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DISCOVERING THE MAGIC OF WALT DISNEY WORLD

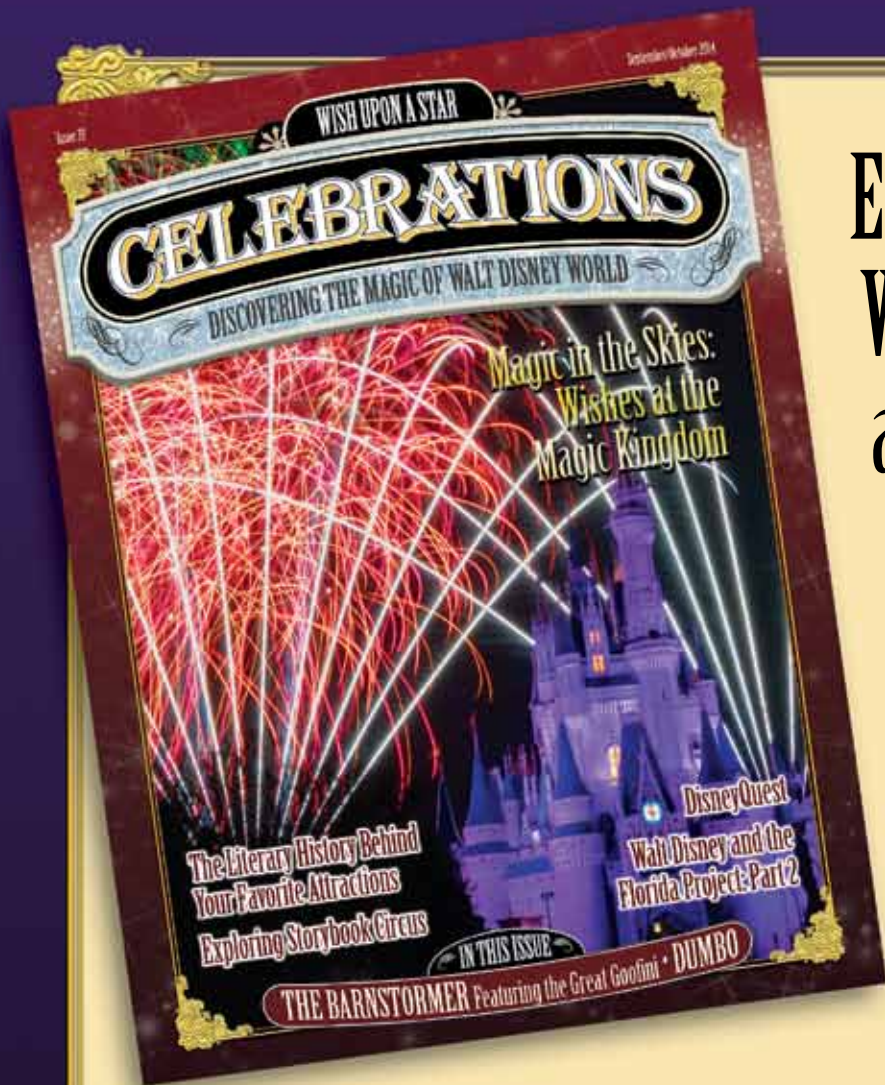
Magic in the Skies:  
Wishes at the  
Magic Kingdom

The Literary History Behind  
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DisneyQuest  
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# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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# Fun and Games

In this issue, we'll be talking about some of the "fun" aspects of Walt Disney World, from the interactive games of DisneyQuest to the Big Top theming of Storybook Circus. We've talked many times about how visiting Disney World allows you to escape from the everyday world, whisking you away to far off places such as the jungle, the old west, and even outer space. But one of the most fun-filled "destinations" you can visit is one that many of us are actually familiar with, one which brings back fond childhood memories—that of the carnival fairground.

You can wander through an actual circus fair at Storybook Circus in New Fantasyland, where you can see feats of daring-do, colorful tents, flying elephants, and old-fashioned circus wagons. In addition to the play areas that are made just for kids (such as the new Casey Jr. Splash 'N' Soak Station in Storybook Circus), you can also try your hand at many other midway-type games in such places as the Frontierland Shootin' Arcade, Buzz Lightyear's Space Ranger Spin, Toy Story Midway Mania!, Chester and Hester's Dino-Rama, DisneyQuest, and of course, all of the resort arcades.

But for many people, the fondest memories of the carnivals and fairs of yesteryear aren't those of the games and the performers, it's of the sights and the sounds themselves. The smell of popcorn wafting over the crowd. The scrumptious aroma of a steaming hotdog with all the fixin's. The old-fashioned organ music playing in the background. And the most magical of all? The hundreds of twinkling lights that bring the carnival to life at night. And this is part of what makes Main Street U.S.A. so magical, especially after the sun goes down. From the shimmering lights that line every building to the smell of hot dogs at Casey's Corner, Main Street brings that fairground atmosphere to life in a truly magical way. That's why, for so many of us, Main Street (and now Storybook Circus) touches us so deeply. It stirs up those feelings of nostalgia that bring us back to our childhood, and remind us that having fun is, well, fun... just for its own sake.

Enjoy the magic!

Tim Foster





# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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# Letters



## "First Love"

Anyone who knows the Gjertsen family knows that we are huge Disney fans (well, that's pretty much an understatement). My parents have been taking my bothers since 1971 and then finally my twin sister and I when we were born in 1974. Our family has grown since then from a family of 6 to a family of 18 and Disney is in all of our blood. (Not a bad gene to be born with!) We look forward to each and every trip. We read books, blogs, listen to podcasts, but our favorite is getting a new addition of *Celebrations* in the mail. My parents have 8 granddaughters and then were blessed with a 9th - A BOY! While we remember the absolute joy we felt in our first Disney magic, we now revel in watching our children experience it. This is our Owen entranced with his first meeting with the Fairy Godmother and Disney Magic. A true "First Love"

*The Gjertsen Family  
Tuckahoe, New York*



## Hidden Mickeys at Home!

We have been DVC members since 2006 and proud subscribers to *Celebrations* magazine! We found these Hidden Mickeys while preparing sun chokes for dinner! The mouse is everywhere!

*Jazz Zantay*



I wanted to share a Hidden Mickey that I came across in my house. The other day I toasted a bialy. I set it on a paper towel on my kitchen counter as I went to the refrigerator to grab some cream cheese. When I picked up the bialy I found lo and behold... a Hidden Mickey underneath! The magic of Disney is everywhere...even in our kitchens!

*William I. Marin*





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By Tim Foster



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# Contributors



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*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 (grumpypace.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.*



*Rebecca Leap is a college student whose childhood love of princesses and pirates has blossomed into a passion for all things Disney. She grew up two hours from Walt Disney World, made her first trip at age three, and has been hooked ever since! When not studying or pining for Dole Whips, she enjoys blogging at [www.princessesandpixiedust.com](http://www.princessesandpixiedust.com).*



*Lindsay Mott participated in the College Program and then worked seasonally for more than five years at Walt Disney World. Her time was centered around Magical Moments and seeing fireworks as many times as possible (especially Wishes). She is back home in Alabama working in marketing and freelance writing, but her heart will forever be split in two, with half remaining in the Happiest Place on Earth*

# Calendar of Events

## Epcot International Food & Wine Festival

Epcot

September 19 - November 10, 2014

Take your palate by the hand for an unforgettable tour of eclectic cultures and global cuisine offerings. Don't miss the Epcot International Food & Wine Festival, and watch for more information as the event approaches this fall!

### Festival Highlights

- Nearly 30 international food and beverage marketplaces
- Signature dining experiences with world-renown chefs
- Exciting culinary demonstrations and beverage seminars
- The Eat to the Beat concert series, with nightly performances from popular hit-makers

## Mickey's Not-So-Scary Halloween Party

Magic Kingdom

September 01 - October 31, 2014

Dress up in your favorite costume to collect candy throughout Magic Kingdom park during this nighttime ticketed event. You'll soon discover all the boo-tiful ways that the spirits of the season have transformed the park into a happy haunted hallows! Many favorite Disney Characters are dressed in Halloween costumes, too.

## Night of Joy

Magic Kingdom

September 5 - 6, 2014

From contemporary hits to hard-hitting high-energy rock, there's something for every kind of music fan. Artists currently scheduled to perform include:

September 5, 2014

Hillsong United	Chris Tomlin
Matthew West	for KING & COUNTRY
Mandisa	Building 429
Matt Maher	The Neverclaim

September 6, 2014

Skillet	Casting Crowns
Mercy Me	Britt Nicole
Israel Houghton & New Breed	Colton Dixon
Rhett Walker Band	We As Human
1 Girl Nation	

Entrance to the Night of Joy concert series requires a separate ticket for admission.

## Mickey's Very Merry Christmas Party

Magic Kingdom

Nov. 7, 10, 13, 14, 18, 20, 21, 30

Dec. 2, 4, 5, 7, 9, 11, 12, 14, 16, 18, 19

Start planning for a magical gathering in late 2014 with family, friends and familiar Disney faces. Held select nights in November and December, Mickey's Very Merry Christmas Party offers cheer and enchantment for all ages and interests.

Delight in the lights shimmering like ice on Cinderella Castle! And hum along with the holiday music that fills the air. It's a time for wishes to come true!



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# Disney News

## Patagonia Marketplace to Debut at 19th Epcot International Food & Wine Festival

The flavors of Argentina and Chile will sizzle at the new Patagonia Marketplace when Disney's fall culinary extravaganza, the 19th Epcot International Food & Wine Festival presented by Chase, opens Sept. 19 at Walt Disney World Resort. The 2014 festival kicks off a week early and runs 53 days – up seven days from the previous 46-day event — until Nov. 10, featuring new marketplace menus and debuting a variety of premium dining events.

Celebrated for its inspired food-and-beverage marketplaces, high-energy Eat to the Beat concerts, signature dinners and galas, the 19th festival will debut the new Patagonia Marketplace menu showcasing cuisine of Argentina and Chile such as fresh, sustainable roasted Verlasso salmon, quinoa salad and arugula chimichurri. Disney chefs this year also will dish up new Farm Fresh Marketplace offerings and debut new menu items at multiple marketplaces. A dinner showcasing Walt Disney's culinary predilections, a foodie "Boot Camp Series" and a Friday morning celebrity chef nosh-and-chat cookbook event, "Food for Thought," will debut.

Festival Guests will be able to pair wines and beers with savory and sweet dishes from more than 25 ethnic and specialty marketplaces as they stroll the World Showcase Promenade and earn stamps on their complimentary festival "passport" souvenirs. Champagne, cocktails and "mocktails" also will be on festival menus.

And that's just for starters . . .

### Hot Off the 2014 Festival Event Menu:

New marketplace debuts; favorites return - Flavors of

Argentina and Chile will merge at the new Patagonia Marketplace, where sustainable salmon with a kick debuts. At the Farm Fresh Marketplace, which replaces Florida Local Marketplace, Guests can taste farm-fresh local flavors of a new "Bacon and Eggs" dish featuring applewood-smoked, pepper-coated bacon, sweet corn, potatoes, Hollandaise and pickled jalapeños. The Brazil Marketplace puts the lime in the coconut with Mocequa de Pescado, a fresh tilapia dish featuring coconut lime sauce and steamed rice.

New Eat to the Beat acts debut; fan favorites return to festival stage – Opening night through Sept. 21, new festival act Jo Dee Messina will rock the house at America Gardens Theatre. Other new beats on tap include Rick Springfield (Sept. 24-25); Fuel (Oct. 9-10); Jim Brickman (Oct. 23-24); Los Lonely Boys (Oct. 25-26); and David Cook (Nov. 6-7). The Pointer Sisters (Sept. 22-23), Christopher Cross (Sept. 26-27) and other fan favorites will return to play the festival stage. Big Bad Voodoo Daddy (Nov. 8-10) will close the event.

Celebrity chefs cook and dish - Renowned chefs such as Warren Brown, Rock Harper, Jennifer Hill Booker, Erika Davis, Paula DaSilva, Gale Gand, Dana Herbert, Jamie Deen, Jerome Brown, Dean Max, "Cake Boss" Buddy Valastro, Allen Susser, Duskie Estes and John Stewart will share their talents during culinary demos and premium events.

Festival Welcome Center buzzes with activities – Guests can make the most of the new complimentary Back to Basics Festival Center weekend series featuring Guest presenters with epicurean tips and tricks from the pros. Culinary demonstrations and mixology and wine seminars will offer new tastes and sips for a nominal fee.

### Other Festival Highlights Include:

- More than 270 chefs including Disney chefs and culinary stars from across the country.
- Party for the Senses grand tasting events Saturday evenings showcasing tempting bites from eminent chefs, more than 50 wines and beers and live entertainment.
- Premium events including the back-by-demand "Parisian Breakfast" on Saturdays; new "Sunday Mornings with..." plated brunch starring an acclaimed pastry chef or baker crafting three favorite desserts for sampling; and new



"Boot Camp Series" interactive experience with epicurean challenges to hone your "inner chef."

**Included with Epcot Admission:**

Back to Basics series, special book signings, Eat to the Beat concerts, cultural adventures, Marketplace Discovery Passport and all attractions and park entertainment are included with regular Epcot admission. Festival hours extend to 10 p.m. each weekend.

**Special Programming by Reservation:**

The Party for the Senses grand tasting events, signature dinners and other special wine and culinary programs require reservations and separate event admission. When a reservation booking date is announced this summer, Guests can call 407/WDW-FEST (939-3378). Information and reservations for select programs will be at [epcotfoodfestival.com](http://epcotfoodfestival.com).



## Disney Season: Fall 2014

From Labor Day to Thanksgiving there's a bounty of festive offerings at Walt Disney World Resort to satisfy all tastes. With an art show, sporting events, annual holiday parties, concerts and international food fest, the Vacation Kingdom is the place to celebrate the golden days of the harvest season.

The fall lineup kicks off on September 1 with the popular Mickey's Not-So-Scary Halloween Party offering three extra nights of happy haunts. Here's more:

### Family Friendly Mickey's Not-So-Scary Halloween Party Extends to 26 Nights

Not-so-spooky ghosts and goblins return this fall with three extra nights of fun during Mickey's Not-So-Scary Halloween Party, delighting fun-seekers of all ages in the Magic Kingdom. On select nights September 1 through October 31, the Magic Kingdom will host this special hard ticket event from 7 p.m. – midnight. Highlights include Mickey's Boo-

to-You Halloween Parade; Happy HalloWishes Fireworks Spectacular; Disney characters dressed in their favorite Halloween costumes; and candy galore with treat trails throughout the Magic Kingdom. Plus partygoers can enjoy favorite attractions including the new Seven Dwarfs Mine Train. Visit [Disneyworld.com/Halloween](http://Disneyworld.com/Halloween) for party dates and prices, or call 407-W-DISNEY.

### A Frightfully Good Time Awaits Disney Cruise Line Guests this Halloween

Disney Cruise Line will treat Guests sailing this fall to a spooktacular good time as the Disney ships transform into a ghoulish wonderland filled with frightfully fun events and activities, special decorations, unique menu items in the restaurants and themed parties on deck. In 2014, Halloween on the High Seas takes place on most voyages aboard all Disney Cruise Line ships from late September through October. This extra-spooky celebration features Halloween-themed parties, lively entertainment and elaborate décor, including The Pumpkin Tree, which magically transforms throughout the cruise. Other experiences include spooky



storytelling, interactive movies, special character meet-and-greets and Halloween-themed arts and crafts.

To learn more about Disney Cruise Line or to book a vacation, Guests can visit [www.disneycruise.com](http://www.disneycruise.com), call Disney Cruise Line at 888-325-2500 or contact a travel agent.

### **Disney Fit Challenge Invites Athletes to Compete September 26-28**

The sport of competitive fitness, which is growing rapidly nationally and internationally, is coming to ESPN Wide World of Sports Complex at Walt Disney World Resort this September. The inaugural Disney Fit Challenge, a three-day competitive fitness event comes to ESPN Wide World of Sports Complex Sept 26-28. The competitive fitness event, involves athletes competing in different fitness challenges that test a participant's speed, strength, skill, endurance, balance and power and are based on age and skill level.

Registration remains open at [www.espnwwos.com](http://www.espnwwos.com). Daily admission for spectators is \$16.50 for adults and \$11.50 for children and can be purchased at the box office.

### **First-Ever Disney Princess Cup Soccer Event Set for October 10-12**

The first-ever Disney Princess Cup (Oct. 10-12) will feature a 6 versus 6 player format involving girls ages 9-14. The tournament is open to teams and individual players and will also include a pep rally featuring a Disney Music recording artist, an awards ceremony, a speaker series geared towards empowering young girls, and designated free time for teams and parents to visit the Disney theme parks. All participating athletes will receive a pair of soccer cleats from Puma, the official soccer equipment sponsor of Disney Soccer. Register at [www.espnwwos.com](http://www.espnwwos.com).

### **Disney Wine & Dine Half Marathon Weekend Celebrates Fifth Anniversary November 7-9**

Runners will celebrate the fifth anniversary of the Disney Wine & Dine Half Marathon Weekend at Walt Disney World Resort on Nov. 7-9. Participants in the Wine & Dine Half Marathon, which is sold out, will run a 13.1-mile nighttime race on Nov. 9 through Disney's Animal Kingdom, Disney's Hollywood Studios and Epcot. The race weekend will also include Mickey's Jingle Jungle 5K and runDisney Kids races on Nov. 8. To register for the runDisney kids races and to purchase the few remaining tickets for the Disney Wine & Dine Pre-Race Taste Party at Epcot, visit [www.runDisney.com](http://www.runDisney.com).

### **Mickey's Very Merry Christmas Party Delights Holiday Revelers Nov. 7- Dec. 19**

Mickey's Very Merry Christmas Party will celebrate the joy of the season for 19 magical nights from November 7-December 19. For a quarter century, Walt Disney World Resort Guests have been mesmerized by this festive tradition immersing families in the holiday spirit. Dates for 2014: Nov. 7, 10, 13, 14, 18, 20, 21, 30 Dec. 2, 4, 5, 7, 9, 11, 12, 14, 16, 18, 19

Beginning at 7 p.m. (after regular park hours), Guests with special event tickets to Mickey's Very Merry Christmas Party can enjoy all the holiday splendor with lively stage shows featuring Disney characters all dressed up for the holidays, a unique holiday parade and favorite holiday traditions including complimentary cookies and hot cocoa, and snow flurries on Main Street, U.S.A.

The fun continues with a holiday "Celebrate the Magic" castle projection show and Holiday Wishes: Celebrate the Spirit of the Season nighttime fireworks spectacular. Guests can enjoy experiences and attractions, including the new Seven Dwarfs Mine Train, in New Fantasyland at the Magic Kingdom.

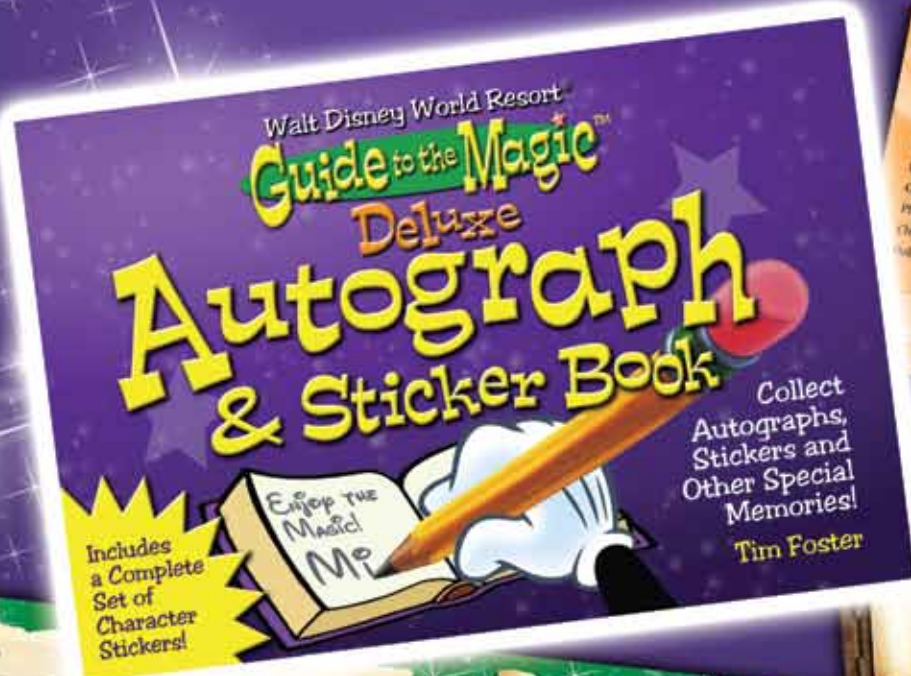
### **Downtown Disney Transforms to Art Lovers Paradise With Festival of the Masters**

Downtown Disney invites Guests to the 39th Festival of the Masters presented by Michaels November 7-9. This world-renowned fine arts festival features more than 130 artisans showcasing their unique works in painting, sculpture, photography and other categories. This open-air festival also will offer live entertainment, hands-on activities for kids and delectable food offerings. Additional information can be found at [www.disneyworld.com/artfestival](http://www.disneyworld.com/artfestival).

### **Orlando Classic Returns to ESPN Wide World of Sports Complex November 27-30**

Eight of the top men's college basketball teams in the country will compete in the Orlando Classic over Thanksgiving weekend, Thursday, Friday and Sunday, Nov. 27, 28 & 30, at HP Field House at ESPN Wide World of Sports Complex. The 2014 Orlando Classic features 12 games over the three days. Each team will compete in one game per day, advancing through a bracket-tournament format. The two teams that remain undefeated throughout will face off in the championship game Sunday, Nov. 30. For more information, visit [www.espnevents.com/orlando-classic](http://www.espnevents.com/orlando-classic), or [www.disneysportsnews.com](http://www.disneysportsnews.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...!

# Top Ten Largest Attractions

As Walt Disney was formulating his plans for what would eventually become Walt Disney World, one of the things that most excited him was the sheer enormity of the project, and the endless possibilities that the Florida location afforded him. As Walt famously said, "Here in Florida, we have something special we never enjoyed at Disneyland...the blessing of size. There's enough land here to hold all the ideas and plans we can possibly imagine." Not only did the 42,000 acres of land acquired by Disney provide plenty of room for all of the parks and resorts that we enjoy today, it also allowed each park to feature larger-than-life attractions that weren't constrained by the size limitations of their California cousins.

And some of these attractions are huge indeed! In this issue, we'll take a look at the "Ten Largest Attractions in Walt Disney World." (With a few extras thrown in for good measure.) "Large" in this case doesn't mean tall (for the list of Tallest Attractions, see issue #10 of *Celebrations*), it means the actual area that the attraction takes up, or in other words, how much space it would occupy on a map. Unlike statistics for height or speed, these numbers are often hard to come by, so in order to create this list we had to set up a few rules. Rule number one was that the attraction needed to be self-contained; in other words, it couldn't "enclose" another attraction or land. That leaves out the Walt Disney World Railroad, even though the track forms a complete circuit around the Magic Kingdom, and the TTA, whose path circles throughout Tomorrowland. Additionally, for indoor attractions we're only counting the building itself and the immediate attraction-related areas (such as outdoor queues), and not the surrounding grounds, as it's sometimes hard to say where one attraction ends and the next one begins. Finally, there was admittedly a little guess work and a few judgment calls that went into compiling this list, but hey, that's half the fun! So, with the preliminaries out of the way, let's get our list started with Number 10:

## 10. The Seven Dwarfs Mine Train

The Magic Kingdom's newest attraction kicks off our list in grand style, with an all-new twisty-turvy roller coaster that is easily the largest attraction in all of Fantasyland, both old and new. Nearly five times bigger than its Fantasyland cousin, the Barnstormer featuring the Great Goofini, the Seven Dwarfs Mine Train even noses out the wildest outdoor coaster in Walt Disney World, Expedition Everest. (Though what Everest lacks in square footage it certainly makes up for in screams!) The sprawling track layout takes you on a family-friendly trek through rocky outcroppings, mountainous passages, and over babbling streams on your way to a glittering jewel mine that features everyone's favorite band of mine workers.

## 9. Dinosaur

Our first entry from Disney's Animal Kingdom might also be the scariest on the list. More than three times larger than its prehistoric time-traveling rival, Primeval Whirl, the Dinosaur attraction takes Guests on a thrilling journey back in time to retrieve a special Iguanodon. The Time Rover vehicles were based on the same innovative ride mechanism used in Disneylands Indiana Jones Adventure attraction,



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.*

the Enhanced Motion Vehicle. The passenger seating area itself is attached to the chassis frame by three hydraulic rams, which allow the passenger car to move independently of the frame. This allowed the Imagineers to combine the speed and thrills of a roller coaster with the pitching and tilting movements of a simulator. Throw in the ferocious roar of an angry Carnotaurus (in the dark, no less!), and you have the makings of a thrill ride that's sure to make even the bravest explorer scream in terror.

### 8. Universe of Energy/Ellen's Energy Pavilion

We move over to Epcot for the next few entries, and the first one to make the list is the Universe of Energy Pavilion. Even when you approach the building from ground level it seems massive, and it certainly has to be to contain all those dinosaurs, not to mention the huge moving theater. The sheer size of the roof allowed room for the placement of 80,000 photovoltaic solar cells that provide some of the power required for the attraction. In addition to placing number 8 on our list, Ellen's Energy Adventure also holds the distinction of being the longest theatrical show (as opposed to ride-based attraction) at Walt Disney World in terms of duration, clocking in at 45 minutes.

