cowboy doll, a space ranger, and, most recently, a magical queen with frost powers, just to name a few. Disney characters have adults and children alike lining up to meet them. But none of the characters would have heart, meaning, and returning fans if it weren't for this one key thing that Disney does better than the competition. And that is telling a good story.

From *Snow White and the Seven Dwarfs* to *Frozen*, Disney has adapted some of the world's best-loved tales and turned them into unforgettable adventures suitable for entire families to enjoy together. In Disneyland, storytelling had its place in attraction history and firework soundtracks. While the subtlety of those types of storytelling is still top notch, Disneyland's Fantasyland has created a new home where some of the best loved tales are acted out live for Guests; the Royal Theater in Disneyland's new Fantasyland area, Fantasy Faire.

Just to the left of Sleeping Beauty's Castle, this small pocket of Fantasyland is accessible via a discreet, covered walkway from Frontierland, or from Main Street U.S.A. itself. Formerly known as the Carnation Plaza Gardens, a classic big band and swing-dancing stage, this space was commonly used for school-based musical groups. The transformation into a beautiful extension of Fantasyland has been remarkable. Supported by a miniature tower in the square (complete with a carved Rapunzel whose hair lights up slowly as the flower's magical song plays from some unseen music box), the area is now host to the central meet and greet location for several Disney Princesses at the Royal Hall. Offering a sheltered waiting area, it's an addition that gives Disneyland a place that the Magic Kingdom has had for a while – a place to meet Cinderella and other famous ladies of Disney Royalty all at once.

Beside the meeting hall, the square also features a lively, interactive music box inspired by a story that, oddly enough, entirely lacks Disney Royalty; *The Hunchback of Notre Dame*. Guests who step up and turn the crank (don't worry, there won't be a line) will be delighted by a tinkling version of "Topsy Turvy" as the mechanized puppets dance and the scenery changes from day to night. It's the perfect little diversion while enjoying one of the cinnamon twists from the nearby Maurice's Treats cart, or while waiting for the next storytelling adventure to begin in the Royal Theater.

The Royal Theater is at once plush and unassuming. The venue is covered from the often unforgiving Southern Californian sun, and its royal curtains (in rich red and plum purples) and golden rope give Guests a feeling of stepping into a royal festival hall. Just before show time, younger Guests are encouraged to sit on equally royal-appearing carpet squares close to the stage, while taller Guests sit on benches in front of the stage. But in true Disney style, there isn't a bad seat in the house.

And each story is worth seeing. Since 2013, *Beauty and the Beast* and *Tangled* have been told here. But this storytelling goes far beyond two-dimensional characters or a Princess reading out of a storybook. While those are both delightful ways to hear these beloved tales, this is Fantasy Faire! It wouldn't be complete without a company of Victorian era storytellers to breath life into these stories.

That's just what Guests are in store for. Before the show starts, 'Faire' Maidens come out and greet Guests, warming them up for what's in store. It's part vaudeville (which may be an unintentional nod to Walt Disney as he was a huge fan of that comedic style) and part Shakespearean. Each time a hero (or heroine) has something to celebrate, Guests get in on the story, shouting "Huzzah!" and raising their hands in celebration. But every time a villain plots to interfere, the Guests raise a fist and grumble "Fie!" to the stage.

It's not long before a live pianist is introduced (that's right, no recording here) and the Chorus is introduced. As if stepping from the pages of the Bard himself, they are dressed nearly as well as Royalty themselves. Each show opens with the two-man Chorus singing a giggle-worthy ditty about stagecraft and the story they are about to present. The tune is altered, depending on the story, to be funny and relevant as well, keeping adults as engaged as the younger audience.

A few key characters do appear for the live re-telling of these tales. Of course, Belle and Rapunzel make an appearance. Flynn Rider also appears in the flesh, and a clever stagecraft version of Lumière helps move the tale along. Many of the other necessary characters, such as the Beast, Max the Imperial Horse, Gaston, and Mother Gothel, just to



name a few, are played by the two-man chorus. This keeps the two men hopping, but not enough to steal the show. Each retelling lasts twenty to thirty minutes.

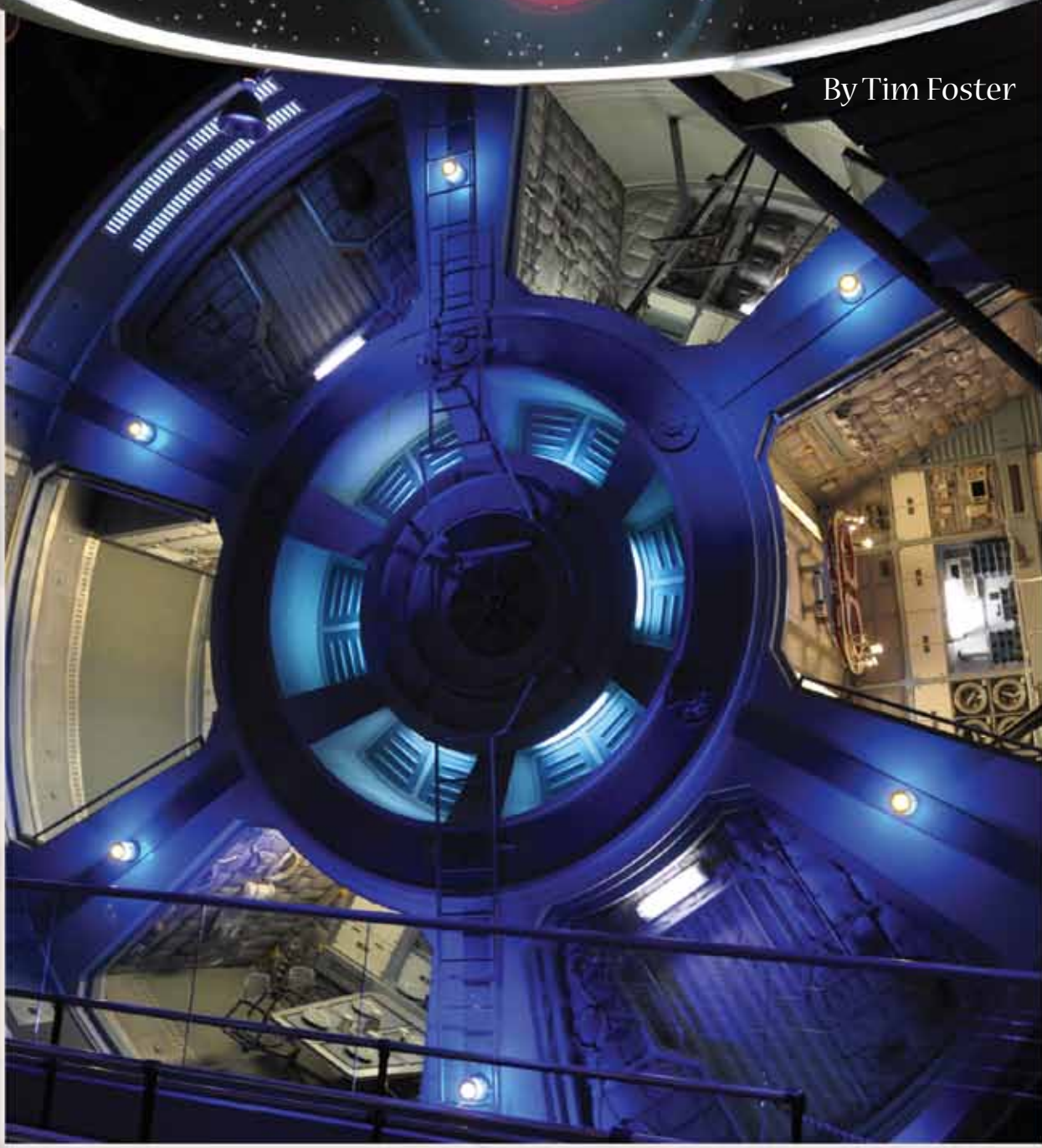
This is quickly becoming a park favorite among Princess fans. Many Guests see the storytelling, and then zip across the square to queue up to meet them in the Royal Hall.

This hidden gem is a great way to ease into a day at Disneyland, for those Guests who don't feel the need to tackle a headline attraction first thing in the morning. While perfect for youngsters, it's also a fun and peaceful way to sip through coffee early in the morning. It's a great testing ground as well. Have a little Guest who is a fan of the stories, but not quite sure they are ready to meet Rapunzel (for example) up close and personal? This is a great way to test the waters. Morning presentations are usually less crowded than the afternoon storytelling presentations, though it's a good idea to check the board at the front of the theater or a Times Guide to see when each story is being told. Once a story has started, the theater closes to seating Guests. However, it's well worth experiencing even in the standing room at the rear of the theater. Photography is also encouraged, as long as the flashes are off, and, of course, as long as it is hands free enough to indulge in a 'Huzzah!' or 'Fie!' every so often!

FEATURED ATTRACTION

MISSION  
SPACE

By Tim Foster



INTERNATIONAL SPACE FLIGHT TRAINING CENTER  
FLIGHT TRAINING

One of the most magical things about Walt Disney World is that you can let your imagination run free. You can be anything you want to be, whether it's a swashbuckling pirate, an undersea explorer, a rootin' tootin' cowboy, or even a princess (or prince)! But there's one frontier that has always captured the imagination of young and old alike, and that has been the allure and mystery of outer space. From *Star Trek* to *Star Wars*, and even earlier to *Flash Gordon* and Jules Verne's classic, "From the Earth to the Moon; and, Round the Moon," man has always wondered what kinds of worlds would be found out among the stars. What was it like on the Moon? Were there other alien civilizations to be discovered? What mysteries would we find?

The world of the future was always a key feature of Disneyland and later the Magic Kingdom, with Tomorrowland offering a glimpse into the wonders that lie ahead. Space exploration was always central to that vision, and one of the challenges of Tomorrowland was in keeping up with the rapid advancements in man's quest to reach the stars. When Disneyland opened in 1955, that vision was still pure fantasy. Science fiction writers pondered what such journeys would be like, and scientists around the world were working on the rockets that would hopefully launch explorers beyond the confines of Earth's atmosphere.

The main feature of that first iteration of Tomorrowland was the TWA Moonliner, a 76-foot tall rocket that was based on the V-2 rocket designed by German rocket scientist Wernher von Braun (von Braun had appeared on the Disneyland TV episodes "Man in Space" and "Man and the Moon" in 1955, and was also a technical consultant for the shows). The concept was that this was a commercial spaceliner that would take passengers to the Moon in the (then far off) year 1986. The rocket stood at the entrance of an attraction called Rocket to the Moon, an early depiction of what such an adventure might be like. At the time, the attraction was pure fantasy (albeit based on the best scientific research at the time), but everything would change in just over two years.

### The Race to Space

As Stinky Pete lamented in *Toy Story 2*, the world changed on October 4, 1957, when Sputnik was launched by the USSR and became the first man-made artificial satellite. The race to the Moon was on, and when Neil

Armstrong set foot on the Moon's surface in 1969, the idea of space exploration was no longer the stuff of fantasy.

Attractions in Disneyland and the soon-to-be-opened Magic Kingdom struggled to keep up, with attractions such as Rocket to the Moon giving way to Flight to the Moon and later Mission to Mars. The Magic Kingdom's Tomorrowland shifted its focus in 1994, reimagining the area as a retro-futuristic vision of tomorrow as seen by some of science fiction's greatest writers. Today's Tomorrowland puts Guests in a world filled with robots, futuristic transportation systems, and an intergalactic spaceport where beings from all across the galaxy gather to meet, work, and play.

The idea of showcasing the technologies of tomorrow shifted to Epcot's Future World, though at the time, spaceflight was a secondary consideration on attractions like Spaceship Earth (with its grand mural at the entrance) and Horizons (which offered a glimpse into the future of interstellar habitation). For pure space thrills, Guests had to make do with Star Tours over at the Disney-MGM Studios. Star Tours (which opened five years before the Tomorrowland refurbishment) took Jedi hopefuls on a thrilling adventure through the Star Wars universe, complete with an exhilarating run down the Death Star trench.

But what about real life space adventures? For that, Guests would have to wait until 2003 and the arrival of Mission: SPACE.

### Destination: Mars

Mission: SPACE replaced the original Epcot attraction Horizons, which had closed in 1999. A new attraction that would take Guests on a mission to space was announced, but few details were revealed. Would it be a slow-moving journey like most of the other Epcot attractions? Or would it be a new thrill ride?

As opening day approached and Guests starting catching glimpses of the new show building, it was clear that this was going to be a thrill ride that would be joining Test Track as anchor attractions in Future World. But this was to be no ordinary thrill ride. This was going to be a simulation of actual spaceflight, not just a traditional simulator like those used in Star Tours (in which a stationary cabin was tilted and moved, creating a sense of motion when combined with project visuals on the interior viewing screens). Disney Imagineers worked alongside

engineers from Compac (and later Hewlett-Packard) to create a new simulation system that would replicate the extremes of space training that NASA astronauts underwent as they prepared for space flight. The simulator hardware itself was designed and built by the Environmental Tectonics Corporation of Pennsylvania.

It was initially hoped that the construction could make use of the old Horizons building in order to save costs. However, it turned out that the sheer bulk of the necessary equipment would require an excessive amount of anchoring to secure it safely to the ground. The Horizons building was inadequate for the engineering demands imposed by the new ride system, so the building was demolished to make way for an all-new structure.

The final ride systems had Guests boarding individual space capsules that could seat four occupants. The capsules themselves were attached to a multiple-arm centrifuge that would spin the vehicles at 35 mph around a giant circle, subjecting Guests to forces up to 2.5 g, more than twice the force of gravity. The capsules could also tilt and rotate to further simulate the motion of space travel. Secured by an over-the-shoulder restraint, Guests would view a high-resolution display that, when combined with the motions of the capsule itself, created an amazingly realistic simulation of space flight. How realistic? Mission: Space was designed with the help of actual NASA astronauts, who say it is the most accurate simulation of space flight that they've ever experienced.

Unfortunately, it was so realistic that many Guests had trouble handling the intense forces created by the spinning of the centrifuge. (Motion sickness bags were in fact introduced to the attraction shortly after its opening... just in case!). For those who wanted to experience the wonders of space travel but who didn't necessarily have the "right stuff," good news came in 2006 when a gentler version of the attraction was introduced. This version eliminated the spinning of the centrifuge, though still

maintained the tilting simulator effects that would allow the capsule to mimic the forces of take off, acceleration, and landing. This version of the attraction proved to be extremely popular, and today wait times for both versions are often fairly close.

### Your Journey Begins

The first thing that strikes you about Mission: SPACE is the uniqueness of the building. Sweeping arcs and massive curves convey a sense of motion that hints at the adventures that await you inside. At the entrance to the building you'll see giant recreations of the Moon, Jupiter, and your ultimate destination, Mars. As you approach the entrance, you will be asked if you want to join the Green Team (the milder version), or the Orange Team (for the intense space flight experience). Once you have your card you'll enter the

building and be escorted to the proper loading area for your mission.

Once inside the building you'll see one of the most detailed queues in all of Walt Disney World. At the heart of the queue is a giant revolving space station as well as a Lunar Rover display unit on loan from the Smithsonian Institution's National Air and Space Museum (this was the type of rover used on later Apollo Moon missions). You'll also see a series of plaques lining the queue (which are



easier to see if you're on the Green Team). They depict key moments in the history of space exploration, beginning with the first human to enter space, Yuri Gagarin, and highlighting other milestones such as the Moon landings and the launch of the Space Shuttle. You'll also find a couple of fictional plaques that commemorate "recent" milestones, such as the First Family in Space that "occurred" in the year 2030 (the family includes an adventurous canine named Sunspot). These last plaques help create the backstory for your mission, which is actually taking place in the year 2036, the 75th anniversary of Gagarin's historic first flight.

You'll also get a glimpse inside mission control toward

the right, and if you look closely, you just might be able to spot a clever tribute to the former Magic Kingdom attraction, Mission to Mars. In Mission to Mars, there was a gag where an off-course bird would inadvertently trip the proximity alarms, setting off the emergency system. Well, that bird evidently hasn't learned his lesson, because if you watch the monitors closely, you can see that same bird attempting another clumsy landing (thankfully, your mission won't be scrubbed).

As you approach the loading area, your mission commander (portrayed by Gary Sinise, who played astronaut Ken Mattingly in the film *Apollo 13*) briefs you on your assignment and explains the boarding procedure. You'll be split into teams of four, with each you being assigned a specific role (commander, navigator, pilot, and engineer). Once you settle into the cabin the countdown begins. At liftoff, you'll experience the incredible crush of the rapidly increasing g-forces (either mild or intense depending on whether you're on the Green or Orange Team) as you race through the atmosphere and into outer space. Depending on your assigned role, you'll need to carry out a few important functions as a member of your team to ensure a successful flight (for example, the engineer is tasked with putting the crew into hypersleep for the extended journey to Mars). Don't worry if you flip the wrong switch though, your ship, the X-2 Deep Space Shuttle, is equipped with an advanced auto-pilot function that will activate the appropriate systems if you hit the wrong button. After a few moments of weightlessness it's time for the slingshot maneuver around the moon (with another round of intense g-forces), which will propel you towards your final destination, Mars. Once you arrive, you're in for a bit of a bumpy landing, as things don't go quite as planned, and it's up to you and your team to land your spacecraft safely.

### More Spacefaring Adventures

Once your training mission is complete, the fun isn't over yet. You'll enter the Advanced Training Lab, where you can participate in a number of activities designed to sharpen your space skills. You can try your luck at Mission: Space Race, where you'll work in groups to complete a number of specialized tasks. Your mission? Work together as a team to successfully bring two X-2 spacecraft back to Earth. Younger astronauts can explore a space-themed play area, complete with tunnels and climbing tubes. Expedition Mars is a single-person arcade game that allows

you to explore the mysterious red planet on foot; while Postcards From Space lets you send virtual postcards to your Earth-bound friends.

There's a gift shop at the exit, and in addition to getting that perfect space souvenir, you can look for Mickey Mouse himself! The large space suited Mickey is easy to spot of course, but see if you can find the Mickey-shaped junction boxes on the walls, and look up to see a giant Mickey-shaped nebula.

