

ALOHA!

# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

## The Polynesian: A Tropical Hideaway Then & Now

The Marceline Project

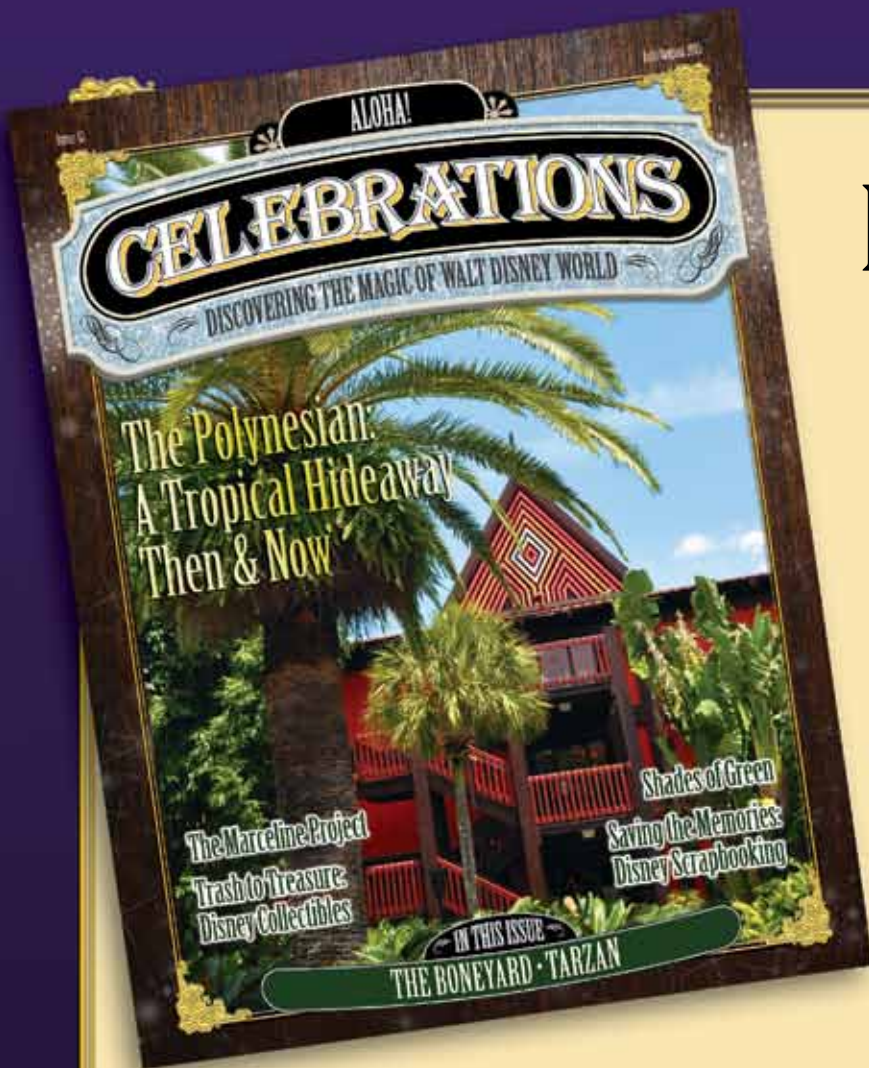
Trash to Treasure:  
Disney Collectibles

Shades of Green

Saving the Memories:  
Disney Scrapbooking

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THE BONEYARD • TARZAN



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DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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# Anticipation

One of the most magical parts of a Walt Disney Vacation occurs, not at the parks, but in the days leading up to your trip. This is when the excitement starts to build. You may have made dining reservations months ago, and your FastPasses may all be scheduled, but it's those final days that will really get that Disney magic flowing in your heart. This is the time when all of those final arrangements are made. It's when you do that last minute shopping to pick up all of those little items you'll need on your trip (don't forget the sunscreen!), when you watch those Disney DVDs one more time in preparation for your trip, and of course when you start to pack.

But it's not about the tasks at hand, it's about that indescribable feeling of anticipation and the realization that you are about to embark on a magical journey that will take you away to the farthest reaches of your imagination. You can almost smell the popcorn in the air or hear the distant whistle of the Walt Disney World Railroad. After months of waiting and dreaming, you realize that you're almost there, and in just a few days (or hours!) you'll be standing in the heart of Main Street U.S.A., staring at the most wondrous sight of all...the spectacle of Cinderella Castle rising majestically into the blue Florida sky.