### 7. The Seas with Nemo & Friends

The Seas with Nemo & Friends is next on our list, and is actually the largest entirely enclosed attraction in all of Walt Disney World. The bulk of that space is of course occupied by the massive 57 million gallon saltwater tank, but that's just part of the story. In addition to the ride-though attraction itself, the pavilion features numerous interactive exhibits scattered throughout two floors, formerly known as Sea Base Alpha (and accessible via the infamous Hydrolators) but now referred to simply as the Sea Base. The pavilion is also home to the Turtle Talk With Crush theater, which may beg the question of whether the pavilion should be considered one attraction or two (or three, depending on how you're counting). But in the spirit of "fish are friends, not food," we'll consider everyone to be one, big happy family. The pavilion is also notable for its distinctive shape. While the other Future World pavilions have their own unique shapes, the Seas with Nemo & Friends pavilion features numerous swirls and curves that mirror the aquatic wonders found within. (Incidentally, if the Wonders of Life pavilion were still open, it would have fallen between the Seas and the Energy pavilion in terms of size. How we miss that DNA molecule!)



### 6. Big Thunder Mountain Railroad

The largest roller coaster in Walt Disney World also holds the distinction of being the tallest attraction in the Magic Kingdom, soaring eight feet higher than Cinderella Castle. Surprisingly, despite its size, Big Thunder Mountain Railroad isn't the fastest roller coaster in Walt Disney World, nor even in the Magic Kingdom. The Magic Kingdom's speed champ, curiously enough, is the family-friendly Seven Dwarfs Mine Train, which zips along a full four miles per hour faster than its rugged cousin in Frontierland. Of course, Big Thunder Mountain features dizzying drops and wickedly tight turns, making it much scarier than its tamer counterpart in Fantasyland, so don't forget to "hang onto them hats and glasses, 'cause this here's the wildest ride in the wilderness!"

### Let's Go For a Walk

We're going to take a break from our list to talk about a few attractions that we're going to bestow with "honorable mentions." While they are all proper attractions, they are distinguished from the other entries on this list due to their manner of conveyance. In these attractions, your journey is undertaken not in a car, train, or boat, but with your feet! Similar to Main Street, U.S.A., the first two we'll discuss serve as your introduction to Disney's Animal Kingdom: the Oasis and the Discovery Island Trails. The Oasis is the smaller of the two, while the Discovery Island Trails encompass the entirety of the island that serves as the hub for Disney's Animal Kingdom. The Trails also surround two Animal Kingdom attractions, the Tree of Life and It's Tough To Be A Bug, which, according to our self-imposed rules, disqualifies

it from being an official entry on our list. However, both areas are well worth exploring, and while they aren't "attractions" along the lines of a dark ride or roller coaster, their sheer size certainly merits a mention when talking about the largest attractions in Walt Disney World. (In case you're wondering, the similar walking-trail Animal Kingdom attractions, the Maharajah Jungle Trek and the Pangani Forest Exploration Trail, aren't big enough to crack the top ten.) The other walking-style attraction that gets an honorable mention can be found at the Magic Kingdom. Tom Sawyer Island actually falls somewhere between the Oasis and Discovery Island Trails in terms of size, and though there are plenty of surprises to be found here, this is also an area that's much more about exploring than an actual ride experience.

### 5. Test Track

Back to the list now, and back over to Epcot for our next entry. This one is a bit debatable, because if you only counted the show building itself (which some sources seem to do when listing its square footage), it would barely crack the Top Ten, narrowly edging out the Seven Dwarfs Mine Train. But how can you discount the part of the attraction that makes it the fastest in all of Walt Disney World? You can't of course, and when you factor in the outdoor straightaway and the first loop that sends you back toward the steeply banked 65 mph race around the building, Test Track vaults all the way up to number five, making it the largest self-contained attraction in all of Epcot. Wait, you might be saying, what about the Land pavilion? While it's true that the Land Pavilion is nearly 50% larger than Test Track, even including the outside track section, the pavilion is home to several smaller attractions (including Soarin' and Living With the Land, none of which would make the Top Ten), so it doesn't qualify for the list. But it's still a great place to get a snack!

### 4. Lights, Motors, Action! Extreme Stunt Show

The only entry from Disney's Hollywood Studios (with a small caveat that we will get to shortly) might also top the list of loudest attractions; the Lights, Motors, Action! Extreme Stunt Show. While much of the space here is devoted to the seating area, there's still plenty of room for the stunt cars and motorcycles, with a guest appearance by Lightning McQueen himself. (Visitors to earlier versions of the show

will recall that Lightning took over the role formerly held by Herbie the Lovebug). The setting of the massive show arena was inspired by Villefranche-sur-Mer; a Mediterranean village in the south of France. Because of the vast area required by such an expansive show, a good chunk of space was taken away from another attraction, and one that gets an asterisk on our list. The caveat we mentioned earlier is the Backlot Tour, the walking "behind the scenes" tour that continues today and once included the space now devoted to the Lights, Motors, Action! show. Even today, the Backlot Tour is massive, and would definitely make the top five of this list. However, since the tour has constantly changed throughout the years to accommodate other additions to the park, such as the Honey I Shrunk the Kids: Movie Set Adventure play area, Walt Disney: One Man's Dream, Toy Story Mania!, Voyage of the Little Mermaid, and the now-closed Who Wants To Be a Millionaire-Play It!, and because the tour includes glimpses into place that you can see but can't enter, determining its exact size (knowing that it can change at anytime, for example, when it first opened the tour actually included New York Street) is a rather inexact science. The solution? We decided to give it an honorable mention toward the top of the list through a careful evaluation process that involved many contributing factors (in other words, we cheated!).

### 3. Tomorrowland Speedway

OK, no more asterisks, caveats, or honorable mentions, it's time to get back to the real list! In the spirit of fast cars and epic driving stunts, our next entry also involves racing cars (and no, it's not the Rock 'n' Roller Coaster, which barely cracks the Top 20 for those of you keeping score at home). These cars are of a more tame variety, and can be found in the Magic Kingdom at the Tomorrowland Speedway. Even though the track was slightly shortened to make way for Mickey's Birthdayland (which would eventually become Mickey's Toontown Fair), the attraction still comes in at number three on our list. The twisting serpentine course winds its way between Tomorrowland and Fantasyland, tracing a course that takes would-be racers up near the double Dumbo attraction and down underneath the overhead rails of the TIA. Formerly known as the Grand Prix Speedway, the attraction was later renamed the Tomorrowland Indy Speedway, and in 1999 added show elements



inspired by the Indianapolis Motor Speedway (home of the Indy 500). In 2008 the name was changed to the current Tomorrowland Speedway, but for young (and young-at-heart) would-be race car drivers, this is one attraction that's not to be missed. Even though the cars are a bit slow, the scenery is remarkable!

## 2. Jungle Cruise

We'll stay in the Magic Kingdom for our next entry; a classic favorite that Walt Disney was personally involved with. The Jungle Cruise in Adventureland carves out a huge area in the southwest corner of the Magic Kingdom, and it needs to be big in order to facilitate your journeys along the Congo, Nile, Mekong, and Amazon rivers. This attraction is so expansive that you could fit all of Space Mountain inside, with enough room left over to squeeze in the Carousel of Progress for good measure. Good thing your boat comes with a trusty guide! As large as the Jungle Cruise is, however, it's not the largest outdoor nature excursion to be found at Walt Disney World. That honor goes to...

## 1. Kilimanjaro Safaris

Kilimanjaro Safaris is by far the largest attraction in all of Walt Disney World, so large that the entire Magic Kingdom

would fit inside. Or, if you prefer, all of World Showcase. In fact, if you were able to pick up Epcot and place it on top of Kilimanjaro Safaris (rotating it so the back of World Showcase lined up with the back of the safari grounds), Spaceship Earth would land approximately on the site of the Tree of Life. The fictional back story has you taking a jeep-tour through 800 square miles (or 512,000 acres) of the rugged savannah (though in actuality the grounds are "only" slightly less than a fifth of a square mile, or 110 acres, which is 0.3% of the entire grounds of Walt Disney World). You can see 34 different species of wild animals, including antelope, black rhinos, crocodiles, elephants, lions, giraffes, and even a warthog. Adventurous types can take part in a privately guided Wild Africa Trek that allows you to take a VIP tour of the Pangani Forest and Safi River Valley, all under the direction of a knowledgeable guide. But no matter how you tour Kilimanjaro Safaris, there's no doubt about it, the African Savannah is big, big, big!

And that completes our tour of the largest attractions in Walt Disney World. This would be a good time to take a refreshing spin on one of the smallest attractions in all of Disney, the Magic Carpets of Aladdin...but that's a tale for another time.





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*.

# Hidden Mickeys in Epcot's Resorts

No park ticket needed! If you're in a car, leave your vehicle at one of the Epcot Resorts, or hop on a boat (from Epcot or Disney's Hollywood Studios) or a bus to one of the hotels. Wander around Crescent Lake to spot some great Hidden Mickeys! Let's begin at the BoardWalk.


## Disney's BoardWalk Inn

1. In the main lobby of the resort, an outer horse on the small carousel has brown spots that form two classic (three-circle) Hidden Mickeys, one on the neck and one on the thigh.
2. Along a side wall inside the lobby, tiny classic Mickey holes are at the very tops of the red latticework designs on all sides of the canopied seat (called a "howdah") atop an elephant.

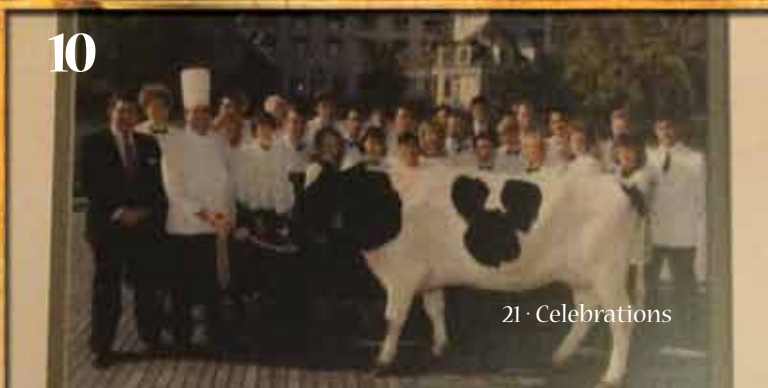
## The Beach Club Resort

3. A gold upside-down classic Mickey is in an old painting of Florida and certain Florida landmarks. The painting hangs in a hallway near the back entrance to Cape May Cafe. Look to the lower left of the painting at a gazebo below the words "Cape May Point." The Hidden Mickey is at the lower right in the design of the gazebo, above the steps.
4. In the Beach Club Resort lobby, on the left as you are walking towards the Marketplace shop, a white classic Mickey is inlaid in the tile with a white circle around it. The Mickey image is on the floor under a light fixture and in front of the luggage room door.
5. In The Breezeway at the Beach Club Villas, search for these two Mickey images in a painting on the left wall as you enter The Breezeway from the front doors. Classic Mickeys are on a fence in the lower part of the painting.
6. Also in the Breezeway painting, a full-body shadow of Mickey Mouse is in a bottom floor hotel window in the middle of the painting.

## The Yacht Club Resort

7. On the globe in the main lobby, a blue classic Mickey is at the bottom right-hand corner of the sea monster, under the sea monster's head and below the island of Madagascar.
8. In a seating area in the main lobby, the names of Mickey, Minnie, Donald, Daisy, Goofy, and Huey are on small labels on the drawers of a corner cabinet. (This cabinet is moved around at times to different parts of the lobby.)
9. Various Hidden Mickeys can be found in carpets around all the Disney resorts, and the Yacht Club is no exception! Look down near elevators and in the guest hallways. One of my favorite carpet images is this subtle classic Mickey design in a small enclosed area not far from the elevators near the main lobby.
10. A photo of (now deceased) Minnie Moo, a cow born with a black classic Mickey on her side, often hangs in the Yachtsman Steakhouse. Examine the left wall just past the entrance podium. Minnie Moo once resided at Fort Wilderness. 

Photos ©Steve Barrett



# Photographing Fireworks at Walt Disney World

When it comes to taking pictures, nothing is more exciting or challenging than trying to get great photos of fireworks. Taking pictures of fireworks requires lots of time for each exposure if you want the photos to look great. You can get OK photos if you use a handheld and use a very fast shutter speed, but for best results you are going to need some extra time to collect lots of light.

First let's talk about the equipment you will need. You are going to need a camera that is capable of more than auto or program mode. For this reason, cell phones and most less-expensive point and shoots are not going to be up to the task. A good point and shoot, mirrorless, or d/SLR is what you are going to want.

A good, stable tripod that is capable of handling whatever load you are going to put on it is another necessary piece of equipment. If your camera/lens combination weighs five pounds, be sure your tripod and head can handle at least, if not more than that. Tripods usually come in either aluminum or carbon fiber. Carbon fiber is much lighter than aluminum but you will pay a premium for carbon fiber. The tripod head is the part of the tripod that attaches your camera to the tripod. They come in many different types and configurations, such as joystick/pistol grips, ball heads, pan and tilt, and the like. You can spend as much or as little as you want on a tripod and head combination, but this is one situation where high cost generally yields higher quality. I recently got a MeFoto Globetrotter and really like it so far.

Another overlooked but much needed piece of equipment is a remote shutter release. These can either be wireless or wired, or in some cases both, but they all do the same thing, which is trip your camera's shutter without you having to touch the camera. This keeps vibration and camera shake, which can lead to out of focus photos, out of the equation. You can spend as much or as little on a remote release as your budget allows. Some are simple one-button devices on the end of a wire and others are highly sophisticated which can shoot automatically at specified intervals and such. As a personal preference, I use a simple one-button cable release which fires the camera when I press the button and does nothing else. If you don't have or can't use a remote release, see if your camera has a 2 second timer function. It serves the same purpose as a remote release.

Finally, it has become trendy to use a neutral density (ND) filter on the front of your lens when shooting fireworks. An ND filter acts as sunglasses for the front of your lens, allowing longer shutter speeds than would ordinarily be possible. These come in different densities or strengths, which can be expressed in several ways depending on the manufacturer. For example, ND2, ND 3, or 1x all refer to a one-stop reduction filter, which allows ½ of the available light to pass through. In real world terms, it would allow you to use ½ of the shutter speed you would normally use so if you were shooting with 1/60 second, a 0.3 filter would allow you to go down to 1/30 second. I use a 0.9 (3 stop) filter which allows only 12.5% of the available light to be passed through the lens to the sensor. This allows me to use up to 8x slower shutter speed.

For the actual mechanics of shooting the fireworks, I like to arrive early and

MOUSE VIEWS

SHUTTERS & LENSES  
PHOTOGRAPHY TIPS & TRICKS

by Tim Devine



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*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)*



compose my shot and lock it in. I always include ground elements in my shots to give the fireworks a sense of scale and placement. Without Cinderella Castle in the foreground, you would not be able to tell by the coronas where those particular fireworks came from. By putting some anchor points in the foreground, you establish your sense of place. During my set up, I will focus directly on something in the foreground (the top of the spire of Cinderella Castle, one of the barges in World Showcase Lagoon, etc.) then flip my lens from autofocus to manual. This keeps the lens focused while I lock in my composition which is much easier than the other way around. I then take a test shot or two to make sure the focus is accurate.

Shooting fireworks is one of the rare times that I shoot in Manual mode. I do this so I can control both variables of f/stop and shutter speed. For shooting fireworks, I want to be able to use as long of a shutter speed as possible so the blooms and trails of the fireworks are as long and pretty as possible. The first thing I do is lock in the ISO at 100 for the longest shutter speeds with the smoothest images. If I know that I want a ten second shutter speed, and the image is too dark, I just open up the aperture to a smaller f/number (larger aperture) and if the image is too bright and blown out then I stop down to a larger f/number (smaller aperture). If a particular shot is too long or too short then I keep the aperture the same and adjust the shutter speed. As the performance gets closer to the finale and the blasts

are more and more frequent, you can either stop down the aperture some more or shorten up the shutter speed.

Another setting that I use is mirror-lockup. This setting allows me to press the button on my remote release to lock the camera mirror in place. A second press of the button then fires the camera and takes the picture. The purpose of this setting is to reduce the small amount of vibration you might get when you fire the camera and the mirror slaps up to take the picture.

As far as exposure goes, you need to be careful not to blow out any of the highlights if possible. Once a highlight is blown (clipped white) there is nothing you can do to bring it back. This plays into fireworks because you have to be careful to have enough exposure to get you the pretty colors but not too much that you blow out the highlights.

I generally always start with the following settings when I use my 0.3x filter on my lens: ISO 100, f/8 or f/11, 8 second shutter. Depending on how the first shot or two goes, I then adjust my f/stop or shutter speed accordingly. The farther away from the fireworks you are, the longer shutter speed you can use and vice versa.

Photographing fireworks has a very high failure rate so don't get discouraged. If I can get 4-5 really nice keepers out of a Wishes or IllumiNations show, I consider it a "win" and move on. It really takes a lot of practice and some good sound knowledge of exposure so be sure to study up and practice. Have fun out there!

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/)*

# Disney Legends of Pixar

Since 1995, with the release of the critical and commercial hit *Toy Story*, Pixar Animation Studios and The Walt Disney Company have enjoyed a prosperous relationship together. Pixar has elegantly crafted unique and original animated features entirely through the wonder of Computer-Generated Imagery (CGI), relying on (and developing) revolutionary technologies to bring their stories to life. The animation process may be different, but the creative workflow remains the same; write and refine a heartwarming story, populate it with relatable and endearing characters, and fold in a sentimental musical score. All combined, Pixar's fourteen cinematic masterpieces, with the *Toy Story* trilogy serving as the anchor, have yielded a dozen Academy Awards, including seven for Best Animated Feature. These staggering achievements were made possible through a collective effort of talented story artists, voice actors, and composers, not to mention one of the most inspiring leaders of recent times. It's only fitting that several recipients of the Disney Legends award earned this coveted honor for their contributions to Pixar.

## It's All About the Story

There's a simple motto at Pixar, both when it was an independent studio whose films were distributed by Disney, and today as a Disney-owned studio: "Story is King." Before a script is completed, the story, characters, plot, and settings have to be coaxed into form. **Joe Ranft** masterfully served at Pixar as a story artist. Formally trained at CalArts alongside Pixar co-founder John Lasseter, Ranft honed his animation skills at Disney under the tutelage of Eric Larson, one of "Disney's Nine Old Men." Ranft migrated to Pixar and helped to shape the early films as a story supervisor. His intuitive approach helped Pixar establish its identity early on with the back-to-back hits of *Toy Story* and *A Bug's Life*. Pete Docter, director of *Monsters, Inc.* and *Up*, recalled, "Joe was really a major part of Pixar's soul. He was one of the key players who made all the films what they are." Ranft died tragically in a 2005 automobile accident while *Cars* was in production, leaving his future contributions to Pixar unfulfilled. Ranft himself best summed up his work as a story artist: "I have the notion that there's a story there that wants to be told, and you're just trying to find out what it is. And you go from trying to lead it to listening and letting it lead you."

## The Man Behind the Music

Most films need a musical score, and perhaps even a toe-tapping number or two to enhance the emotional arc of the story. Pixar is blessed to have **Randy Newman** as a frequent collaborator. He began his musical career crafting irresistible pop tunes, and later shifted his talents to the broader canvas of theatrical musical scores which led to the coveted job of creating the *Toy Story* soundtrack. His Pixar credits include the *Toy Story* trilogy, *A Bug's Life*, both *Monsters* films, and *Cars*. Additionally, he penned several songs for these movies. The *Toy Story* films yielded such hits as "You've Got a Friend In Me," "Strange Things," and "We Belong Together," all of which featured his distinctive, husky baritone voice. Perhaps his most poignant song is Jessie's hauntingly sublime "When She Loved Me," sung by Sarah McLachlan. Newman received multiple Academy Award nominations for his Pixar work, finally taking home the coveted Oscar for the song "If I Didn't Have You" from *Monsters, Inc.*



### Bringing Characters to Life

Three actors are now Disney Legends recipients based on the strength of their voice artist work for Pixar: **Tim Allen**, **Billy Crystal**, and **John Goodman**. Allen brought the self-absorbed space cadet Buzz Lightyear of the *Toy Story* trilogy to life, and reprised the same role in affiliated shorts such as *Hawaiian Vacation*. Allen parlayed his stand-up comic fame into the role of Tim Taylor on TV's "Home Improvement," which ran from 1991 to 1999. His ties to Disney run deeper than just Pixar. In addition to Buzz Lightyear, his Disney credentials include portraying Scott Calvin/Santa in *The Santa Clause* film series, and his narration for DisneyNature's 2012 theatrical release, *Chimpanzee*.

The voice of Buzz Lightyear was originally offered to Billy Crystal, who infamously declined. However, he wasted no time in accepting the next Pixar role offered to him, the eternally optimistic one-eyed wonder Mike Wazowski of *Monsters, Inc.* and *Monsters University*. Crystal is a multi-decade veteran of television, film, and stage, yet he always speaks fondly of Wazowski, saying that he is the "favorite character I've ever played." Outside of Pixar, Crystal has hosted the Academy Awards show on ABC nine times. Wazowski's blue and green furry friend from the *Monsters* films is James P. "Sulley" Sullivan, voiced by the full-throated Goodman, who accurately captures Sulley's swagger and style. Like Allen, Goodman is also a veteran of television and Disney films. For ten seasons, he portrayed everyman Dan Conner on "Roseanne." His Disney feature animation credits include "Big Daddy" La Bouff in *The Princess and the Frog*, Baloo in *The Jungle Book 2*, and the irresistible Pacha in *The Emperor's New Groove*.

### From the Top

Ultimately, Pixar would not exist today, nor would it have an unbelievable string of hit films to its credit, had it not been for **Steve Jobs**, the original benefactor and CEO of the

young company who believed it was capable of truly great things. Without his support through the lean early years, it's no stretch to suggest that Pixar, despite the technical and artistic wizards on board, owes its success to him.

Jobs is best known as the co-founder of Apple, Inc., which was launched in 1976. Jobs was forced out of Apple in 1985 over a boardroom dispute, but despite this seeming setback, this catalytic event allowed Jobs the personal freedom to explore new arenas. This included purchasing a small computer graphics division of LucasFilm, which would soon become Pixar. While Jobs eventually returned to Apple in 1996, Pixar never strayed far off his radar. He trusted Ed Catmull and John Lasseter to provide the necessary wizardry to bring CGI films to life, but still relied on his instincts to guide the entire process. Jobs once stated, regarding the various products Apple developed, "people don't know what they want until you show it to them." The same concept can be said to apply to Pixar, which showed the world that animation can be created by new means and methods, as long as the story and characters resonate.

Jobs passed away in 2011, leaving behind a rich legacy at both Apple and Pixar. Lasseter accepted Jobs' Disney Legends award on behalf of Steve's family and shared his personal experiences with Jobs. He recalled an early conversation during the production of *Toy Story*. "John, when I make the computers at Apple, the lifespan is about three years; [in] five years, it's a doorstop. If you do your job right, what you and Pixar create can last forever." And he's right. Name another movie that was released in 1937 that is watched today, and will be watched as much in the future, as *Snow White and the Seven Dwarfs*."

The Pixar and Disney families are deeply connected to each other, so it's only fitting that the Disney Legends program honors those who helped shape Pixar into what it is today.



MOUSE VIEWS

DISNEY  
CUISINE

By Allison Jones



*As an Orlando local, Allison has seen the growth of the Walt Disney World Resort. She experienced the inside as a Disney Cast Member and has planned Disney vacations for over 10 years.*

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*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.*

## The Old-Florida Charm of Narcoossee's

As a Florida girl, one of my favorite spots to relax in all of Walt Disney World is on the porch at Narcoossee's at Disney's Grand Floridian Resort & Spa. This restaurant sits right on Seven Seas Lagoon, and in the distance you can see the Magic Kingdom, including glimpses of Cinderella Castle and Space Mountain. You can watch boats racing around the lake and hear the soft sound of water lapping against the restaurant. The craziness of the parks just seems to melt away at Narcoossee's.

This restaurant is only open in the evening hours. If you plan your drinks or dinner on a day that the Magic Kingdom presents Wishes, you can enjoy this fireworks extravaganza right from the restaurant. Disney even pipes in the show music so you can enjoy your dessert and coffee while enjoying the fireworks in all their glory. As if that weren't enough, every evening Guests dining at Narcoossee's also get an extra treat... a "front row" seat to the longest running parade at Walt Disney World, the Electrical Water Pageant. This parade of colorfully light up barges floats past the front of the restaurant every evening.

While this is one of my favorite places to relax and soak in the magic of Disney World, the food here is the real star. Narcoossee's features seafood and steaks, all served in an "old Florida" style restaurant. To me, "old Florida" looks and feels like the restaurants I grew up with in Florida that featured white wood, shutters, and beach theming. Narcoossee's has white shutters hanging down from above the windows, ceiling paddle fans, and white wood trim throughout. There are several levels to this restaurant, all with incredible window views of the lagoon. The bar area of Narcoossee's is a focal point of the restaurant, with a huge beach painting on the wall behind the bar. Above the wall is a huge ceiling with a glass window that looks out to the Florida sky. The dining tables are wood with blue table clothes and the comfortable chairs are adorned with the colors of the ocean.

Everything slows down at Narcoossee's, bringing to mind a time when you could relax with your feet in the sand. The chefs at Narcoossee's focus the surf and turf menu on local fresh catch and produce. Some of the appetizers include the Mushroom Bisque, Heirloom Apple Salad, and the Lump Crab Cakes. The Mushroom Bisque features crab and cheese with just a touch of truffle cream and chives. The Heirloom Apple Salad includes lettuce, apples, pistachios, sunflower seeds, Gouda, and a light vinaigrette. The Jumbo Lump Crab Cakes are accompanied with a spicy mustard sauce and candied pecans.