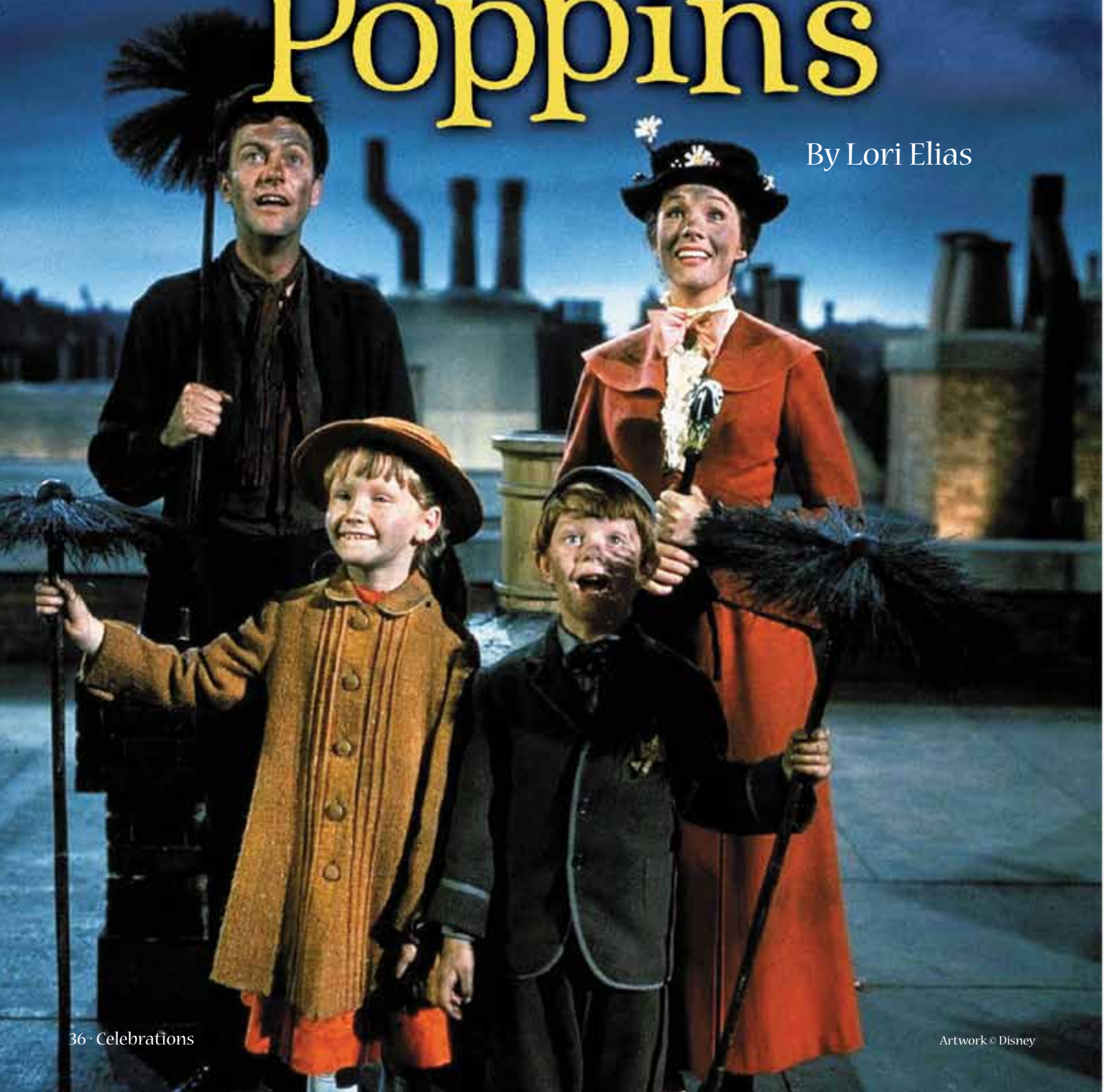
### Mission: SPACE Little Known Facts

- The model of the Moon at the entrance to the building contains a number of markers. These represent the locations where manned and unmanned missions have landed on the Moon. See if you can find the special orange marker that indicates the landing site of Apollo 11, where Neil Armstrong took that historic first step on the Moon.
- The grand opening of Mission: SPACE was marked by a special ceremony attended by then-CEO Michael Eisner, Hewlett-Packard CEO Carly Fiorina, and NASA Administrator Sean O'Keefe, as well as several NASA astronauts representing historic space programs of the past including Mercury, Gemini, Apollo, the space shuttle program, and the International Space Station.
- Mission: SPACE was originally sponsored by Compaq, who worked with Disney Imagineers on the design. Hewlett-Packard assumed sponsorship for the attraction upon its merger with Compaq in 2002.
- If you join the Orange Team (the "intense" version), the most important tip for avoiding motion sickness is to stay focused on the screen, with your head facing straight ahead. If you turn your head the spinning sensation will become much more apparent (and that could mean trouble!).
- There are four separate centrifuges, each with 10 capsules holding four riders each.
- It is estimated that the cost of developing the attraction was \$100-150 million.
- Before the launch doors open, look for a pair of Hidden Mickeys on the horizontal bar above the door.
- Look for the Horizons logo (the attraction that Mission: SPACE replaced) in the center of the rotating gravity wheel in the queue area.
- Your mission is overseen by the ISTC, which stands for International Space Training Center.

FEATURED FILM

# Mary Poppins

By Lori Elias



*"A man has dreams of walking with giants/To carve his niche in the edifice of time"*

So sings George Banks in "A Man Has Dreams." The song's composers, Richard and Robert Sherman, joined other giants of Walt Disney Studios, including artist Peter Ellenshaw, writers Bill Walsh and Don Da Gradi, and director Robert Stevenson, who all walked together to create what many consider the pinnacle of Walt Disney's films: *Mary Poppins*.

Unlike Disney Studio's earlier films, which for the most part were original stories or adapted from centuries-old fairytales long in the public domain, *Mary Poppins* was based on a book by P.L. Travers, an author of "dangerous brilliance," according to her friend and mentor, writer George William Russell. She was still very much alive and had definite ideas about how her story should be portrayed. This would lead to an encounter unlike any Walt Disney and the Studios had ever seen: two enormously intelligent people, both of whom were used to getting their way when it came to their work, and who each had a very clear vision of how *Mary Poppins* should appear on-screen—if it would appear at all.

Though of course she could not have realized it at the time, Pamela Lyndon Travers, who was born Helen Lyndon Goff in Queensland, Australia, was the product of a difficult childhood that would ultimately shape her famous book. Her mother Margaret was not a particularly affectionate woman, and was at times overwhelmed with the task of caring for her three young daughters and a devoted but challenging husband. For years Lyndon, as the future author was called, curiously romanticized her father, Travers Robert Goff, as an Irish dreamer who oversaw a sugarcane plantation in Queensland. In reality, however, he battled alcoholism and struggled with a career in banking. He died when she was seven, leaving his wife and daughters in poverty and forced to rely on relatives to survive. One night a few years later, Margaret announced that she was leaving the house to drown herself in a local creek, leaving young Lyndon to console her two little sisters. She kept them calm by creating a story

about a magical horse she later said influenced her design of *Mary Poppins*. Margaret Goff survived the episode, but it understandably left its mark on her eldest daughter.

To help ease the strain on the fragile Mrs. Goff, Lyndon spent a great deal of her early years, both before but primarily after her father's passing, in the charge of her great-aunt Helen Morehead ("Aunt Ellie"), a decidedly firm but loving woman who gave the girl the first real stable family life she had ever known. After completing school, she worked for a time as an actress. She adopted the stage name Pamela Travers, in honor of her father and because she liked the flow of the name "Pamela," and later moving to England to pursue a career as a writer. There she found respectable success as a poet and journalist, and in 1934 assembled *Mary Poppins* from short stories she had written throughout

those years. Her physically and emotionally absent parents inspired her ideas for Mr. and Mrs. Banks, Aunt Ellie became the prototype for the title character, and various relatives and acquaintances helped to inspire other personalities and situations throughout the stories. She in essence looked back at her troubled childhood and used her pen to create, if not happy endings, then certainly happier endings in the pages of the book. *Mary Poppins* earned both critical and commercial acclaim, and sequels came in quick succession: *Mary Poppins Comes Back* (1935), *Mary Poppins Open the Door* (1944), and *Mary Poppins in the Park* (1952).

Walt Disney's interest in the stories took root when he overheard his young daughter Diane laughing over the tales around ten years after the first book had been published. Lillian Disney shared her daughter's affection for the book and joined Diane in asking Walt numerous times to adapt the story of the mysterious nanny into a film. Upon learning that Travers was living in New York City, Walt sent his brother Roy to meet with her in 1945 in hopes of convincing her to sign over the rights for *Mary Poppins* to the Disney Studios. Travers was very fearful of her stories being trivialized on film, especially in the hands of a studio known for animated fairy tales, and Roy was unsuccessful.

For the next several years, Walt continued to attempt



to woo Travers, who had returned to England, in order to gain the rights. He finally won her over with a deal in which she would be paid for her time in creating a story outline, although Disney's writers would be simultaneously preparing their own. The offer included \$100,000, five percent of the film's gross, and script approval, a concession that had been unheard of at the Studios until now. She would also serve as a consultant on the film. Little did Walt know that fifteen years of cajoling, courting, and compromising would be the easiest part of his dealings with P. L. Travers.

After securing his agreement with Travers, Disney approached staff composers Richard and Robert Sherman. Before having them write a note of music for the film, he first asked if they knew what a nanny was, to which they replied that a nanny was a goat. Disney then handed them a copy of the book. Being well aware of the brothers' ability as storytellers through song, he asked them to read the book and share their thoughts for a potential movie. The brothers enthusiastically selected seven chapters with which they knew they could work. In what the character Bert the might call a "fortuitous circumstance," Walt had underlined the exact same chapters.

His original conversation with the Shermans also helped him realize that he would have to rework the plot in order to explain the role of a nanny to American audiences, who at that time were unfamiliar with the concept of someone being hired to watch over other people's children. Instead of having the Banks family living in troublesome economic straits during the Depression, as was portrayed in the book, Disney made them a middle class family living in turn-of-the-century Edwardian England. Though financially comfortable, Mary Poppins would help the emotionally absent parents see the importance of devotion in order to achieve a happy family.

Though Walt had asked Travers to develop her own outline of the screen treatment, he assigned the screenplay to Don DaGradi and Bill Walsh. DaGradi had started at Disney as a scene painter, and went on to serve as art director for *Dumbo* (1941). He worked in the Art Department for a number of films, including *Make Mine Music* (1946), *Cinderella* (1950), *Alice in Wonderland* (1951), and *Peter Pan* (1953) before transferring to the Story Department of the Studios, where he co-wrote the screenplay for *Lady and the Tramp* (1955).

Bill Walsh had worked as a writer and co-producer on a number of live-action projects, including *The Mickey Mouse Club* and *Davy Crockett: King of the Wild Frontier* (1955). Walsh

had worked with DaGradi on the script of *Darby O'Gill and the Little People* (1959) when they were asked to take over *Mary Poppins*.

As it was imperative to have Travers' approval of the script before filming could take place, Walt invited her to spend time with the production team so that they could share their plans and receive her feedback...and share them she did. She was vehemently and vocally against many of their ideas from the get-go. She abhorred the portrayal of Mr. Banks as being so cold with his children, hating the image of him tearing up their advertisement for a nanny. She did not agree with the chapters chosen by Walt and the Shermans, and disliked the prominence of Bert, who was an amalgam of a number of minor characters from the books. She was adamant that there be no hint of romance between Bert and Mary Poppins, and balked at any sign of their potential closeness. She was explicit that Mary Poppins should never be impertinent or defiant to anyone, particularly Mr. and Mrs. Banks, bristling at the idea of her sliding on the banister after the children had explicitly been told not to. She balked at any dialogue that she felt was not "British" enough. She was especially insistent that there be no animation in the movie, and resented the use of the word "fantasy" that was so commonly heard at the Disney Studios.

Because the story was based on herself and her family, she wanted each detail to be as she could clearly see in her mind: for example, she insisted that Mr. Banks should wear the same pajamas as her father did, and that Mary Poppins should carry the style of tape measure which Travers' mother had used. She also disliked most of the outlines the Sherman brothers had created for the film's songs, asking for tunes popular at the turn of the century instead. While some accommodations were made to appease her, it took a great deal of negotiation on the part of the creative team to get her to agree to their adaptations. When she left after over a week of aggressively objecting to the majority of the Disney's plans, she sent Walt pages of notes she had typed, detailing changes she wanted made to the script and story. Though she ultimately gave her approval—with a great deal of trepidation—she continued to send Walt letters complaining about the Studios' treatment of her stories.

Why was Travers so reluctant to acquiesce to those elements that most agree are so enchanting about Disney's vision for *Mary Poppins*? Without a doubt, her personal investment in the stories made it very difficult for her to see the characters in any other light than her own. The Banks

family was based on family and friends who were very close to her, and their stories and the character of Mary Poppins represented significant people and events in her life, so she had a very clear image of what she believed they should be. To see them portrayed any other way was simply inconceivable to her.

Another one of her demands was that only British actors could be cast in the film, and on that point she very nearly succeeded. Mr. Banks was portrayed by English-born actor David Tomlinson, who would return to Disney for *The Love Bug* (1968) and *Bedknobs and Broomsticks* (1971). Glynis Johns, who played Mrs. Banks, was born in South Africa to Welsh parents. She enjoyed a successful career on the stage and screen both before and after *Mary Poppins*. The young actors portraying the Banks children, Karen Dotrice from the United Kingdom's Channel Islands and London native Matthew Garber, had both appeared in Disney's *The Three Lives of Thomasina* (1964, released two months before *Mary Poppins*). Dotrice and Garber had actually been friends for years, and in fact, it was Karen's father, actor Roy Dotrice, who suggested young Matthew to Disney Casting.

Only two of the film's principal actors were American: future Disney Legends Ed Wynn as Uncle Albert and of course Dick Van Dyke as Bert. Wynn was already known to Disney film fans as the voice of the Mad Hatter in *Alice in Wonderland* (1951). Van Dyke – whom Travers was very much against casting – had been taking Broadway by storm, notably in his Tony Award-winning turn in *Bye Bye Birdie* (1961), which he would reprise in film two years later. He had just begun work on television's *The Dick Van Dyke Show* when he was offered the opportunity to play Bert by Walt Disney himself.

But it was the title character that was the biggest concern. Walt and his team knew that casting the role of Mary Poppins was of the utmost importance, both in securing

Travers' approval as well as for creating a successful film. While visiting New York City, Walt and Lillian attended the musical *Camelot*, which starred a young British actress named Julie Andrews as Queen Guinevere. Walt approached Andrews after the show, but she hesitated to accept the offer. First of all, she was expecting her first child; second, prior to her run in *Camelot*, she had enjoyed a critically-acclaimed turn as Eliza Doolittle in *My Fair Lady*. The film version of the musical was in the works, and Andrews was anticipating being asked to reprise her stage role on the big screen. To her chagrin, Audrey Hepburn was instead cast as Eliza; after learning of this, Andrews phoned Walt to ask him, "When do we start?" (Fortunately, a telephone conversation between



Andrews and Travers won the author's confidence in Ms. Andrews for the role.)

After signing on, Andrews was presented with the songs that had been written at that point. While she dearly loved most of the compositions the Sherman brothers had created, she was less enthusiastic about a ballad called "The Eyes of Love," which they had written for the beginning of the film, and of which they were very proud. While she agreed that the song was beautiful, she felt that it did not fit the character of Mary Poppins. She asked in-

stead for song that had more "snap."

One evening not long after that, frustrated at Andrews' rejection of the song, Robert Sherman was sitting alone in his study when his young son Jeffrey entered the room. The elder Sherman asked the boy about his day, and Jeff replied that they had received their polio vaccinations at school. His father asked how the experience had been, and Jeff stated that the medicine had been put on a sugar cube, which the children easily swallowed. Mr. Sherman's cerebral wheels started turning, and the next morning he shared the idea with his brother – "A spoonful of sugar helps the medicine go down" – and so an unforgettable tune was born. They even included the word "snap" just for Ms. Andrews! (In ev'ry

job there must be done there is an element of fun/You find the fun and snap! the job's a game.")

While it is common for a film's starring actress to have an influence on the music, it is less so for the movie's scenic matte painter to inspire a song. Peter Ellenshaw had started working for Disney in 1948, creating matte paintings that served as sets for *Treasure Island* (1950) and *20,000 Leagues Under the Sea* (1955). (Matte paintings – landscapes painted with acrylics on glass and integrated into live-action films – were often used in films to create complex or otherwise expensive sets before computer technology was developed to allow buildings or other enhancements to be added digitally.) It was Ellenshaw's paintbrushes that created Cherry Tree Lane, the "rooftops of London," the countryside of Bert's chalk drawing, and many other magical scenes in the movie.

It was also Peter Ellenshaw who inadvertently made chimney sweeps dance on those very "rooftops of London"! Ellenshaw taught Walt Disney, Bill Walsh, and Don DaGradi a Cockney pub song popular in the late 1930s and throughout World War II called "Knees Up Mother Brown." The Shermans were summoned to Disney's office, where they discovered the four men singing and dancing around the room. Disney told "the boys," as he called the Sherman brothers, that this was the type of song that was needed for Bert's rooftop dance, which led to "Step in Time."

"Supercalifragilisticexpialidocious" was influenced by the Shermans' experience at summer camp, as well as their boyhood enjoyment of creating long, fun-sounding words from putting other words together. While at camp they had learned a long nonsense word, a special remembrance of their experience that they could share between themselves. They wanted to create a similar memento for the Banks children to bring back with them from their day of fantasy in the chalk drawings. They wanted an "obnoxious" word, but as the story took place in England, they decided that "atrocious" sounded more British. From there they went to the

rhyming word "precocious." They liked the idea of the word being "super-colossal," so they put sounds together, as they had done as young boys, to create the song and its lyrics.

While working to create a song for Bert, Bob Sherman thought of a line: "One chimney, two chimney, three chimney sweep." His brother pondered the words, and it was not long before a melody formulated in his mind, which in turn led to the lyrics that would evolve into "Chim Chim Cher-ee." It went on to win the Academy Award for Best Original Song.