You can see that anticipation in your family's eyes, and the wonderful thing is that no matter what their age, you'll get to see that childlike wonderment and youthful sparkle as they dream about the lands and attractions that they will soon be experiencing.

When you arrive at Walt Disney World, you'll enter a land where dreams come true, where anything you can imagine is brought to life right in front of your eyes. And it truly is a magical experience. But the anticipation of your upcoming trip can be just as magical. This is when your dreams and your imagination really get going, because you know you're about to embark on an adventure of a lifetime, and one that you will remember forever.

Enjoy the magic!

Tim Foster





# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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# Letters



## Magical Memories

I found this priceless photo of my twin princess daughters' magical trip to Walt Disney World. It will live in my heart forever.

*Gary Zerilli  
New York*



## Magical Models

Here are two pictures from my Walt Disney Train Table. My family built a room over our garage just for our Disney collection. I have recreated all four parks and the three hotels around the Seven Seas Lagoon. I have the monorail connecting the hotels. Our two favorite rides are Kilimanjaro Safari and Splash Mountain so I recreated those in miniature as well. There are even a few Hidden Mickeys spread around. When we can't get to Disney World, we simply visit the Train room and all is well.

*Bret Shortall  
Denton, Maryland*





## Remember to pack comfortable shoes...

*and always plan your vacation with  
someone who knows Disney.*

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# Announcing the Newest Edition of the Guide to the Magic for Kids!

Walt Disney World Resort

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By Tim Foster



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# Contributors



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



*Nick Comande is a retired Firefighter/Paramedic from the city of Racine, Wisconsin. Previous work included his book Climbing for Causes. He has more than a soft spot for Walt Disney World and has visited it many times since 1972. Nick has helped countless numbers of others in planning trips to the land of the large Mouse and has been writing WDW tip sheets for friends since 1995, earning himself the unofficial title of Disnoid.*



*Rachel Comande lives in Racine, WI. She loves Walt Disney World, and the first of her yearly visits started when she was only nine months old. Rachel really enjoys the parades, shows, and attractions, and she hopes to someday be an Imagineer.*



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



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



*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

## Mickey's Not So Scary Halloween Party

September 15 - November 01, 2015

Magic Kingdom

Dress up for this "not-so-scary" occasion where all kinds of candies and sweets are just waiting for you to find. You'll soon discover all the boo-tiful ways that the spirits of the season have transformed the park into a happy haunted hallows... that includes seeing many favorite Disney Characters dressed in their very own Halloween costumes!

Mickey's Not-So-Scary Halloween Party is held from 7:00 PM to 12:00 AM at Magic Kingdom park—taking place in 2015 on the following dates:

September 15, 18, 20, 22, 25 and 27

October 1, 2, 4, 6, 8, 9, 12, 13, 15, 16, 18, 20, 22, 23, 25, 27, 29 and 31

November 1

## Epcot International Food & Wine Festival

September 25 - November 16, 2015

Take your palate by the hand for an unforgettable tour of eclectic cultures and global cuisine offerings. Each fall, as the seasons transform, so does Epcot—where dozens of unique flavors and fun experiences unfold across the park. Favorite festival highlights include:

- 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

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

## Festival of the Seasons

Fall 2015

Downtown Disney

Celebrate the holidays with live entertainment, photo opportunities and so much more! Throughout the holiday season, the Downtown Disney area invites you to enjoy the twinkling lights, gaze upon a grandiose tree and walk about in wonder as yuletide touches abound at every turn. You can even bring your little ones to meet Santa Claus, and then search for the perfect present at a series of unique specialty shops!

## Mickey's Very Merry Christmas Party

November 8 - December 18, 2015

Magic Kingdom

Start planning for a marvelous gathering with family, friends and some familiar Disney faces. Mickey's Very Merry Christmas Party offers magic, cheer and enchantment for Guests of every age—it's truly a time for wishes to come true!

Don't miss your chance to delight in the night as lights shimmer like ice on Cinderella Castle—all while humming along with the holiday music as it fills the air!