For entrees, my favorite is the Pan-seared Georges Bank Day Boat Scallops. This entree includes scallops with mushrooms, lemon-thyme-mustard jus, and pasta with raisins, almonds, beans, and herb cream. Some other popular entrees include Grilled South Carolina Stone Bass, Grilled Filet Mignon, and House-Made Fettuccine "Scampi." The Grilled South Carolina Stone Bass includes roasted potatoes, cauliflower, corn puree, vinaigrette, crispy shiitakes, and arugula. The Grilled Filet Mignon includes whipped potatoes, yellow wax, and French beans in a Cabernet wine sauce. The House-Made Fettuccine "Scampi" includes Florida wild sustainable jumbo shrimp and Maine lobster with baby tomatoes and a cream sauce.

The desserts at this popular restaurant are the perfect end to your evening, whether you're just relaxing, watching the fireworks, or enjoying the Electrical Water Pageant. The desserts include Almond Crusted Cheesecake, Narcoossee's Candy



Bar, Warm Pecan Tart, Apple Tart, Mango Sorbet, Coconut and Chocolate Crème Brûlée, and Chocolate Torte.

Narcoossee's is a Signature Table Service restaurant. This restaurant is on the Disney Dining Plan. Since it is a Signature Table Service restaurant, Disney will require (2) sit down meals per person. I recommend Advanced Dining Reservations. Narcoossee's is a local favorite and it does book up early. This restaurant also requires a dress code called business attire. Men can wear pants, jeans or dress shorts with a collared shirt. Women may wear dresses, skirts, and dress shorts with a nice top. Swimsuits, tank tops, hats, cut offs and cover ups are not permitted at this restaurant. Get ready to relax for an evening in "old Florida" at Narcoossee's at Disney's Grand Floridian Resort & Spa.

For my *Celebrations* friends at home, try this delectable dessert called Almond Crusted Cheesecake from Narcoossee's. Enjoy!

### **Almond Crusted Cheesecake**

#### **Ingredients:**

- 30 ounces cream cheese
- 7 1/2 ounces sugar
- 2 ounces sour cream
- 4 ounces whole eggs
- 1/4 ounce almond essence
- 2 ounces heavy cream
- 1/4 sheet yellow cake or 1 layer of pie dough

- 15 ounces whipped cream
- 7 1/2 ounces sugared almonds
- 1 ounce chocolate dust, for garnish
- 2 1/2 ounces semi sweet chocolate, for garnish
- 10 ounces white ganache, for garnish

#### **Directions:**

- Grease individual molds.
- Roll out pie dough or cut cake 1/4 to 3/4 inch thick and line bottom of the molds.
- Combine cream cheese and sugar in a mixing bowl. Mix until smooth.
- Blend in eggs and almonds. Mix until smooth.
- Pour mixture into molds.
- Bake in a water bath at 300 degrees for approximately 2 hours, or until filling is set.
- Serve cold and top with sugared almonds and other garnish items prior to serving.

#### **Sugared Almonds**

#### **Ingredients:**

- 6 ounces Sliced almonds
- 1 ounces Egg whites
- 6 ounces Sugar

#### **Directions:**

- Mix all ingredients together and evenly covered with egg whites and sugar. Bake at 250 degrees for 10 to 12 minutes or until golden brown.

Add to top of cheesecake, once cooled.



# Secrets of the Imagination! Pavilion

In the previous installment of Disney Secrets, we explored various treasures scattered around Epcot's Future World. In this issue, we'll focus on Epcot's densest collection of Disney secrets – the Imagination pavilion.

The Imagination pavilion has seen its share of changes since Epcot first opened, and showcases a whimsical side of the park. A reverse fountain greets you outside, with a gravity-defying twist of water flowing uphill. Not to be outdone, the exterior grounds of the pavilion also feature a series of blue pads that serve as jumping points for flying tubes of water. With the stage set, it's clear that what awaits you inside will be fanciful and fun.

The pavilion has always hosted three distinct types of attractions which have shifted over the years. There has always been a 3D film, beginning with *Magic Journeys*. Next was Michael Jackson in *Captain EO*, and then the 4D attraction *Honey, I Shrank the Audience*, a tie-in to the Disney film *Honey, I Shrank the Kids*, featuring professor Wayne Szalinski. In 2010, *Captain EO* returned for a command performance. The ImageWorks is an interactive exhibit area that allows young and old alike to tap into their imagination with such unique elements as the music triggering "stepping tones."

But the crown jewel of the Imagination pavilion is the fan-favorite attraction *Journey Into Imagination with Figment*, which has had three major iterations. The original was simply called *Journey Into Imagination* and featured Epcot's original characters, an inspiring red-bearded world traveler named Dreamfinder, and his colorful and mischievous companion Figment (the "figment of your imagination"). In 1999, the attraction was significantly changed in both content and ride length and was rebranded as *Journey into YOUR Imagination*. Gone were Dreamfinder and Figment. Both were sorely missed, but to the delight of Disney fans everywhere, Figment was brought back for the third and current iteration, now known as *Journey Into Imagination with Figment*.

Presently, the attraction is centered on the Imagination Institute where noted scientists are being honored, with Dr. Nigel Channing serving as our host. It's here that Disney sneaks in a number of in-house references to its fictional scientists. Starting in the queue, you can find some scientific props that represent Disney history. First up is Weebo, the personal assistant device from *Flubber*, Disney's 1997 remake of *The Absent-Minded Professor*. As an added bonus, Weebo was voiced by Jodi Benson, Disney voice artist extraordinaire (*The Little Mermaid*, *Toy Story 2*). Nearby is the specially designed helmet that Dr. Wayne Szalinski used in *Honey, I Shrank the*



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/)*

Kids, referencing the former nearby 4D attraction. If you listen carefully while in line, you'll hear a public address announcement: "Dexter Reilly. Attention Dexter Reilly: you left your tennis shoes in the computer room." Fans of Disney's live-action films will recall that this is a reference to the 1969 comedy *The Computer Wore Tennis Shoes*, starring Kurt Russell, about a Medfield College student who accidentally morphs with the school's new super computer.



For those keeping score, Medfield College is the fictional setting for six Disney comedies: *The Absent-Minded Professor* and *Son of Flubber*; the Dexter Reilly trio *The Computer Wore Tennis Shoes*, *Now You See Him, Now You Don't*, and *The Strongest Man in the World*. The sixth, and most recent, is Robin Williams as Professor Philip Brainard in Disney's *Flubber*. Finally, the queue passes by portraits of the three Disney scientists, credited as previous "Inventor of the Year" award recipients: Dr. Channing, Professor Brainard, and Professor Szalinski.

As you travel through the Imagination Institute with Dr. Channing as your guide, fan favorite Figment returns, offering a less than austere take on the stuffy approach of

the professor. Also returning is the original pavilion theme song, "One Little Spark," the unforgettable Sherman Brothers tune that accompanied Dreamfinder and Figment in the original version. Fans of the Dreamfinder won't find him in the attraction, but Disney did include a nod to him, labeling an office door Dean Finder. Our favorite purveyor of creativity is now the Dean of the Imagination Institute!

There's another brief reference to *The Computer Wore Tennis Shoes* when our vehicle passes the computer room. Outside the door is a pair of sneakers, and visible inside the computer room is a red Medfield College jacket. If you have a sharp eye, or perhaps a steady hand and a zoom lens, you can spot the name plates next to the computer room door. Again, Disney movie characters are referenced here: Professor Quigley (*The Computer Wore Tennis Shoes*), Dexter Reilly (the Kurt Russell character from the same movie), Wilby Daniels and Merlin Jones. The latter two are characters played by legacy Disney actor Tommy Kirk in *The Shaggy Dog* and *The Misadventures of Merlin Jones*.

The tour takes an abrupt turn when Dr. Channing cancels it in protest of Figment's antics, pointing out that Figment is turning the entire open house upside down. Figment finds this a delightful proposition and a perfect opportunity to lead the tour through his own open house. Not surprisingly, everything is flipped 180 degrees, with furniture on the ceiling and copious signs throughout. In the final scene (which literally is a "blast"), you'll find one more subtle tribute to the Dreamfinder. See if you can find the sheet music for "One Little Spark" hanging from the ceiling. At the top, keen-eyed Guests should be able to spot a silhouette of the Dreamfinder's Dream Catcher (or Dream Mobile as it was sometimes called), his whimsical flying contraption seen in the attraction's original version.



Imagination may be an invisible concept, but Figment helps us grasp and refine it. Be sure to challenge your imagination on your next visit to Epcot.



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).*

## Choosing a Disneyland Resort

There are several differences between Florida's Walt Disney World and California's Disneyland of course, chief among the fact that Disneyland is located in the heart of a bustling city. While that means that Guest can't wake up to the sight of zebras and giraffes roaming across the savannah right outside their window, a different experience awaits Guests in California...and the best part is that it's just as magical.

Due to its location in the heart of Anaheim, there are many more off-property resort and hotel options for Guests visiting Disneyland. Many even boast great views of Disneyland's fireworks. But for the complete Disneyland experience, nothing beats staying on property.

Unlike its East Coast counterpart, the Disneyland Resort has only three hotels that are considered "on-property" (though several others are nearby and within walking distance), and only one Disney Vacation Club option. However, even though the options are limited, they're not short on Disney magic!

### Paradise Pier

Disney's Paradise Pier Resort is considered the "budget hotel" of the Disneyland Resort. Instead of the brightly colored, oversized artistic pieces found in the All-Star resorts, Paradise Pier is colored in bright, warm pastels. The hotel includes 481 rooms and 29 suites. Previously known as the Pan Pacific Hotel (prior to Disney purchasing the property in the 1980s), the hotel also includes a 7,250 sq. ft. ballroom to host receptions and other private events.

Aside from the amazing views of Disney California Adventure Park, this hotel has something in common with Disneyland's version of The Twilight Zone Tower of Terror. Most hotels in the United States lack a 13th floor. However, at the Paradise Pier hotel, Guests can indeed challenge this superstition by asking for a room located there. For those who can't get enough of California Screaming, this resort boasts a pool on the roof of the 3rd floor. Aside from having a great view of the roller coaster, the water slide is themed after it as well!

### The Disneyland Hotel

Probably the most popular resort is the Disneyland Hotel. In its early incarnation, the Disneyland Hotel had monorail access directly into Tomorrowland in Disneyland. Though the monorail has been re-routed, the hotel is arguably the most magical of the resort options here. Having undergone a major renovation in 2012, each room has been given a healthy dose of pixie dust.

The rooms are cleanly appointed with white duvet covers and rich blue carpet with ribbons of gold woven throughout the design. Each incredibly comfortable bed greets Guests with a plush decorative pillow that reads, "A Dream is a Wish Your Heart Makes." This resort offers larger rooms than the Paradise Pier hotel, as well as the most extensive fitness center on Disneyland Resort property. The Mouse knows how to help with muscles!

Open 24 hours a day, Goofy's Fitness Center at the Disneyland Hotel includes more

than just treadmills and stationary bikes. As an avid cross training enthusiast, it wasn't hard to find enough equipment here to help me stay on track during my recent travels to Disneyland. The fitness room includes dumbbells, yoga balls, mats, weighted medicine balls, a Smith Machine, and a mobile bench. The workout space is not connected to the buildings of the main hotel. It's located in a secluded corner of the property past Goofy's Kitchen and the main tower of the hotel. A waiver must be signed to gain access, and the room is wonderfully air conditioned—a tremendous relief when working up a good sweat outside of the often-unforgiving Southern Californian summer sun. Refreshing water and small towels are provided as well. This space is one of the unsung highlights of this resort. It surpasses the health and fitness room at the Grand Californian Resort (the Deluxe hotel on property). While the Grand Californian's fitness room offers similar equipment, it's much smaller and is co-located with the spa, which means that it's only available during the spa's hours of operation. That can make it impossible for early raisers to start their day with a workout, or for others to get in a much-needed workout in order to burn off some sugar after a day of churros at the Parks!

### Character Dining

Each resort offers its own character meal. In the Paradise Pier Resort, Disney characters make their appearances over breakfast at Disney's PCH Grill. The breakfast menu includes the usual buffet fare (eggs, bacon, cereal, cinnamon rolls, an omelette bar, fresh fruit, Mickey Waffles, and other assorted pastries). While the characters are subject to change, Mickey, Daisy, Goofy, Lilo, and Stitch often appear in their summer finest! This is the place to get a reservation if you want to snap a photo of Mickey in his lifeguard gear – the perfect way to start the Disney day for avid surfers and beach lovers.

Disney's Grand Californian offers a character breakfast at Storyteller's Café on the ground floor of the hotel, near the pool. While the food includes a slightly larger selection (including more home-style breakfast offerings in addition to the selections found at Paradise Pier) the characters are of the harder-to-find variety. Chip 'n' Dale are always ready to greet Guests, but Meeko (Pocahontas' raccoon side kick) and other rare characters often appear for fun and photo ops.

But for the ultimate Character Dining experience, be sure to make a reservation at Goofy's Kitchen at the Disneyland

Hotel. Goofy and his chefs cook up a wide variety of food, including breakfast pizzas, pastries, eggs, cereals, and breakfast meats of all kinds, and you'll also find a large cast of Disney Characters. Goofy (of course) is on hand to greet Guests, but many other Disney friends are there as well. This is the place to meet characters from *Aladdin* (even Jasmine has been known to appear), *The Lion King* (Rafiki stopped by on a recent visit), and other headliners – as well as the rest of the Fab Five (Mickey, Pluto, Donald, and Daisy). While the dining reservation system in Disneyland is vastly different than its east coast counterpart, 60-90 days is recommended to get the best choice of available seating times. Guests do not have to stay at the Disneyland Hotel to make reservations and enjoy the company of Goofy's friends. (In fact, this is a great way to start the day no matter what resort hotel a Disneyland Guest opts to call home.)



### Where to Stay?

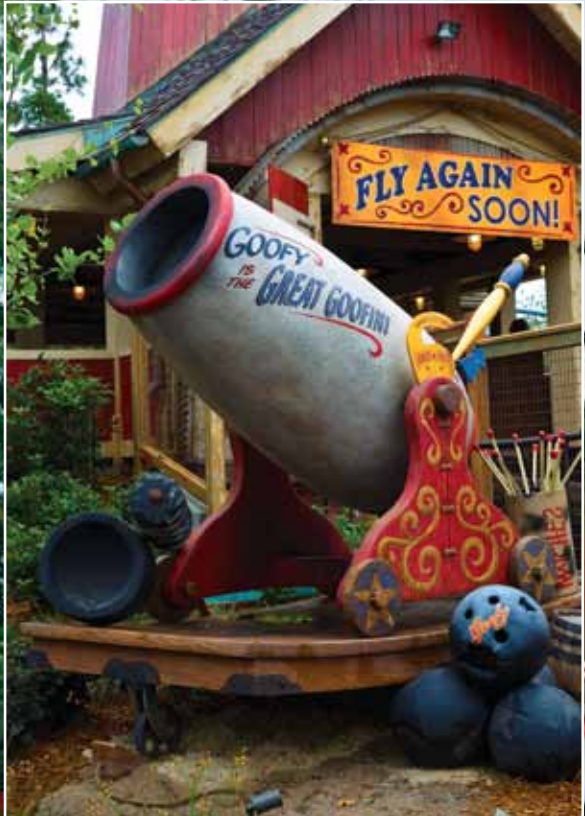
Though the Grand Californian is the closest resort to Disneyland, and Paradise Pier has a lower price point than the others, the Disneyland Hotel is hard to beat as the entertainment mecca of the trio of on-property Disneyland Resorts. Ease of access to the parks, state-of-the-art health facilities, and a superb Character Dining experience make for a uniquely wonderful experience. But no matter where you stay, one thing is for sure...you'll get to experience that special Disney magic that will make your stay one that you will never forget!

FEATURED ATTRACTION

# The BARNSTORMER

FEATURING  
GOOFY AS THE GREAT GOOFINI

By Tim Foster



The recent addition of the Seven Dwarfs Mine Train to the Magic Kingdom heralded the arrival of a family-friendly roller coaster that young and old could both enjoy. The Mine Trains' larger cousins, Big Thunder Mountain Railroad and Space Mountain, often proved too intense for little ones to enjoy (assuming they were even tall enough to ride!), and of course there are many other coasters in Walt Disney World, such as Expedition Everest and the Rock 'n' Roller Coaster, that can make even the bravest daredevil scream in fear. So with the opening of the Mine Train, little ones could finally enjoy the ups-and-downs and ins-and-outs of a bona fide roller coaster, without the fear of it being too rough. But hold-on, even though it didn't grab the major headlines of its bigger brothers, there's long been another roller coaster tucked away in the upper part of the Magic Kingdom specifically made for the smaller set.

The Barnstormer at Goofy's Wiseacre Farm was the first Walt Disney World coaster built with little ones in mind, taking would-be pilots on a crazy, out-of-control plane flight at Goofy's Flying School. Grown-ups were welcome to go along for the ride, but this was a coaster definitely made for kids. (Of course, that never stopped a joyous grown-up from screaming along with their children, even though their legs were a bit cramped!). The Barnstormer (and its surrounding area) has one of the more interesting histories of all the attractions in Walt Disney World. Even though the attraction stars Goofy, the origins of the coaster go back to his close friend, Mickey Mouse.

### **Mickey and Friends Come to the Magic Kingdom**

To celebrate the impending 60th birthday of the world's most famous mouse in 1988, a new area was created to the right of the 20,000 Leagues Under the Sea attraction in Fantasyland, in an area once occupied by the uppermost tracks of the Grand Prix Raceway, as it was then known (which was shortened to make way for the new area). The new land, called Mickey's Birthdayland, opened on June 18th, and featured Mickey's House, through which you could enter the Birthday Party Tent, where different Disney characters joined Mickey on a birthday cake stage to sing "Happy Birthday Mickey Mouse!" You could also meet the Big Cheese himself in Mickey's Hollywood Theatre, and see barnyard babies in Grandma Duck's Farm, including chickens, ducks, pigs,

goats, cows, and even miniature horses. Grandma Duck, whose real name was Elvira Coot, was Donald's grandmother. She first appeared in Disney newspaper comic strips in the early 1940s, but rarely appeared in animated form. Her first on-screen role was in a 1960 episode of the *Wonderful World of Color* called "This is Your Life, Donald Duck," where she was played by June Foray. (Foray's voice may be familiar to Magic Kingdom Guests; she performs the role of Carlos' wife in the Pirates of the Caribbean attraction.) Grandma Duck also made a non-speaking cameo in *Mickey's Christmas Carol*.

In the Magic Kingdom, Grandma Duck's Farm was home to the infamous Minnie Moo, a cow with a natural Hidden Mickey on its side. When the farm closed, Minnie Moo was relocated to the petting farm at the Fort Wilderness Campground. Today, you can still see a picture of her in the Yachtsman's Steakhouse at the Yacht Club Resort, as well as inside the Tri-Circle D Ranch House Barn at the Fort Wilderness Campground.

Mickey's Birthdayland was all in good fun, but the new area was absent an actual attraction. That changed in 1996, when the area was closed for an extensive renovation (having gone through a couple of name changes in the meantime, including Mickey's Starland and Mickey's Toyland). The area was renamed Mickey's Toontown Fair, and was rethemed as the home of some of your favorite Disney characters. The biggest change was the removal of Grandma Duck's Farm, and in its place was added an all new attraction, the first Disney roller coaster designed specifically for kids, the Barnstormer at Goofy's Wildacre Farm (the area also saw the addition of two other attractions, Minnie's Country House, and Donald's Boat, a play area that would foreshadow the Casey Jr. Splash 'N' Soak Station that would arrive with the construction of the New Fantasyland).

The Barnstormer was constructed by the Netherlands-based roller coaster manufacturer, Vekoma, who also built the Seven Dwarfs Mine Train and the Rock 'n' Roller Coaster. It's curious to note that, in light of the barnyard theme of the Barnstormer (particularly in its Toontown Fair iteration), Vekoma originally manufactured agricultural equipment when it first began operations in 1926. It would be over 40 years before Vekoma built their first Ferris wheel, and they started manufacturing roller coasters in the mid-1970s. Among the many varieties of roller coasters designed by Vekoma is the Junior Coaster,

# THE GREAT GOOFINI



or Roller Skater. Vekoma manufactures three variations of the Junior Coaster, an 85 meter, a 207 meter, and a 335 meter version. The Barnstormer is an example of the 207 meter design. Unlike most other Junior Coasters, which use friction wheels to make the initial climb, the Barnstormer uses the traditional chain lift found on bigger coasters such as the nearby Big Thunder Mountain Railroad.

## Mickey's Toontown Fair and Goofy's Flying School

The Barnstormer was the first Magic Kingdom attraction to star the lovable Goofy, and the attraction featured plenty of Goofy-like details. The back story of the attraction was that Goofy needed a bit of crop dusting done, and in order to help him he created a special flying school just for you! Once you climbed aboard your crop-dusting plane and took off for the skies, your topsy-turvy ride sent you on a soaring flight up, down, and all around Goofy's barn. But since this was no ordinary farm, you never knew what to expect. Sure enough, as you swung around for one last turn, it looked like you were going to smash right into the back of the barn! Fortunately (for you anyway), "someone" has already crashed into it ahead of you, leaving you a gaping hole to fly through (whew!). Judging by the silhouette, it was easy to tell that it was none other than your "expert" flight instructor.

Even as you first approached the barn to take part in your flight, you could tell that things weren't going to go

all that smoothly. For one, you could see that a plane had crashed into the local water tower, perhaps an omen of things to come. As you made your way through Goofy's barn and the loading area, you would wander through his cornfields where you could find a familiar looking scarecrow. Once in the queue, whimsical details could be found everywhere, including Jelly Jar Lamps, a barrel marked (what else) "Barrel Rolls," and a sign for Fido's Fearless Flight School (whose graduates included "Bold" Yeller, Kitty "Hawk," and "Turbulence" Tabby). The daily schedule had prospective pilots practicing flight maneuvers at 8 in the morning (including the Tail Spin, the Roll Over, and the all important technique of Dog Fighting), and attending lectures mid-morning on such topics as "How to Land on All Fours" and "Getting the Most From Your Ninth Life." The afternoon began with Maintenance 101 ("How to Clear Hairballs Out of Your Intake Valve"), with some airfield practice at 4:00... with today's lesson focusing on "How to Land on an Aircraft Terrier." You could also spot several chickens in the queue area, and if they seemed familiar that's because there were taken from the former Epcot attraction World of Motion. When World of Motion closed its doors in 1996 to make way for Test Track, the chickens were whisked away and took up new residence in Goofy's barn.

You could also find a blueprint for the plane you were about to take up into the wild blue yonder, designed by Goofy himself of course. It looked normal enough, but upon

closer inspection you would discover that the planes were equipped with a pollution-free power source (which looked suspiciously like Dale in a hamster wheel). If that power source failed there was no need to fear; plans were in place to use a slingshot as a backup. Steering was controlled by a two-handed yoke and seemed to work perfectly, apart from the fact that you could steer left, right, and up, but not down. That wouldn't be so bad if you had an Emergency Escape Parachute, but unfortunately Goofy ended up cutting it for budgetary reasons. Aside from that, Goofy was a stickler for details, as evidenced by his notation that the wingspan was precisely 10.87765 feet. (For those of you with an eye toward scientific detail, that's within the accuracy of less than a millionth an inch, or about 7500 times the width of an average human hair. And even with that it's still befuddling why he can't avoid that water tower!). You could even find a photo of Goofy himself off on a wild adventure in the air, though it seems like he's about to rely on his back-up braking system, the soles of his shoes.

Eventually, the Barnstormer (and Toontown Fair) closed down in 2011 to make way for the New Fantasyland. To commemorate the last flights of Goofy's Flying School, young aviators were handed souvenir Frequent Flyer cards, much like the monorail co-pilot license cards that little ones could receive when riding the front cab of the monorail. (Other collectible cards past and present include the Guest Conductor cards for the Walt Disney World Railroad, an Official Speedway License at the Tomorrowland Speedway, as well as transportation cards for the monorails, busses, and ferries...they're lots of fun to collect but that's a story for another day!)

### **Storybook Circus Daredevil Acrobatic Feats**

On March 12, 2012, the Barnstormer reopened with an all-new circus theme, and was redubbed the Barnstormer Featuring the Great Goofini. While the track layout was unchanged, the queue and loading areas were slightly reconfigured (fans of the older attraction will note that you now board from the opposite side). In the new storyline, Goofy has foregone his crop dusting duties for a career in the circus. Various posters throughout the area highlight some of the stunts that Goofy has decided to perform, including the Aquamaniac (a water ski show that doesn't seem to be going very well), Tiger Juggling, featuring "Razor-Edged Thrills" (which regrettably will only have one performance, according to the sign), and Bear Wrasslin', featuring the Worlds

Greatest Grrrappler (judging by the artwork, that title is definitely not held by Goofy!). When you approach the entrance to the attraction itself, you'll see an old-fashioned ticket booth, presumably manned by Goofy himself. Fortunately (unfortunately?) he posted a sign that says he's "Out Flying." (You might want to watch your head!) As you wind your way through the queue, you'll see that the Great Goofini has dreamed up several high-flying stunts to show off his daredevil prowess—unfortunately none of them seemed to have gone very well. First up is the Canine Cannonball, and sure enough, you'll see several targets across the way. Sadly though, the targets weren't quite strong enough to absorb the impact. (Considering the Launch-O-Matic was pulled way past its highest setting, it's no wonder Goofy flew out a bit faster than he intended!) Next up is the Reckless Rocketeer, which seems promising...until you come upon the crumpled remains of said rocket nearby, smoke still spewing out of its ruined engines. Speaking of rockets, you'll catch a great glimpse of Space Mountain off in the distance as you make your way toward the loading area. Once you arrive, you'll climb aboard your plane, now decked out in circus red and brown trim complete with white wings (as opposed to the blue planes with orange trim from the old Barnstormer). As you leave the station and make a quick right, you'll climb up a hill and pass through a striped circus tower (that "someone" has crashed through before). You can catch a wonderful glimpse of the new double Dumbo to your right before plunging off to the left in a downward curve. After a quick dip under the initial hill, you swing to the right and enter a sweeping turn. You continue to twist and turn through a left-banked helix until it looks like you may be crashing through a billboard, but thankfully someone beat you to it. You can tell who it is by the familiar silhouette; oddly enough it seems to be the same chap who crashed through the old barn! (As an aside, from the front of the billboard, see if you can spot the Hidden Mickey on one of the planes; it's located in the center of the propeller on the plane in the lower right corner.) Finally, you return to the loading area underneath a festive sign that invites you to "Fly Again Soon!"