What may have been an even greater honor for the Shermans, though, was that "Feed the Birds," written about an old woman selling breadcrumbs for "tuppence a bag," would become one of Walt's favorite songs. He deeply loved the message contained in the song: that it does not take much to be kind to others. It became Walt's custom to call the Shermans to his office on Friday afternoons to discuss their



current projects. Inevitably, he would say, "Play it," and "the boys" would play and sing "Feed the Birds" as Walt gazed out the window.

The movie premiere was held on August 27, 1964, at Grauman's Chinese Theatre, and was a glorious a spectacle as only Disney could create. Mickey Mouse and Pluto, Snow White and her dwarfs, the Three Little Pigs and

the Big Bad Wolf, Peter Pan and Goofy were all on hand to welcome the newest film to the Disney fold. A twelve-piece band played music from the film, while dancers dressed as chimney sweeps and penguins entertained the thousands of fans who had gathered to see the celebrities who had been invited to view the film.

One who had almost not been invited was P. L. Travers. In the months leading up to the premiere, she became aware that she was not going to receive an invitation, and telegraphed Walt to inform him that she would be there. One of Disney's story editors, Bill Dover, quickly made arrangements to have an invitation sent to her, while Walt graciously told her that he had expected her at the London premiere but would be happy to see her in Los Angeles as

well. At the conclusion of the film, as the audience around her gave the movie a five-minute standing ovation, Travers sat weeping – whether it was from joy or sorrow has never been entirely determined. Later, at the premiere party, she approached Walt and said, “The first thing that has to go is the animation sequence,” to which he calmly replied, “Pamela, the ship has sailed,” and walked away. (She did send him a congratulatory telegram the following day.)

*Mary Poppins* was of course a critical and financial success. The film cost \$5 million to make, while grossing over \$75 million and earning five Academy Awards, including Best Actress for Julie Andrews in her film debut, Best Film Editing, Best Special Visual Effects for Ellenshaw, and for the Sherman brothers, Best Original Score and Best Song. (Ironically, Audrey Hepburn, for whom Andrews was skipped over for the film *My Fair Lady*, was not nominated, though her co-star Rex Harrison won Best Actor and the movie won Best Picture). Subsequent re-releases in 1973 and 1980 continued to draw new young audiences to the film.

In December, just in time for the film’s fiftieth anniversary, Disney released the film *Saving Mr. Banks*, which depicts the stormy relationship between Travers and the Disney Studios in completing *Mary Poppins*. Based on the book “Mary Poppins, She Wrote: The Life of P. L. Travers” by Valerie Lawson, *Saving Mr. Banks* stars Tom Hanks as Walt Disney, marking the first time that he has been portrayed as a role in a feature film, Emma Thompson as P. L. Travers, Collin Farrell and Ruth Wilson as Travers and Margaret Goff, Bradley Whitford as Don DaGradi, and Jason Schwartzman and B. J. Novak as Richard and Robert Sherman. *Saving Mr. Banks* was directed by John Lee Hancock (*The Blind Side*), with a soundtrack by Thomas Newman, whose scores for Disney include *Finding Nemo* (2003) and *Wall-E* (2008).

December also saw the release of the 50th anniversary Blu-Ray edition of the film, with extras including “MARY-OKE” sing-along versions of some of the film’s popular songs, and “Becoming Mr. Sherman,” a conversation with Richard Sherman and his *Saving Mr. Banks* alter-ego, Jason Schwartzman.

While the path from page to screen may have been one of the most complex and tumultuous journeys of Walt’s film career, the excellence of all involved, from writers to artists to performers, created a classic that is “practically perfect in every way.” As the fiftieth anniversary of the film dawns, it is evident that *Mary Poppins* will be enjoyed by children and adults alike for generations to come.

### Mary Poppins Fascinating Facts

- P. L. Travers kept meticulous records of her dealings with the creative team, tape-recording their meetings and keeping carbon copies of each letter she sent to them. They have been maintained in the Mitchell Library at the State Library of Australia in New South Wales, along with other personal papers, including the original manuscripts of her books. Some of the recordings of her meetings with the Shermans and DaGradi were included in the 40th anniversary soundtrack of *Mary Poppins* released in 2004, and can also be heard in the closing credits of *Saving Mr. Banks*.
- The original illustrator for the *Mary Poppins* books was Mary Shepard. Her father, Ernst Shepard, was the illustrator of A. A. Milne’s *Winnie the Pooh* books.
- In 1994, Travers sold theatrical rights for *Mary Poppins* to the esteemed theatre producer Cameron Mackintosh (*Cats*, *Les Misérables*, *The Phantom of the Opera*), and in 2004 the stage musical *Mary Poppins* opened in London’s West End, with a re-worked script and new songs to complement the songs from the film. The show moved to Broadway two years later, running for six years before closing in March 2013. In the contract she stipulated that nobody from the film’s creative team be permitted to work on the stage production. This includes the Sherman brothers, whose songs are nonetheless included in the musical’s score.
- The Sherman brothers wrote 35 songs for *Mary Poppins*, fourteen of which were used in the final cut of the film.
- In 2004 the American Film Institute included “Supercalifragilisticexpialidocious” (#36) among its list of the top 100 movie songs of all time, and in 2006 AFI named *Mary Poppins* as the sixth-greatest movie musical ever made.
- The word “supercalifragilisticexpialidocious” was added to the Oxford English Dictionary, where its definition is “extraordinarily good; wonderful.” An alternate spelling is listed, “supercalafajalisticexpialadojus.” In 1965, a lawsuit was filed against Disney by Gloria Parker and Barney Young, claiming they had written a song by the latter title in 1949, which the Shermans insisted they had never heard. The judge decided that the songs weren’t similar enough to warrant copyright infringement and the suit was dismissed.
- One of the reasons Walt wanted Julie Andrews for the role of *Mary Poppins* was because of her excellent whistling skills, which he heard her demonstrate in “What Do the Simple Folk Do?” from the musical *Camelot*. She performed the whistling for the Animatronic bird in “A Spoonful of Sugar.”



# Exploring the Great Outdoors at the Fort Wilderness Campground

By Rod Wheaton





**W**hat comes to your mind when you think of camping? Insects? Snakes? Sleeping on the ground? Sweating over a smoky campfire while trying to cook? Something that's not quite your idea of a vacation? Especially a Disney vacation?

Even if you like camping, you may never have considered camping at Walt Disney World...but even after 40 years, camping at the Fort Wilderness Resort and Campground is still a favorite way for many to visit the most magical place on Earth. Once you see all the things happening at Fort Wilderness Campground, you might decide it's time to give some thought to visiting there yourself!

Early in his vision, it is said Walt Disney wanted people to come and visit his new "Florida Project" and have the option of staying in everything from a sleeping bag to a suite. He also appreciated that the extreme natural beauty of central Florida would lend itself well to those who wanted a vacation experience closer to nature. Those who flew with Walt on the company Gulfstream on November 22nd, 1963 say it was when Walt looked down on beautiful blue Bay Lake and saw Riles Island located just a few hundred yards off the Cypress tree shoreline (the area that would eventually become Fort Wilderness Campground) that Walt declared, "This is it."

Nestled on Bay Lake on 750 acres, the Fort Wilderness Resort Campground is a peaceful oasis of tranquility and beauty, and is a world apart from the hustle, bustle, and sometimes frantic energy and crowds of the parks. Here, just a short boat ride away from all the action, you can

watch the herons fly across the waters, ride a horse, cook's mores over a campfire, or watch a movie on an outdoor screen with your children. You can fish, or paddle a canoe through tranquil waters. You can sit in a rocking chair on the shady front porch of Crockett's Tavern and listen to the birdsong mingle with the breezes blowing through the palm fronds, and finish your evening by walking down to the beach and watching the fireworks over the Magic Kingdom and the Electrical Water Pageant.

### **Creating Fort Wilderness**

Before we go any further, though, let's talk a little more about the history of Fort

Wilderness. As stated earlier, it's been said that Walt wanted everyone to be able to come to WDW and he wanted suitable accommodations for all, everything from a luxury suite to a sleeping bag. In true Disney style, though, they wanted their campground to be a new experience that would be unlike any other. Operations Chief Dick Nunis called in Keith Kambak, a Disneyland employee with a degree in recreation. Nunis asked "Do you have any experience at campgrounds?" Kambak had none. To Disney Operations, though, this was a plus. They wanted to create something new and better, and didn't want any bad habits ingrained from following simple current industry standard. Nunis promptly sent Kambak off on a 6-month research trip touring the country from campground to campground; learning and observing the best practices from all. Nunis also sent Keith to environmental classes, which later helped Keith develop the philosophy that the campground should be built in a way that would accentuate the land's natural beauty.

Arriving in Florida in the spring of 1971, Keith found the intended site of Fort Wilderness to be essentially untouched wild lands. The opening of Walt Disney World was only a few months away, and construction on the resort hotels and the park were woefully behind. Troubles with contractors and unions, challenges arising from building on swampland, and implementing and building with new technologies all combined to a mounting fear that the resorts that were considered so key to the new project's success would not be complete or ready by opening day. The priority to complete the campground was not considered high com-

pared to the need to make sure that the hotels were ready for the anticipated crowds. As a result, construction workers were shifted from working at the campground to the resort hotels. Keith, in charge of getting the campground built, could see he had an enormous job ahead, and he literally moved in by setting up a trailer and living on site. He recalled that as priorities shifted away from his project, he had to devise more and more clever ways to get materials and resources. This included "appropriating" tools and materials earmarked for other places within WDW, often in the evening hours when everyone else had gone home. When Keith and his crew would spy materials or tools they needed and couldn't get by official means, he and his men would go at night by boat or truck and load up what they needed to take back to the campground project.

One infamous raid arose when Keith needed office equipment and couldn't get any. He knew the legal department always seemed able to get anything they needed, so late one night, they raided the legal department office and carted off the desk and all the office furniture. According to Keith, they even unloaded all the filing cabinets and drawers and left the contents stacked up on the floor. He humorously recalled that he wasn't sure if the legal department ever figured out what happened. Antics like these earned his crew the nickname "Kambak's Raiders," and their efforts paid off. While Fort Wilderness campground may not have opened with the rest of WDW on October 1st 1971, it was able to welcome Guests only one month later with 250 campsites. Its rustic appeal, comfortable theming, and pristine setting in the Florida naturalscape immediately made it a hit not only with visitors, but with locals as well. It has become so popular over the years that it now encompasses 750 acres and nearly 800 campsites spread thru 19 "loops."

### **A Different Experience**

Today, we continue to benefit from the foresight and efforts that went into the creation of Fort Wilderness. A camping trip at WDW is a different experience than a common camping trip. Fort Wilderness Campground is consistently

voted as one of the very best campgrounds in the entire country, and with good reason. As times and the camping industry have changed, it has consistently kept pace. In recent years, as RVs have become bigger and slide-out rooms have become common, the sites have been continuously improved and widened to accommodate anything from a tent to the largest RVs on the market. There are 4 site-type designations: Tent Sites, Full Hook up, Preferred Sites, and Premium. The resort's Operations Standards are top notch as well. Cleanliness is second to none. As soon as a Guest checks out, the site is cleaned, the on-site grill emptied of ashes, and the entire site is blown clean with a leaf blower. The bathhouses are air conditioned and beautifully tiled. Buses transport Guests throughout the resort to the pools, shops, restaurants, and dinner shows. To put it another way, this is not your father's campground.



### **Staying at Fort Wilderness Today**

Guests arriving for a stay at Fort Wilderness are in for an entirely different camping experience right from the start. When you arrive at the front gate, you'll find yourself at the "Outpost," a collection of log structures that look like you've stepped right back into Davy Crockett's frontier. If you enjoy the Magic Kingdom's Frontierland, you'll feel right at home. Stepping out of your RV or vehicle, one of the first things you'll likely notice is the light background music. Banjo, fiddles, and the occasional re-worked "countrified" Disney classic song all contribute to the atmosphere, and let you know that you've stepped not only into a different place, but a different time altogether. While you often can remain in-

side your vehicle while an Outpost Cast Member checks you in, taking a minute to walk inside the Outpost office is well worth it. As you step through the doors of the rustic building, take note of the log walls, the frontier dress of the Cast Members, and the children watching cartoons while lying on the rug covering the corner of the wood floor. Impressively, the theming somehow manages to make even the modern television seem right at home. Despite the rustic theming, though, don't be fooled. There is a concierge desk and helpful Cast Members everywhere, and you will get the same services and assistance as at the other Disney Resorts.

After check-in, as you ride through the 750-acre resort on your way to your campsite, you can't help but feel yourself



start to relax as you pass long stretches of tranquil Cypress trees draped with Spanish Moss. Dotted along the way are playgrounds, tetherball stands, picnic areas, and even a dog park where you can bring your pet and let them off-leash to run free and play with other dogs. Many Fort Wilderness Guests have met and made new friends here while relaxing with other pet owners. This brings up another aspect of camping at Fort Wilderness that is unique from all other WDW resorts: the sense of community. That is not to slight the other wonderful resorts at all; it's simply that most Guests who stay here have many opportunities to meet and interact with other Guests. For those that bring their RVs, it's like being at WDW in their own home with the other campers in their loop being neighbors. Even for those that tent camp, the outside nature of their stay lends itself to meeting and talking with those around them. This

at-home feel is particularly reflected as you drive through the various loops of the campground and see all the many personal touches. Disney campers are renowned for their ingenuity, and as you ride or walk through the campground you'll see custom-made Mickey-shaped pole lights, banners, flags, rope light displays, and all other manner of personalization that makes a trip through the campground a real treat, even for WDW Guests staying at other resorts. This is especially true during various holidays and events throughout the year, when you'll not only find many festive light displays, but even informal "Golf Cart Parades," where Fort Wilderness campers line up to ride through the campground displaying their custom-themed and decorated golf carts.

When you arrive at your site, you'll find a clean, paved level stretch to place your camp. There is a sandy area with a grill should you want to cook out. As you relax in the evening you'll smell tantalizing scents of steaks, burgers, and other creative camp fare. Although you may be camping, if you have an RV the sites give you full electricity, water, air conditioning, and plumbing. Suddenly, "roughing it" doesn't seem so rough at all! Even for those who choose to stay in a tent, the fully air-conditioned, spotlessly clean, and beautifully tiled "comfort stations" offer full amenities. If you're fortunate, you may even have a site

overlooking one of the many waterways that run through the campground, and as you enjoy time at your site, canoe travelers wave to you as they glide by. OK, so now that you've arrived, enjoyed looking around, and set up your site, what is there to do for fun?

### **Fun at the Fort**

Fort Wilderness Resort offers a wide range of fun and activity for the whole family. There's so much to do, in fact, that you could easily spend a lengthy stay here without ever leaving to see a park! Do you like fishing? The Fort sits on the shore of Bay Lake, which has been the site of fishing tournaments and events throughout the years. If you want to try your hand at fishing for one of the many trophy-sized fish, you can go all-out and head to the boat dock for a chartered excursion, or you can just grab a pole and head to any of

the many shady canals that are interlaced throughout the whole property. Disney's catch and release policy ensures the waters keep an abundance of fish throughout its waters.

If fishing isn't your thing, there are miles of paved paths for bike riding and enjoying the fresh air. The Bike Barn is located right behind the Meadows Trading Post. You can rent a bicycle or a Surrey if you want to take up to 4 people on a scenic tour around the grounds. Next to the Meadows Trading Post is the Meadows Swimmin' Hole. This is the main swimming pool for the resort. If you enjoy WDW trivia and history, take note of the large oak barrel-shaped tank at the top of the water slide...does it look familiar? It was brought over and restored from the old "River Country" recreation area; Walt Disney World's very first water park! And if you like water, the boat dock along Bay Lake has boats of all shapes and sizes to rent, including Pontoon Boats and Boston Whalers for larger groups.

For down-home entertainment, Fort Wilderness is home to the longest-running, and arguably most popular, show on property: The Hoop-Dee-Do Musical Revue. This WDW hallmark show is located in the area known as the Settlement Depot and has run continuously since September of 1974. At three shows a day, that's over 42,000 shows with no signs of letting up!

As you make your way around the Settlement Depot you'll feel like you're wandering through a rustic, wild frontier, complete with log buildings and rail fences. A favorite activity is to simply sit on the wooden porch of Crockett's Tavern in one of the many rocking chairs and watch the people passing by. If the mood strikes you, you can step down from the porch and walk across the depot street and catch a Horse-Drawn Wagon ride in an authentic western buckboard. Especially popular are the nighttime lantern-lit carriage rides that take Guests on a relaxing and scenic night tour of the property. Walking along Settlement Depot's tree-lined walkway, you can stop at the Settlement Trading Post for some shopping, or perhaps grab a cool drink and sit on the beach and relax. As you walk toward the shoreline nature path, you can

take note of two very unique Fort items: the "Lawn Mower Tree" and the "Shoe Tree." The "Lawn Mower Tree" is located just out front of the Settlement Trading Post and is an old "push" style bladed mower wheel. At some point in the past, it was left alongside a pine tree that has now grown over and almost completely engulfed it. As the years have flown past, most of the mower has been overtaken; but if you look for it closely, it is still there. The "Shoe Tree" is located out in the water off the point of land directly between Fort Wilderness and the Wilderness Lodge and is directly adjacent from the old "Discovery Island." As you look out and locate the tree, look into the branches. You will find varying numbers of shoes hanging by their laces from the many Spanish Moss-laden branches. This seldom-noticed site is rumored to be the result of an old Cast Member tradition celebrating the completion of their college program.



So are you ready to try a Disney-style camping trip now? If you still aren't sure about camping but are excited to try a stay at the Fort, you can always stay at the cabins located within the Fort's grounds. Spacious and accommodating, they are big enough to hold a large family and then some. Think of them as camping with training wheels if you're not ready to take the full camping leap! Regardless of how you choose to stay at Fort Wilderness, whether it's in a tent, RV, or cabin, you can be assured of a wonderful trip full of memories that you will treasure for years and will keep you coming back!





# STREETMOSPHERE: CITIZENS OF HOLLYWOOD



AN INTERVIEW WITH  
C. MCNAIR WILSON

BY CARI KEEBAUGH



Disney's Hollywood Studios evokes a Hollywood that "never was and always will be," as Michael Eisner declared upon the park's opening. It is a reflection of our collective memory, a physical representation of a place where ideas meet ingenuity and our dreams are projected onto the silver screen. It is a place where stars hobnob with the common folk and common folk can become stars. In short, it's the Hollywood that a 22-year-old Walt Disney imagined when he moved there from Kansas in 1923, brought to life for Guests to immerse themselves in.