Held from 7:00 PM to 12:00 AM at Magic Kingdom park, this annual yuletide event will take place in 2015 on the following dates:

November 8, 10, 12, 13, 15, 17, 19, 20 and 29

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



# Discover the Secrets Behind the Windows on Main Street U.S.A.!

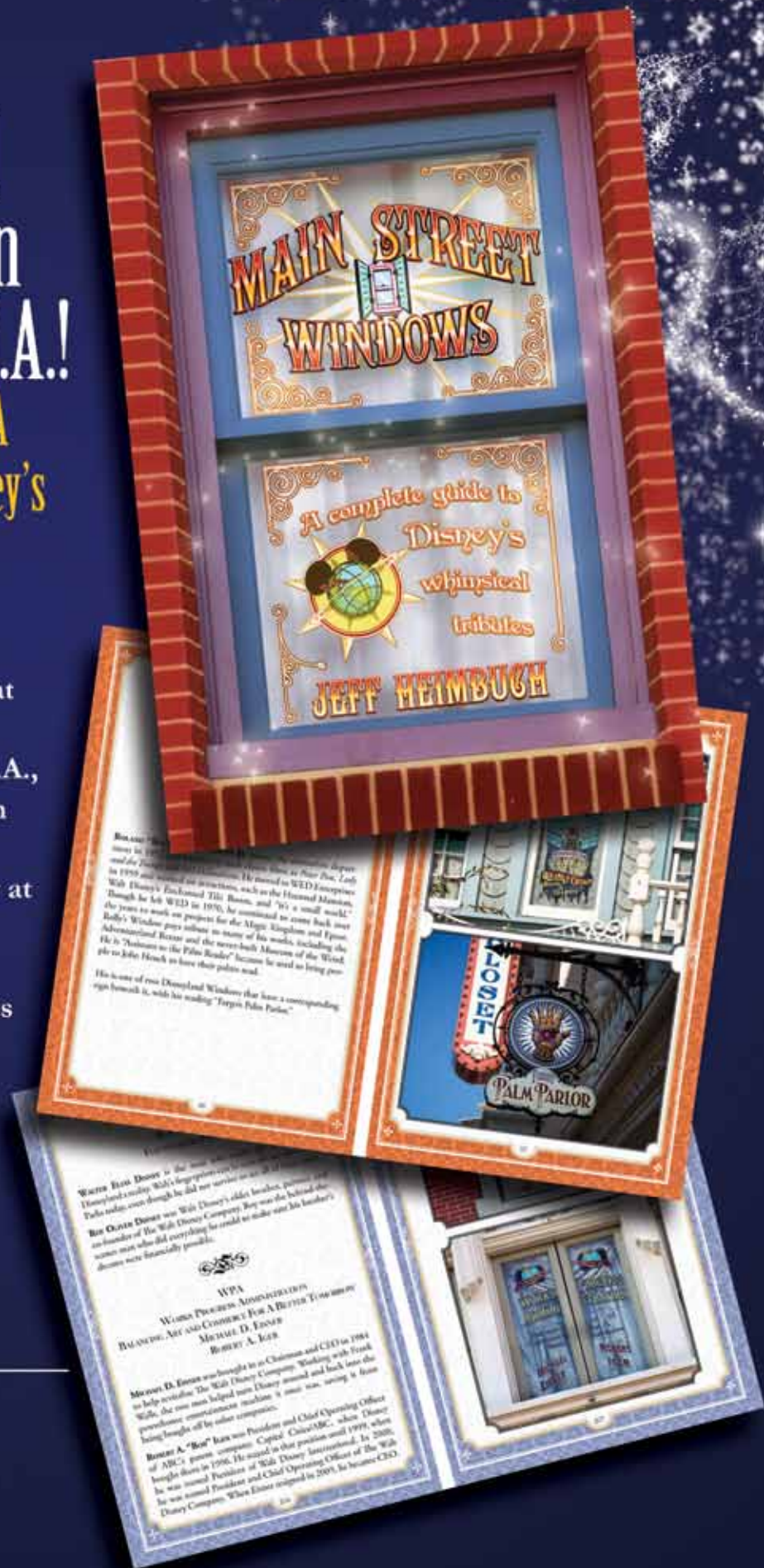
## “Main Street Windows: A Complete Guide to Disney’s Whimsical Tributes”

by Jeff Heimbuch

If you’ve ever wondered what those names mean on the windows of Main Street U.S.A., here’s the ideal guide! “Main Street Windows” details the stories behind every window at every Magic Kingdom park throughout the world, with full-color photos, biographies for the people they honor, and much more!

To learn more and to order your exclusive signed copy, visit: [orchardhillpress.com](http://orchardhillpress.com).