While Goofy's aerial acrobatics may be a bit more adventurous than he had intended, the Barnstormer is a great way for little ones to experience the thrills of a roller coaster, all in a colorfully-themed circus fairground that's sure to bring a smile to any face. As long as you don't volunteer for a ride on the Reckless Rocketeer!



FEATURED FILM

# DUMBO

By Lori Elias



*"All we gotta do is build an act. Make ya a star! A headliner! Dumbo the Great!"*

These words, spoken by Timothy Q. Mouse to the adorable title character, could just as easily have been said by the film makers about the movie itself! Directed by Ben Sharpsteen and with music by Frank Churchill, Oliver Wallace, and Ned Washington, what seemed to be a charming take on the story of the Ugly Duckling would turn out to be a landmark film for Walt Disney Studios.

In "Taking Flight: The Making of Dumbo," it is noted that *Dumbo* is listed among the "big five" of Disney's original Golden Age of the 1930s and 1940s, with each film bringing to the mix a specific ground-breaking contribution to the industry of animated film. *Snow White and the Seven Dwarfs* (1937) was lauded for being the first full-length animated feature; *Fantasia* (1940) was remarkable for its artistry; *Pinocchio* (1940) for its lighting, extraordinary detail and use of the multiplane camera; *Bambi* (1942) for the realistic movement of its characters; and *Dumbo* for its emotionality. Audiences could easily relate to the story of feeling like a misfit, for who among us has never felt like he or she did not fit in?

When *Dumbo* soared into movie theaters in the fall of 1941, the adorable little elephant carried the weight of far more than a feather and a spirited mouse: the future of Walt Disney Studios rested on what would become one of Disney's most beloved masterpieces. *Dumbo* was made at a time when Disney was in serious financial jeopardy. Though World War II had yet to reach American shores, threats were looming, and war had been raging in Europe for a few years. This severely cut international revenue for American film makers, and was a major contributor in causing *Fantasia* and *Pinocchio* to bring in far less money than the Studios had hoped. It was decided that the next logical next step would be to make a film that was shorter in duration than the previous full-length features, and which would focus on story-telling rather than innovative—and expensive—techniques.

### Humble Beginnings

*Dumbo* was based on a children's book, "Dumbo the Flying Elephant," written by Helen Aberson and Harold Pearl and illustrated by Helen R. Durney. The original format of the book was a short-lived creation called the Roll-a-Book, in which the story and illustrations were on a vertical scroll. The scroll was inside of a box, and a wheel at the top of the Roll-a-Book would be turned in order to make the story progress. "Dumbo the Flying Elephant" was also later published in traditional book form, though fewer than 1000

copies were printed.

Fortunately, one of those copies made its way into the hands of Walt Disney. The sweet and simple story and its circus-inspired illustrations appealed to Walt, and he handed it over to two of his most trusted writers, Joe Grant and Dick Huemer, who had recently worked together on *Fantasia*. Grant and Huemer fleshed out the short story in several ways, including the addition of Mr. Stork, changing the title character's sidekick from a robin to Timothy Q. Mouse (a humorous twist considering that elephants are thought to be afraid of mice), and by adding the "Pink Elephants on Parade" sequence, drawing on surrealism, which was the newest rage in contemporary art at that time.

They presented their treatment of the story to Walt one chapter at a time, ending each segment with a cliff-hanger. Not only did this whet Walt's appetite for the progression of the story, but Grant and Huemer used it as a way of saving money as well. When *Snow White and the Seven Dwarfs* was made, entire scenes were later cut from the film, resulting in a loss of both time and substantial money from the unused sequences. But this time around, the animators of *Dumbo* would not work on a segment until each chapter had gained Walt's approval, thus resulting in a solid story with very little waste of time and resources.

### Bringing *Dumbo* to the Big Screen

Money and time were also conserved by photocopying the backgrounds used in the preliminary story sketches. These backgrounds were used in the film and painted with watercolors rather than the expensive oil paints used in earlier films. The quality of the watercolors was excellent, and also helped to provide a contrast between the background and the principal objects and characters of the scenes.

While most of the art for the film was based on caricature rather than realism, animators turned to a pair of vaudeville stars, the Jackson Brothers, in order to design the crows' dance number. Eugene and Freddy Jackson, well-known as a song and dance duo, choreographed and performed dances which were then filmed by Ward Kimball and transferred to animation for the crows' feature, "When I See an Elephant Fly."

Now that the film had its settings in place, it was time to bring the characters to life. Though the hero of the story was silent, a chorus of talented performers gave voices to the other circus denizens, including Edward Brophy, known for his work in *The Thin Man* (1934) as Timothy Q. Mouse, and German-born character actor Herman Bing as the Ring-

master. Billy Bletcher, who portrayed a clown, often voiced villains in animated works, most notably for Disney as the Big Bad Wolf in *Three Little Pigs* (1933) and as Pegleg Pete in a number of Mickey Mouse short films; he was also immortalized as the Mayor of Munchkinland in the 1939 classic *The Wizard of Oz*. Sarah Selby, as the elephant Prissy, would go on to perform a number of recurring roles in various television series, including "Dragnet," "The George Burns and Gracie Allen Show," "Petticoat Junction," and "Gunsmoke."

Two of the principal actors, Verna Felton and Sterling Holloway, would go on to become quite well-known to Disney fans. Ms. Felton portrayed the cruel Elephant Matriarch as well as Dumbo's mother, uttering Mrs. Jumbo's only line in the movie – her son's name. While she did not necessarily get to show off her versatility as an actress in this film, it would prove to be an asset for her career at the Walt Disney Studios, as she would go on to voice some of the most benevolent ladies in Disney history, including the Fairy Godmother in *Cinderella* (1950) and Flora in *Sleeping Beauty* (1959), while also creating much less likable characters such as the Queen of Hearts in *Alice in Wonderland* (1951) and the meddlesome (but later remorseful) Aunt Sarah in *Lady and the Tramp* (1955). Felton would return to her pachyderm roots in the short film *Goliath II* (1960), where she voiced a Mrs. Jumbo-esque character named Eloise, a mother elephant who consoled and protected her bullied son who was abnormally small, and later as Winifred in *The Jungle Book* (1967).



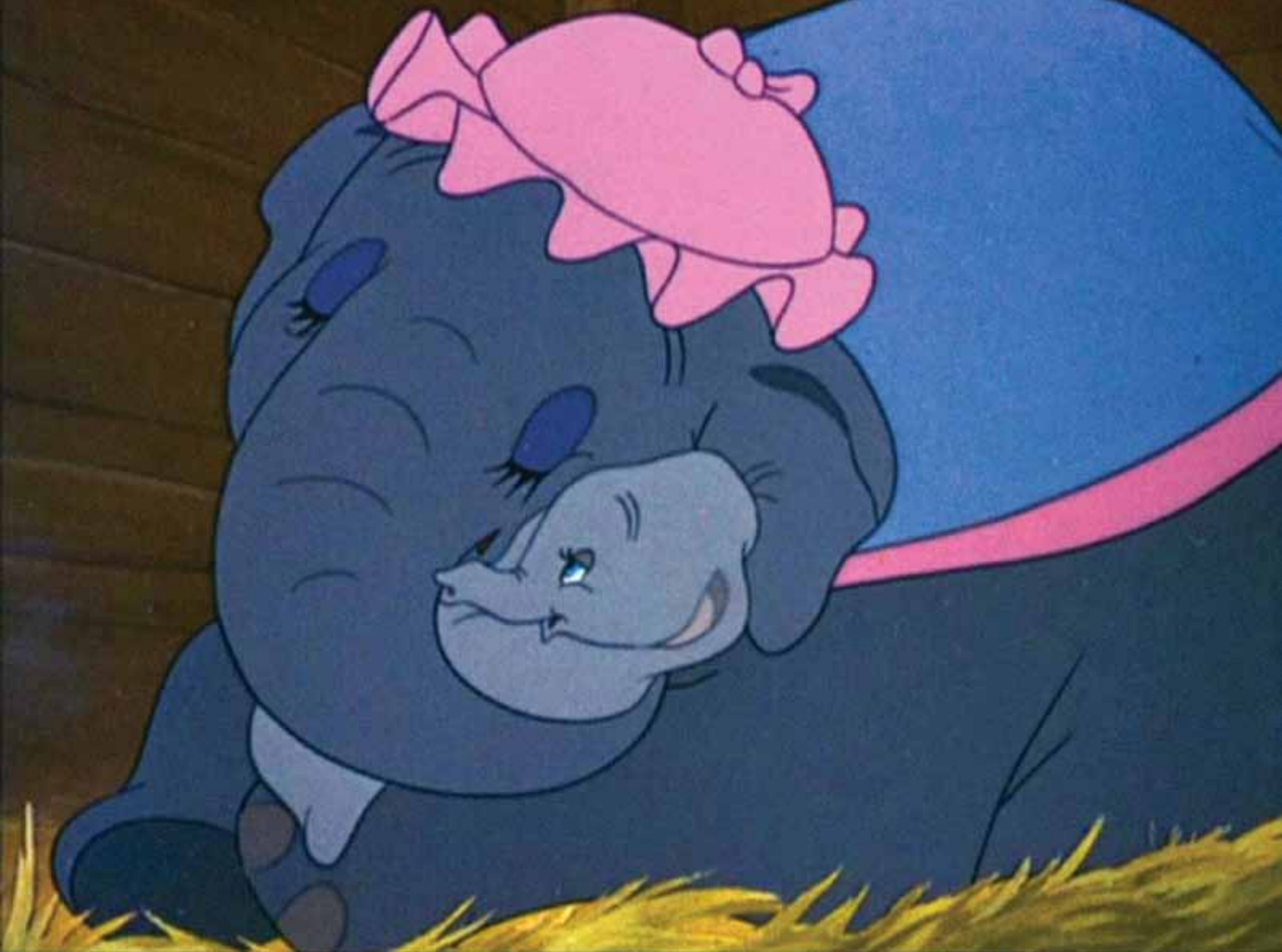
Disney Legend Sterling Holloway (pictured here with Walt Disney), who portrayed the Mr. Stork, boasts one of the most recognized voices in the history of Disney. Holloway was

offered the part by Walt Disney himself, and his work on *Dumbo* resulted in roles in numerous other short and feature films, including the adult Flower in *Bambi* (1942), Professor Holloway in *The Three Caballeros* (1944), the narrator for the "Peter and the Wolf" segment of *Make Mine Music* (1946), the Cheshire Cat in *Alice in Wonderland*, Kaa in *The Jungle Book*, and Roquefort in *The Aristocats* (1970). He is undoubtedly best-known for his iconic portrayal of the title character in *Winnie the Pooh and the Honey Tree* (1966), *Winnie the Pooh and the Blustery Day* (1968) and *Winnie the Pooh and Tigger Too* (1974), three short films that were combined to create *The Many Adventures of Winnie the Pooh* in 1977.

Another Disney Legend to appear in *Dumbo* was Cliff Edwards, who provided the voice of Jim Crow. Edwards had already made a name for himself at Disney, as he had recently provided the voice for Jiminy Cricket in *Pinocchio* (1940). A one-time vaudeville performer before breaking into the movies, Edwards did his own singing for "When I See an Elephant Fly" (just as he had for *Pinocchio's* "When You Wish Upon a Star," the first song from a Disney film to win an Academy Award). These were the only two film roles he would do for Disney, but his work as Jiminy Cricket kept him involved in Disney projects for many years to come, including the television series Walt Disney's "Wonderful World of Color" and "The Mickey Mouse Club." When his health began to deteriorate in the late 1960s, Disney Studios paid for his medical expenses and nursing home fees.

### A Warm Reception

Reviews for *Dumbo* soared. Bosley Crowther in the *New York Times* called it "the most genial, the most endearing, the most completely precious cartoon feature film ever to emerge from the magical brushes of Walt Disney's wonder-working artists... This time they have let their kindlier natures have more commanding play. This time they have made a picture which touches the very heart of sentiment. It may not be the most impressive feature that Mr. Disney has turned out, but it certainly is the most winsome, and the one that leaves you with the warmest glow." *Time Magazine* even planned a cover featuring the title character for its issue to be released on December 22, 1941, but the bombing of Pearl Harbor occurred before the issue could go to print; ergo the cover focused on the entrance of the United States into World War II. Instead, in the following week's issue, cinema's favorite pachyderm was the focus of his own feature story, "Mammal of the Year," which stated, "Last week

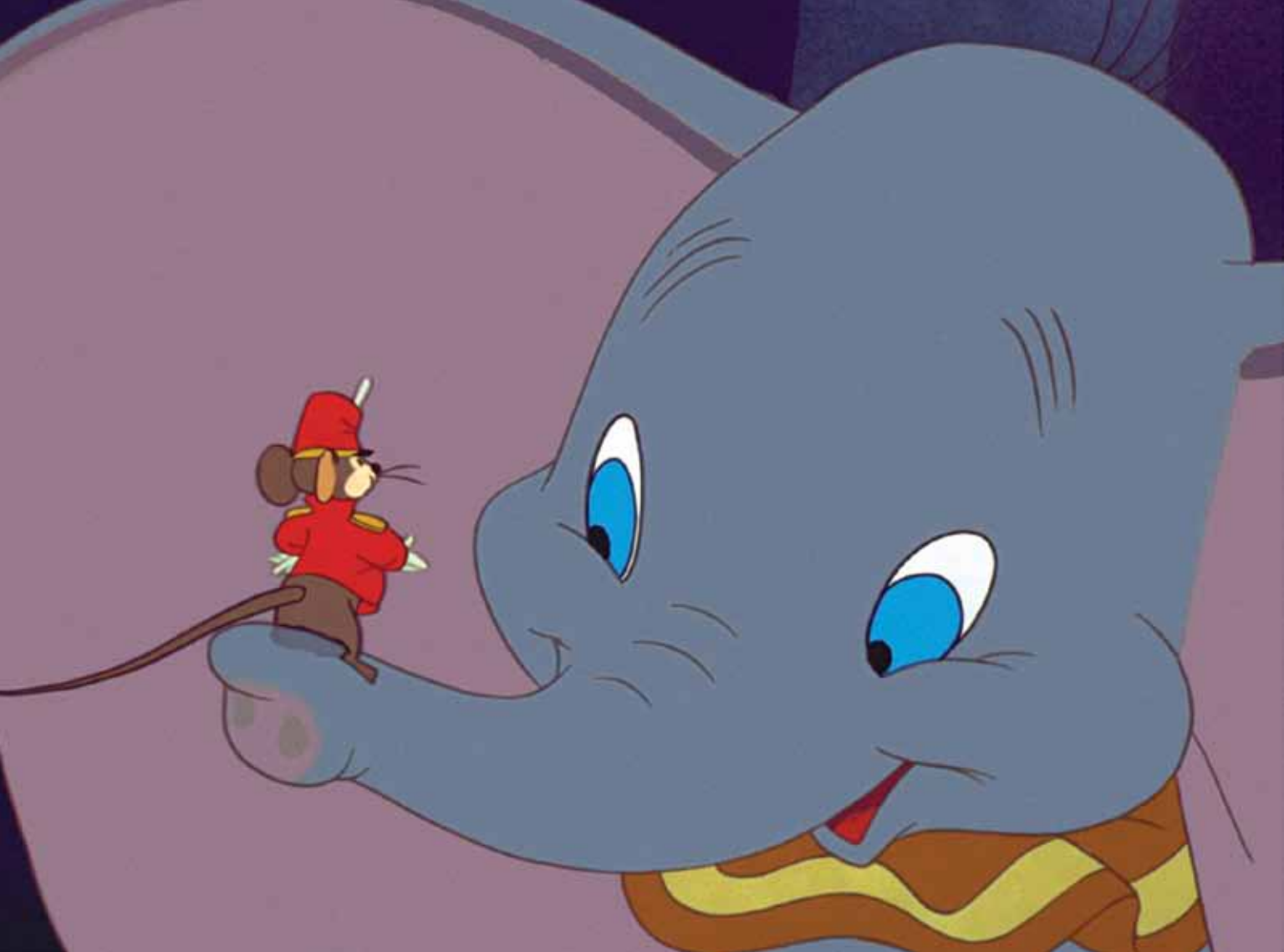


this lovable little baby elephant with blue eyes and a winning manner seemed to be all over the place...The most appealing new character of this year of war, he is almost sure to end up in the exclusive kingdom of children's classics." The magazine's review went on to say that "although *Dumbo* offers no startling innovations in animated cartooning, it is probably Disney's best all-round picture to date. Though it lacks the bomb-burst novelty of *Snow White*, its craftsmanship is far beyond that memorable fairy tales. Seldom has Disney articulated his characters so aptly...Like story and characters, *Dumbo's* coloring is soft and subdued, free from picture-postcard colors and confusing detail – a significant technological advance. But the charm of *Dumbo* is that it again brings to life that almost human animal kingdom where Walter Elias Disney is king of them all."

*Dumbo* also performed well within the film industry, winning the Academy Award for Best Score, and earning a nomination for Best Picture by the National Board of Review. The movie was submitted to the Cannes Film Festival

in 1947, where it was named the Best Animated Feature. And at the box office, which was perhaps foremost on the minds of the Disney executives, *Dumbo* fared equally well: the film, which had cost \$813,000 to produce (the least-expensive animated movie in Disney history), brought in over \$2 million at the box office in its initial release.

The success of – and affection for – the movie inspired the attraction *Dumbo the Flying Elephant*, which was created for the opening of Disneyland in July 1955. Unfortunately, the 700-pound weight of each fiberglass elephant created mechanical issues, so the attraction did not officially open until a month later. *Dumbo the Flying Elephant* quickly proved to be as popular as the movie, as Guests enjoyed the opportunity to take their elephant gondolas high into the air. A subsequent attraction of the same name was added to the Fantasyland area of Walt Disney World for its opening in October 1971, as well as Tokyo Disneyland in 1983, Disneyland Paris in 1992, and Hong Kong Disneyland in 2005, making it one of the few attractions to appear in all five Disney parks.



When Walt Disney World expanded its Fantasyland in 2013, a second Dumbo ride was added, as well as the Casey Jr. Splash N' Soak Station, a nod to the circus train from the film.

Though Disney Studios would have dark days ahead due to the economic effects of World War II, as well as the aftermath of an impending animators' strike in May 1941, the innocent joy of *Dumbo* brought the first Golden Age of Disney to a triumphant and jubilant close.

### ***Dumbo* Fascinating Facts**

- The illustrator of the original book, Helen R. Durney, was a native of Syracuse, New York. Her original drawings are maintained in a collection in the Syracuse University Libraries.
- Walt Disney often mentioned that *Dumbo* was among his favorites of the movies he made. John Lasseter, CEO of Pixar and Walt Disney Animation Studios, has also cited *Dumbo* as his favorite movie.
- The joking wordplay of the crows is based on the banter

heard among band members on old jazz recordings such as those by Cab Calloway and Louis Armstrong.

- With a setting in Florida, *Dumbo* is the first Disney film to take place in the United States.
- *Dumbo* is the only Disney film in which the title character never speaks. (An argument could be made for *Snow White and the Seven Dwarfs*, as Dopey, one of the titled "Seven Dwarfs" does not speak either!)
- Though an animators' strike (profiled in the January/February 2013 issue of *Celebrations*) would shutter Disney Studios for more than a month in the spring of 1941, work on *Dumbo* was completed mere days before the strike occurred, so the film was not affected.
- Rereleased in 1981, *Dumbo* was Disney's first animated film to be offered on videocassette.
- When former president Harry S. Truman visited Disneyland in 1957, he politely declined riding the Dumbo attraction, as the elephant is a symbol of the Republican Party, and Truman was a Democrat!



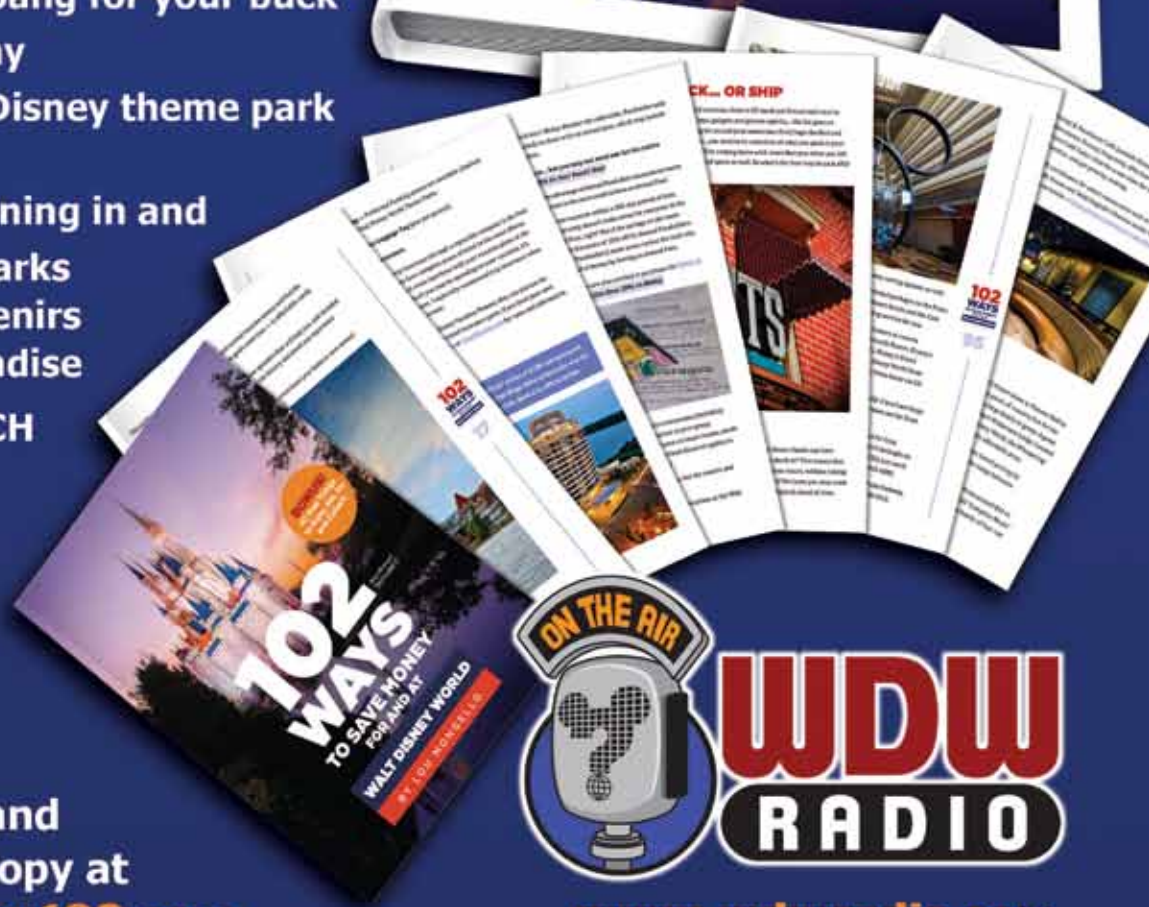
# "How Do I Save Money At Walt Disney World?"

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# MAGIC IN Wishes

BY LINDSAY MOTT

The anticipation builds around the Magic Kingdom. The area in front of Cinderella's Castle quickly fills up with Guests young and old, new and experienced. Some are waiting for something they've seen numerous times, waiting to sing along with every word, to see their favorite-shaped firework, and to shed that special tear at just the right moment. Others have no idea what to expect of this spectacle that they are about to witness for the first time. They have all come together in this happy place after a day of fun and thrills to take part in one final magical Disney experience.

# THE SKIES





The sky has darkened, but the lights surrounding the central plaza illuminate the scene magically. These round, globe lights remind you that you're at the end of nostalgic Main Street U.S.A., and the trees around you slowly twinkle, bathed in tiny, white lights.

The smell of popcorn and soft pretzels lingers in the air. Voices are low and jubilant as families and friends discuss the day's events: who they met, what were their favorite attractions, who had the best face on Splash Mountain, and how many times they got to ride Dumbo.

Then, it's time. The music begins faintly, building with each second. The Castle and the entire hub goes dark, and as the first notes echo through the night sky, the Castle turns an incredible deep blue and sparkles with dozens of twin-

ling white lights. The voice of the Blue Fairy, who famously turned Pinocchio into a real boy, begins the show:

"When stars are born, they possess a gift or two. One of them is this: they have the power to make a wish come true."

When she says "wish," a solitary wishing star arcs its way magically across the sky, ushering in one of the most breathtaking shows in all of Walt Disney World, showing everyone, young at old, that wishes really can come true.

### **Magic in the Skies**

"Wishes: A Magical Gathering of Disney Dreams" is a heart-tugging "story in the sky" about making a wish come true, taking Guests on a musical journey through 15 songs from 10 Disney animated classics. "When You Wish Upon a Star"



serves as the central musical arc for the show, while the main musical theme is based on the classic English nursery rhyme "Star Light, Star Bright" (which, along with "When You Wish Upon a Star," was featured in the 1940 Disney classic, *Pinocchio*, when Geppetto recited the poem as he wished upon a star for Pinocchio to be a real boy).