Disney's Hollywood Studios was originally intended to be a pavilion in Epcot. However, as the project grew, Disney executives realized that their ideas could fill a whole new theme park. So that's what they did. The new park, opening on May 1, 1989 as the Disney-MGM Studios, would immerse Guests in the star-studded glitz and glamour of an idealized Hollywood. Former Imagineer C. McNair Wilson was one of the many talents brought on board to make the park a re-

ality, and he was put in charge of designing an interactive theatrical experience that would transport Guests into this living dreamworld. Wilson would seize the opportunity with gusto and become the creative mind behind Disney's Streetmosphere.

In recent years, the term "Streetmosphere" has come to encompass all of Disney's street /atmosphere entertainment throughout all of the parks. Initially, though, Streetmosphere was the name of the improv characters who lived in the perpetual Golden Age of the Hollywood of 1947 (those characters are now fondly known as the Citizens of Hollywood). We'll be exploring some of the other Streetmosphere groups found throughout the rest of Walt Disney World in future issues, but for now we'll go back in time and start at the beginning. Join us as we journey down Hollywood Boulevard to hear about the origins of Streetmosphere from the man who made it happen. Close your eyes, take a deep breath, and imagine the sights and sounds of 1947 Hollywood...

As the planning for a movie pavilion in Epcot gradually evolved to become Disney's newest theme park, it was realized that a major part of the park's appeal would be for Guests to not only see the Golden Age of Hollywood, but to interact with it too. This need for interactive experiences inspired Wilson to create an improv-based form of entertainment. In a recent interview with Celebrations magazine, C. McNair Wilson recalls how the idea came about:

**"As we brainstormed what was then the Disney-MGM Studios, a couple of the attractions fell aside in a budget cut, and I felt [the park] lost some of the "live" part of Disney. So one night in my hotel I said to my partner Herb Hansen from SAK Theater - we were still consultants - 'Herb, what if there were some live street characters that weren't doing scripted street-theater shows, but were just interacting with Guests? So I came up with this palette of oh, 12 or 15 characters: policemen, autograph hounds, the old gossip columnist, and so on, and made a presentation to the bigwigs, and they loved the idea. During the presentation, they said 'Is it street theater? Are they doing shows? Is it just atmosphere entertainment?' and I said 'It's Streetmosphere!' literally on the spot. I had been playing with the word in my head, but I announced the word Steetmosphere and sort've coined it at that point. And I said 'It's a little of both. It'll be a little scripting but mostly it's going to be depending on how the Guests interact with them...So that**

was the original germination; it kind of came out of my need to have more interactive stuff in the park than we were going to have, given the budget cuts of a couple of other attractions...I had drawn cartoons of these characters to flesh them out when I did the presentation to the Disney management, I would show the cartoon and I would act it out myself."

But Wilson didn't just act out his original palette of characters behind closed doors; he went so far as to test them himself on Main Street in Disneyland to prove that the concept was a sound one, and one that Guests would enjoy. Posing as some of his pitched characters, like an undertaker and an autograph hound, McNair test-drove Streetmosphere past unsuspecting Guests with resounding success. He shared a few particularly memorable experiences:

**"I did my Undertaker [character] with a shovel and a tape measure and would find people smoking (which you could still do back then), and I'd measure a man smoking and say "We'll be seeing you very soon, sir" [in a morose, slow, deep voice]. And then I'd turn to his wife - "What do you think, a mahogany, or a nice cheap pine?" And they had to bring out three more ride operators at Haunted Mansion to keep the line moving because people wanted to watch me.**

**"I also did [the autograph hound character] for a family with a son. The kid that I picked...had Down-Syndrome. And I knew that - my family had worked with all sorts of folks with special abilities. I could see that he was the one I needed to talk to, and he got so excited! He pulled out his autograph book - which was why I picked him, I saw that he had an autograph book with his pen ready to meet Mickey or Minnie or anybody - so I talked to him. As we're finishing, the mom came over with tears in her eyes, and she said, 'thank you for treating my son like a normal person.' I said, 'he's not normal - he's better than the rest of us. He sees the world in color.'"**

One of Wilson's most popular characters was a man selling maps of stars' homes. Unable to roll out the character the first day the park was open to the public due to a delay in the shipment of the actual maps, the character nonetheless made a splash as soon as he was introduced to Guests and ended up becoming one of Wilson's favorite Citizens of Hollywood. Wilson recalls his memories of the first map seller:

**"The very first day, I think it was Aasif Mandvi (who is now on The Daily Show as one of their consultants**

**and he's been on Law and Order a thousand times). He's got a Hawaiian shirt on, khaki pants or something, horn-rimmed glasses with a Band-Aid on it, a big sign that says "Maps of Stars' Homes," a coin machine around his waist (he had to go through a special class to learn how to give change), and a lawn chair. As he's coming out and a Guest says 'What have you got there?' He says, 'I got maps to stars' homes!' [The Guest] says 'How much are they?' 'They're \$3, sir.' 'Well, give me one.' 'I'm not set up, sir. I have to go to my spot - I have a license for a certain spot over by the photography shop.' The guy was persistent, so before [Mandvi] even got set up, he sold one. And we sold out of our first month's supply of maps in less than two weeks because it was a way that the Guests, for just \$3, could become a part of the show."**

Guests can make friends with other Citizens of Hollywood, too, like starlet Honey Darling or eccentric director Vladimir Pooley, both displaying the fun, quirky idiosyncra-





sies one would expect from such characters. According to Wilson, that's what Streetmosphere is all about, "the little stuff and the big stuff." Guests may find themselves meeting Mickey Mouse, and then being asked for their own autograph by an overly-enthusiastic autograph hound, becoming part of the show themselves.

The ability to easily banter with Guests while remaining in character is no easy task. Even though many of the performers who are hired to play the Citizens of Hollywood have improv training, they all have to undergo additional training to become their 1940s-Hollywood alter egos. When Wilson began the program, actors had to undergo six weeks of training in a rehearsal facility behind the park. According to Wilson, characters were not assigned; instead, they grew organically from the rehearsals:

**"We worked together and improvised, and we did not decide beforehand...which characters they were; that came out of the six-week performance and improv rehearsals held in a big rehearsal hall out behind Disney-MGM Studios. One of the best things we did was to have everyone assigned to do research about the period, which I arbitrarily selected as 1947."**

Every actor was assigned a particular cultural element of

1947 to research and bring back to the group:

**"For example, one person was assigned to find out what the hit songs of 1947 were so that, in their daily conversation, every one of those actors could talk to you about the popular culture of that day. Some of it was stuff that Guests knew, and some was stuff that they had no idea of. For example, one of the new things [created] in 1947 was the ball-point pen. And so the autograph hound performer would say 'look at this, look at this (click-click-click-clicking the pen), it's called a ball-point pen! No more slopping ink!'"**

The Citizens of Hollywood performers are also trained to treat the park as a real town. This conscious effort to make the park seem as real as possible has been integrated into training not just for Streetmosphere, but for all of the performers in the park. Wilson shared that, when in training, Citizens of Hollywood are told:

**"When you cross the street, you use the crosswalk, and you treat everyone who comes in the front gate as though they live here in town. It's an improv trick called "throwing an assumption," so in my conversation with you I am assuming you are a resident of Los Angeles. And it was interesting, one of the Vice Presi-**

dents at Disney Entertainment said 'but they're not in Hollywood,' and I said 'look, if you go see a production of Meredith Willson's *The Music Man* in the community center at St Louis Park (in Minneapolis), I don't care where you thought you parked your car, once you get inside the building you're in River City, Iowa for the next three hours.' So when you come through the gates at the Disney-MGM Studios, you're in Hollywood in 1947. As a result of our people not breaking character, I ended up doing workshops for all the area musicians, all of the people that worked in costume, and all the Cast Members. I would say 'look, as you're coming from where you got your costume to go across the park to your station, use the crosswalks, interact with the Streetmosphere performers, call them by name, and all those things. Let's make this a real place.' It's like walking through a movie set. Stay in character. And it just was very heartening that the rest of the Studio departments bought into that."

Streetmosphere's ability to draw Guests into their Hollywood world made the original performances popular: so popular, in fact, that Streetmosphere has popped up in all of the WDW parks, be it the Citizens of Main Street in the Magic Kingdom, DeVine in the Animal Kingdom, or the JAM-Mitors at Epcot (who ever said trash couldn't be fun?). Time has proven that the Citizens of Hollywood and the entire cast of Streetmosphere performers are immensely popular. But Wilson said that his Streetmosphere almost didn't happen:

**"At one point they were going to cancel it. During the soft opening, Michael Eisner said 'you know, I've been down Hollywood Boulevard several times, and I've never seen Streetmosphere characters. Let's just cancel it.' And we'd already spent a little bit of money flying all these folks there, getting them houses for a couple of weeks while they looked for their own. My boss, Marty Sklar, said 'well, I don't know if it's going to work.' I said, 'Every other major attraction in this park has had updates with top management for the last several years. I haven't had one. I did a presentation a year and a half ago to say here's the idea, they all said great, do it, and that's the last. I need my day in court. I need a time where Michael Eisner and you [Sklar] and Bob Weiss (who was our lead designer) can see Streetmosphere. I want to show it working.' So they had Michael Eisner, Jeffrey Katzenberg, Bruce Laval (who is Vice President of the park) and Marty and Bob**



**come out. One of my friends from Imagineering also came. He wanted to see our roll-out because he knew we'd show them more all at once than you would normally see, but we wanted to give them the full taste of it. And of course they loved it."**

Streetmosphere performances have become staples of the Disney parks, and the parks just wouldn't be the same without them. But Wilson doesn't take all the credit; he is careful to remind us that it really all started with one man, known to generations as "Uncle Walt." **"The funny thing is, Walt Disney had what we would now call "Streetmosphere" [at the] opening of Disneyland. He had Keystone Cops that weren't security; they were just, actors."**

Walt Disney included his version of Streetmosphere from the very beginning of his parks in 1955, and C. McNair Wilson ran with the idea when the Disney-MGM Studios (now Disney's Hollywood Studios) opened in 1989. All of the street performers – from the Stormtroopers at Star Wars Weekends and the Suffragettes on Main Street, U.S.A. to Gi-Tar Dan in the Animal Kingdom – all of them can trace their lineage back to Wilson and, ultimately, Walt Disney.

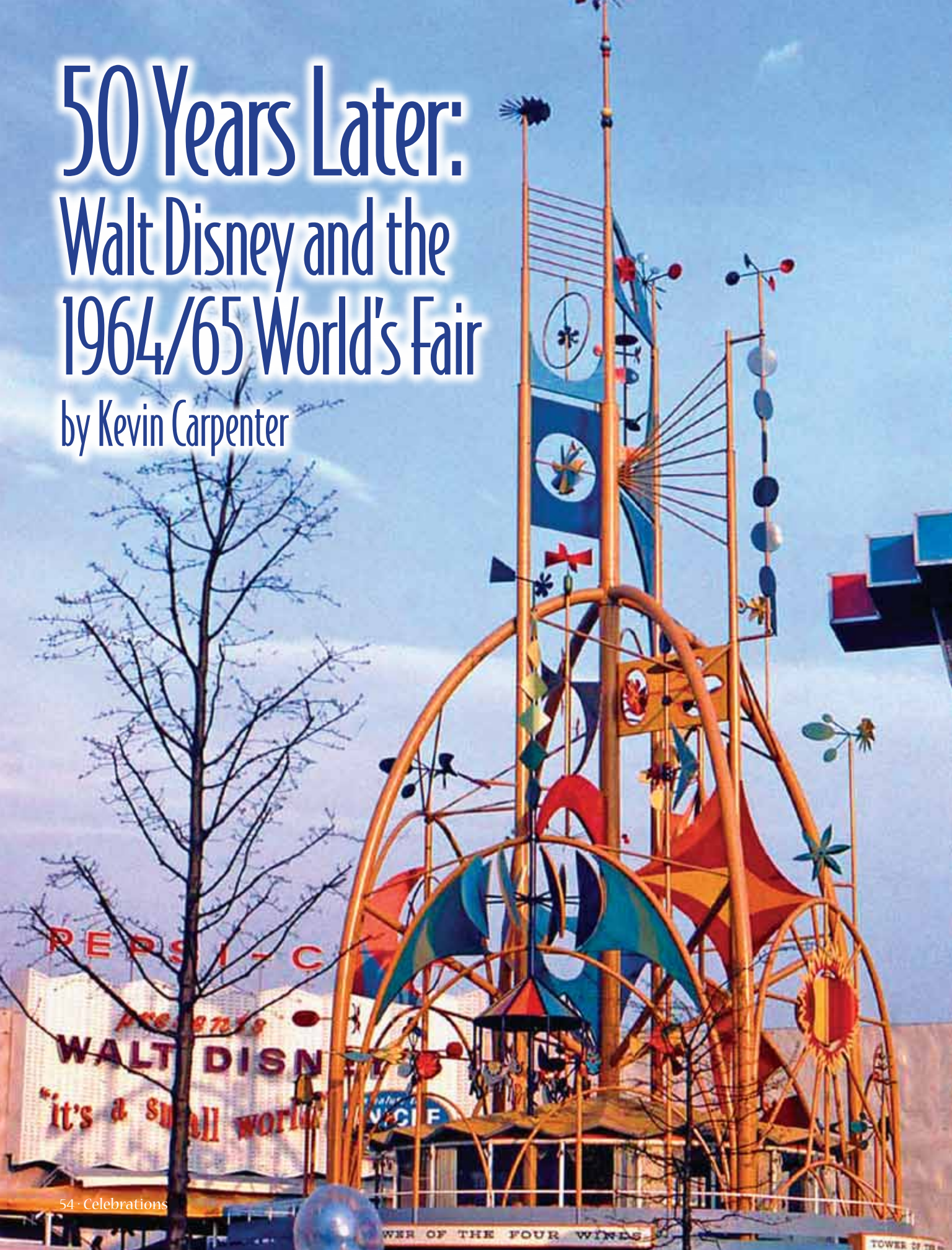
Join us next time as we explore the street beat of another popular Streetmosphere group, the JAMMitors of Epcot!

*For more stories about Disney from former Imagineer C. McNair Wilson, read his book, *Hatch* (2012), or visit his blog at [TeaWithMcNair.com](http://TeaWithMcNair.com), where you can download the first chapter of the book for free.*



# 50 Years Later: Walt Disney and the 1964/65 World's Fair

by Kevin Carpenter



Walt Disney made a habit of keeping his eyes fixed firmly on the future. From his earliest work in animation to his studio's ultimate expansion into television and live-action film, Walt refused to allow his creative genius to grow stale. Never satisfied with past success, he scarcely finished one project before wondering what would come next.

This was the very question that Disneyland had been built to answer. Walt often remarked that his Anaheim jewel would never truly be complete. Along with his Imagineers, he could perpetually tinker with it to his heart's content. But the artistic hunger inside Walt was never content with simply working on something new. No, it must also be something better.

Walt had poured the very best of himself and WED Enterprises into the creation of Disneyland, wringing every last drop of imagination into his Magic Kingdom. Now, as a new decade dawned in 1960, he felt the urge to tinker again, to bring an entirely new kind of magic to his park.

Mechanical figures, known as Audio-Animatronics, were the future. Some primitive examples were already present at Disneyland, but Walt recognized that advanced Audio-Animatronics would enhance the charm of the park as never before. Always the storyteller, he saw the rare opportunity to spin his yarns on a new and grander scale.

But revolutionizing a storytelling medium with realistic mechanical movement does not come cheap, neither in time nor money. The Imagineers of WED, under Walt's careful direction, had begun experimenting with different forms of Audio-Animatronics, but progress was slow. Plans for the first such attraction, the Enchanted Tiki Room, were underway, but the more ambitious patriotic exhibit of past presidents, then preliminarily known as One Nation Un-

der God, remained much further off. The amount of work needed to replicate a moving, gesturing human being was immense. Years of costly research and development still lay ahead. While advanced Audio-Animatronics might well be Disney's future, that future seemed worlds away.

### Creating Magic at the New York World's Fair

Actually, though, it was only a bit less than 3,000 miles away, at the Flushing Meadows grounds for the upcoming 1964/65 World's Fair in New York City. An international ex-

position on the East Coast might not have seemed a likely venue for Walt's plans, but the Disney chief saw an opening to drive his quest for better Audio-Animatronics forward.

Contributing to the 1964/65 World's Fair would not be a first for the Disney studio. Walt actually created a new Mickey Mouse animated short for the Nabisco pavilion at the 1939 World's Fair. Titled "Mickey's Surprise Party," the short featured Nabisco products saving the day after one of Minnie Mouse's baking disasters. While this type of sponsored short was quite unusual for Walt Disney Productions, some might say the World's Fair was in Walt's blood. His father, Elias, had served as a carpenter during the construction of the 1893 ex-



tion in Chicago, Illinois.

World's Fairs were always a grand production, and the 1964/65 World's Fair was guaranteed to attract large corporations seeking to put their best products on display for all to see. And that was just where Walt Disney and his studio could step in.

Tasked with creating a World's Fair to rival the great success of the 1939/40 event, New York impresario Robert Moses got off to an inauspicious start with the Paris-based Bureau of International Expositions (BIE), the organization

in charge of World's Fairs. Moses' plans ran afoul of BIE rules mostly because he planned to charge rent to all exhibitors and to have the Fair run for two years as opposed to the normal one. With many countries reluctant to attend the unsanctioned World's Fair, American corporations had room to shine – leaving the Disney studio with plenty of options.

A partnership with the Disney studio offered publicity and prestige – the very things these corporations were seeking by exhibiting at the World's Fair. Walt brought a sterling reputation for making magic, not to mention the engineering expertise of WED Enterprises. There was little doubt that Disney could line up several major corporations

### The Pavilions: From Concept to Creation

By 1961, the plan was ready for action. Walt quickly reached agreements to partner with two corporate giants: General Electric and the Ford Motor Company. While neither came as a great surprise, General Electric was an especially easy choice. Walt had come close to collaborating with General Electric on a new section of Disneyland, to be known as Edison Square, in the late 1950s. Although this expansion did not work out, General Electric championed Walt Disney as the man to create the centerpiece for its Progressland pavilion.