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# Disney News

## Leading Retailers Join Stellar Line-Up as Waterfront Shopping-Dining-Entertainment Complex at Walt Disney World Resort Doubles in Size, Transforms into Disney Springs

Exciting new high-profile tenants, including fashion retailers Zara, Tommy Bahama, Lilly Pulitzer, UNIQLO and PANDORA, are the latest to sign on as Downtown Disney continues its expansion into Disney Springs at Walt Disney World Resort.

On May 15, a total of 13 new tenants were announced, including eight retail shops. With new retailers already aboard and new restaurants either open or coming soon, Downtown Disney is transforming into an exciting new waterfront district for world-class shopping, unique dining, and high-quality entertainment.

By the time it's complete in 2016, Disney Springs will double the number of shops and restaurants currently found at Downtown Disney and grow to more than 1 million square feet, including 350,000 square feet of new leasable space. Disney Springs will include four distinct, outdoor neighborhoods with a high-quality, diverse mix of retailers – including premium, affordable luxury and fast fashion options. Sophisticated restaurants will provide experiences for families and convention-guests alike.

“Over the past few months we have opened several new dining and retail locations, which have quickly become the top producers in their chains,” said George A. Kalogridis, president of Walt Disney World Resort. “This type of momentum builds on the historical strength of the Downtown Disney area and its popularity with our guests from around the world as it evolves into Disney Springs,” he said.

### Recently Announced Additions to Disney Springs Include:

#### Retail

**Zara:** Owned by the Inditex Group, one of the world's largest fashion retail groups. Zara is known for its men's, women's and children's clothing and accessories, and how it expertly interprets current fashion and style trends of the season, delivering original designs to the consumer in a matter of weeks.

**Tommy Bahama:** Iconic island lifestyle brand Tommy Bahama embodies relaxed sophistication. The hallmarks of this casual collection include island-inspired sportswear, denim, and swimwear for men and women in luxuriously soft silks and cottons, richly woven textures and eclectic prints.

**Lilly Pulitzer:** The authentic American resort wear brand, Lilly Pulitzer, is landing in the heart of Disney and will be offering their clothing and accessories, optimistic outlook, and happy prints to those who've loved the brand for years and new Lilly Girls out there.

**UNIQLO:** Leading global retailer UNIQLO designs, manufactures, and sells casual apparel that comes from the company's Japanese values of simplicity, quality and longevity. The simplest design hides the most thoughtful details in clothing that is constantly being innovated to bring more warmth and lightness, better design and comfort to people's lives.

**PANDORA:** Building on its existing relationship with Disney Parks, the popular jewelry brand offers classic yet modern charm bracelets, along with necklaces, rings and earrings, as well as a line of exclusive Disney-themed jewelry.

**UGG:** The UGG® brand is recognized as a premium lifestyle



brand offering men's, women's and kids footwear as well as loungewear, outerwear, home products, cold weather accessories and handbags.

**L'Occitane en Provence:** L'Occitane en Provence is an international skincare and beauty line celebrating the culture and beauty of Provence, France.

**Edward Beiner:** A leading eyewear designer, purveyor and retailer, Edward Beiner offers today's aspiring lifestyle-oriented customer the world's most original, authentic and innovative designer, fashion and high performance eyewear.

## Dining

**Edison:** Inspired by The Edison venue in Los Angeles, this lavish "Industrial Gothic" -style restaurant, bar and nighttime destination is themed to a 1920s-period power plant, recalling an exuberant era of invention and imagination. It will feature exceptionally good classic American food, craft cocktails and live entertainment including cabaret and music.

**Sprinkles:** The world's first cupcake bakery, as named by Food Network and others, serves up handcrafted cupcakes, slow churned ice cream and homemade cookies. Their innovative Cupcake ATM satisfies sweet-toothed epicureans 24/7.

**Blaze Fast-Fire'd Pizza:** Blaze Fast-Fire'd Pizza is a modern day "pizza joint" known for its custom-built artisanal pizzas, freshly made salads, blood orange lemonade and

smore pies. The fast-casual restaurant features an interactive assembly-line format that allows guests to customize their pizza, choosing from over 40 fresh, artisanal toppings – all for one price. The generously sized, 11-inch pizzas are "fast-fired" in a blazing hot open-flame oven and ready to enjoy in just 180 seconds.

**Vivoli Gelateria:** Vivoli Gelateria serves expertly crafted gelato made with fresh, seasonal ingredients, panini sandwiches and espresso drinks.