With so many Disney characters taking part in the show, Guests are sure to hear their favorite's voice or a scene from their favorite film. Pinocchio, Snow White, Cinderella, Peter Pan, Ariel, Aladdin, Hercules, Genie, Ticker Bell, Jiminy Cricket, the Blue Fairy, and even the Evil Queen do their part to show you the power of a wish and how it made all the difference in their respective stories.

After the first series of cascading fireworks drifts down over the Castle, a huge firework in the shape of a blue star accompanies the first lines of "When You Wish Upon a Star." This spectacular star-shaped shell represents the Blue Fairy and paints each of the Disney wishes high in the sky with enchanted starlight. By the time the verse ends, three stars have been launched (often facing in

different directions depending on the wind and the orientation of the shell itself).

Jiminy Cricket, our host, wonders if the crowd believes that a wish can come true. He says that he didn't believe in them either, but of course, he's just a cricket. The music swells as he prepares to show us what led him to believe in the power of wishes and dreams. "You see, the most fantastic, magical things can happen, and it all starts with a wish."

And then, Guests experience one of the most amazing sights they'll ever see: Tinker Bell taking flight from the top of Cinderella Castle. It's everything you ever imagined and more as she passes overhead on her way back to Never Land.

Against a backdrop of blossoming fireworks behind the Castle, classic Disney characters tell you about their wish-

es. Cinderella wishes that she could go to the ball, Snow White wishes that one day her prince will come, Ariel wishes ("oh I wish...") that she could be part of our world, Peter Pan wishes he and the Lost Boys would never have to grow up ("off to Never Land, ha ha!"), Pinocchio wishes he could be a real boy, and Aladdin wishes for Genie's freedom.

As you hear the characters sharing their innermost dreams, you are reminded of what is truly at the heart of these classic tales. You see all the dreams and wishes coming together in one story, and your heart starts to believe.

After a brilliant barrage of white fireworks fly into the air in perfect synchronicity on either side of the Castle, accompanied by a pair of giant multi-colored fireworks high in the air, a short pause cues the beginning of the next portion of the show, "A Wish for Love." Jiminy introduces the next section with the line "A wish is a powerful thing, especially when it comes from the heart..." The music then runs through snippets of songs from *Cinderella*, *Sleeping Beauty*, and *Beauty and the Beast*, culminating with several red heart-shaped fireworks to conclude this portion of the show.

The next segment features someone who had his wish granted in a "most unexpected way." The Genie makes a grand appearance, taking you on a musical and pyrotechnic journey through Agrabah. Next comes the familiar, bouncy theme of "The Sorcerer's Apprentice" as red globes of light burst from the ground on alternate sides of the Castle, which is now bathed in deep blue and illuminated with several white stars in the style of Mickey Mouse's signature (and powerful) sorcerer's hat. The music builds until the red fireworks fade from the sky and the stars on the Castle fall, ushering in the appearance of several Disney villains. (Don't fear though, as Jiminy Cricket reminds you, "Just remember, always let your conscience be your guide.")

The mood quickly changes from festive to sinister, as the Evil Queen from *Snow White and the Seven Dwarfs* enters the Magic Kingdom to call upon the "slave in the Magic Mirror" to grant her wishes. As she says the line "Let me see thy face!" the familiar face in the mirror appears on the walls of Cinderella Castle.

Then she continues, "a blast of wind to find my fate, a thunderbolt to cast my spell. Alas, grant me my wish as well." Each time she says "wind" the fireworks around the Castle crackle, and you can almost feel the wind she's summoning blowing against the back of your neck. When she says thunderbolt, the loud fireworks explode instantaneously as if thunder were drawing near.

And then, the music from the “Night on Bald Mountain” segment of *Fantasia* takes you to the dark place where Chernobog rules. The Queen continues her villainous laughter until the end of her segment, when Jiminy returns and reassures us that things will be okay. The colors change back to lighter hues, and a spectacular showering of massive blue fireworks fills the sky, ushering in the return of the Blue Fairy, who reassures us that “...we must always believe in our wishes for they are the magic in the world. Now, let’s all put our hearts together and make a wish come true.”

The ending music is a combination of “Star Light, Star Bright,” “When You Wish Upon a Star,” and the original “Wishes” theme. Jiminy reminds us what the true message of Disney has been throughout the ages:

“Wishes can come true if you believe in them with all your heart. And the best part is you’ll never run out of wishes. They’re shining deep down inside of you.”

The choirs, music, and fireworks build in intensity as the end of the show draws near, and then, in an anticipatory moment of silence, Jiminy leaves us with a chuckle and a final thought, “See what a little wishing can do?” The sky then comes alive with the breathtaking finale, with fireworks too numerous to count filling the sky behind the Castle, exploding in a dazzling rainbow of colors in a grand explosion, leaving the Castle brilliantly illuminated in all its royal glory.

Now, you believe in wishes too.

### Creating a Wish

“Wishes: A Magical Gathering of Disney Dreams” made its debut on October 8, 2003, and has been shown almost every night in the Magic Kingdom for more than a decade. With hundreds of brilliant pyrotechnic effects exploding above and around Cinderella Castle, including several new effects never seen before, the new show gave Guests even more to look forward to at the end of a joyful, magical day.

“Wishes” replaced “Fantasy in the Sky,” the original Magic Kingdom fireworks show that debuted in 1971. The original show was smaller in scale, with less narration, and with more focus on the musical score, which included such songs as “Zip-A-Dee-Doo-Dah,” “Supercalifragilisticexpialidocious,” “It’s a Small World,” “Whistle While You Work,” and the “Mickey Mouse March.” This was the only fireworks show the Magic Kingdom knew until 2003, when the larger, longer show debuted. Tinker Bell took her first flight above Cinderella Castle on July 4, 1985.

In the course of developing Wishes, several new launching locations were created. These included areas right beside the Castle and on the tops of some of the Fantasyland attractions. These were necessary to create the brilliant bursts of light that surround the Castle, a new pyrotechnic effect never before seen in a Disney theme park. At the other extreme, many of the fireworks shot off from behind the Castle look like they are close by, but are actually launched from a location a few miles behind the Magic Kingdom.

Wishes tells a richly emotional tale about making a dream come true, using classic Disney songs and character voices accompanied by meticulously choreographed fireworks. In all, the show has 557 fireworks firing cues and 683 individual pieces of pyrotechnics. The show runs approximately 12 minutes and can be seen from various vantage points around the Magic Kingdom.

The team tasked with creating Wishes was a well-established one, cultivating the combined experiences from many other Disney entertainment productions. Creator/show director Steven Davison is the creative director with Walt Disney Creative Entertainment, and has worked on numerous other fireworks shows at Disney. He is known for taking the “story first” approach in his shows, and enhances them with new dimensions of color and texture. He is also very focused on the music involved and has described it as “more than half of the experience.” Fireworks Designer Eric Tucker has an award-winning career in pyrotechnics, and has also designed the fireworks for “IllumiNations: Reflections of Earth” at Epcot.

Steve Skorija oversees music production for live entertainment and special events at the Walt Disney World Resort as music director for Walt Disney Entertainment. Composer/arranger Gregory Smith previously worked on other Walt Disney World productions such as “IllumiNations 25” at Epcot and the “Mickey Mania” parade at the Magic Kingdom.

### Seasonal Shows

In addition to the regular evening showings of Wishes, special editions of the nighttime spectacular have been created to celebrate various holidays throughout the year.

For the Fourth of July, Guests can enjoy “Disney’s Celebrate America! – A Fourth of July Concert in the Sky,” which is a tribute to the red, white, and blue filled with exploding colors, lights, sounds, blazing fireworks, and fantastic effects. A magnificent musical score adds to the show to create a captivating patriotic extravaganza. Disney calls this one of





their most elaborate nighttime spectacles ever performed at a Disney theme park, and the heart-stopping show fills you with pride and awakens your imagination. The highlight of the show is the 360-degree perimeter fireworks display, which surrounds Guests with a sky filled with bursting pyrotechnics no matter where you look.

For those of you who love Halloween, the “Happy HalloWishes” fireworks spectacular takes you on a different sort of Wishes journey. The focus here is on your favorite Disney villains who join the Ghost Host from the Haunted Mansion and go trick or treating in the night sky around the Magic Kingdom. Cruella de Vil, Jafar, Ursula, and Oogie Boogie join the Ghost Host for a “spooktacular” celebration of their favorite time of year with fireworks of orange and green, and features 180-degree perimeter fireworks.

During Mickey’s Very Merry Christmas Party, Guests can celebrate the holidays in grand style during “Wishes: Celebrate the Spirit of the Season,” which takes Guests through a magical Christmas journey showcasing some of their favorite Christmas tunes with a Disney twist. “The Spirit of the Season” song is mixed in with a Christmas-song montage of “Jingle Bells,” “The Christmas Waltz,” “Santa Claus is Coming To Town,” “O Christmas Tree” (with the Castle bedecked in a festive shade of green), “March of the Toy Soldier,” and more. The show closes with a return to the Spirit of the Season medley and a hint of the traditional “Wishes” theme. This show also incorporates special smiley-face fireworks and spinning pinwheel fireworks on the Castle itself. The finale also features 180-degree perimeter fireworks.

For New Year’s Eve, “Fantasy in the Sky” (not the same as the original fireworks show in Magic Kingdom) showcases songs from *Peter Pan*, *Pinocchio*, *The Little Mermaid*, and *Aladdin*, along with tunes from park attractions including “It’s a Small World,” the Haunted Mansion, and Pirates of the Caribbean. The show utilizes 360-degree perimeter fireworks throughout, and if you’re in the center of the park, the fireworks are visible all around you. Rockets are launched from all around the Magic Kingdom, including the Seven Seas Lagoon, and as midnight approaches the highlight of the evening draws near; the countdown to the New Year. Mickey, Minnie, and Goofy take over, and when Goofy flips the switch, number-shaped fireworks count down from 9 to 1 as the New Year approaches. When midnight strikes, the largest, brightest, and highest fireworks finale you’ve ever seen fills the sky with the promise and hope for prosperous times ahead, all while the group sings along to Auld Lang Syne.


## Where to Watch

Wishes can be seen from all around the Magic Kingdom, but the best places to view the nighttime spectacular are anywhere in the hub in front of Cinderella Castle (though don’t get too close to the Castle itself as it can block your view of the fireworks). The show is also best seen anywhere along Main Street U.S.A., as long as your view isn’t blocked, and on the second deck of the Walt Disney World Railroad Main Street station near the entrance.

You can also venture behind the Castle in Fantasyland for a less crowded spot, though keep in mind you’ll miss the full effect of seeing the fireworks behind the Castle. This location also tends to be a bit louder, something to keep in mind if you have little ones watching.

Another popular viewing area is on the bridge leading to Tomorrowland, but be aware that trees obstruct some of the views from the bridge. If you don’t mind not seeing the Castle but still want a great view of the fireworks, you can also try the walkway that leads from Tomorrowland to Fantasyland, near Cosmic Ray’s Starlight Café. This location is rarely crowded, and you can often find a nice table or bench to sit at.

For those who want to watch the show without entering the park, all of the Magic Kingdom Resorts offer great viewing locations. The Polynesian has a great beach with plenty of seating (including several hammocks), affording you a great view of Wishes from across Seven Seas Lagoon. Don’t forget your Dole Whip! You can experience one of the finest fireworks dining experiences at the Contemporary’s California Grill. As the show begins, the lights inside the restaurant dim and the music is piped right into the dining room. You can also enjoy the fireworks from the outside observation deck. At the Grand Floridian Resort & Spa, you can enjoy the show from the beach or at Narcoossee’s. Finally, if you’re lucky enough, you may even be able to watch the fireworks from one of the launch boats if you’re heading over to the Fort Wilderness/Wilderness Lodge area or the Polynesian/Grand Floridian. (The boat pilots will often slow down or stop to allow Guests to experience this rare viewing opportunity.)

Whether you’ve seen it 100 times or just once, Wishes is an unforgettable experience that you’ll remember for the rest of your life. Not only does it provide the perfect magical ending to a perfectly magical day, it reminds one and all of the most important thing: “It all starts with a wish.” 



**MEET  
THEM TODAY!**

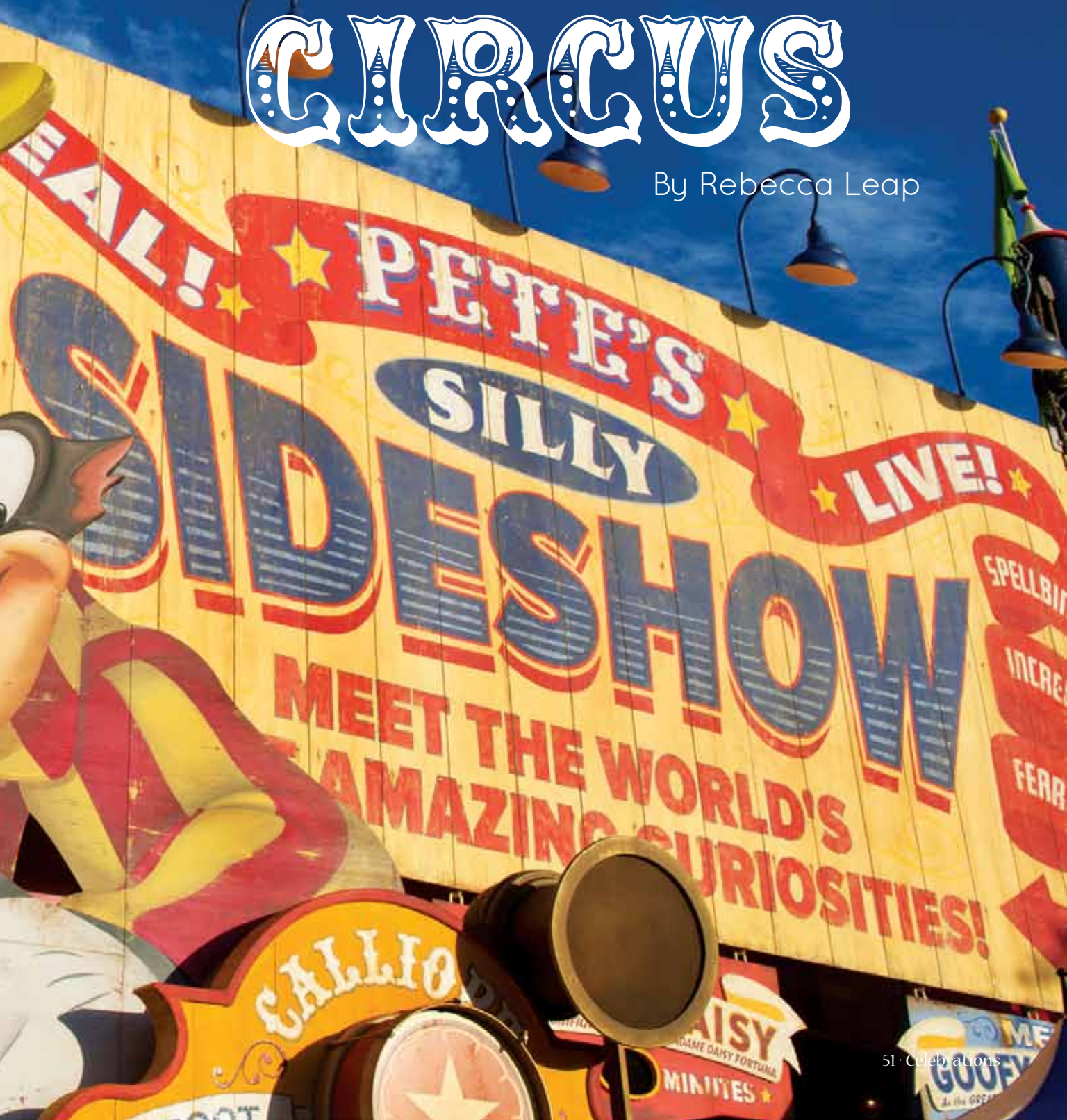
**MINNIE MAGNIFIQUE**

**THRILLING**

COME ONE, COME ALL TO

# STORYBOOK CIRCUS

By Rebecca Leap



Wandering the familiar avenues of Fantasyland at Walt Disney World's Magic Kingdom means seeing views that are a little different from what you're used to. With the completion of the New Fantasyland expansion, the area has been spruced up with castles, mines, and new attractions galore, all fitting perfectly with the old land's classic feel. However, as you make your way over to the far side of New Fantasyland, things start to feel just a little bit different. The music changes from gentle fairy-tale melodies to bold, brassy marches, the natural browns and greens of cottages and forests turn to bright blues, reds, and yellows, and the enticing aromas of popcorn and cotton candy start your stomach rumbling. As a massive marquee comes into view, the land of pirates, princesses, and pixies fades away...and suddenly you're in Storybook Circus.

In 2012, the first section of New Fantasyland burst into the Magic Kingdom, replacing Mickey's Toontown Fair and turning what used to be a pleasant pit-stop for little ones into timeless fun for both young and old. Storybook Circus takes inspiration from the traveling circuses that toured the United States around the turn-of-the-century. That theme, which pays homage to Walt Disney's own love of circus shows, is fleshed out and indulged to full effect in Storybook Circus. Every inch features a dozen tiny details that come together to create an astounding effect. No walkway, wall, or sign has been overlooked in the endeavor to create the entrancing environment that offers so much more than meets the eye.

### A Storybook Beginning

The tale of Storybook Circus begins at beautiful Fantasyland Station, refashioned from a bare bones awning-and-railling pit stop into an old-fashioned roundhouse. Signs around the station place it in a quaint spot called Carolwood Park—a clever wink to the Carol Wood Pacific Railway, the working model railroad Walt Disney maintained in his own backyard. Storybook Circus is grounded in the reality of Carolwood Station, which serves as the perfect introduction to the whimsical world that lies just beyond. The station walls are plastered with posters advertising the attractions waiting just beyond the train platform. Guests get a taste of what's to come with banners touting Dumbo's flying feats and the Great Goofini's daredevil stunts, among many impressive others.

The station's surroundings also add a quirky ambience to the area. Decorated in stark contrast to the opulent circus, the train station's décor is more small-town than spectacle.

Ordinary iron fences and run-of-the-mill lampposts flank the structure, subtly telling a story about what existed before the circus rolled into town. The contrast created by the theming of Fantasyland station lays the foundation for a compelling narrative that enhances the entire area.

### A Bustling Big-Top

All of Storybook Circus seems to burst forth from that station, starting with the brand-new Casey Jr. Splash 'N' Soak Station. The delightfully damp play area fills the slot left by Donald Duck's houseboat play area in Toontown Fair, providing the same splishing, splashing fun with a circus makeover. Follow the train tracks out of the station roundhouse and to the middle of the circus where Casey Jr. is parked with a host of cars in tow. The Splash 'N' Soak Station is the perfect spot for a refreshing break from the scorching Florida sun. And make no mistake, Old Casey may be its namesake, but the real stars of the station are the railroad cars carrying circus animals waiting to soak you to the skin.

Beyond its function for refreshment and fun, the Splash 'N' Soak Station also plays an important role in Storybook Circus' theme. With Casey Jr. comes one of the area's biggest influences: 1941's *Dumbo*. Everything about the Splash Station puts you in a circus state of mind, from the sack of peanuts hanging from the "Elephant" car to the pavement carefully imprinted with old shells and hoof prints left behind from the animal stars. If you don't mind getting a little wet, poke around the cars and keep your eyes peeled for some very special details in the number of Casey Jr.'s cars. Each cage is numbered for important years in Walt Disney World's history. Keep a keen eye for cars number 71 and 89—the opening years of Magic Kingdom Park and Disney's MGM Studios, respectively. (Can you find others?)

Of course, there's more to Storybook Circus than train stations and splash playgrounds. The area also serves as the new host for two old favorites. The Barnstormer featuring Goofy as the Great Goofini made the jump from Mickey's Toontown Fair, but not without some new circus flair. The kiddie-coaster has been transformed from Goofy's barnyard flight school into The Great Goofini's daredevil act. The attraction's re-theming brought a heap of fun details, particularly in its queue. The ride is rife with references to The Great Goofini's many spectacular stunts, like Goofy's crash-landed rocket and the "Wheel of Peril." With those few tweaks, the old ride blends seamlessly into its new home while bringing Guests the same family-friendly thrills they've loved for years.



CLOWNS

STORYBOOK CIRCUS

WORLD FAMOUS CLOWNS

DUMBO SHOWS



However, the shining star of Storybook Circus is Dumbo the Flying Elephant, relocated and stunningly remodeled to be right at home in its new circus locale. The classic attraction, moved from its former home in the shadow of Cinderella Castle, doubled in size with the addition of a second spinner. The old queue also got quite a facelift. It has been re-imagined as an inventive waiting area inside a giant circus tent. Instead of baking in the Florida heat, Guests now receive a pager as they enter an air-conditioned playground where kids can scramble through tunnels and climb to their hearts' content. Grown-up kids, however, will revel in the stunning detail that pervades the incredible indoor circus. Fans of the film will especially love references to the movie's fiery clown and classic circus feats like the "Human Cannonball."

The new queue is enough to make the remodel a knock-

out, but even it pales in comparison to the breathtaking upgrades that make the classic Dumbo ride shine like new. Beyond the addition of a second carousel, the old favorite has been spruced up with a splashy red, blue, and gold color scheme. Memorable scenes spin across the ride's bases, all pink elephants and flying, floppy eared dynamos. Even Dumbo's faithful sidekick, Timothy Q. Mouse, made the move from old Fantasyland. Rather than rotating in the middle of the carousel of flying elephants, he's now perched front-and-center on the attraction marquee, where he commands the flights with as much gusto as ever.

Speaking of classic characters, you won't have to look far to find even more of them in Storybook Circus. Just a stone's throw away is Pete's Silly Sideshow, where four favorites are ready to greet Guests in one of Walt Disney World's most elaborate character locations. Keeping with the circus



theme, Minnie, Daisy, Donald, and Goofy have rolled in with Casey Jr. and set up as adventurous and exotic sideshow performers. Guests pile into the tent to meet accident-prone daredevil The Great Goofini, charm cobras with The Astounding Donald, gaze into Daisy Fortuna's crystal ball, and be amazed by Minnie Magnifique and her preening pink poodles. The characters' newfound personas are perfect for their new home, but they're only part of what makes the Sideshow so spectacular. The magic is amplified by the tent's exquisite theming, evident in every inch.

Guests enter either side of the tent to the tinkling tune of a vintage calliope and the cutting carnival bark of proprietor Pete inviting them in. The attraction's exterior could not more effectively evoke the "traveling circus" mentality. The tent truly looks like it was made to easily be pitched and torn down, revealed in little details like visible girders and building instructions on the backsides of panels. Inside the

show, two queues converge into the same massive chamber, wherein each character has their own alcove themed perfectly to their circus counterpart. The character's guises shine in these meeting sections, which all contain some interactive element that enhances the meet-and-greet experience. Daisy might invite you to gaze into her crystal ball, and The Great Goofini will eagerly point your attention to the crashed motorcycle behind him—complete with smoking tailpipe.

Storybook Circus' incredible theming really shines at Big Top Souvenirs, the area's merchandise location. Though you might initially be drawn in by the promise of cool air and a break from the sun's rays, the lights, the sounds, and the enticing aroma of the house-made sweet treats hint that there's more to this store than meets the eye. The shop, as its name suggests, channels all the excitement of a circus

big-top tent, giving Guests the feeling that they're getting a "backstage look" at the circus between shows. Even the shelf displays contain little twists that enhance the atmosphere. Everything looks as though it serves a purpose in the circus as a whole. Shelves of T-shirts and plush toys rest on top of Pluto's feeding bucket and Hyacinth Hippo's water trough, while barrels are brimming with pretzels and other snacks. Even the more nondescript product displays carry a circus touch with chipped paint and worn wood, all indications of a long life on tour.

### All in the Atmosphere

Beyond the attractions and shops, much has been done to elevate Storybook Circus from merely a section of the park and, in true Disney fashion, turn it into an experience. Pains have been taken to create an immersive atmosphere which makes heavy use (effectively) of Disney characters. The circus is decorated with colorful banners touting astounding big-top acts performed by characters from all across the Disney canon. A host of classic (and relatively unknown) characters like Humphrey the Bear and Lambert the Sheepish Lion have been called forth to lend their entertainment prowess to the festivities.