As the name suggests, Progressland would celebrate the many ways electricity – and General Electric, in particular

– catapulted the world into the future. Walt's creation, The Carousel of Progress, would do just that, taking the audience on a rotating journey through the evolution of technology in the first half of the twentieth century. As the seating area revolved around the stage, visitors were allowed a peek at how electricity forever altered the lives of a typical American family.

Ford's pavilion focused on a similar concept, but on a far grander scale. Walt planned for fairgoers to ride in actual Ford convertibles on his imagined Magic Skyway. After boarding the cars, visitors traveled on a track, dubbed the "Turnpike of



to collaborate with, putting the studio in a position to benefit exponentially.

While his recent work for the 1960 Winter Olympics in Squaw Valley veered towards the selfless, Disney's World's Fair efforts were strictly designed with the future of Disneyland and WED Enterprises in mind. All of the exhibits by the Disney studio would be centered on Audio-Animatronics, effectively ensuring that his corporate partners subsidized WED's expansive research and development in this field. Not to mention that Walt planned to take the finished attractions back to Disneyland after the Fair's two-year run ended. What could be better than theme park attractions and Audio-Animatronics advancement – all on another company's dime?

Tomorrow," around the exterior of the Ford pavilion, providing an unforgettable vista of the World's Fair landscape. The cars would then whisk riders along a voyage through time and space, all while listening to Walt's narration on the car's radio. From the earliest days of the dinosaurs and the cave-man to the threshold of tomorrow, riders could witness how the invention of the wheel transformed travel – complete with Ford's vision for futuristic automobiles.

The Magic Skyway, perhaps sounding like a rather simple Disney undertaking, actually incorporated groundbreaking technology. Finessing the engineless Ford convertibles to glide along on the automated track took over a year. Disney Imagineers even created a secret test track in California that perfectly replicated the actual track to be built at the

Ford pavilion, all to iron out any stubborn bugs.

Bringing Walt Disney onboard for the 1964/65 World's Fair was a major coup, and Fair president Robert Moses knew that better than anyone. When he led a small delegation out to the Disney studio to check on Walt's progress, little did Moses know that he was in for a big surprise. Walt showed the group an interesting little project his Imagineers had been working on; an Abraham Lincoln mechanical figure that was in development. This life-sized Lincoln recited portions of his most famous speeches, turned his head, blinked, stood up and sat back down, all in front of Walt's stunned audience. Commissioner Newbold Morris, one of Moses' travel companions, captured the mood of the group: "I had the same feeling a fellow gets when he runs into somebody he thought was dead."

Upon seeing Disney's Audio-Animatronic Lincoln, Robert Moses knew that his World's Fair would be incomplete without this marvel on display. Even better, he had the perfect place for it. The State of Illinois had selected the "Land of Lincoln" as the theme for its pavilion, making it the perfect home for Disney's Audio-Animatronic show. Although the Disney studio still had significant work to do before their mechanical Lincoln was ready for public viewing, Walt agreed to lend his "Great Moments with Mr. Lincoln" to the Illinois pavilion.

With this third collaborative agreement in place, the Imagineering staff may well have felt as if Walt had bitten off more than the studio could chew. Little did they know, though, that their slate was not yet full. An urgent plea arrived from Pepsi-Cola regarding its planned exhibit of a boat ride honoring UNICEF and the children of the world. While this project would normally have been right in Walt's wheelhouse, he initially declined because of the immense workload already on WED. A few days later, though, Walt acquiesced and agreed to build the attraction for the Pepsi pavilion.

### It's a Small World

With only about nine months left before the World's Fair was set to open, WED Enterprises was operating under truly crushing deadlines, with no project more demanding

than the UNICEF one. The planning stage for this delightful boat ride, called It's a Small World, had scarcely begun before Walt realized reinforcements were necessary – and not just any reinforcement would do. The studio reached out to Mary Blair, then living in New York, and she agreed to assist on the UNICEF project. Blair's legendarily whimsical artwork was just the push needed to get the planning into overdrive.

As each section of the boat ride was designed and constructed, the Imagineers assembled that section on a studio soundstage for testing. A boat, often holding Walt himself, was then wheeled through that area of the ride to ensure it had turned out according to plan. As soon as the section passed Walt's inspection, it was boxed up and shipped off to New York City, just as the next segment was ready for its soundstage run-through. There was simply no time to lose.

The interior of It's a Small World was not the ride's only issue. The building where the ride would be housed was notable mostly for its unseemly corrugated exterior. The ride had been designed as a joyful celebration of childhood and humanity, which clashed with the pavilion's facade. Walt knew that something must be done.

Echoing the art-style of Mary Blair, Imagineer Rolly Crump solved the problem with his Tower of the Four Winds. Rising 120 feet into the air, the Tower stood in front of the Pepsi building, drawing visitors' eyes to its playful mix of colors and shapes. Such a captivating frontispiece for the attraction dispelled all worries that the building's exterior would clash with It's a Small World's happy message.



## Bringing Lincoln to Life

As if the technical aspects of the World's Fair attractions were not enough of a hurdle, an unforeseen controversy erupted over "Great Moments with Mr. Lincoln" as preparations entered their final months. Small grumblings that a mechanical figure of the beloved 16th President would be "grotesque" and in poor taste had quickly blossomed into mounting criticism that the display would be nothing more than a trashy carnival sideshow. If the initial complaints had not caught Walt's ear, being compared to a carnival operator surely did. To Walt, there were few greater insults.



This forced Walt to personally visit Illinois in late 1963 to try his best to alleviate the concern. He bristled at the suggestion that his exhibit would be insulting to a man he considered a personal hero. "I have more at stake in this than the state of Illinois. I am staking my reputation on this – my integrity," Walt insisted. "I am not a carnival operator."

So much work had gone into making the Lincoln figure authentic that it was easy to understand why Walt grew frustrated with these complaints. Lincoln's face had been painstakingly re-created from a real mask of the late President's face. Disney even sought authenticity in ways the audience never expected. Royal Dano's oratory featured a higher pitch than most Lincoln portrayals, as research showed that more accurately matched Lincoln's actual speech patterns.

Although his impassioned address quelled the controversy, it would not be the last issue to arise with Mr. Lincoln.

Even after the show passed its final tests at the Disney studio, trouble was not far off. Even though the Lincoln Audio-Animatronic had worked back at the studio, it refused to cooperate after being installed in New York. The figure could not get through even one run without seizing up or spasming uncontrollably. Some blamed the damp air of Flushing Meadows, while others fretted that glitches were unavoidable with such cutting-edge technology.

Whatever the reason, "Great Moments with Mr. Lincoln" had gone haywire at the worst possible time. Walt had hoped to debut the show before the governor, media, and other dignitaries shortly before Opening Day, but had to cancel at the last second because the issues had not been resolved. Imagineers worked day and night to try to fix Lincoln, but it was not enough. When the World's Fair opened on April 20, it did so without Mr. Lincoln. And then, as if by magic (and the blood, sweat, and tears of many studio members), Lincoln began working again. Finally, on May 2, the Audio-Animatronic figure welcomed his first visitors, though this was hardly the start that Walt had envisioned for his World's Fair debut.

## Progressland

By the time "Great Moments with Mr. Lincoln" opened, there was no doubt that the Disney contributions to the World's Fair were a big hit. Practically every visitor to the fairgrounds was making a beeline to the Disney attractions and, better yet, they were enjoying them. Walt was undoubtedly pleased with the crowd reaction, but he must have felt especially gratified about The Carousel of Progress, for that was a show near and dear to his heart.

Walt had been unusually hands-on with the creation and development of the Carousel, probably because the concept married two of his greatest interests: nostalgia and technology. When Walt was displeased with the famous Cousin Orville bathtub scene, he even jumped into the tub to show firsthand how Orville should be portrayed. After audiences finished the Audio-Animatronic stage-show portion, they were invited to the top level of Progressland to view a model for another passion of Walt's: the Experimental Prototype Community of Tomorrow, or Progress City as it was known at the Fair. It is hardly an exaggeration to say that many of Walt's hopes and dreams for his company's future were housed under the dome at Progressland.

But Walt was not content to confine his World's Fair creations just to those who would travel to Flushing Meadows. So proud was he of his studio's work – and certainly seeking

to promote them the best way he knew how – Walt dedicated an episode of his weekly television show to the World's Fair. In "Disneyland Goes to the World's Fair," the network audience was taken behind the scenes to see how all of the exhibits were built and how they ended up.

### Heading for California

By the close of the first season in October 1964, the Disney World's Fair attractions were among the stars of the show. Perhaps most impressive was It's a Small World, which drew huge crowds even though it was one of the few exhibits to charge a separate admission fee. During the winter break between the two seasons, Disney had the Audio-Animatronic figures from the different exhibits shipped back to WED headquarters for refurbishment. Considering the attractions' immense popularity in the first year, Walt knew even greater expectations lay ahead for the second year.

Meanwhile, for the Fair as a whole, expectations were plummeting. Receipts for the first season had been underwhelming, leaving many to question how Moses and his staff would be able to pay their bills in 1965. Happily, for once, the financial problems were not Walt's.

When the New York World's Fair closed for the final time on October 17, 1965, Walt was excited to install all four attractions at Disneyland. In fact, Walt did not even want to wait for Abraham Lincoln. After the first season of the World's Fair had finished, he decided to build an updated version of Lincoln to begin use at Disneyland as soon as possible.

The Carousel of Progress and It's a Small World were packed up for a cross-country journey to California, but Ford chose not to move the Magic Skyway back to Disneyland. All was not lost, however, as the Skyway's prehistoric

scene found a new home as a diorama on the Disneyland Railroad. Also, the invaluable research done on the attraction's ride system would be of use to the Disney studio for years to come.

While it might seem logical to assume that Walt's greatest legacies from the New York World's Fair were his three new Disneyland attractions, that would not be true. Rather, the many ways Walt and the incomparable WED Enterprises used the new technology in the future would be what defined them.

Walt now had a launching pad for his beloved mechanical figures. His hunger for the new and improved had been the driving force behind this entire affair, and, in the years to



come Disney fans far and wide would be captivated by such attractions as the Pirates of the Caribbean, the Haunted Mansion, and the Hall of Presidents. Without question, Audio-Animatronics were here and ready for liftoff, and none of it would have been possible without the 1964/65 World's Fair.

Audio-Animatronics had come a long way in a short time, from the tropical aviary of the Tiki Room, to a realistic Abraham Lincoln delivering speeches to an enraptured audience. The only limit now on Disneyland and the studio's future was Walt's own creativity...and that would not be a problem at all.



# Fun (and Games) Beyond the Parks



**Recreation & Sports at  
Walt Disney World**

**by Lori Elias**

**F**astPasses...dining reservations...character meals... shopping; these are the things that Guests consider when planning their trip to Walt Disney World. And well they should, for these are all experiences that make a trip to the Happiest Place on Earth an unforgettable one!

For those who like being active, there are many things to do beyond the parks. While most Guests take advantage of the resort's numerous and beautiful swimming pools, the Walt Disney World Resort also offers a wide variety of sports and recreational activities for Guests to enjoy.

### Walking/Jogging/Bicycling

Walking around the Walt Disney World parks is quite a trek in itself, but for Guests who want to maintain their fitness routine, most of the resorts within the Walt Disney World property offer paths for walking and jogging.

Many paths take Guests around picturesque waterfronts and striking scenery. The Art of Animation/Pop Century path encircles Hourglass Lake, while Guests at the Port Orleans resorts can jog along the Sassagoula River. The path used by the Grand Floridian and Polynesian not only lies parallel to the Seven Seas Lagoon, but also offers views of the Magic Kingdom. Guests staying at the All-Star Resorts can use a trail that connects all three hotels, and the path at Saratoga Springs runs along the Lake Buena Vista Golf Course.

Bicycles are available for rent at the BoardWalk Inn and Villas, Caribbean Beach, Coronado Springs, Fort Wilderness, Old Key West, the Port Orleans resorts, and the Wilderness Lodge. Bikes are available for Guests of all ages, and helmets and child seats are included in the rental price (\$9 per hour or \$18 per day). Guests are required to remain in the resort where the bike was rented, and Guests should also be aware that Florida law requires bicyclists under age 16 to wear a helmet.

For a one-of-a-kind family experience, surrey bikes for two, four, and six riders can be rented at the BoardWalk, Caribbean Beach, Old Key West, Port Orleans-Riverside, Saratoga Springs, and Wilderness Lodge resorts. The main

rider must be age 18 or older; helmets are not required but are available. All bikes and surrey bikes are rented on a first-come, first-served basis.

### Tennis

Get ready to raise a racquet on one of the many tennis courts scattered throughout the resorts. Saratoga Springs boasts two clay courts; hard courts are located at the Animal Kingdom Villas, Bay Lake Towers, BoardWalk Inn and Villas, Dolphin and Swan Hotels, Old Key West, and the Yacht and Beach Club. Any Guest who is staying on-property is welcome to use the courts. Racquets and balls are available for a fee, and Disney Vacation Club (DVC) members are able to obtain equipment free of charge.

Tennis lessons with a professional instructor, either indi-



vidually or as a group, are available at the Animal Kingdom Lodge, Bay Lake Tower, BoardWalk Inn, Saratoga Springs, and Yacht and Beach Club resorts. Reservations can be made through Orlando Tennis at (321) 228-1146.

### Water Sports

The Walt Disney World resorts' swimming pools—and Blizzard Beach and Typhoon Lagoon, for that matter—are not the only places to have fun in the water. Whether you are a coastal resident who spends most of your time offshore, or an inlander who wants to try your hand (and feet) on the waves, there is something for you: a number of ex-



parachute must be 130-330 pounds; those who are under the limit may parasail in tandem with a partner.

For those who want to take it up a notch, wakeboarding is also available. Wakeboarding is a relatively new sport that emerged from the surfing craze of the 1960s. Surfers began experimenting with riding their boards while being towed by a boat, in the manner of waterskiing. In 1985, a surfer from San Diego named Tony Finn invented a shortened surfboard with footstraps, which he called a "skurfer." Throughout the 1990s, the design was developed into what is now known as a wakeboard, which is about five feet long and two feet across and usually made of fiberglass or graphite. Like waterskiing, the wakeboarder holds onto a rope while being towed by a powerboat, but unlike standing on skis, the wakeboarder uses the waves created by the boat to gain the momentum for turns, leaps, and other exciting tricks. Wake skating—using boards that have grip tape instead of footstraps—is also available for the truly daring.

hilarating activities are available through Sammy Duvall's Watersports Centre, named for and managed by the former champion water skier, and located on Bay Lake at the Contemporary Resort.

Waterskiing is a popular pastime for Guests. For \$165, up to five participants are provided with a boat, driver/instructor, and the equipment needed to enjoy an hour-long session on Bay Lake, with additional time available for an extra fee. Both standard waterskiing and slalom courses are available. For those who have never attempted the sport, the instructors will provide a training session on land before going out on the water.

Imagine seeing the Magic Kingdom and its surrounding area from the sky with a colorful parachute to support you! Guests who opt for parasailing can enjoy an 8-10 minute standard experience at 450 feet behind the boat, or a 10-12 minute deluxe flight 600 feet behind the boat. Guests are also able to participate in groups of two, and up to six people are permitted in the boat. Guests must be at least six years old in order to participate, and the total weight in the

A one- or two-hour long session can be scheduled for waterskiing, wakeboarding, wake skating and wake surfing, or any of these activities in combination. Sessions cost \$165 per hour and include all equipment and training, as well as dry land instruction. An hour-long stint of riding on an inner tube, for either single Guests or in pairs, is also available for the same price. For Guests staying on-property, the Magic Your Way package includes a voucher for a 10% discount on parasailing, water skiing, wakeboarding, and tubing trips.

For another brand of aquatic fun, Guests can rent a personal watercraft (PWC) for a choice of two excursions. One is a guided tour around Bay Lake, the Seven Seas Lagoon, Discovery Island, and the Magic Kingdom. The other is a voyage through the Water Centre's private boating area, accompanied by an official guide. Though Guests of any age are permitted to ride with an adult present, PWC drivers must be at least 16 and Guests younger than 18 are required to have waivers signed by a parent. The PWCs hold up to three people at one time, with a maximum combined weight of 400 pounds.

Reservations can be made by phone at (440) 939-0754, or at [sammyduvall.com](http://sammyduvall.com)

Perhaps like Captain Jack Sparrow, a voyage on the high seas—or rather, the lakes and lagoons of the Walt Disney World property—is more to your liking. While there are no pirate ships available (outside of Adventureland, of course), Guests may rent many other watercraft from the property's various marinas: the Caribbean Beach, Contemporary, Coronado Springs, Fort Wilderness, Grand Floridian, Old Key West, Polynesian, Port Orleans, Wilderness Lodge, Yacht and Beach Club resorts, and Downtown Disney.

Guests can choose from among a variety of craft, such as pontoon boats that seat up to ten passengers, and two-person powerboats. Other options include canoes, kayaks, pedal boats, and sailboats. Most of the boats are rented in half-hour increments, while sailboats are priced by the hour; the Magic Your Way package includes a voucher for a 15% discount on a boat rental. While Guests of all ages are permitted on the watercraft, there are age restrictions for piloting specific craft, and not all boats are available at each marina. Walk-ups are permitted, and advance reservations can be placed by calling (407) 939-0754.

And that's not all! Surfing lessons are available at Typhoon Lagoon. On Monday, Tuesday, Thursday, and Friday mornings, classes meet at the water park from 6:30 to 9 A.M. for instruction provided by Craig Carroll's Cocoa Beach Surfing School. The session begins with thirty minutes of dry land training, followed by two hours of putting the instruction to use in the biggest outdoor wave pool on Earth! Guests must be at least eight years old in order to participate. The cost of the class is \$165, which includes usage of a soft-sided surfboard. Admission to Typhoon Lagoon is not included, and because the class is held before the park opens, participants must provide their own transportation to the class; it is possible, however, to use Disney transportation to return to one's resort or any other park when the class has concluded.

Because the class size is limited to 12 students, advance reservations are strongly recommended. Registration can be made by phone at (407) WDW-PLAY.