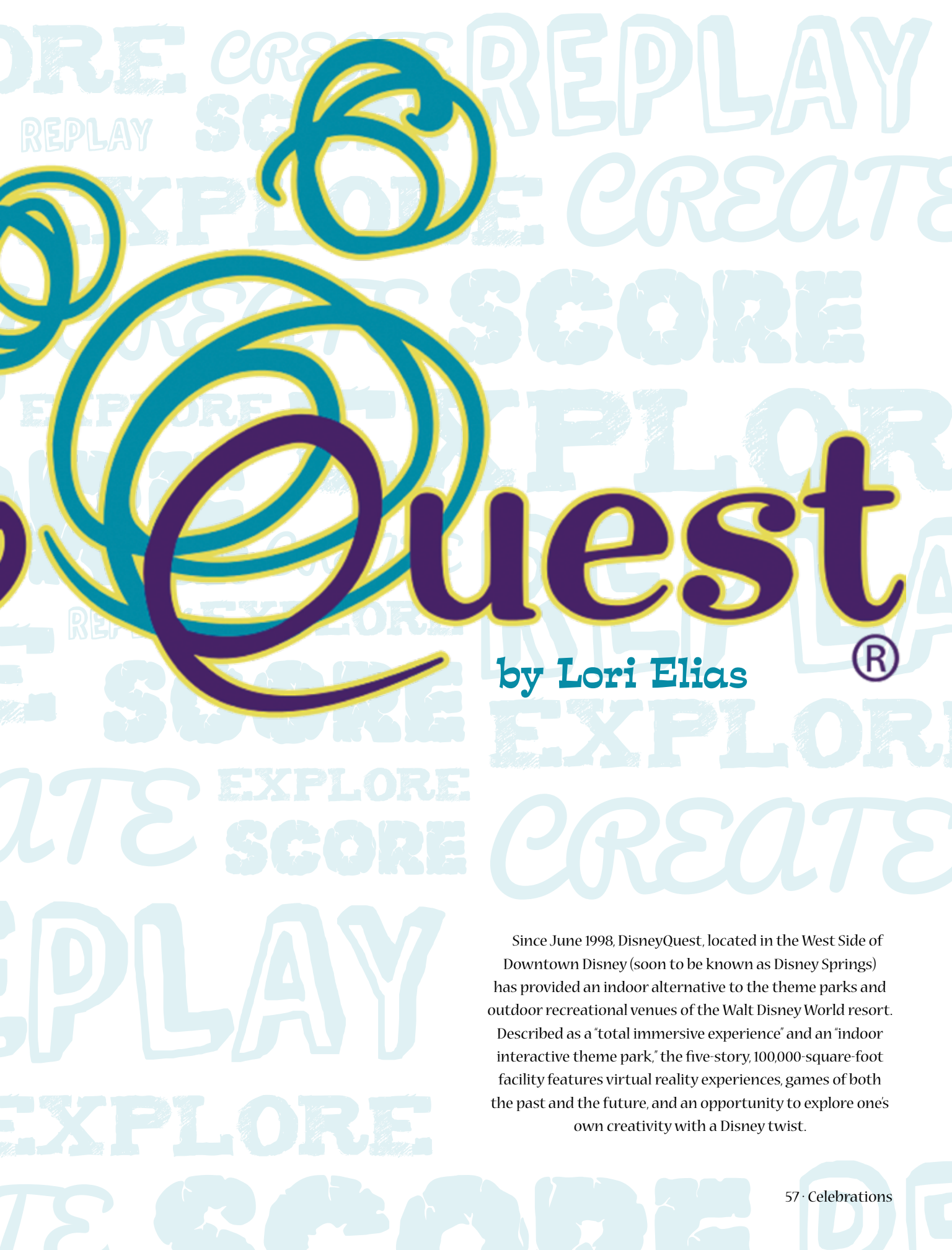
Of course, no circus is complete without a few live acts. That order is filled by the Storybook Circus Giggle Gang who perform their zany clowning shenanigans in the circus daily. The troupe of talented jokesters performs intermittently throughout the day and ties together all of the elements by turning the area into a real working circus. The Giggle Gang has something to offer to Guests of all ages, from silly slapstick gags to clever quips that elicit knowing chuckles from adult audiences. The Giggle Gang is sometimes accompanied by the Silly Saxtet, a group of musicians who provide music that runs the gamut from typical circus fare to familiar Disney tunes. If you've got a hankering to see some solo clowning, Wowzer the Clown delights with a fantastic juggling and balancing act.

All of these elements make Storybook Circus an incredibly special place, but the true magic lies even deeper. The sparkle of the Circus is in the details—the careful touches that create an immersive atmosphere. Individually, these details spark a smile and a moment of quiet nostalgic recognition, but it is when they come together that the whole area comes alive. The bright lights and bold colors of the circus draw Guests in, but they'll stay to discover the story that lies beneath the surface. This circus has a story to tell...now go find it!

Interactive Fun at

# Disney





# Quest<sup>®</sup>

by Lori Elias

Since June 1998, DisneyQuest, located in the West Side of Downtown Disney (soon to be known as Disney Springs) has provided an indoor alternative to the theme parks and outdoor recreational venues of the Walt Disney World resort. Described as a “total immersive experience” and an “indoor interactive theme park,” the five-story, 100,000-square-foot facility features virtual reality experiences, games of both the past and the future, and an opportunity to explore one’s own creativity with a Disney twist.

So how does one describe DisneyQuest? It's part arcade and part adventure attraction, with unique opportunities for artistic enrichment and physical story-telling thrown in. Mix in some innovative 4-D technology to spice up the experience and you may come close to explaining the unique experience of DisneyQuest. DisneyQuest is essentially a one-stop entertainment showcase, where Guests can play classic video games from the last century (and some one-of-a-kind contemporary games as well); tap into their artistic selves by creating a toy, song, or original picture; design and take a virtual spin on their own roller coaster; explore the streets and skies of Aladdin's Agrabah; dodge dinosaurs while sailing down a prehistoric river; or search for pirate treasure across the Caribbean Sea. Taking Disney

### Magic Beyond the Parks

When DisneyQuest was conceptualized, it was not only planned to serve as yet another opportunity for Guests' entertainment in the resort, but was also intended to be the first of at least twenty such establishments throughout the United States, as well as Canada, bringing Disney magic to areas far from the major theme parks. Northern cities, namely Philadelphia and Chicago, were initially targeted, as they were large markets whose climates could not sustain a year-round outdoor theme park; sites in both Disneyland and Toronto were next in line for consideration.

Six months after Orlando's DisneyQuest opened, specific plans were put into motion for a DisneyQuest in Philadelphia. Disney was originally interested in property at Penn's Landing, a spot which overlooks the Delaware River, but after hearing presentations from developers pitching other sites, Disney chose the Market Street area for their Philadelphia project. It was decided that DisneyQuest would be part of a new entertainment district called "The Pavilion on Market Street East," located at the city's Eighth and Market Streets. DisneyQuest, which would be housed in the former Gimbel Brothers' department store, would be the main attraction for the area, which would also include a movie theater, health club, a variety of retailers, and a parking garage.

Unfortunately their plans were wrought with challenges from the beginning. Nine months of negotiations were needed before contracts were signed, and consequently Disney wanted construction to start within a few weeks of settling the details in order to have DisneyQuest up and running by the July 2000 Republican National Convention. In order to make this happen, the developers found them-

selves borrowing large amounts of money from the city, which was viewed by many as controversial and quite risky.

As it happens, the naysayers had reason to worry: DisneyQuest's inclusion in the project was dependent on an agreed-upon number of other tenants also taking part, and disappointingly, some of these establishments could not be signed within the specified time. In April 2000, the development of Philadelphia's DisneyQuest came to an end.

Unlike Philadelphia, Chicago's DisneyQuest (*shown here*) did make it past the planning stages: the 90,000- square-foot facility held its grand opening on East Ohio Street on June 6, 1999, with a highly-publicized event attended by then-Disney chairman Michael Eisner. The facility proved to be quite popular, and though it was considered by many to be relatively successful from a financial point of view, it never met Disney's expectations in terms of revenue. The technological developments and subsequent increasing popularity of home video games made the arcade portion of DisneyQuest less of a draw to potential consumers, and there was some criticism that the individuality of the virtual reality attractions made it difficult to enjoy DisneyQuest as a family. Chicago's DisneyQuest closed forever on September 4, 2001, and with it ended the hope of expanding the DisneyQuest idea to other cities. Fortunately, however, Walt Disney World's DisneyQuest continues to march on as a much-loved facet of the Downtown Disney district, with families flocking to its doors to enjoy its innovative attractions.



# EXPLORE

## Explore Zone

So what exactly happens inside that vivid blue structure situated between Splitsville and the Cirque du Soleil's La Nouba Theater? The DisneyQuest experience is comprised of four zones: Explore, Create, Score, and Replay. While the Create Zone is contained in the second level, the other zones mingle among the remaining four floors of the building, connected through stairs, ramps, slides, and the "Cybrolators," or elevators.

The entrance is through the festive "Departure Lobby" of the first floor, which welcomes Guests with large pillars topped with busts of favorite characters, including Buzz Lightyear, Pocahontas, Pinocchio, and Maleficent. The pillars surround a pedestal with a futuristic gold Mickey globe, all under an archway emblazoned with Mary Poppins' immortal catchphrase – or catch-word? – "Supercalifragilisticexpialidocious."

After purchasing tickets, Guests are free to either head to the Cybrolators or begin their adventure with the two popular Explore Zone attractions located on the first floor, Virtual Jungle Cruise and Pirates of the Caribbean: Battle for Buccaneer Gold. In the Virtual Jungle Cruise, based on the much-beloved Magic Kingdom attraction, six Guests board a raft facing a large 4-D screen. The raft rests on airbags, which respond to sensors in the paddles being used by the Guests, thus creating the illusion of moving on water. As its name states, the voyage is a "virtual" river ride through a prehistoric jungle, complete with watery caves (and falling stalactites), dinosaurs, icebergs, and volcanoes: each voyage is different, determined by the paddling of the Guests inside the boat. Guests attempt to avoid treacherous rapids, and thanks to Disney's magical special effects, may end up getting wet!

Dead men tell no tales in Pirates of the Caribbean: Battle for Buccaneer Gold, an altogether different aquatic adven-

ture. Also a 4-D experience, this attraction takes place in a ship surrounded by screens, where up to five Guests can opt to helm the vessel across the high seas or shoot cannons at foreboding foes such as rival ships, a ferocious sea monster (who bears a striking resemblance to the Lego serpent in the Downtown Disney lagoon) and ghostly undead pirates. Will you keep the treasure, or end up in Davy Jones' locker? (Guests must meet the 35" height requirement in order to ride.)

In order to depart the first floor, Guests proceed to the Cybrolators, where they will emerge in the Ventureport, the center of DisneyQuest and where four gateways lead to the rest of the facility. The third attraction of the Explore Zone can also be found here: Aladdin's Magic Carpet Ride. Here Guests pass through the zone gateway – the tiger's head opening of the Cave of Wonders from the 1992 film *Aladdin* – where they will then don a virtual reality helmet and board a vehicle similar to a motorcycle. Through the wonders of technology, they are swept away above the streets of Agrabah on a mission to help Aladdin collect gems in order to defeat the wretched Jafar, find the missing lamp, and save his beloved pal, the Genie.



## Unleash Your Creativity

The second floor also hosts the Create Zone, accessed via a door through an artist's palette. The Create Zone is the place where classic Disney story-telling, imagination, and innovative technology meet! And better yet, most of the attractions allow Guests to purchase a souvenir of their experience.

Arguably, the most popular attraction in the Create Zone is CyberSpace Mountain. Guests use a computer – and some virtual help from Bill Nye the Science Guy – to construct an original roller coaster ride, complete with loops, turns, spins, and hills: the coaster's track is limited only by the designing Guest's imagination. The Guest is then strapped into a simulator, which looks exactly like a typical coaster car, and via a computer screen gets to experience the ride that he or she has just created! A video of the coaster is also available for purchase at the Create Zone's Guest Gallery, including scenes of the riders' reactions to their virtual adventure. (A minimum height of 51" is required to enjoy this attraction.)

Not only are many DisneyQuest moments based on park attractions, but also on Disney films as well. Sid's Create-a-Toy, inspired by *Toy Story*, allows Guests to design an original toy via a computer, using more than 60 various and seemingly unrelated parts that can be found in an image of Sid's room – not unlike those found in the 1995 film! Upon completion, a kit of the selected parts, along with a printout of the toy to use as a guide, can be purchased at the Guest Gallery.

Likewise, in Animation Academy, Guests are taught to draw a Disney character, with specific class times listed for those who have a certain character in mind. Similar to its partner in the Art of Animation Building at Disney's Hollywood Studios, an instructor takes Guests step-by-step through the process of drawing their character. Unlike the Academy at the Studios, where "students" use paper and pencil, DisneyQuest's Animation Academy participants complete their drawing on a computerized pad, though a printout of each Guest's masterpiece is available for purchase, and includes a certificate proclaiming

the artist an "Animation Academy Graduate"!

Music has been an important facet of Disney story-telling since its earliest days, so it made perfect sense to include music-making at DisneyQuest. Radio Disney Song-Maker offers Guests the opportunity to design and produce an original – or quasi-original – song. The "composer" determines the style of music, with options such as blues, country, or pop. Other chosen components include the song title and lyrics, selected using a variety of song templates, and opting for either a male or female singer. After the Guest has mixed the perfect combination of elements, the song is available for purchase on CD, along with a jewel case whose cover art has also been created by the Guest.

Two other attractions, Magic Mirror and Living Easels, help Guests discover their inner Rembrandts and Van Goghs. With the Magic Mirror, a photograph is taken of the Guest, which then appears on a computer screen. Guests can use their artistic mastery to enhance the photo with new ears, hair, eyes, and accessories, and also by distorting one's features into a silly portrait. In Living Easels, Guests select a background scene from a variety of options, then place objects into the image to create a unique masterpiece. The final product of both of these attractions can be purchased at the Guest Gallery.



## Fun & Games

To enter the Score Zone, Guests pass through a “dimensional rift slashed through a comic book,” as described by the Chicago DisneyQuest’s grand opening press release. Score Zone is all about competition, where Guests vie with each other in games of skill. Possibly the most popular attraction in the Score Zone is the Mighty Ducks Pinball Slam, a life-size pinball experience. Players become part of the game, as they stand on oversized joysticks to control the movements of their respective pinballs, which appear on a large screen.

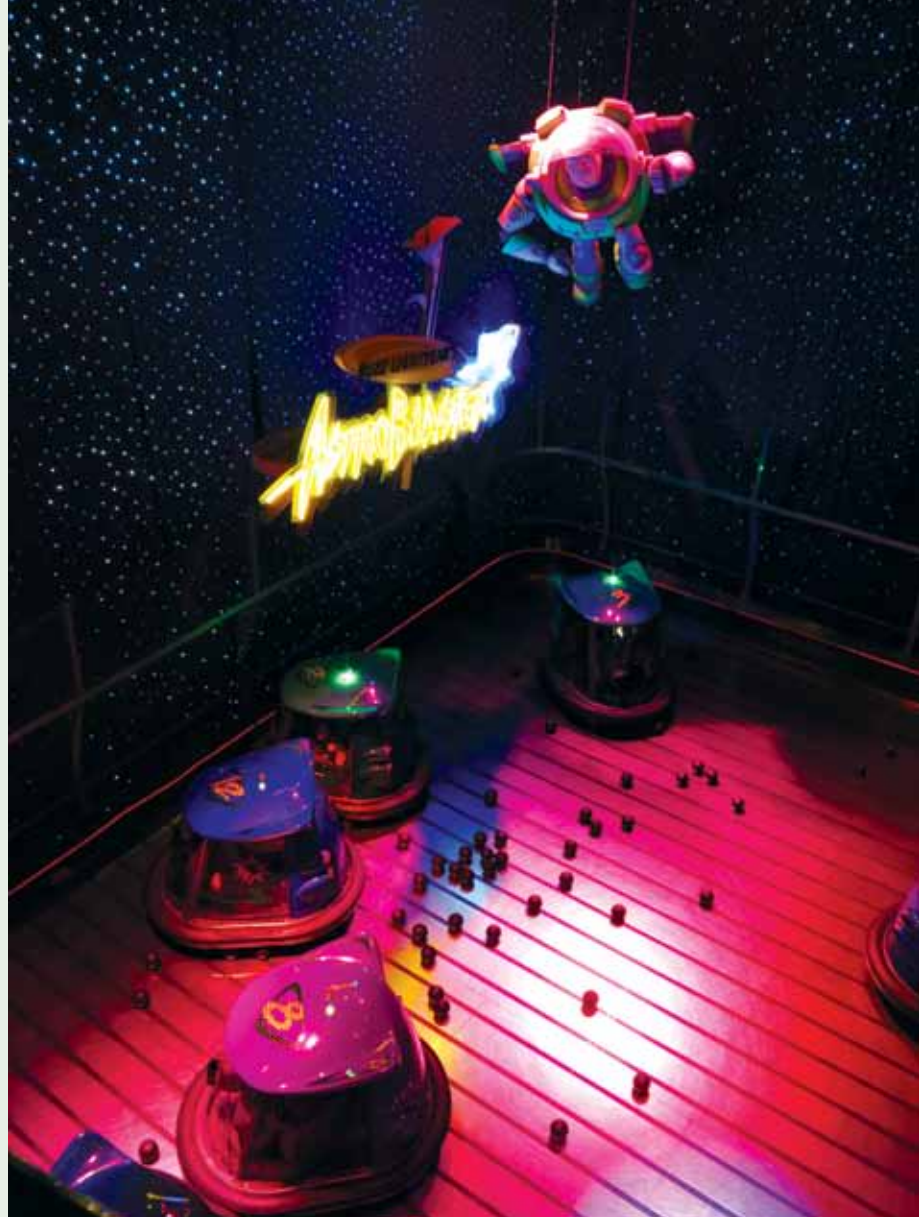
In Ride the Comix, players wear a virtual-reality headpiece that transports them into a comic-book world. Armed with a laser sword, Guests engage in feisty battles with comic book villains. Invasion! An Alien ExtraTERRORestial Encounter is another exciting foray into virtual reality. A quartet of players bands together to venture into outer space to rescue Earthling colonists who have been captured by aliens, and then vanquish their extra-planetary foes.

## Replay Zone

The Replay Zone is a festival of classic video games that stretch across the top three floors of DisneyQuest. Guests enter the Replay Zone through 1950s-era outer space designs, and can enjoy games of the 1980s and 1990s, as they rescue the lovely lady in distress via Donkey Kong, dodge traffic with Frogger, save the earth from Asteroids and Space Invaders, and gobble up those pesky ghosts with Pac-Man and Ms. Pac-Man. Games like Centipede, Tron, Spy-Hunter, Mario Bros., Skee Ball (with glow-in-the-dark balls!) and Q-Bert will give young Guests a taste of the not-so-distant past, while older Guests will enjoy revisiting the entertainment of their youth. Along with these old favorites, the Replay Zone is the only place in which to play Fix-It Felix Jr., featured in the 2012 film *Wreck-It Ralph!*

The Replay Zone also offers Guests opportunities to step away from the video games. The Mad Wave Motion Theater allows Guests to choose between two virtual rides: a roller coaster or a race car, while the Dance Zone features video games that have Guests moving to the latest hits.

The headliner attraction of the Replay Zone is undoubtedly Buzz Lightyear’s AstroBlasters, a high-energy, futur-



istic version of bumper cars. Guests board the bubble-covered cars, or “astroblasters,” either singly or as a pair. Foam-ball “asteroids” are scattered around the floor; as the astroblaster is driven over the asteroids, they are magically collected and loaded into the car’s cannon. Players attempt to shoot the asteroids at other cars, which, when hit, will spin in a 360-degree circle, while also trying to avoid being hit themselves!

In addition to the fun & games found here, you’ll find plenty of shopping and dining options. Do the attractions and activities of DisneyQuest sound intriguing? If so, there is nothing like experiencing them first-hand. A separate ticket is required for entrance, though the entry fee is often included in certain “Magic Your Way” packages. Take time to explore the technological wonders, creative opportunities, and high-voltage fun that DisneyQuest has to offer!



# WALT DISNEY AND THE FLORIDA PROJECT

## Part 2

by Kevin Carpenter

Walt Disney was a master of reinvention. Be it feature-length animation, television, live-action films, wartime propaganda, amusement parks, or Olympic pageantry, his legacy remains one of forging new paths with courage and conviction. Blessed with an uncanny vision for the future, Walt never allowed himself to grow complacent with past accomplishments. It was this pioneering spirit that led him onto his Burbank studio set on October 27, 1966 to host a film unlike any he had produced before. Walt Disney was about to unveil his revolutionary plans for a futuristic community named EPCOT and reinvent himself once more.

The video's humble title, *Walt's Florida Film*, gave little indication of the momentous importance of this recording session. It had been a year since the intrepid Emily Bavar of the Orlando Sentinel newspaper had sensationally revealed that Walt Disney Productions had purchased over 27,000 acres of land near Orlando, Florida. Since then, the rumor mill churned with speculation about just what Walt had in mind for his new Florida property. Now Walt would be the one to step in front of the camera and share his dream with the public.

Just a decade before, the mere idea of Walt as on-air host was laughable – and to no one more than the Disney chief

himself. However, his pursuit for Disneyland financing had seen him eschew his traditional backstage producer role for a more visible one as television host. His weekly program quickly became an American staple, a time for the family to gather together and spend the evening with their Uncle Walt.

But this Florida Film would be an unusual one for the studio – the rare Disney production not meant for a wide audience. Instead, it had a very specific (and regional) one: the state of Florida. This would be Walt's video mission statement for Disney's involvement in the Sunshine State; a guiding light to the place where he hoped his new vision could transform the world. Animation and theme parks were one thing, but the time had come to step outside the realm of entertainment and make a difference on a far grander scale. Put simply, Walt had decided to build the city of the future.

With such a bold goal in mind, Walt and his Imagineering staff recognized that this was not something they could do alone. That is where the Florida Film would come in. Through the magic of video, he could reach out and share his vision with the citizens and businesses of Florida, for he would need their help to make EPCOT a reality.

And what a spectacular vision it was.

The entire Florida Project had been born out of Walt's frustration with Disneyland's small confines and inability to expand. As if to prove that available land would never be an issue in Florida, he began the film standing before a gigantic overhead map of Disney's property, now dubbed Disney World. Happily pointing out that his own height translated into six miles of actual land on the map, Walt himself provided the perfect visual indication that the Disney studio finally had abundant space to build something bigger and better than ever before.

Large pointer in hand, Walt methodically guided his unseen audience through each section of the Disney World concept. At the north end was a theme park, complete with hotels and recreations areas, including a certain South Sea Island-themed resort, which remains a perennial favorite to this day. Further south was a 1,000-acre industrial park, an international airport, and a welcome center. But, curiously, he kept skipping over the large circular diagram at the very heart of the map. Always the consummate showman, Walt was saving the best for last – and that was EPCOT.

### The City of the Future

EPCOT, he explained, would be an Experimental Prototype Community of Tomorrow. It would be home to 20,000 residents choosing to live in a place unlike any other on Earth. A place where citizens and corporations would work hand in hand to reveal to the world both the boundless creativity and infinite potential of the American free enterprise system.

With unprecedented collaboration between Disney imagination and corporate business expertise, this community would hold the potential to provide employment for all and to influence the future of cities everywhere. EPCOT would never be completed, Walt promised, but always in a state of becoming more. A word used often in the Florida Film was showcase – and a living showcase is exactly what EPCOT would be.

EPCOT itself would be constructed with four main sectors of activity arranged in concentric circles: (1) the central city, home to the soaring 30-story Cosmopolitan Hotel; (2) modern apartment buildings to provide high-density living space for community members; (3) the greenbelt, a lush green space for recreation and relaxation; and (4) the outer belt of suburban neighborhoods. With each area assigned a distinct purpose, EPCOT would never suffer from the haphazard planning and resulting sprawl of so many of its contemporaries.

It was a groundbreaking, yet simple plan. Embracing the radial design philosophy that had served so well at Disneyland, Walt's EPCOT featured symmetrical "spokes" emerging from the central hub. While the Disneyland spokes provided entrances to the different "lands" within the park, EPCOT's spokes would provide its citizens easy access to all four areas of the community.

Much like Sleeping Beauty Castle in Anaheim beckoned Guests into the heart of Disneyland, so too would the striking Cosmopolitan Hotel be the focal point of EPCOT's innermost urban center. Filled with restaurants, shops, theaters, and offices, this central hub would truly embody the social, cultural, and business facets of the city. The Imagineers of WED Enterprises also planned several international districts with stores and eateries themed to recreate the charm of different countries from around the world. Just as Main Street, U.S.A. reflected a touch of Americana in Disneyland, so too would the planned German, Swiss, and Chinese districts imbue an international flavor at EPCOT.

As if this weren't enough to make downtown EPCOT a must-see destination for Disney World visitors (and an enticing place to live), the dome enclosing the 50 acres of buildings and streets in the city center would certainly do the trick. Yes, the entire interior hub of EPCOT would be protected from the temperamental Florida weather. No longer would the soaring temperatures, sticky humidity, and rolling thunderstorms force residents to cancel plans and remain indoors. Everyone, guest and citizen alike, could enjoy the 24-hour climate-controlled comfort of the dome.

The central hub also was home to the gateway of the community's transportation system. From this Transportation Lobby, located on the ground level of the hotel, residents and guests could catch the high-speed Monorail to travel to the theme park and industrial parkway, or hop aboard the WEDWay PeopleMover for a more casual ride around EPCOT. This PeopleMover would move continuously along the spokes, traveling outward from the hotel to the offices and apartments and ultimately through each of the outer rings, and then back again.

Walt envisioned that, in all of EPCOT, the pedestrian would be king. All streets and walkways, much like those he so enjoyed while on holiday in Zermatt, Switzerland in the 1950s, would be free of motorized vehicles. Both public electric-powered transportation options, the Monorail and the WEDWay PeopleMover, would travel on elevated tracks above the heads of pedestrians.

More traditional forms of transportation would not be



forbidden in Walt's EPCOT, just hidden from sight. Personal and business transportation – passenger cars and delivery trucks – were relegated to two subterranean roadways below the Transportation Lobby. The automobile level, with no traffic lights or trucks, allowed citizens to quickly travel in and out of the central hub. Earmarking a separate level just for delivery trucks allowed drivers to more easily reach loading bays and service elevators. Traffic below the EPCOT community would move without delay, and that was a win-win for all. Walt's entire transportation plan was laser focused on efficiency, ensuring that everyone could move quickly and safely toward his or her destination.

A myriad of attractive destinations awaited residents and guests outside of the urban hub. The inner ring of innovative, high-rise apartments would be home to those residents choosing to live near the city center. Moving outward, the cutting edge modernity of EPCOT yielded to the serene and peaceful greenbelt section. Here Walt paid homage to his rural upbringing in Marceline, memories so dear to his heart. Complete with baseball diamonds, playgrounds, and hiking trails, the greenbelt promised a quiet escape from the hustle and bustle of urban life. Here too were the schools and churches, ensconced in this idyllic scenery where nature reigned supreme.

The outer belt featured a series of carefully planned neighborhoods of single family homes constructed on cul-de-sac streets. These homes were designed to allow new technology and innovative products to be continuously on display. Bicycles and electric carts shared the footpaths, and children walked to school without the dangers of automobiles. EPCOT was most assuredly a community of tomorrow, but the greenbelt and outer neighborhoods kept alive a flicker of yesteryear.

Yet EPCOT, at heart, was about the new. Never losing sight that the community's name included the word experimental, Walt believed that unique, future-focused educational opportunities were crucial. If EPCOT was designed to show off American progress and, at the same time, to inspire the nation to improve her cities, then its schools must innovate to a degree never seen before. Just imagine the possibilities – field trips aboard the Monorail to look behind the scenes of companies and research labs in EPCOT's industrial park, jaunts on the WEDWay PeopleMover to observe commerce in action at the central hub, or explorations of nature out in the expansive Disney World property. What better way could there be to inspire the next generation of American thinkers and creators?

Just as EPCOT would showcase American ingenuity and

advancement to the rest of the world, so too did the Florida Film display the project's enormous potential to the very corporate partners needed to make the community of tomorrow a success. It was Walt's clarion call to Florida businesses that EPCOT was an idea worth investing in.

Those participating companies would be essential to EPCOT's ultimate viability, but only the best and brightest need apply. Walt sought only those ready to push the envelope and think outside of the box. They must be willing to grant Disney World visitors a behind-the-scenes look at their latest projects, along with installing their newest products in EPCOT's homes and apartments for demonstration and testing.

Walt's film pulled no punches – EPCOT was very much a gamble. But his unswerving faith in American capitalism made it a gamble worth taking. He saw Monorails and the WEDWay PeopleMover as transit solutions for grid locked streets, rather than just theme park novelties. The possibilities for living spaces constructed to accommodate a never-ending stream of new technology were vast. In many ways, EPCOT was as much about inspiring tomorrow's advancements as it was about providing solutions to contemporary urban problems. Walt and his Disney World would bring in the crowds, but it would be up to the very best businesses to provide the fireworks.

### An Unimaginable Loss

Walt closed the film with a promise not to waste any time with Disney World: "We're ready to go right now!" Time, though, was the one thing running out on Walt Disney. Less than two months after filming EPCOT's reveal (and before it had even aired), he was diagnosed with lung cancer. Even while cooped up at St. Joseph Hospital, Walt passed the time planning out his community on the ceiling tiles above his bed.

Although he kept fighting and dreaming right up until the very end, the cancer was a battle he could not win. Walt Disney passed away on December 15, 1966.

Understandably, Walt's death sent shock waves through his studio. The men and women of Walt Disney Productions had lost their leader, visionary, and friend – and now they had to find a way to carry on when the very heartbeat of the studio had gone still.

Change did not come all at once and EPCOT even seemed to gain some more traction when *Walt's Florida Film* finally aired statewide on February 2, 1967. Seeing Walt Disney on the screen excitedly unveiling his plans for the community of tomorrow remains especially haunting, as his final ap-

pearance gave little indication that he had only months to live. In the years to come, though, Walt's original plans for EPCOT were relegated to the back burner. This had been Walt's passion project and no one else at the studio had the drive or vision to do it justice.

As Walt Disney's most ambitious unfinished project, the original EPCOT remains a hotly-debated subject among Disney researchers. Many believe that planning a city was a task too difficult for a Hollywood movie studio to tackle successfully, while others saw these principles already proven in the design of Disneyland. Walt and his Imagineers were the undisputed champions of entertainment, but could that talent have ever sufficiently translated into a city of the future?

Like any debate of hypotheticals, this is one without a conclusive answer. However, if any person deserves the benefit of the doubt, it would have to be Walt Disney. Whether it was *Snow White* as the first full-length animated movie, or Disneyland as an entirely new type of amusement park, Walt had spent his entire life proving the doubters wrong. With EPCOT, illness robbed him of the chance to do so once again.

Valid questions have been raised about the cost effectiveness of covering EPCOT's city center with a dome or building the vast Monorail/PeopleMover transportation network all over Disney World's property. Debates continue as to whether cooperating corporations would have been granted sufficient control and how much oversight Walt Disney Productions would have provided. Unfortunately, these are questions that will never be answered.

Consider, though, how it is only the unfinished Disney projects that history has judged to be doomed. At every step of the way, Walt's dreams were met with dire forecasts from the critics, but the years have proven them all successful.

Whether Walt would have succeeded with EPCOT or not, he instilled the same 'never say die' attitude in his studio that had burned within him. Walt was now gone, but no one was ready to give up on his Florida Project. Realities may have set in that rendered the original vision of EPCOT an impossibility. But Disney World (or Walt Disney World, as Roy Disney renamed the project, in honor of his fallen brother) was going to get built one way or another. Plans were altered and scaled back, retirements were delayed, and the outside world publicly wondered whether the Disney studio could go on without its creative head. But to Roy, it was much simpler than that – he just wanted to make his brother's final dream come true.





*The*  
**Literary History  
of Walt DisneyWorld**  
Part 1: The Magic Kingdom  
by Cari Keebaugh



“There is  
more treasure in books  
than in all the  
pirates’ loot on  
Treasure Island.”

–Walt Disney

Those words, spoken famously by Walt Disney many years ago, still ring true today. Behind every great film and every great attraction is a wonderful story, and indeed, much of the magic found in the parks today can trace their lineage back to the treasures originally contained within books of old. Visiting the Magic Kingdom is like walking into the pages of a real life storybook. Here, Guests can immerse themselves in their favorite narrative: you can become a pirate or a princess, meet and talk with many of your favorite characters like Tinker Bell and Mickey, or even cast spells around the Magic Kingdom to save the day against popular Disney villains.

However, what many Guests don't realize is that the storybook analogy isn't just figurative; many of the attractions were ultimately inspired by tales originally written long ago. While many attractions owe their origins to classic Disney films, the movies themselves were often based on classic books... some famous and some obscure. More so, some of the most beloved attraction elements in the Magic Kingdom were themselves inspired by tales of yore.

Some literary references are obvious: Cinderella and her castle wouldn't exist without the classic fairy tale “Cendrillon, ou La petite Pantoufle de Verre,” published by Charles Perrault in France in 1697. (A version of the story was first published by Italian scholar Giambattista Basile in 1634, but Perrault's version was the one Disney referenced when creating the classic

1950 film). The same goes for *Under the Sea: Journey of the Little Mermaid* in New Fantasyland; Disney's animated feature was based on the original Danish fairy tale by Hans Christian Andersen, “Den Lille Havfrue” from 1837.

The ever-popular *Be Our Guest* restaurant, inspired by Disney's *Beauty and the Beast*, owes a literary debt to the 1740 French tale published by Gabrielle-Suzanne Barbot de Villeneuve. Many of Disney's most popular stories – even *Frozen* – were inspired by the magic found between the pages of a storybook. Disney's added pixie dust has breathed new life into many such literary epics.

While it probably comes as no surprise that many Disney films and attractions were based on or inspired by classic fairy tales, some of the other literary history to be found in the parks isn't so obvious. There may be more treasure in books than loot on Treasure Island, but there's plenty of magic to be found in the Disney parks, too. It's these hidden gems, the “buried treasure” of literary history so to speak, that we will explore in this and future articles. So, me matey, grab a shovel and a Magic Kingdom park map: it be a literary treasure hunt we're on!

We'll begin our first treasure hunt with four of the Magic Kingdom's most popular gems: *Dumbo the Flying Elephant*, *Mickey's PhilharMagic*, *The Magic Carpets of Aladdin*, and *the Haunted Mansion*. Their literary heritages might surprise you!

## Dumbo the Flying Elephant

One of the first Disney thrills than many young Guests experience is the high-flying fun of Dumbo the Flying Elephant. Recently moved and updated during the Fantasyland expansion, Dumbo remains one of the icons of the Magic Kingdom. The attraction, which also features Dumbo's friend, Timothy Q. Mouse, boasts a circus-themed waiting area, all derived from Disney's 1941 animated classic, *Dumbo*. The Casey Jr. Splash 'N' Soak Station in the Storybook Circus area of New Fantasyland has "come down the track" straight from the film, as well. But did you know that *Dumbo* was originally a book?

According to Disney archivist Dave Smith, "*Dumbo* was based on a story by Helen Aberson and Harold Pearl that was first published in a scroll-like item called a Roll-A-Book. None of these 'Dumbo' Roll-A-Books have ever surfaced." In fact, the original "Dumbo" Roll-A-Book, copyrighted on April 17, 1939, is something of an unsolved mystery to Dumbo fans. We know that the authors and Roll-A-Book publishers sold "Dumbo" to Walt Disney Productions on June 14, 1939, and we know that "Dumbo" was to be the second Roll-A-Book

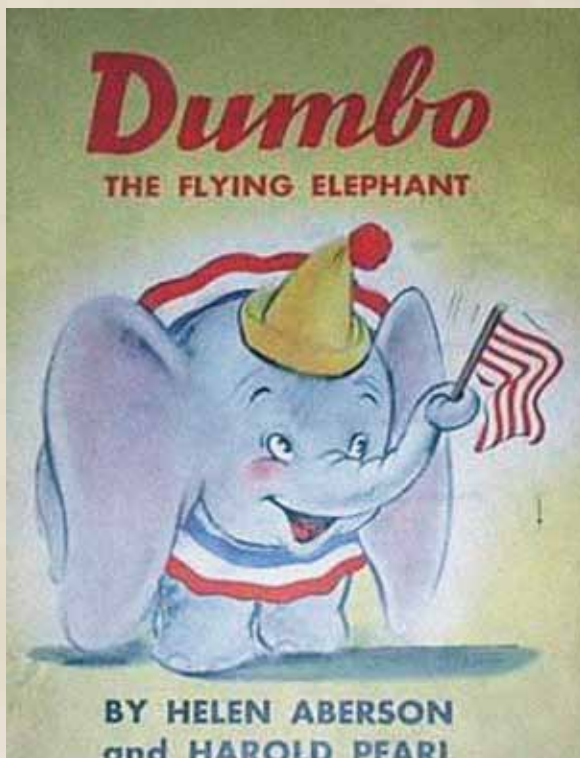
ever created (the first was titled "The Lost Stone of Agog," published in 1938). We know that Roll-A-Books were novelty items that the reader scrolled through via knobs on the side of the box (rather than flipping pages bound in a cover). But as for what the original "Dumbo" Roll-A-Book looked like, we can only guess. No copies of the original book have ever surfaced – neither the Disney archives nor the Library of Congress have a copy of the 1939 Roll-A-Book (although the Disney archives contain later editions of the book – in traditional format – published around the same time as the movie. These books give credit to Harold Pearl and Helen Aberson, as have a Walt Disney Pro-

ductions copyright). But Disney employee Joe Grant claims to remember seeing a Roll-A-Book copy when he was helping with Disney's animated feature: "It was sort of a little novelty idea," he said. "As you rolled the little wheels on top, the pictures would appear like they would in a film." He describes the 'book' as having about a dozen illustrations along with the text.

Some fans have speculated that perhaps Disney bought the rights to "Dumbo" before Roll-A-Book publishers made many copies of the book, and that perhaps the edition given to Disney to work with when planning the film was only a mock-up (and maybe even the only existing copy). Another theory goes that novelty books, such as Roll-A-Books, tended to break easily, and that there may be no copies left simply because they all eventually disintegrated or were thrown away.

Fun Trivia: Artwork for the original Disneyland version of the Dumbo attraction shows pink elephants instead of the Dumbo clones the attraction features today. Initially, Imagineering's original concept for the Dumbo attraction was that it replicate the "Pink Elephants on Parade" segment from the

film. However, according to "Disneyland: The Nickel Tour" by Bruce Gordon and David Mumford, "Somewhere along the way, no doubt, Walt decided he'd rather have everyone riding the real Dumbo, not an alcohol-induced hallucination. So the pink elephants became gray and the one and only Dumbo became ten." The Dumbo attraction in the Magic Kingdom was recently doubled as part of the Fantasyland expansion; the original attraction rotates one way while the newer duplicate rotates in the opposite direction. (New water effects and lighting have been added, as well.) Try riding Dumbo the Flying Elephant during the fireworks if you can – you won't be disappointed!



## Mickey's PhilharMagic

Mickey's PhilharMagic is one of my favorite attractions. The auditorium – which seats 486 Guests – comes alive with the sights, scents, and sounds of some of Disney's greatest hits. 3D "opera glasses" make the characters and scenes on the 150-foot screen come to life, Disney's famous "Smell-itizers" create delicious aromas (particularly during the "Be Our Guest" segment), and cleverly-timed puffs of water and air make you feel like you're swimming with Ariel or flying with Aladdin on his magic carpet. The 12-minute show features Donald traveling through several of Disney's greatest movies and musical hits, including "Be Our Guest" from *Beauty and the Beast*, "Part of Your World" from *The Little Mermaid*, "I Just Can't Wait to Be King" from *The Lion King*, and Mickey's famous "The Sorcerer's Apprentice" scene from 1940's *Fantasia*, among others. The 4D technology puts Guests right in the middle of their favorite Disney films, and it's almost as much fun to watch Guests as they reach out to grab Donald or grasp at some of the gems that Ariel offers from her treasure trove.

How then, could this attraction be based on a book? While several of the stories – like "The Little Mermaid," for example – were fairy tales before they were Disney films, at its core this attraction relies on a different story, and one which many people probably don't know. Some background: the frame story of this attraction consists of Mickey getting ready to put on a magical concert with no musicians – the instruments play themselves, directed by the magic in his sorcerer's hat, the same hat that he wore in the famous scene from *Fantasia*. The music (written in 1897 by French composer Paul Dukas) became famous because of this animated segment, a segment that introduced one of Mickey's most popular roles. But Dukas originally based his score on – you guessed it – a work of literature.

An indication of the literary heritage of the music is evident in Dukas' subtitle for the music, "Scherzo after a ballad by Goethe." In 1797, Johann Wolfgang von Goethe – perhaps most famous for his novel *The Sorrows of Young Werther* – penned "Der Zauberleh-



Illustration of *Der Zauberlehrling*. From: German book, "Goethe's Werke", 1882, drawing by Ferdinand Barth (1842–1892)

rling," or "The Sorcerer's Apprentice" (or "The Pupil in Magic"), a short, 14-stanza poem. The poem follows virtually the same plot as the one told by Disney, although both the apprentice and the master sorcerer have dialogue throughout the poem, unlike Mickey and Yen Sid (who are silent in the film). If it weren't for Goethe, Donald would never encounter rogue brooms with water buckets and Mickey would never have stumbled across the magical blue, star-dusted hat with which he controls the brooms, the whirlwind, and the instruments in Mickey's PhilharMagic!

Fun Trivia: A line from Goethe's original poem has become something of an aphorism in German culture. As the apprentice calls his master for help, he notes that the magic is beyond his control: "Lord and master, hear me crying! – / ... / Sir, my need is sore. / Spirits that I've cited / My commands ignore." The phrase, "Spirits that I've cited" (*Die Geister, die ich rief*) is sometimes used in German cultures to indicate that one is relying on allies (usually political) that one cannot control.

More Fun Trivia: Most of Donald's lines in Mickey's PhilharMagic are actually recycled clips performed by Donald's original voice actor, Clarence Nash. Only five new lines were recorded for this attraction, and those were provided by Donald's current official voice actor, Tony Anselmo.

### The Magic Carpets of Aladdin

A trip through Adventureland wouldn't be complete without taking a spin on The Magic Carpets of Aladdin. While the ride mechanism is more or less the same as Dumbo the Flying Elephant, the attraction's location makes it as much of a must-do as Dumbo. Disney's description states that a certain blue, larger-than-life genie is behind the attraction: "the lovable Genie, in a fit of flight and fancy, has conjured up an entire fleet of magic carpets - 16 in all - for adventure-seeking Guests to experience on this attraction...Take off on a magical ride above a bustling bazaar aboard an enchanted carpet that you control. Climb aboard a colorful, 4-passenger vehicle and take off into the air as the strings of Middle Eastern music play overhead." Guests zoom around a huge magic lamp, giving them a great view of the nearby fantastically-themed area of Adventureland (a bazaar, of course).

Based on Disney's 1992 hit *Aladdin* (which recently opened on Broadway to critical acclaim), you might not think that the attraction in the Magic Kingdom has a literary history. But it certainly does: a long and venerable history that's nearly as old as the Genie - and nearly as surprising, too.

Some people may already know that the film *Aladdin* was inspired by the Arab folktale "Aladdin's Wonderful Lamp" from "One Thousand and One Nights," a collection of West and South Asian folktales. However, what many people don't know is that the tale of Aladdin didn't appear until the 1710 French version of "Les Mille et Une Nuits" ("One Thousand and One Nights," also known as "Arabian Nights") by translator Antoine Galland. According to his diary, Galland heard the story from a Syrian storyteller. The tale was later adapted by other authors, including Andrew Lang (published in "The Blue Fairy Book" in 1889). In addition, Aladdin isn't set in Persia - in the original tale, Aladdin is Chinese. However, most of the other characters (or at least their names) are more tradi-

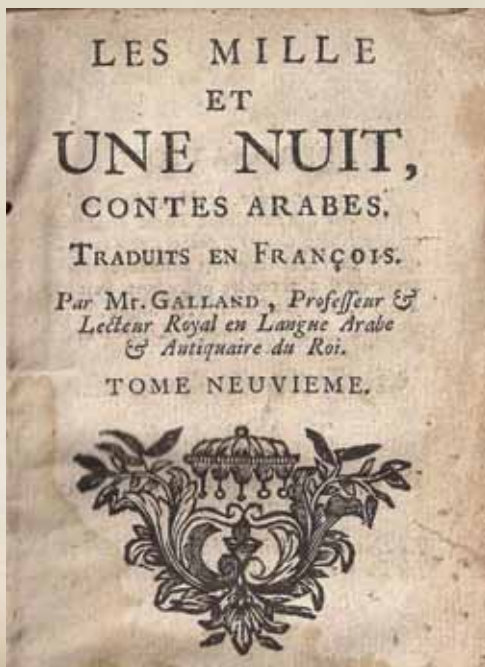


Aladdin in the Magic Garden, illustration by Max Liebert from Ludwig Fulda's *Aladin und die Wunderlampe*

tionally Arabic. The original frame for the stories told of a Persian queen, Scheherazade, who ingeniously stayed alive each night by telling her homicidal husband a new story. The origins of "One Thousand and One Nights" go all the way back to the 8th century,

when multiple stories were collected from across Asia and India and compiled by Arabic storytellers.

Fun Trivia: Disney's 1992 *Aladdin* wasn't the first time Disney used the magic-lamp story from "One Thousand and One Nights." In 1962 Disney published a comic in Italy titled "Paperino e la grotta di Aladino" ("Donald and Aladdin's Cave"). The story contains traces of "Ali Baba and the Forty Thieves," which was another addition to "One Thousand and One Nights" made by European translators like Galland.



## The Haunted Mansion

Surprisingly, some of the most interesting literary tidbits can be found in the halls of the Haunted Mansion. Although the attraction arguably contains no linear plot (although many fans have come up with their own versions using narrative cues in the various rooms of the Mansion), Imagineers did draw upon some literary references while planning this grim, grinning classic.

For instance, every time you sing the theme song to the Haunted Mansion, you're (briefly) reciting Shakespeare! Whether he knew it or not, X Atencio's "Grim, Grinning Ghosts," the fabulous theme song to the attraction, borrows its title from a line from William Shakespeare's poem "Venus and Adonis" (1593): "Grim-grinning ghost, earth's worm, what dost thou mean / To stifle beauty and to steal his breath, / Who when he liv'd, his breath and beauty set / Gloss on the rose, smell to the violet?"

As you first walk into the entry foyer, take a look at the picture of the Master of the Mansion. If you watch, you'll see that it changes from a young man to a desiccated corpse right before your eyes. (Don't worry; it's actually not that gory!) Imagineer Jason Surrell, a show writer with Disney who worked on the Haunted Mansion queue refurbishment, notes in his book on the Haunted Mansion that the effect is done in a "Dorian-Gray-style." Literary buffs will recognize the titular name from the absolutely wonderful gothic novel "The Picture of Dorian Gray" by Oscar Wilde (1890), the story of a man who...well, you'll just have to read it and find out for yourself!

Also according to Surrell, the spell book lying open on Madame Leota's table is titled "Necronomicon Book of the Dead." There are several interesting facts about this book: first, "Necronomicon" is the title of a fictional book mentioned in several of H. P. Lovecraft's novels. Its first appearance was in Lovecraft's 1922 sto-

ry "The Hound." Apparently, it is a history of ancient spirits and directions for how to summon them – an appropriate work for Leota's coffee table. (In addition, Surrell states that the text in the book is actually the "spell" read by actor Dean Jones in Disney's 1967 film *Blackbeard's Ghost*, the spell that summons Blackbeard, played by the fabulous Peter Ustinov.)

Surrell also explained that one of Disney-legend Ken Anderson's initial concepts for the attraction included a haunted graveyard (sound familiar?) featuring the Headless Horseman. The Headless Horseman is the eerie antagonist from Washington Irving's "The Legend of Sleepy Hollow" (1820), which Disney

animated in 1949 and released as *The Adventures of Ichabod and Mr. Toad*. While Mr. Horseman didn't make it into the final version of the Haunted Mansion, his graveyard scene inspired Imagineer Marc Davis



when he designed most of the characters and sight gags in the graveyard, which has become a favorite scene for many Guests.

Fun Trivia: Have you ever wondered why a raven caws at Guests from various scenes in the Haunted Mansion? In early versions of the attraction, the Ghost Host wasn't intended to be a disembodied voice – he was to be a man who was cursed to take the form of a raven!

(For more on the Haunted Mansion, please see *Celebrations* issue #31 from Sept/Oct 2013!)

Whether the attraction inspired the tale or the other way around, it's the story that makes the magic. In future articles we'll explore more of the literary histories behind your favorite attractions, and in the meantime, don't forget Walt Disney's words of wisdom. Some of the greatest treasures you can imagine can be found within the pages of a book, new or old, and may inspire you to do things or take you to places that you never thought possible!



# Wandering the World

Offbeat  
Adventures  
and Unusual Discoveries  
by Ray Harkness



The last time we parted ways, we had just finished walking down a path that we thought would lead to the Grand Floridian, but instead took us to a tranquil cul-de-sac of benches and shrubbery. As we made our way back to the entrance of the Magic Kingdom, we noticed another path that led toward the Contemporary Resort. My philosophy has always been that it's best to explore new areas, so we followed my instinct and headed off down this new found pathway.

While the path we took toward the Grand Floridian created the impression of solitude and isolation, this walkway took us right past the bus transportation center, and for a while we walked along with fellow Guests who were heading back to their respective resorts. However, once we headed off toward the left (with most Guests heading toward the right), that sense of isolation kicked in once again. As with the Grand Floridian pathway, we were occasionally joined by a monorail gliding overhead. In this case though, the monorail was practically right above our heads, making for a very unique (and cool) view of this futuristic mode of transportation. There's nothing quite like the sound of the monorail gliding by on its massive concrete rail, particularly when you're so close.

When we finally got to the Contemporary Resort, we realized that, as usual, all this walking had given us quite an appetite. So once again it was snack time, and we opted to head up to the fourth floor of the resort and visit the Contempo Café. One of the things I like about this eatery is that, despite it being a counter service location, we get to order our food on touch screen kiosks. Personally, I think this speeds things up. As we were waiting for our food, we started to contemplate where we would enjoy our snack. Although there's nothing quite like sitting underneath the monorail in

the grand concourse of the resort, we were in an adventurous mood and decided to try a different location. But where to go?

We thought about going outside, but we were ready to take a break from the Florida sun. At this point, my companion had a great idea. Our "eureka moment" came as we saw some people walking by wearing convention lanyards. We suddenly recalled that the Contemporary was also home to one of the most spacious convention spaces in all of Walt Disney World Resort (second only to the Coronado Springs Resort). So we decided to take a trip down to the convention floor to see if we could find a quiet place to kick back, relax, and enjoy our quick service meal.



Sure enough, we didn't have to search long to find a nice, comfortable place to sit down and enjoy our food. And what a place it was! As was befitting of the theme of the Contemporary, the sitting area was a retro-futuristic melding of Tomorrowland-esque décor and chic New York flair. It's the kind of

furniture that looks like it might be more form over function, but that was definitely not the case as we found the seating to be quite comfortable and inviting. Best of all, we had the entire floor practically all to ourselves, and realized that we had discovered another true out-of-the-way gem where you can "get away from it all," this time in grand futuristic style.

So fellow wanderers, sometimes we see a path that we know is there and know where it goes, but we always pass it by. I urge you to take that path, it just may be the thing that really gives your day a bit of variety, and as they say, "variety is the spice of life."

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



# BY THE NUMB3RS

## Barnstormer Featuring the Great Goofini

**679** Length of the track, in feet. By comparison, Test Track is nearly eight times longer (and A LOT faster!)

**1:03** Ride duration, in minutes and seconds. That might seem short, but it's only a bit less than 20 seconds shorter than the Rock 'n' Roller Coaster, though on the Barnstormer you can at least see where you're going.

**30** Height, in feet, of the highest point of the attraction.

**25** Top speed, in miles per hour, of the Barnstormer. That predictably makes it the slowest of all the Disney coasters...much slower than the 35 mph Guests reach on the nearby Seven Dwarfs Mine Train. However, the Barnstormer is almost as fast as its bigger cousin Space Mountain, which reaches a top speed of only 27 mph (albeit in the dark!).

**16** Number of Guests that can ride in each "train" (eight planes actually). That's assuming everyone can fit, taller riders may have some trouble scrunching into the seats!

**6.6792** Height of the plane's tail, in feet. (According to Goofy's old blueprints that is, we're pretty sure today's Imagineers didn't need to be so precise!).