## Fishing

For a more sedate water activity, many Guests choose to enjoy Walt Disney World's sampling of fishing experiences. Dockside fishing is available at the Fort Wilderness resort, with casting-rod fishing equipment available to rent at the

Bike Barn. For those who prefer a more "back-to-basics" approach, cane-pole fishing can be found at the Fishin' Hole at Old Man Island, located at the Port Orleans-Riverside resort.

Guided fishing excursions are also popular, and are available at the marinas found at Caribbean Beach, Contemporary, Fort Wilderness, Grand Floridian, Old Key West, Polynesian, Port Orleans-Riverside, Wilderness Lodge, and Yacht Club. Two options are offered: a bass-fishing experience for up to five Guests on a 21-Tracker pontoon boat, as well as Bass Nitro Fishing, for a single or pair of Guests in a tournament-style Nitro Bass boat.

The excursion fee provides a guide; rod, reel, tackle and bait (either live or artificial); non-alcoholic beverages; and a one-year membership to Bass Anglers Sportsman Society (BASS), which includes a subscription to Bassmaster Magazine.

Fishing excursions can be scheduled in two and four hour increments; extra hours may be booked at the marina, and a reduced rate is available for those who wish to fish alone. For on-property Guests, the Magic Your Way package includes a voucher for 15% discount on the two guided fishing excursions. Reservations can be made up to 180 days in advance by calling (407) 939-BASS.

## Golf

For golf-loving Guests, both casual duffers and those at the top of their game, the Walt Disney World Resort has three multiple-award-winning 18-hole golf courses to enjoy. All three courses—Lake Buena Vista, the Magnolia, and the Palm—as well as the nine-hole Oak Trail practice course, are maintained by Arnold Palmer Golf Management. Headed by the legendary golfer, the company runs 74 public courses and private clubs across sixteen states.

All three of the resort's 18-hole courses have been included on the Professional Golf Association (PGA) and Ladies Professional Golf Association (LPGA) tours, and all have been awarded a four-star rating (out of five) by Golf Digest.

Lake Buena Vista, which opened in 1972, is located in the Downtown Disney area, stretching from the Saratoga Springs resort and moving through Old Key West. The Lake Buena Vista, Magnolia, and Palm courses were all designed by renowned golf architect Joe Lee, who built more than 100 golf courses throughout Florida. From its ponds and cypress trees, to its pine forests and palmettos that reflect the wetland topography of the region, the Lake Buena Vista course is noted for its beauty, and like the other courses on



Walt Disney World property, is also certified as a Cooperative Wildlife Sanctuary by Audubon International.

Lake Buena Vista is the most challenging of Walt Disney World's courses, requiring accurate shots due to its small greens, elevated bunkers, narrow fairways, and proximity to the buildings of Old Key West. The course is particularly renowned for its island green at the 7th hole. Like the Magnolia and Palm, Lake Buena Vista is a par 72 course, with a yardage of 5177-6745; a PGA course rating of 68.5-72.3; and a slope rating of 119-133 (blue, white, gold and red tees).

The Magnolia, located across the way from the Polynesian, opened alongside the Magic Kingdom in 1971. From that year until 2012, the Magnolia, as well as the Palm, annually hosted the Children's Miracle Network Hospitals Classic, which was the final event of PGA tour. (That event has since been discontinued.) More than 1500 magnolia trees dot the gently sloping hills of the resort's longest course, which also features nine water hazards and 94 bunkers, including the 6th hole, which features the famed "mouse trap": a sand trap in the shape of Mickey's head!

For the standard red, gold, white and blue tees, the Magnolia's yardage is 5127-7073; the PGA course rating is 69.0-74.0; and the slope rating is 121-137. This course also includes

championship black tees; where the yardage is 7516, the PGA course rating is 76.0, and the slope rating is 141.

The Palm also opened in 1971 and underwent major renovations in 2013, reopening in mid-December. Set amid lush central Florida woodlands, the demanding course has been named among Golf Digest's Top 25 Resort Courses. The Palm's slogan could easily be "Water, water everywhere": there are nine water hazards that both line and cross holes along the course. The 16th hole is entirely over one of the course's many lakes; and the 18th hole, an island green, has been ranked among the most difficult to play on the PGA Tour.

Water is not the only challenge, as the course boasts 94 bunkers and a second hole that is bordered by the course's namesake palm trees. The seventh hole is a dogleg right that plays over 530 yards, while the 17th is a dogleg left around—you guessed it—palm trees! The Palm's yardage is 5262-7011, the PGA course rating is 69.2-73.7, and the slope rating is 118-131 (red, gold, white and blue tees).

Greens fees vary by time of year. As of this writing, resort guest fees range from \$95 to \$120, and for day guests, \$100 to \$125. Twilight rates range from \$45 to \$69. Tee times can be reserved online at [golfwdw.com](http://golfwdw.com) or by calling (407) WDW-

GOLF. Walk-ups are permitted, but are not guaranteed a tee time.

Guests are required to use golf carts on these courses, which are included in the greens fees. Each golf cart is equipped with a cooler, a sand bucket for divots, and a GPS that includes hazards, yardages, hole diagrams, and pin locations.

Each course has its own practice green, driving range, and locker rooms, and Guests are able to utilize the Magnolia, Palm, and Oak Trail Pro Shop, which offers rental clubs and shoes as well as sports-themed Disney merchandise. Guests who have brought their own clubs are welcome to borrow a bag from the facility, and golfers are able to store their clubs and have them moved among Walt Disney World Resort courses, free of charge.

Families can also take advantage of the nine-hole Oak Trail walking course. Designed by Ron Garl, Oak Trail opened in 1980 across from the Polynesian Resort. It is a par 36 course, with 2532-2913 yardage, a PGA rating of 64.6-68.2, and slope rating of 107-123, playing on white, red or junior tees. Greens fees range between \$18 and \$20. While there are no electric carts on this course, pull carts are available to rent.

All four golf courses require appropriate golf attire. Metal spikes are not permitted; Guests are able to wear tennis shoes or shoes with non-metal spikes. Golfers are required to wear collared polo shirts, turtlenecks, or, for women, appropriate blouses or shirts; and slacks or Bermuda-length shorts. Golfers may not wear denim shorts or jeans.

There are also two miniature golf courses on the resort property. Winter Summerland, located in the Animal Kingdom Resort area, has its own backstory: as Santa Claus was returning to the North Pole on Christmas Eve night, he encountered snow in central Florida. Santa decided to build an off-season getaway for his elves and determined that his new resort needed a golf course. He created one area for the elves who preferred the sun, and another for those who missed the snow and ice of the Arctic, but both sporting Christmas décor.

The "Summer" segment of the 18-hole course features sandcastles, ornaments hanging from palm trees, candy cane-colored inner tubes, and a melting snowman. (Don't worry: Olaf is safely back in Arendelle!) The "Winter" course takes mini-golfers around peppermint candy-shaped obstacles, hockey sticks, and Squirty the Snowman, who sprays water on unsuspecting Guests. The two courses come together for the last part of the journey, and Santa himself has a special message for those who successfully

finish their 18 holes.

Fantasia Gardens and Fairways in the Epcot Resort Area is also comprised of two courses. One is a standard miniature golf course (with a healthy dose of Disney magic, of course!), and the other, the Fairways, is more challenging, with sand traps, bunkers, and water hazards. Classical music-lovers will enjoy hearing Johann Sebastian Bach's Toccata and Fugue in D Minor, the Sixth Symphony of Ludwig van Beethoven, themes from Peter Tchaikovsky's Nutcracker Suite, and of course Paul Dukas' The Sorcerer's Apprentice, at holes whose designs are based on the popular works. Statues of Bacchus, the jovial god of wine from the Pastoral Symphony, as well as Yen Sid and Sorcerer Mickey make for fun photo opportunities as well. (Musicians, take note: the notation appearing on each hole's sign is accurate to the piece of music being represented!)

Admission to each miniature golf course is \$14 for Guests age 10 and older, and \$12 for children ages 3 to 9. Guests staying at a Walt Disney World resort who select the Magic Your Way package receive among their benefits two rounds of miniature golf per room. The voucher must be used before 4 p.m.

### ESPN Wide World of Sports

By far, the "sportiest" area at the Walt Disney World Resort is the ESPN Wide World of Sports Complex. The complex opened as Disney's Wide World of Sports in 1997, and was re-named with the ESPN brand in 2010 (Disney is the parent company of ESPN). Unlike the recreational opportunities found among the resort hotels, the venues of the Wide World of Sports can only be utilized by teams and athletes participating in official events. Guests of Walt Disney World are permitted to attend events as spectators; however, an admittance fee of \$11 for children ages 3-9 and \$16 for Guests 10 and older is required, with possible additional charges for Premium Events. The complex is accessible via car, as well as Disney transportation from the All-Star Resorts, Pop Century, and Caribbean Beach.

Guests are also welcome to visit the ESPN Wide World of Sports Grill and its tempting menu of sandwiches, pizza, nachos, and other "sporty" snacks, as well as the adjoining Playstation® Pavilion, equipped with 17 Playstation® 3 systems (the cost for play is \$5 for each 30-minute session), sixteen 40-inch-screen televisions, and a stage for karaoke.

Athletes and sports fans alike enjoy statistics, so take a look at these numbers: the Wide World of Sports is comprised of nine venues housed over 255 acres, hosting upward



ing of the HP Field House on March 3 of that year. Joining them were soccer legend Mia Hamm, National Football League tight end Jason Witten, and ESPN hosts Mike Golic (formerly of the NFL) and Mike Greenberg, best known for their show *Mike & Mike*.

### Marathons

Unlike the individually sanctioned events at the Wide World of Sports, running events open to the public are under the auspices of runDisney. The marathons and half-marathons of runDisney pro-

of 350 events involving more than 60 different sports each year, ranging from baseball to gymnastics, and football to martial arts.

Since 1998, the Wide World of Sports' Champion Stadium has played host to the Atlanta Braves each year for spring training. The only double-decked venue in the Grapefruit League, the ballpark holds over 9500 stadium and bleacher seats, in addition to four box-seat areas and open-air suites. The Braves also utilize the Baseball Quadraplex, which includes four full-sized baseball diamonds and one practice field, with two of the diamonds featuring lights for night games. The diamonds are equipped with pitching machines, tunnels, and ten bullpens. This area is used for the Braves' minor league system, and when the teams depart for their regular seasons, the Quadraplex is used for Amateur Athletic Union (AAU) and high school tournaments, bringing in teams from around the country.

The Softball Diamondplex is comprised of four regulation fields set in a circle, in the center of which is a tower containing press boxes and concessions. Two adjacent fields complete this part of the complex. All of the fields can be adjusted for fastpitch or slowpitch softball, as well as youth baseball. In addition, baseball and softball are played on the HESS® Sports Fields, which are comprised of eleven grass-surface venues that can also be converted into playing areas for other field sports, such as football, lacrosse and soccer.

Originally known as the Milk House, the HP Field House came under Hewlett-Packard sponsorship and was renamed in 2011. In a true "ESPN meets Disney" experience, Mickey and Goofy were on hand to assist in the grand open-

vide Guests with the opportunity to combine competitive running with a Disney Parks vacation throughout the year. Races are often held in combination with health and fitness exhibitions, and each event includes family "fun runs," children's events, and even a "Diaper Dash" for the youngest Guests. Favorite characters are on-hand to cheer on the runners, and each event presents Disney-themed medals to the participants. Runners for each event also receive commemorative shirts, assorted gifts, and a post-race party.

The runDisney year kicks off in January with the Walt Disney World Marathon Weekend. This event was the first to be held at the resort, with its inaugural race on January 16, 1994. Eight thousand runners participated in that first event, with more than 20,000 running in 2013.

The half-marathon encompasses the Magic Kingdom and Epcot, while the marathon takes runners 26.2 miles through all four Walt Disney World parks. A 10K and 5K through Epcot are also available, and for those who are up to the task, Goofy's Challenge—a two-day combination of the marathon and half-marathon—and the Dopey Challenge—a four-day event that adds the 10K and 5K to Goofy's Challenge, are available. Each one of these events awards participants a medal, so yes, that means that those whose times qualify in the Dopey Challenge can take home six honors for their efforts! For younger Guests, Kids Dashes and the Mickey Mile are held at the ESPN Wide World of Sports' Track and Field Complex.

February is the month of love, and at Walt Disney World it is also the month of the Princess Half Marathon, which was added to the schedule in March 2009 (it was moved to February in 2011). This event is held exclusively for women and

girls. A half-marathon and 10K are available, and those who complete both within the required pacing will achieve the Glass Slipper Challenge and its accompanying medal.

One of the most unique runDisney experiences is the Expedition Everest Challenge, held in late spring. This event, which was first held in September 2008, is a nighttime 5K through Disney's Animal Kingdom, combined with the fun of a scavenger hunt! Runners may participate individually or in two-person teams to complete the course, facing a number of obstacles along the path. A "Family Edition" of the run can be enjoyed by runners age four and older, which includes the scavenger hunt with a shorter run.

The heat of a central Florida summer is not especially



conducive to distance running, so the next—and newest—runDisney event on the calendar is just in time for Halloween: The Twilight Zone Tower of Terror® 10-Miler Weekend, which joined the run roster in 2012. Held in early October, this night run begins and ends at Disney's Hollywood Studios, with a jaunt to the ESPN Wide World of Sports in between and encounters with Disney villains along the path! A family-friendly morning trek, the Happy Haunted 5K Trail Run, takes participants throughout the Wide World of Sports complex.

The final runDisney event of the year was introduced in 2010: the Wine & Dine Half Marathon Weekend, held in conjunction with Epcot's International Food and Wine Festival in November. This race winds through the decoratively-lit Disney's Animal Kingdom and Disney's Hollywood Studios

before concluding at Epcot. The corresponding family race, Mickey's Jingle Jungle 5K, takes place exclusively in the Animal Kingdom.

Disneyland also offers two races during the year: the Tinker Bell Half Marathon in January and the Disneyland Half Marathon in August. Runners who finish half or full marathons on both sides of the country in the same calendar year have completed the Coast to Coast Race Challenge, thus earning yet another medal for their efforts. A new pink version of the medal has been created for 2014 for those who complete the Tinker Bell Half Marathon in Anaheim and the Disney Princess Half Marathon at the Walt Disney World Resort.

Fee and registration information for all of the marathon events can be found at [runDisney.com](http://runDisney.com).

### Other Activities

For those who want to channel their inner Robin Hood or Merida, Fort Wilderness offers the Archery Experience. This unique offering is a 90-minute class where Guests age 7 and older learn to use the compound bow, which is a fairly recent addition to archery, having been invented in the 1960s. Holless Wilbur Allen, a mechanic, modified a recurve bow by adding a system of cables and pulleys, which allowed arrows to fly farther and with better accuracy than earlier bows. Compound bows have been on the market since 1969, and were added as an event in the World Target Archery Championship in 1996.

Classes are held Thursday through Saturday from 2:45-4:15 p.m. Enrollment is limited to ten people, and Guests may reserve a place up to 180 days in advance; walk-ups are accepted if the class size permits. Both left- and right-handed bows are available, and there are smaller bows for younger Guests, along with full-size bows for adults.

If a luau with Lilo is more to your liking, try a hula class at the Polynesian! Classes are complimentary; 15-minute sessions are held Monday-Saturday at 3:45 p.m., while a two-hour class is held each Saturday morning from 10 a.m. until noon.

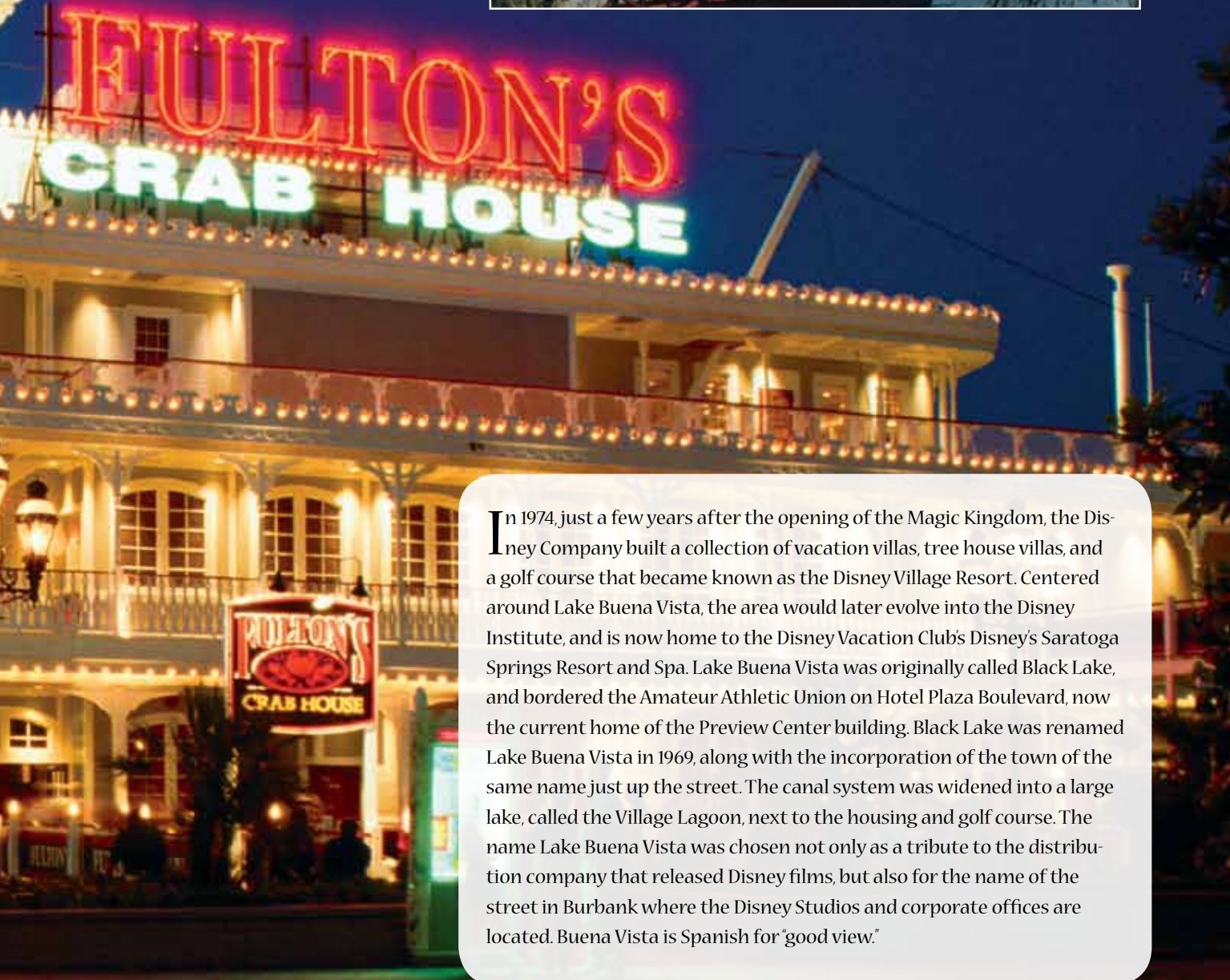
Reservations for the Fort Wilderness Archery Experience can be made at (407) WDW-PLAY (or 939-7529).

With so many diverse options available to Guests of all ages, anyone visiting the Walt Disney World Resort should be able to find activities to help make their vacation experience even more magical. From walking to water skiing, and from the rank beginner to the veteran athlete, there is a wealth of opportunities to explore.

# Empress Lilly

The  
Stories  
Behind  
Walt  
Disney  
World

By Jim Korkis



In 1974, just a few years after the opening of the Magic Kingdom, the Disney Company built a collection of vacation villas, tree house villas, and a golf course that became known as the Disney Village Resort. Centered around Lake Buena Vista, the area would later evolve into the Disney Institute, and is now home to the Disney Vacation Club's Disney's Saratoga Springs Resort and Spa. Lake Buena Vista was originally called Black Lake, and bordered the Amateur Athletic Union on Hotel Plaza Boulevard, now the current home of the Preview Center building. Black Lake was renamed Lake Buena Vista in 1969, along with the incorporation of the town of the same name just up the street. The canal system was widened into a large lake, called the Village Lagoon, next to the housing and golf course. The name Lake Buena Vista was chosen not only as a tribute to the distribution company that released Disney films, but also for the name of the street in Burbank where the Disney Studios and corporate offices are located. Buena Vista is Spanish for "good view."

Right across the Village Lagoon from the Disney Village Resort was a small shopping area. When it opened on March 22, 1975, the Lake Buena Vista Shopping Village was immediately popular with Guests, locals, and business people. It was a location where they could purchase Disney merchandise and enjoy the magic and quality service that Disney was known for, without having to pay to get into the Magic Kingdom or stay at one of the Disney resorts. It had a quiet, soothing, small-town atmosphere where visitors could dine and shop and be entertained. It was a charming retail community that included a barber, post office, art gallery, pottery shop, candle shop, and pharmacy, as well as other simple businesses.

The original Lake Buena Vista Shopping Village had four places to eat: Lite Bite, Heidelberger's Deli, The Village Restaurant, and Cap'n Jack's (named after Disney Legend Jack Olsen, who had a fondness for sailing and fishing, and was instrumental in the development of Disney theme park merchandise beginning with Disneyland in 1955). Guests could also take a boat from Cruise Dock West to the Lake Buena Vista Club, where they could enjoy breakfast, lunch, brunch, and French cooking at night.

In 1977, the Lake Buena Vista Shopping Village became The Walt Disney World Village at Lake Buena Vista, and with that name change came an iconic structure that still exists today, the Empress Lilly, which officially opened on May 1, 1977. At that time, none of the other steamships on Walt Disney World property were named after a woman. This ship was named after Walt Disney's widow, Lillian Bounds Disney, who was there on opening day alongside Disney executive Donn Tatum and the WDW Ambassador to christen her namesake (*pictured*).

In actuality, the Empress Lilly was not a boat at all, despite the fact that her paddlewheel churned constantly in the early days as if she were ready to steam out of port. Rather, it was a building built to resemble a boat, anchored on a submerged concrete foundation. At 220 feet long by 62 feet

wide, she was more than twice the size of the steamboats at the Magic Kingdom.

### Fun and Dining Aboard the Empress Lilly

The Empress Lilly was home to the very first Walt Disney World character breakfast. "Join Mickey, Minnie and their friends aboard the Empress Lilly Riverboat every morning for a delicious breakfast" proclaimed the flier. Kids who attended received an 18-inch-long felt pennant (featuring a smiling Mickey and Minnie walking away from the Empress Lilly) or a certificate. The cost of a character breakfast, even with tax, was less than ten dollars. Special "Empress Lilly Character Breakfast" cups sported the face of Mickey Mouse wearing an Empress Lilly skipper's cap. The concept of character dining proved to be so popular that it spawned the familiar character meals that you can enjoy today throughout Walt Disney World.

The upscale Empress Lounge featured a live harpist, a tradition later carried on at Victoria & Albert's at the Grand Floridian. The Empress Room was elegantly decorated in the style of Louis XV, and men were required to wear ties and jackets to dine there just as they are today at Victoria & Albert's. Reservations were often made weeks in advance, and Guests entered through a private entrance where they discovered gold wallpaper (and platinum prices) for an elegant menu created by an award-winning chef.

A more raucous time could be had at the full bar in the Baton Rouge Lounge that featured "Fast Eddie" Erickson, Bill Dendle, Mike Gentry, Randy Morris, Ralf Reynolds, John Charles, and Denny Zavett providing comedy and Dixieland jazz as the "Riverboat Rascals" show band. The room's décor was primarily red, a visual play on the lounge's name, with the same red carpet that was used to cover the floor of the special Lillian VIP car on the Disneyland Railroad.

Above the Baton Rouge was the Fisherman's Deck restaurant, specializing in fresh fish caught daily. For those who preferred meat there was the Steerman's Quarters steak-



house restaurant, with its well-remembered Angus beef offerings (as well as lamb and veal) that Guests could enjoy while looking out the window at the giant churning paddlewheel. The name of the restaurant was itself a clever pun, referring not only to the crewmembers that would steer the ship, but also to those who worked with beef cattle or steers. Finally, on the third floor was the Captain's Table. Inside this private banquet hall, there was a 24-foot long parquet table, imported from New Orleans Square at Disneyland, which seated up to 20 Guests.

### **An Idea That Never Came To Be**

During an interview in 1982, Disney executive Dick Nunis revealed that the area near the Empress Lilly was to be expanded into a New Orleans section similar in style to Disneyland's New Orleans Square. The buildings would house shops on the lower level and hotel rooms on the upper levels. Apparently, the storyline was that the Empress Lilly had just pulled in to the dock to unload goods and passengers at Port Orleans. However, this was a time of turmoil for the Disney Company (Michael Eisner and Frank Wells would come on board within the next two years) and the increasing costs of building EPCOT Center drained much of the Disney Company's resources. The expansion was never realized, although the idea eventually resurfaced as the Port Orleans Resort, which was built not far away.

### **A New Tale and a New Restaurant**

With the opening of Pleasure Island in 1989, the story behind the Empress Lilly changed once again. According to the new fictional backstory, the grand ship was the original home of the fabled Merriweather Adam Pleasure and his family, and it had brought them to the island where Pleasure built his empire and permanent residence.

A story plaque was installed incorporating the restaurant into the Pleasure Island storyline: *"The Floating Arts Palace. 1886. Originally christened The Floating Arts Palace, this vessel plied the mighty Mississippi River for 25 years. Boat fancier Merriweather Pleasure purchased it in 1911 to use as a home, guest house, and entertainment center while he began construction on Pleasure Island. In 1918, the former showboat was unmoored and transformed into a summer houseboat for steaming down the tree-lined waterways of Central Florida. In 1971 the boat was restored to her original glory and re-commissioned The Empress Lilly in honor of Mrs. Lillian Disney."*

On April 22, 1995, the Empress Lilly closed her doors, and

the interior was gutted in preparation for a new dining experience and a new owner, Levy Restaurants, who had signed a 20-year license to operate the location. On March 10, 1996, the location reopened as Fulton's Crab House, featuring a giant red neon sign that tied into the theme of the rest of the Pleasure Island buildings. The smokestacks and paddlewheel were removed from the exterior, supposedly because severe rust and corrosion had made them a hazard and they were too expensive to replace. As a result, despite the promotional literature (which stated that "Fulton's Crab House is a rustic recreation of a 19th-century paddle-wheeler"), the structure didn't resemble a steamboat nearly as much as it did when it was first built. In fact, even the sign on the back of the ship that proudly proclaimed "Empress Lilly, Port of Lake Buena Vista" was gone.

Despite the exterior changes, however, there were still plenty of scrumptious dining options to be found inside. Each dining room received a new theme and name. The Fisherman's Deck was converted into the Constellation Room, in which a night sky was painted on the ceiling and illuminated by navigational stars. The other main restaurants were converted into the Market Room and the Industry Room. Unlike the Empress Lilly, the same menu was served in all three dining rooms.

### **Remembering the Original Empress Lilly**

Even today, many Disney fans still remember the original Empress Lilly with great fondness. On November 25, 2006, a limited edition of 750 pins in the Disney pin "Remember When" series was released honoring the original Empress Lilly. The Fall 1977 issue of The Disney News magazine described the pins as featuring "twinkling lights, dancing on a placid nighttime waterfront (that) are reflections of a new era in dining and entertainment at the Walt Disney World Village at Lake Buena Vista. The Empress Lilly has arrived! As spring turned toward summer, the grand lady of the river let down her gangplanks and welcomed aboard all who had come to dine in the splendor of days past. An authentic reproduction of earlier stern-wheelers, the Empress Lilly is decorated in the grand style of those 19th-century steam crafts. Stains and velvets are lovely accents to the dark mahogany and bentwood furniture and beams, brass lamps, crystal chandeliers and silk damask wall covering."

Today, while the structure still physically exists, the grand elegance of the Empress Lilly has steamed off into the rivers of the past.



# Wandering the World

Offbeat  
Adventures  
and Unusual Discoveries  
by Ray Harkness



When we last parted ways, we were basking in the tranquil splendor of the Victoria Gardens outside Le Cellier in the Canada Pavilion. Since the Disney Dining Fairies didn't help us luck into a seat at Le Cellier, we are still on the hunt for food. As we were thinking of where we should venture next, it occurred to us that no matter where we wanted to go, it was going to be a long hike. If we went to Beaches and Cream again, that was going to be quite a long walk. If we went to the Electric Umbrella, likewise, a long walk. Even if we wanted beer and pretzels at Germany, it was still a long walk. No matter how you slice it, a trip around World Showcase, as wonderful as it is, requires lots of footsteps as you take that mile long trek (and then some!).

At the very least, we needed to make a decision on where to dine, so we flipped a coin

and decided on the Nine Dragons restaurant in China (another one of our favorites at World Showcase). The only unfortunate part of our decision was that the China pavilion was basically directly across the lagoon. The question now was how to get there, ideally without too much walking.

As we paused for a moment at the entrance to World Showcase, I gazed over the water of the lagoon and noticed something that I've often overlooked...the Friendship Boats. To be honest, the most time I ever spend looking at the water is during IllumiNations, but there was our answer!

There are two docks near the entrance to World

Showcase, with one launch taking you to Germany, and the other to Morocco. Since we were in no hurry (and our feet were talking mutiny), we took a much-needed seat and waited for the next boat. The boat soon arrived (they come and go at 15 minute intervals on average) and we boarded. On this particular day, there weren't many people waiting so we had the luxury of choosing our favorite seats, those closest to the World Showcase pavilions. The first thing we noticed was the air conditioning. The second thing we noticed was how happy our feet were.



The third thing we noticed was the great opportunities for photographs that these seats afforded us. Normally, to get pictures of the facades of the Showcase pavilions on the opposite side of the lagoon, you need to have a good zoom lens and a good tripod or solid surface

on which to place your camera. But on the Friendship Boat, we found we were leisurely cruising right by the pavilions, with a unique "water level" perspective. Granted, we didn't have the benefit of being able to sit and wait for the perfect moment free of Guests blocking our view, but we were significantly closer to the pavilions than we would ever be on land, and the unique vantage point made for some great photos!

Typically, when you hear the words "off the beaten path," one thinks of a solid surface under one's feet. But sometimes that path involves floating along the water in seated bliss. Until next time, this is Ray, and you have been Wandering the World!



Photo ©Tim Foster

# BY THE NUMB3RS

# Frozen

**765 million**

Revenue, in dollars, that *Frozen* has grossed worldwide to date. That makes it Disney's second highest grossing film, behind only *The Lion King*.

**1845**

Year that the Hans Christian Andersen story "The Snow Queen" was originally published.

**70**

Number of years that passed between Walt Disney's original notion to animate "The Snow Queen" (as part of a film biography of Andersen) and the release of *Frozen*. The biography was intended to include several other Andersen fairy tales (including "The Little Mermaid," which of course would be made into its own Disney film in 1989), but bringing "The Snow Queen" to the screen proved problematic, and the project was shelved. Several further attempts to animate "The Snow Queen" proved equally insurmountable, until the breakthrough finally came in 2011. It was then that the producers came up with the idea of giving human qualities to the Snow Queen, as well as making her and Anna sisters, allowing them to relate to each other, and to the audience.

**2**

Number of additions to the Disney Princess lineup that will come from the film. Though official announcements and dates have yet to be made, Anna is expected to become the 12th Disney Princess, with Elsa soon following as number 13. This would mark the first time that two Disney Princesses have come from the same film.

**4**

Number of actresses who took part in portraying Anna. These include Kristen Bell, as well as Livvy Stubenrauch (who voiced the young Anna), Katie Lopez (who provided the singing voice of young Anna), and Agatha Lee Monn (who provided Anna's teenage singing voice).

**312**

Number of character rigs used in the computer animation models used to create *Frozen* (character rigs can be thought of as computerized skeletons used to facilitate the character's movements). The film also used 245 cloth rigs, far more than any other Disney film.

# In Search Of...

## The Loch Ness Monster

By Tim Foster

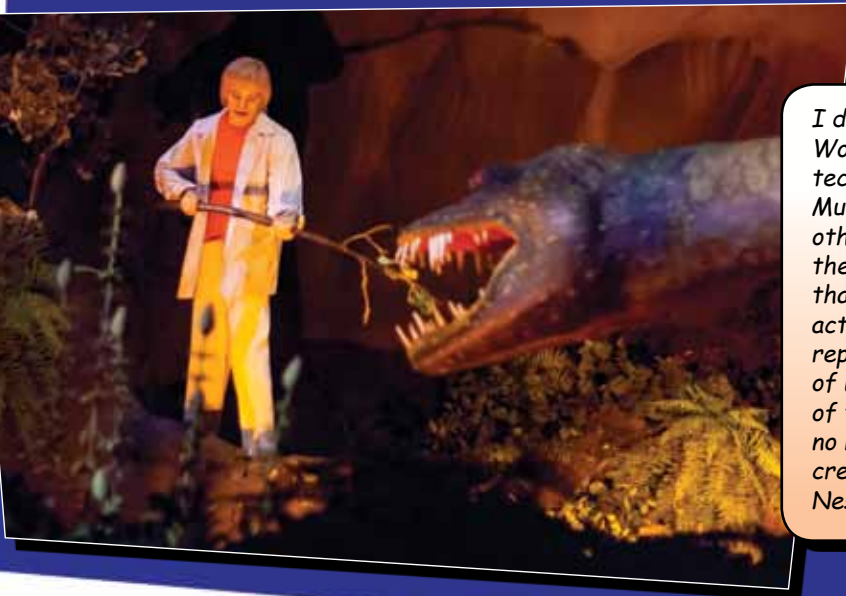


*In one of our previous adventures, we had discovered the whereabouts of a large dinosaur named Gertie who inhabited Echo Lake at Disney's Hollywood Studios. One of the things that I thought was amusing was how her footprints were embedded in the grass, tracing her path to the lake. The first thing that struck me (other than sheer terror) was that she had awfully big feet. That made me think of the legendary Bigfoot, and his nautical but equally mythical cousin the Loch Ness Monster. I seemed to recall there being a reference to Nessie somewhere around here. Since the real (?) Loch Ness Monster is in Scotland, I thought I trip to World Showcase would be the best way to begin my quest.*

*Although Scotland was represented at the Millennium Village during Epcot's Millennium celebration (where you could partake in a round of miniature golf!), I was dismayed to find the country was no longer there. The closest I came to a fearsome sea creature was this marvelous sea dragon at that China pavilion. It was a rare sight indeed, as I was told that this particular dragon only comes out during the Flower and Garden Festival in the Spring.*



*I decided to continue exploring Future World, hoping that the latest innovations in technology would help me locate my quarry. Much like Gertie, I heard that dinosaurs and other prehistoric creatures could be found at the Universe of Energy. I recalled a theory that claimed the Loch Ness Monster was actually a plesiosaur, a prehistoric marine reptile. I came across this frightening scene of Ellen battling an Elasmosaurus, a subspecies of the plesiosaur. I called out "Nessie!" but got no response, if anything it seemed to make the creature angrier. Realizing this was not Loch Ness, I bid a hasty retreat.*





I suddenly remembered that Disney's Animal Kingdom was not only home to real animals, but to mythological ones too, so I ventured over to see what I could find. It wasn't long before I discovered the frosty peaks of Expedition Everest, and thinking back on my original recollections of Bigfoot, realized that his equally famous cousin roamed these parts. Climbing aboard a rickety train, I started my trek toward the summit. Unfortunately something terrible had happened before my arrival and I found myself hurtling out of control. Just when I thought all was lost I saw the ominous shadow of the Yeti. I was hoping we could stop so I could inquire as to the whereabouts of Nessie, but our train was wildly out of control, and it was all I could do to get back to the town of Serka Zong in one piece.

As I collected my wits, I suddenly remembered that I had seen a kinder, gentler version of the Yeti somewhere before. Of course! It was in the film *Monsters Inc.*, when Mike and Sulley are banished to the Himalayas. It was there that they came across the Yeti himself, who at first seemed frightening but soon revealed himself to be a friendly chap. The odd thing was his voice, it sounded strangely familiar. For some reason it reminded me of a piggybank, a circus flea, a truck, a waiter, a construction worker, and even a crackpot villain I once heard of called the Underminer. Weird! Just then, however, I had a sudden flash of insight and realized that the elusive creature I was seeking could also be found in the *Monsters Inc.* universe, but where...?