# In Search Of...

## "Why Is A Raven Like A Writing Desk?"

By Tim Foster

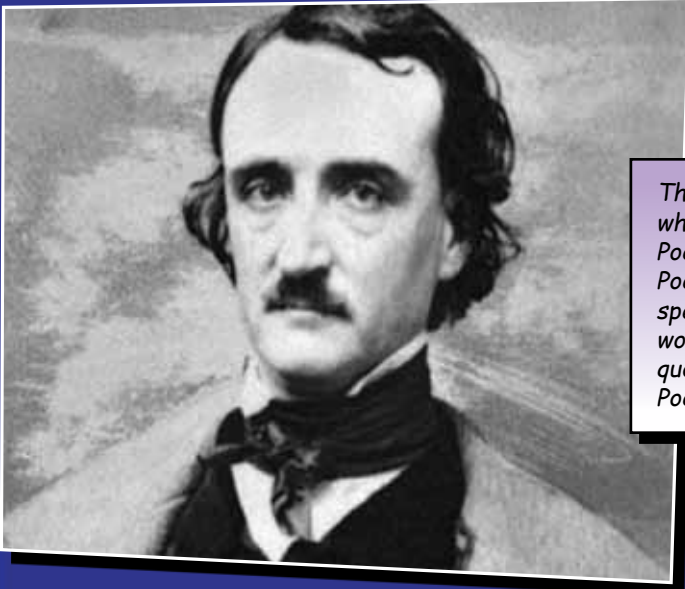


One afternoon, I found myself lazily spinning around in my Mad Tea Party cup, watching the Dormouse pop his head out of top of the central teapot. As I twirled about in dizzying tranquility, I couldn't help but think back to the scene in Lewis Carroll's classic book, *Alice in Wonderland*, upon which the attraction was based. One of my favorite moments from that scene was when the Mad Hatter asked his famous riddle, "Why is a raven like a writing desk?" Suddenly realizing that I had no idea what the answer was, I quickly disembarked and endeavored to find the answer.

After a bit of online sleuthing, I found that Carroll himself provided an answer as an afterthought in a later edition of the book. His answer was "Because it can produce a few notes, tho they are very flat; and it is never put with the wrong end in front!" NEVER backwards=RAVEN, get it? As clever as that was, Carroll went on to explain that the riddle, as originally written, had no answer (that was the joke), and that this answer was just an afterthought. Still, I thought a better answer must be out there, and while online I stumbled upon a reference to Raven's Cove, a haunted island in the Caribbean Sea that was part of the game *Pirates of the Caribbean Online* (which has since been shut down). I wondered if a suitable answer might be found at the nearby *Pirates of the Caribbean* attraction.



Alas, the only feathered animals I could find were parrots, not ravens, but as I passed by the village scene, one of the voices I heard sounded vaguely familiar. The voice belonged to the wife of Carlos, the beleaguered town magistrate who was being dunked in the well. As she pleaded with Carlos not to tell the pirates where the treasure was, I suddenly realized where I had heard that voice before. The voice belonged to an actress named June Foray, who also provided the voice for Grandmother Fa in *Mulan*. She also played the villain Magica de Spell in the Disney animated TV series *DuckTales*, and I remembered another character from that show that might provide a vital clue to the riddle's answer.



That character was Poe de Spell, Magica De Spell's brother who was turned into a raven and served Magica as her familiar. Poe de Spell's name was a clever reference to Edgar Allan Poe, an American author who lived in the early 1800s and specialized in tales of the macabre. One of Poe's most famous works was "The Raven," and Poe de Spell frequently ended his quotes with the word "nevermore," made famous in Edgar Allen Poe's story.

I came across another obscure Disney-Poe connection in the 1969 Disney educational animated short, "It's Tough to Be a Bird." In the short, Poe's famous work was referenced several times, and the author himself appeared in animated form alongside a raven at one point in the film. Raven? Poe? Disney? The connections seemed too prevalent to be mere coincidence, and I seemed to recall some sort of connection between them in a nearby dilapidated mansion...



Sure enough, as I crept through the Haunted Mansion I discovered an evil-looking raven who appeared in virtually every scene. The raven glared at me throughout my explorations, finally startling me with a loud "caw" from his perch on a gnarled tree branch. Apart from that, the raven was mute, which was curious since the character was originally going to be one of the narrators in the attraction. I asked the trembling caretaker about the raven, but he was too frightened to say much of anything. However, I later discovered that the ravens in the Haunted Mansion were indeed inspired by the famous Poe poem. But what did that have to do with the original riddle, could Poe have something to do with the answer? Well, many other notable people have since provided their own answers (not being totally satisfied with Carroll's afterthought), and one of the best came from turn-of-the-century puzzle author and recreational mathematician, Sam Loyd. His answer? "Because Poe wrote on both." Of course!



# Fun and Games at Walt Disney World, How Much Do You Know?

by Tim Foster

- 1. What is the name of your fighter ship on Buzz Lightyear's Space Ranger Spin?**
  - a. Starspeeder 3000
  - b. XP-37 Space Cruiser
  - c. Astro Blaster
  - d. A113 Astro Fighter Jet
- 2. Outside the entrance to the Jungle Cruise, there used to be a place where you could pilot your own smaller boats. What was it called?**
  - a. Trader Sam's Tour Boats
  - b. Bwana Bob's Banana Boats
  - c. Shrunken Ned's Junior Jungle Boats
  - d. Jack Sparrow's Junior Fleet Challenge
- 3. What "ammo" do you actually fire at the Frontierland Shootin' Arcade?**
  - a. Lasers
  - b. BBs
  - c. Air
  - d. Water
- 4. What is the name of the arcade at the Wilderness Lodge?**
  - a. Grand Canyon Games
  - b. Buffalo Stampede
  - c. Buttons and Bells
  - d. Saddles and Stirrups
- 5. Where can you sometimes find an impromptu hopscotch board drawn in chalk?**
  - a. Main Street U.S.A.
  - b. Storybook Circus
  - c. In front of Peter Pan's Flight
  - d. The U.K. pavilion in World Showcase
- 6. Which one of these games does not appear in the queue for Toy Story Mania?**
  - a. Candyland
  - b. Monopoly
  - c. Scrabble
  - d. Chutes and Ladders
- 7. What is the name of the multi-player game that you can participate in at the Advanced Training Lab at Mission: SPACE?**
  - a. Mission: SPACE Race
  - b. Expedition Mars
  - c. Space Base
  - d. Mission to Mars
- 8. Which of these attractions does not feature a chess/checkerboard?**
  - a. Pirates of the Caribbean
  - b. "it's a small world"
  - c. Tom Sawyer Island
  - d. Buzz Lightyear's Space Ranger Spin
- 9. What was the name of the Velcro®-based game show that once appeared at Innoventions West?**
  - a. Stick To It!
  - b. Slap Stick Studios
  - c. Put It All Together
  - d. Strange Attractions!
- 10. Which of these is an actual game at Chester & Hester's Dino-Rama?**
  - a. Brontosaurus Balloon Boppers
  - b. Triceratop Target Mayhem
  - c. Jurassic Jumpball
  - d. Whac-A-Packycephalosaur

**11. Before Mickey's Country House closed to make way for Storybook Circus, you could find a Donald Duck-shaped piece of playing equipment inside. What was it?**

- a. Frisbee
- b. Dart Board
- c. Ping Pong Paddle
- d. Checker

**12. What sport is portrayed on the pinball machine inside Casey's Corner on Main Street U.S.A.?**

- a. Baseball
- b. Football
- c. Cricket
- d. Basketball

**13. What giant toy is not represented at the Pop Century resort?**

- a. Rubik's Cube
- b. Play-Doh
- c. Yo-Yo
- d. Silly Putty

**14. Which of these winter sports is featured in the film at the Norway pavilion?**

- a. Bobsledding
- b. Ski Jumping
- c. Speed Skating
- d. Luge

**15. What major college uses Donald Duck as their mascot?**

- a. Anaheim University
- b. University of Oregon
- c. California Institute of the Arts (CalArts)
- d. USC

**Quiz Answers**

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

**ANSWERS**

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

**WHO AM I?**

- 1. Charles F. Muntz
- 2. Jafar
- 3. Hopper
- 4. Yzma
- 5. Lotso
- 6. Ursula

**CIRCUS FUN**

- 1. Mickey's PhilharMagic queue
- 2. 'It's a small world' (final room)
- 3. Toy Story Mania queue
- 4. Boardwalk Inn pool slide
- 5. Chester & Hester's Dino-Rama
- 6. Midway game at Disney's BoardWalk

**CRISS-CROSS**

- 1. Dominoes
- 2. Green Army Men
- 3. Barrel of Monkeys
- 4. Candyland
- 5. Scrabble Board
- 6. Midway Mania
- 7. Mr. Potato Head
- 8. Chutes and Ladders

**Mystery Villain:** Syndrome

**BRAIN BUSTERS**

Goofy is a dog, and his original name was 'Dippy Dawg'

**FIND THE DIFFERENCE**



- 1. There is an extra propeller.
- 2. The building is taller.
- 3. There is an extra cloud.
- 4. 'Barnstormer' is spelled wrong.
- 5. Goofy's nose is bigger.
- 6. The plane is backward.
- 7. The monkey has an extra finger.
- 8. The light is gone.
- 9. The plane is a different color.
- 10. There is an additional star.

**FIND THE DIFFERENCE BONUS ANSWER**  
Max

**WORD SCRAMBLE**

- 1. Elephants
- 2. Goofy
- 3. Monkeys
- 4. Giraffes
- 5. Circus Trains
- 6. Cannon
- 7. Airplanes
- 8. Tents

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

**TEST YOUR KNOWLEDGE**

- 1. Emeryville, California
- 2. The actual sign in Emeryville reads 'Animation Studios,' the Hollywood Studios version simply says 'Studios'
- 3. 2008
- 4. Mickey Avenue
- 5. Luxo Jr. (That's the famous Pixar lamp, if you can't place the name)
- BONUS ANSWER:** Lighting
- 6. 'You've Got A Friend In Me'
- 7. The Oasis in Disney's Animal Kingdom features the Oasis Exhibits, while Main Street U.S.A.'s single attraction (disregarding the shops) is the Walt Disney World Railroad

**SECRET SYMBOLS**

- 1. Candyland 'C'
- 2. Mr. Spell 'P' key
- 3. Wanted poster for Mr. Potato Head in the queue for Toy Story Mania
- 4. 'D' in Disneyland on the ViewMaster slide
- 5. 'P' on the Pumpin' Heart game box seen in Toy Story Mania

**WHERE AM I?**

- 1. Rainbow art paint board in the Toy Story Mania queue
- 2. Chinese checker board seen as you enter the Toy Story Mania game area
- 3. Jump rope hanging off the side of the building as you enter Pixar Place
- 4. Corner of the giant Scrabble board
- 5. Crayon drawing of Woody in the queue for Toy Story Mania
- 6. Illustration in the Tin Toys book seen at the exit of Toy Story Mania
- 7. Candyland gameboard
- 8. Giant kite thread spool at the entrance of Toy Story Mania

# Kids Korner

## Who Am I?

Who was the villain in the each of the following films?

1. Up
2. Aladdin
3. A Bug's Life
4. The Emperor's New Groove
5. Toy Story 3
6. The Little Mermaid

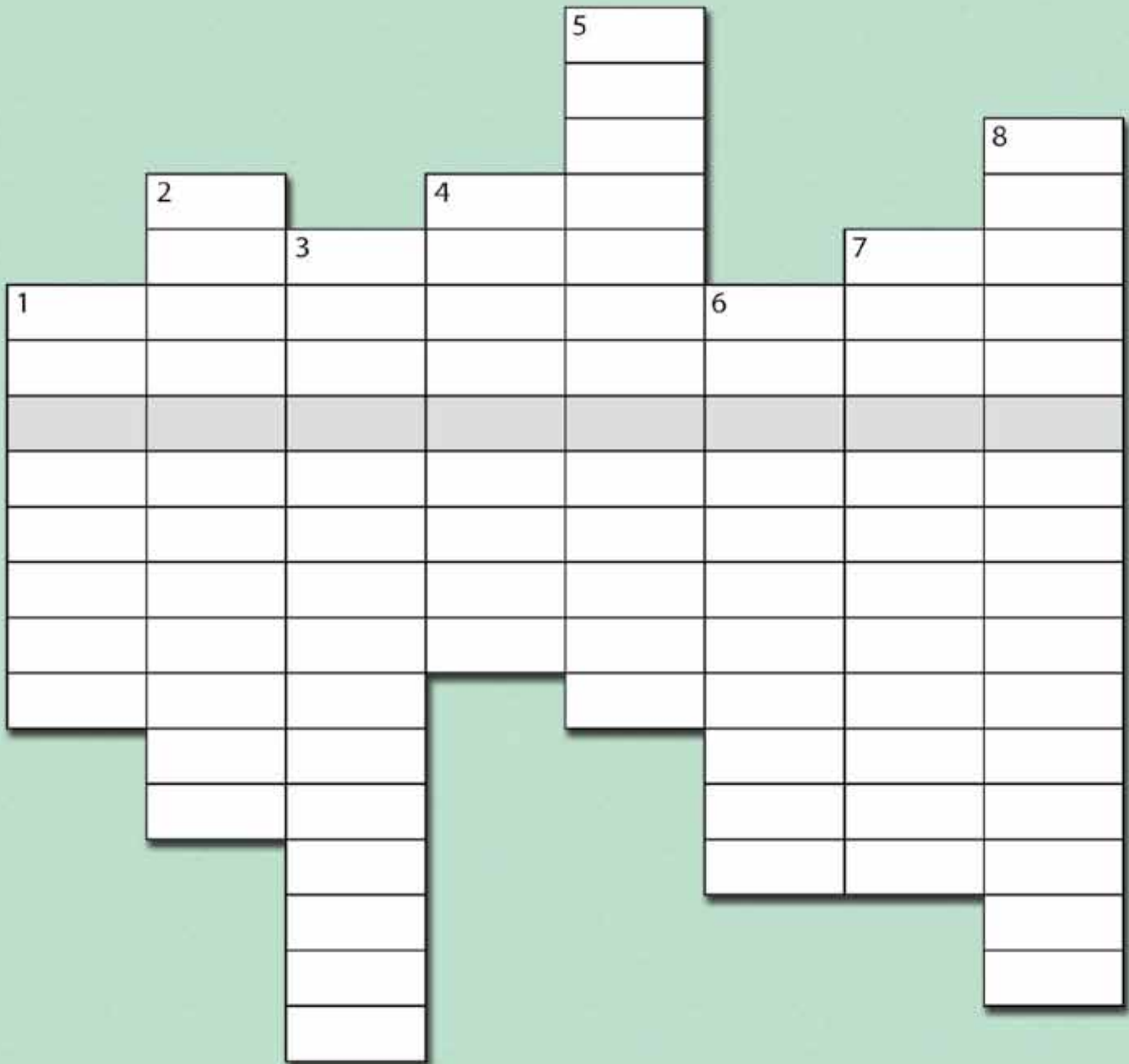
### Circus Fun

The circus has come to town at Walt Disney World! Can you figure where these photos were taken?



# Criss-Cross

Fill in the Down clues for these things you'll find in Pixar Place in the crossword below. When you're done, unscramble the letters in the shaded boxes to spell out the name of a sinister Pixar villain.



(All clues are to be entered down)

1. Double numbered tiles
2. They're keeping watch from atop the buildings, can you spot them?
3. Arm in arm, these guys love hanging around.
4. This is where you'll find Lollipop Woods and Gumdrop Pass.

5. A special message can be found here, spelled out in tiles in the heart of Pixar Place.
6. Test your arcade skills at "Toy Story \_\_\_\_\_!"
7. He's the resident circus barker, and the only married toy in Andy's room.
8. Slide or climb...it's up to you on this larger-than-life board game!

**MYSTERY VILLAIN:** \_\_\_\_\_

## Brain Busters

What kind of animal is Goofy, and for extra points, what was his original name?

## Find the Difference

Goofy's acrobatic antics have been causing some mischief over at the Barnstormer in Storybook Circus. Can you find the 10 differences in the photos below?



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**BONUS QUESTION**  
What is the name of Goofy's son?

# Word Scramble

See if you can unscramble these different things you might find in Storybook Circus!

1. PLANTESHE

□ □ □ □ □ □ □ □ □ □

3. KONSEMY

□ □ □ □ □ □ □ □

5. RICSUC ANTSIR

□ □ □ □ □ □ □ □ □ □ □ □ □ □

7. PLEASNARI

□ □ □ □ □ □ □ □ □ □ □ □

2. FYOGO

□ □ □ □ □ □

4. SIRGEFAF

□ □ □ □ □ □ □ □ □ □

6. NONCNA

□ □ □ □ □ □ □ □

8. SNETT

□ □ □ □ □ □ □ □

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 is your earliest Disney memory?

I think I must have been born wearing Mickey ears...Disney has always been there for me! :)

I remember going to see *Beauty and the Beast* in IMAX for the first time and everything being SO BIG. I can also remember my first Princess dance outfit and going to dance class in it, it was so pretty...but I didn't get to the Parks until my 5th birthday. One of my favorite memories of that trip is Tigger sliding across the floor to play with me while I was waiting in line to meet Pooh. That Tigger is always so funny!

### If you were in charge of designing the interactive queue for Peter Pan's Flight, what would you include?

Queue lines are getting to be so much fun, you forget you are waiting in line! I really enjoy the video games at Space Mountain and the Seven

Dwarfs Mine Train, so I would like something like that at Peter Pan's Flight. Maybe a flight thru London with the Jolly Roger while dodging buildings and bridges? Or a treasure hunt in Neverland - maybe Jake could help out!

### What classic Disney film would you look forward to seeing most if it were remade today?

I really like when they "retell" the story like *Maleficent*, and I can't wait to see what they do with *Cinderella*. Disney has made some really good remakes in the past - *101 Dalmatians* and *Alice in Wonderland*. Remakes of *Pinocchio* or *The Little Mermaid* could have some really cool special effects, and something like *Adventures with Ichabod* would be fun and creepy! And couldn't *Sword in the Stone* be like a mini-*Game of Thrones*? (not that I can watch that show!) :)

# MYSTERY QUEST

## Discover the Secrets of Walt Disney World

# PIXAR

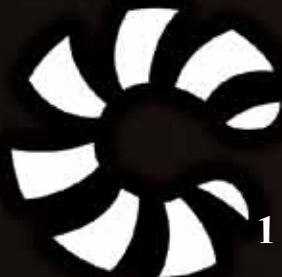
## P L A C E

### Test Your Knowledge of Pixar Place

1. The sign at the entrance to Pixar Place is fashioned after the sign at the real Pixar Animation Studios. Where are the studios located?
2. Apart from the size, there is one significant difference between the real sign and the one at Disney's Hollywood Studios. What is it?
3. In what year did Pixar Place open?
4. The space occupied by Pixar Place used to be a part of what other Hollywood Studios land?
5. In 2009, a famous Pixar "character" was brought to life in Animatronic form and put on short shows throughout the day on a small ledge. Who was the character? (Bonus question: What very appropriate word appeared above the door next to the ledge?)
6. In addition to "MEET THE TOYS," what legendary Pixar-related phrase is spelled out on the giant Scrabble board?
7. Pixar Place boasts only one permanent attraction, Toy Story Mania. What other Walt Disney World lands can make a similar claim?

### SECRET SYMBOLS

Where can you find these cryptic inscriptions?



1



2



3



4



5

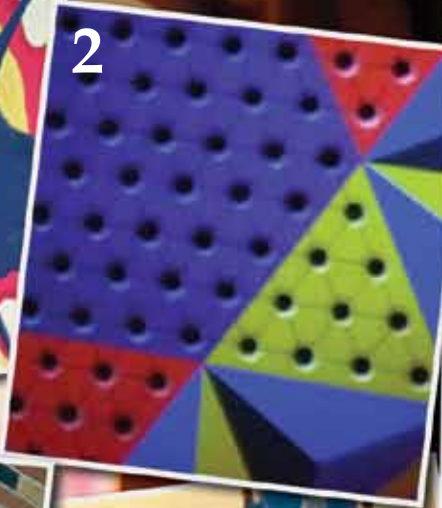
# WHERE AM I?

Each of these photos was taken in a different land (and former land) in the Magic Kingdom, can you figure out where?

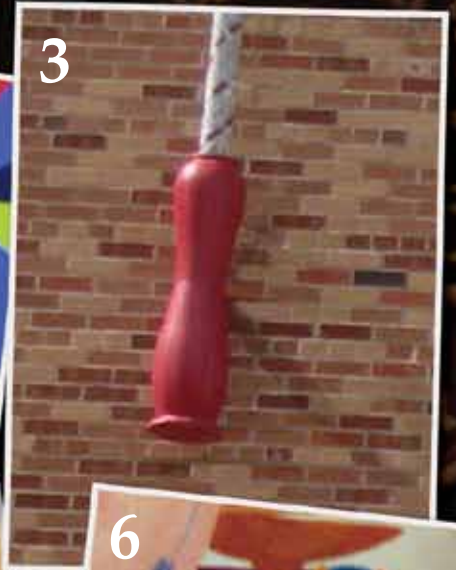
1



2



3



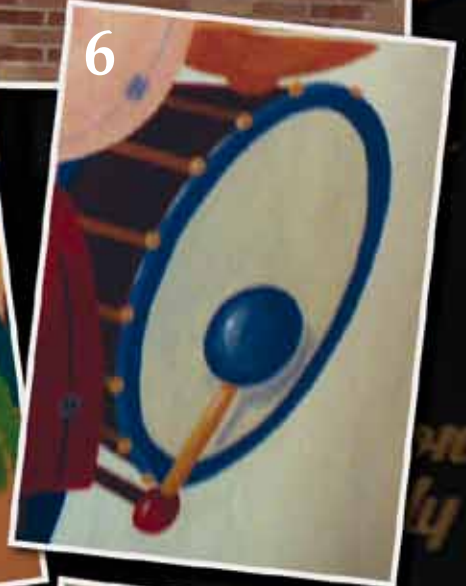
4



5



6



7



8



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



## Top 10 Things You Didn't Know About Jafar

1. Maleficent may be grabbing all of the headlines this summer, but there's another Disney antagonist that rivals her for the title of the most sinister of all Disney Villains, Jafar from *Aladdin*. In the film, Jafar is the Grand Vizier of Agrabah and the Sultan's chief advisor. But just what is a Grand Vizier? In the Ottoman Empire, the Grand Vizier was similar to a prime minister and had tremendous power second only to the king (or Sultan, in this case).
2. Speaking of powerful rulers, one of the early choices to play the part of Jafar was Patrick Stewart, better known as Captain Jean-Luc Picard from *Star Trek: The Next Generation*. Scheduling conflicts with the sci-fi series, then in production, forced Stewart to turn down the role of Jafar.
3. Jafar was animated by Andreas Deja. Deja came to Disney in 1980, with his first assignment coming on *The Black Cauldron*. Deja would go on to animate some of Disney's most notorious villains, including Gaston from *Beauty and the Beast* and Scar from *The Lion King*. He also brought to life such characters as Hercules, Roger Rabbit, King Triton, Lilo, and Tigger from 2011's *Winnie the Pooh*.
4. While the designs for most of the characters in *Aladdin* were based on the fluid drawings of legendary caricaturist Al Hirschfeld, (which production designer Richard Vander Wende felt mimicked the distinctive swoops and curves found in Arabic calligraphy), the character of Jafar was designed differently. Deja utilized strong vertical lines in order to contrast with the other characters, giving Jafar a harshness that reflected his villainous role.
5. Deja also based his design concepts for Jafar on the legendary work that animator Marc Davis did for Maleficent in *Sleeping Beauty*. In addition to their visual similarities, they both wield magical evil staffs, have bird sidekicks, and transform into fearsome beasts.



6. Curiously, Jafar's refined, calm demeanor was originally meant for Iago, while Jafar was originally conceived of as being fiery and hot-tempered. However, as story development progressed, directors Ron Clements and John Musker realized that a calm, cool villain would be much scarier, so the two characters were switched, transforming Iago into Jafar's irritable but zany comic sidekick.
7. Jafar was voiced by Jonathan Freeman, who had previously auditioned for *Little Shop of Horrors*, *The Little Mermaid*, and *Beauty and the Beast*. Freeman was inspired to audition when he saw the concept art for the film, saying that "once I saw those heavy lidded eyes, that long narrow face, I knew that Jafar was going to be something really special." Even though Freeman bore little physical resemblance to Jafar, DeJa incorporated several of Freeman's gestures into Jafar's mannerisms.
8. The snake form of Jafar was animated by Kathy Zielinski, who also animated such characters as Mr. Digger from *The Fox and the Hound* and Judge Claude Frollo from *The Hunchback of Notre Dame*. After leaving Disney for a short time (while she worked on such films as *The Road to El Dorado*, *The Prince of Egypt*, *Over the Hedge*, *Bee Movie*, *Kung Fu Panda*, and *The Croods*), she returned to Disney in 2013 to work as an animator on the film *Frozen*.
9. The color scheme for *Aladdin*, developed by Production Designer Richard Vander Wende, was based on the desert setting of the film. Jafar, clad in black and red, symbolized the heat of the desert, which represented evil. Jasmine, wore blue, based on water and symbolizing good.
10. One of the inspirations for the Disney character was that of Jaffar from the 1940 film, *The Thief of Bagdad*, where he was played by Conrad Veidt (and yes, the two characters' names are indeed spelled differently). *Aladdin*'s Jafar bears a striking similarity to Veidt, who also appeared in 1942's *Casablanca* as Major Heinrich Strasser.





*"I'm gettin' out of this here place!"  
-Goofy, from the 1952 animated short:  
"Two Weeks Vacation"*