Seeking car pool  
ride from Upper  
East Lagoon.  
Call Nesse  
at ext. 3545

on Overview

I made my way over to the *Monsters Inc.* Laugh Floor, hoping that someone there could point me in the right direction. I asked several people outside, but no one had seen Nessie, just a few monsters wandering about. I went inside and tried to find one of the monsters, but they seemed to have an odd aversion to humans. We were asked to text in messages that might be used for the show, so I took the opportunity to ask "Where is Nessie?" I was assuming they would provide the answer but apparently you were supposed to do that yourself (for example, one of the messages they read was "How do you get a tissue to dance?" "Put a little boogie in it!" What that has to with monsters is beyond me.). Undeterred, I returned to explore the office areas of this complex, and I stumbled upon a bulletin board on the left side of the queue. I looked at the posted messages and there it was, the elusive reference to the Loch Ness Monster that I was seeking! However, I thought it best not to call the number, I'd had enough of strange monsters for one day!



# How Well Do You Know Your Disney Voice Actors?

by Tim Foster

Disney is well known for its memorable characters, but can you remember who provided the voices for some of your favorites?

**1. Mr. Incredible (*The Incredibles*)**

- a. Craig T. Nelson
- b. Will Ferrell
- c. Luke Wilson
- d. Kevin James

**2. Ariel (*The Little Mermaid*)**

- a. Minnie Driver
- b. Linda Larkin
- c. Jodi Benson
- d. Amy Adams

**3. Vanellope von Schweetz (*Wreck-It Ralph*)**

- a. Tina Fey
- b. Nancy Cartwright
- c. Sarah Silverman
- d. Mila Kunis

**4. Scar (*The Lion King*)**

- a. Jeremy Irons
- b. Steve Buscemi
- c. James Woods
- d. James Earl Jones

**5. Dory (*Finding Nemo*)**

- a. Shelley Duvall
- b. Patricia Heaton
- c. Kathy Griffin
- d. Ellen DeGeneres

**6. Baloo (*The Jungle Book*)**

- a. Jim Cummings
- b. Paul Winchell
- c. Phil Harris
- d. Sterling Holloway

**7. Merida (*Brave*)**

- a. Kelly Macdonald
- b. Anne Hathaway
- c. Olivia Wilde
- d. Bonnie Hunt

**8. Carl Fredricksen (*Up*)**

- a. Tommy Lee Jones
- b. John Goodman
- c. Ed Asner
- d. James Caan

**9. Princess Atta (*A Bug's Life*)**

- a. Annie Potts
- b. Paige O'Hara
- c. Jennifer Aniston
- d. Julia Louis-Dreyfus

**10. Mr. Potato Head (*Toy Story*)**

- a. John Ratzenberger
- b. Jim Varney
- c. Don Rickles
- d. Rodney Dangerfield

**11. The Beast (*Beauty and the Beast*)**

- a. Robby Benson
- b. Scott Weinger
- c. Michael J. Fox
- d. Christopher Daniel Barnes

**12. Duchess (*The Aristocats*)**

- a. Eva Gabor
- b. Doris Day
- c. Julie Andrews
- d. Angela Lansbury

**13. Mushu (*Mulan*)**

- a. Robin Williams
- b. Will Smith
- c. Eddie Murphy
- d. Michael Richards

**14. John Smith (*Pocahontas*)**

- a. Kevin Spacey
- b. Kevin Costner
- c. Bruce Willis
- d. Mel Gibson

**15. Kronk (*The Emperor's New Groove*)**

- a. Patrick Warburton
- b. Eddie Murphy
- c. Michael Keaton
- d. David Spade

**16. Rapunzel (*Tangled*)**

- a. Mary Elizabeth Winstead
- b. Kristen Bell
- c. Mandy Moore
- d. Carrie Underwood

**17. Remy (*Ratatouille*)**

- a. B.J. Novak
- b. Bradley Cooper
- c. Lou Romano
- d. Patton Oswalt

**18. Doc Hudson (*Cars*)**

- a. Paul Newman
- b. Robert Redford
- c. Sean Connery
- d. Morgan Freeman

<b>Quiz</b>	4) A	9) D	14) D
<b>Answers</b>	5) D	10) C	15) A
1) A	6) C	11) A	16) C
2) C	7) A	12) A	17) D
3) C	8) C	13) C	18) A

**ANSWERS**

**KIDS KORNER (pages 78-81)**

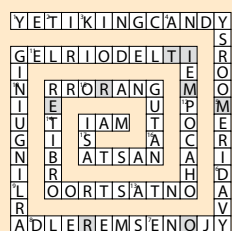
**WHERE AM I?**

- 1. Stitch's Great Escape!
- 2. The Haunted Mansion
- 3. The Carousel of Progress
- 4. The Great Movie Ride
- 5. The Magic of Disney Animation
- 6. It's Tough To Be a Bug

**FROZEN FOTOS**

- 1. Expedition Everest
- 2. Blizzard Beach
- 3. Journey Into Imagination
- 4. Winter Summerland Golf
- 5. Impressions de France
- 6. Hoth scene in Star Tours

**SPIRALS**



**SPIRALS BONUS ANSWER**

Mortimer

**BRAIN BUSTERS**

Wreck-It Ralph, Sugar Rush, Hero's Duty

**FIND THE DIFFERENCE**



- 1. The waterfall is missing.
- 2. There is an extra lantern.
- 3. There is more gravel on the ground.
- 4. The top of the tower is larger.
- 5. The lettering on the crate is gone.
- 6. There is an extra slat.
- 7. The post is shorter.
- 8. There is an extra tree branch.
- 9. The lantern is gone.
- 10. There is an extra ring on the barrel.

**FIND THE DIFFERENCE BONUS ANSWER**

A goat

**WORD SCRAMBLE**

- 1. Dole Whip
- 2. Mickey Ice Cream Bar
- 3. Turkey Leg
- 4. Kitchen Sink
- 5. Popcorn
- 6. Cupcake
- 7. Club Cool Soda
- 8. Egg Roll

**MYSTERY QUEST (pages 82-83)**

**SECRET SYMBOLS**

- 1. Silhouette on the sign for the Trail Ride
- 2. Camping site loop on the Fort Wilderness map
- 3. Blacksmith sign
- 4. Tri Circle-D Ranch symbol
- 5. Hoop-Dee-Do Revue sign

**WHERE AM I?**

- 1. Pioneer Hall sign
- 2. Sign at the Tri Circle-D Farm
- 3. Horseshoe board at the Blacksmith
- 4. Post at the Tri Circle-D Farm
- 5. Beach front at Bay Lake
- 6. Carriage near the Settlement Post
- 7. Forge inside the Blacksmith
- 8. Hidden Mickey on one of the horses at the Tri Circle-D Farm (can you find him?)

# Kids Korner

## Where Am I?

On what attractions will you find these characters?

1. Skippy
2. Leota
3. Rover
4. Toto
5. Mushu
6. Flik

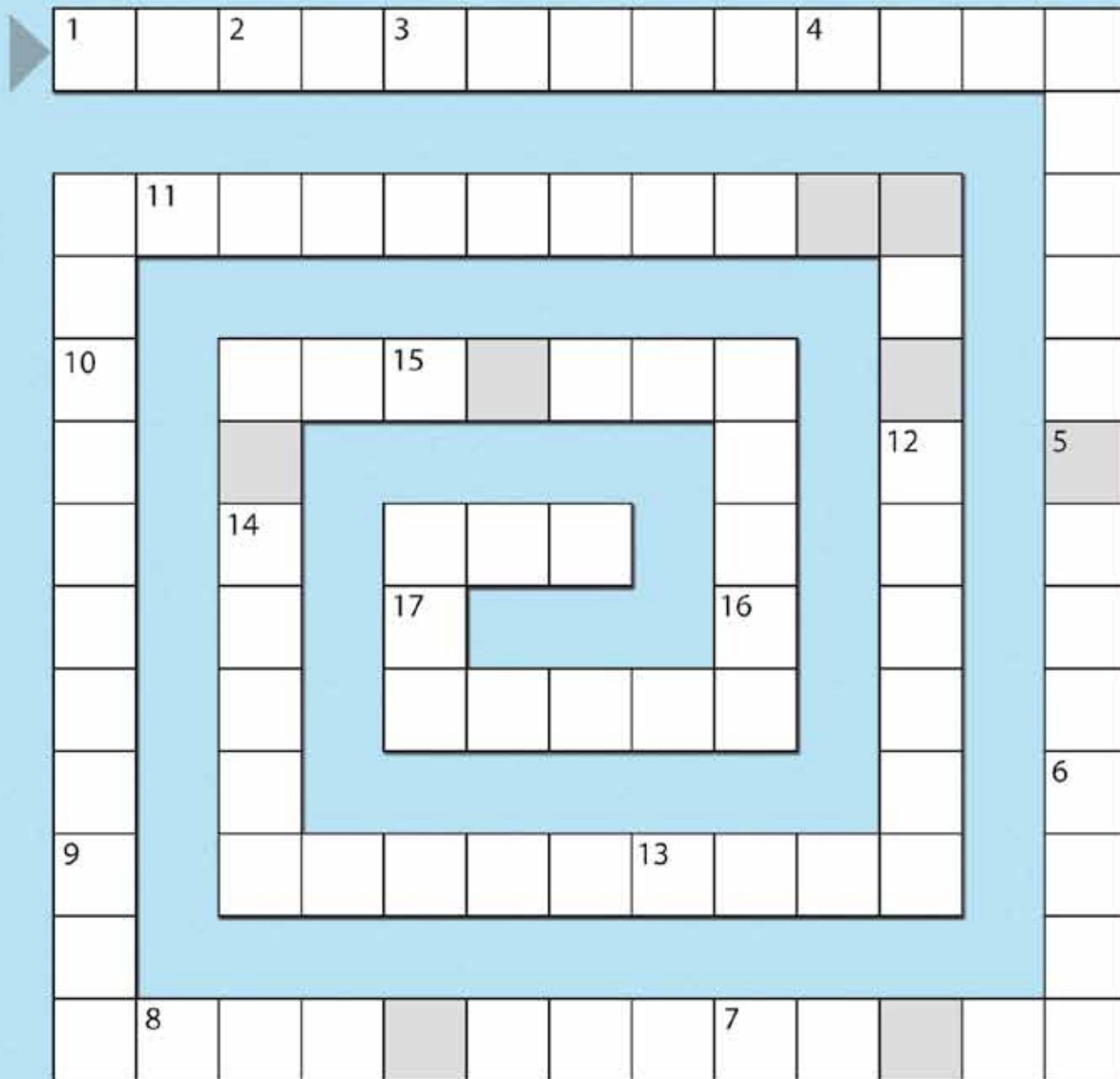
## Frozen Fotos

In honor of *Frozen*, here are some snowy spots that you'll find throughout Walt Disney World. Can you figure out where they are?



# Spirals

Enter the clue answers in the spiral, starting at the proper number and traveling clockwise. All of the answers overlap, so you can use the last few letters of each answer as a hint to figure out the next clue. When you're done, the letters in the shaded boxes will answer the bonus question.



1. He inhabits Expedition Everest
2. You'll find these birds in Adventureland
3. He's the REAL bad guy in Wreck-It Ralph
4. Where you'll find Woody, Buzz and all their pals
5. The bravest princess
6. Captain of The Flying Dutchman
7. Quasimodo's friend
8. Lady's "mother"
9. Remy "taught" him how to cook
10. Dr. Channing's first name in Journey Into Imagination

11. The former name of Gran Fiesta Tour
12. Meeko's princess friend
13. You can fly high over Tomorrowland here
14. What you'll find in the Hollywood Tower
15. What kind of animal is *The Jungle Book's* King Louie?
16. Drizella's sister
17. The names of the mischievous cats in *Lady and the Tramp*

**BONUS QUESTION:**

What was Mickey Mouse's original name?



## Brain Busters

What are the names of the three main games seen in Wreck-It Ralph?

## Find the Difference

It looks like Big Thunder Mountain has been rumbling a bit. Can you spot the 10 differences in the photos below?



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### BONUS

### QUESTION

What kind of animal can be found perched high atop a mountain peak on Big Thunder Mountain Railroad?

# Word Scramble

See if you can unscramble these Walt Disney World snacks!

1. LODI PHIW

□□□□ □□□□

3. KURYET GLE

□□□□□□ □□□

5. COORPNP

□□□□□□□

7. BLUC LOCO DAOS

□□□□ □□□□ □□□□

2. CYEKIM CEI MACER RAB

□□□□□□ □□□ □□□□□□ □□□

4. THICKEN INKS

□□□□□□□ □□□□

6. PACKUCE

□□□□□□□

8. GEG LORL

□□□ □□□□

Answers on page 77



## 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](mailto:subscriptions@celebrationspress.com).

### What's your new favorite flavor at Club Cool?

My favorite is anything but Beverly!!! Really...I'll try them all, but that one :) I enjoy trying all the Fanta favors because maybe I'll find them at the store or in a slushie when I'm home. But lately I can't visit without getting a bit of Sparberry from Africa.

### Besides the pools and water parks, where is your favorite place to get wet at Disney?

Walt Disney World is full of fun places to get wet...from misting stations like the one in the Test Track area at Epcot to fun water decorations like a huge soda bottle or a

special street lamp and umbrella at Disney's Hollywood Studios. My favorite is Splash Mountain in Magic Kingdom - I always make sure I'm either in the front, or if the water canons are one, the back row (yup, the back!)

### Which World Showcase pavilion has the best snacks?

You mean I'm not supposed to snack around the World (Showcase)? Oops! Churros, Lefse, and sushi, oh my! France has some great pastries and if you prefer something salty over sweet - go get a pretzel in Germany...but I never, ever skip the cannoli :)



## Fort Wilderness Campground Secrets

Fort Wilderness Campground was once home to a railroad. The Fort Wilderness Railroad began operating on a three and a half mile loop through the campground in 1973. When the four trains began operation (each capable of carrying 90 passengers), you could climb aboard for just \$1 (50 cents for kids), and ride all day long. The railroad ceased operation in 1977 due to a number of problems, not the least of which was the requirement that the steam engines sound their whistle as they approached roadway crossings (which could be annoying late at night since the trains operated until 11 p.m.). The rails themselves would remain for a while, but eventually even they were pulled up, leaving the railroad as nothing more than a fond memory.

Visitors to Mickey's Not So Scary Halloween Party can see the Headless Horseman himself galloping

through the Magic Kingdom. Until recently though, there was another place where you could spot this spooky apparition, the Haunted Carriage Rides at Fort Wilderness. Your ghoulish adventure began at the Blacksmith's Shop at the Tri-Circle-D Ranch, continuing past Pioneer Hall and the Settlement Trading Post before heading off into the dark woods. The driver would tell the tale of "The Legend of Sleepy Hollow" and the Headless Horseman himself would make his sinister appearance. The Haunted Carriage Ride was an oft-overlooked Halloween attraction, but was well worth the cost (and effort to get to the campground). Sadly, the carriage rides were discontinued a couple years back, with no official explanation as to why (various speculations offered up over the years have included budget concerns, ongoing construction in the area, or that was an outside decision by the company who actually ran the event). Guests can still partake of some holiday magic at Christmas with the Holiday Sleigh Ride, where you can ride in a horse-drawn carriage decorated with festive lights and garlands.

## SECRET SYMBOLS

Where can you find these cryptic inscriptions?



# WHERE AM I?

Can you determine where these photographs were taken?



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





## Top 10 Things You Didn't Know About Jiminy Cricket

1. The film *Pinocchio* was based on *The Adventures of Pinocchio*, written by Carlo Collodi and published as a children's novel in 1883. In the book, the character is simply known as the Talking Cricket, who had been living in Geppetto's house for more than 100 years. Early in the book, the cricket tells Pinocchio, "You are a puppet, and what's worse is that you have a head of wood." Pinocchio's response was rather harsh; he hurled a mallet at the cricket, killing it. The Talking Cricket's tale does

have a happy ending of a sort, when his ghost is given a house by the Fairy with the Turquoise Hair (as the Blue Fairy was known in the book.)

2. When Disney was developing *Pinocchio* for the big screen, one of the problems they faced was the characterization of Pinocchio himself. Early drafts of the script portrayed the puppet as being cruel at times, much as he was in the book. As Walt Disney himself said, "One difficulty...is that people know the story, but they don't like the character." Walt eventually solved the problem by taking the minor cricket character, naming him Jiminy, and using him to develop the heart of the story, namely the friendship between him and Pinocchio.
3. This was a rather late development in the story treatment, even by Disney standards. The character of Jiminy Cricket wasn't introduced until nine months into production.
4. Jiminy was the first sidekick to have a starring role in another Disney animated feature film (without his main

- protagonist) when he appeared in 1947's *Fun and Fancy Free*.
5. Jiminy was animated by one of Walt Disney's Nine Old Men, Ward Kimball. In early concept sketches, Jiminy was drawn in a realistic style. Kimball thought that the look was "disgusting," so he took a different approach and made him much more cartoonish (so much so that the only reason we know he's a cricket is because of his name!).
6. Speaking of his name, Jiminy wasn't invented by Disney. At the time, "Jiminy Cricket" was a polite euphemism for Jesus Christ. The expression was actually used (as an exclamation) in *Snow White and the Seven Dwarfs*, *The Wizard of Oz*, and the 1938 Mickey Mouse short, *The Brave Little Tailor*.
7. Animators used 27 different colors to bring Jiminy Cricket to life.

8. The voice of Jiminy Cricket was provided by Cliff Edwards. Edwards also played the part of the head crow in *Dumbo* (1941) and sang "When I See An Elephant Fly."

9. Jiminy Cricket has become one of the most enduring symbols of The Walt Disney Company. His signature song, "When You Wish Upon a Star," accompanies the Walt Disney Pictures logo at the start of every Disney animated film, and the ships of the Disney Cruise Line play the first seven notes of the familiar melody as their horns signal.

10. If you meet Jiminy in the parks and get his autograph, you'll often find that the initial "J" is drawn as an umbrella, Jiminy's signature prop!



**Keepsake Image:** "Old Time Hollywood" · Photography by Tim Devine





*"What I have learned from the animal world,  
and what everyone will learn who studies it is,  
a renewed sense of kinship with the earth  
and all its inhabitants."*

*-Walt Disney*