**Tea Traders Café by Joffrey's:** Tea Traders Café by Joffrey's specializes in premium loose-leaf teas (hot, iced, blended) featuring custom blends, accessories and packaged teas from all over the globe; created to go or for a tea experience in the café.

Nine venues have opened over the past few months at Disney Springs and include:

**The BOATHOUSE:** An upscale waterfront dining experience showcasing steaks, chops, fresh seafood and a raw bar. Built over the water, the 600-seat, nautically themed restaurant also features a display of rare dream boats from the 1930s -1950s, a beautifully crafted water taxi and a fleet of amphibious autos, called ampicars. This unique restaurant was designed by Shussler Creative, which created other restaurant / retail attractions at Walt Disney World Resort, including Rainforest Café, T-REX and Yak & Yeti Restaurant.



The BOATHOUSE is managed by Gibsons Restaurant Group.

**Erwin Pearl:** Offering a fine selection of enamel, precious and semi-precious fashion jewelry marked by style, creativity and outstanding quality.

**APEX by Sunglass Hut:** Offering the latest in sports and activewear sunglasses. Guests can try on frames and use a lens simulator to test how their lens would perform in a variety of outdoor environments and weather conditions.

**Chapel Hats:** Specializing in fashion hats and headwear for all ages. The store carries a variety of hats including fedoras, floppy hats, fascinators and more.

**Art of Shaving:** Premium shaving shop offering men's grooming essentials.

**Sanuk:** The Sanuk® brand is known for its street-style casual footwear inspired by a Southern California heritage and a "never uncomfortable" attitude.

**Sound Lion:** Offering the latest technology in headphones, ear buds, speakers, wireless music players and other digital sound and music products.

**havaianas:** Specializing in a wide array of fun footwear and accessories, including a station where guests can create their own flip-flops.

**Erin McKenna's Bakery NYC:** Offering a full selection of

gluten-free, vegan baked goods such as award-winning donuts, cookies, bagels (with vegan butter) and savory items.

#### **Recently Announced and Opening in Fall 2015:**

**Morimoto Asia:** World-renowned chef Masaharu Morimoto and the Patina Restaurant Group will open Morimoto Asia, Morimoto's first Pan-Asian restaurant at Disney Springs. Morimoto Asia's culinary elements will provide flavors from across Asia, while exhibition kitchens will showcase the continent's traditions. Included among them are street-food stalls, Peking duck carving, and dim sum.

**STK Orlando:** STK Orlando will offer a modern twist on the traditional American steakhouse featuring an innovative menu mixed with a high-energy atmosphere, complete with a sleek lounge with a DJ and rooftop dining. At approximately 14,000 square feet, the Orlando outpost will be one of the largest STK locations.

**Jock Lindsey's Hangar Bar:** With a storyline centered on the pilot from the "Indiana Jones" films, this aviation-themed lounge will feature unique drinks and small plates. Themed décor like propeller-based ceiling fans, vintage travel posters and correspondence between Jock and Indy will immerse guests in a world of adventure.

# Disney Kicks Off the Coolest Summer Ever With 24 Hours of Magic Over Memorial Day Weekend

Some of the most popular stars from Disney Channel, Disney XD and Radio Disney gathered at Walt Disney World Resort to help Guests celebrate the "Coolest Summer Ever" with around-the-clock festivities, during a special event held from 6 a.m. to 6 a.m. Friday, May 22 to Saturday, May 23.

"Frozen" faves Anna, Elsa, Olaf and Kristoff welcomed park Guests at 6 a.m. to Magic Kingdom, following a spectacular opening show and ceremony.

The Festival of Fantasy parade will take place at noon and 3:00 p.m., featuring favorite Disney Channel and Disney XD stars as the Grand Marshals. Other highlights of the festivities included late night performances of the Main Street Electrical Parade, the Move It! Shake it! Dance and Play It! Street Party that took place at 9:30 a.m. and 5:40 p.m., while a DJ spun tunes as Disney Channel hosted the "Club Chill" party

zone in Tomorrowland from 4 p.m. to 11 p.m.

A live Magic Cam feed allowed fans from home to join in the celebration to catch glimpses of parades, shows and fireworks at select times during the event.

Plus, guests who had ever dreamed of riding Space Mountain, Big Thunder Mountain or Seven Dwarfs Mine Train in the wee hours now had their chance. Other around-the-clock surprises taking place during the celebration included late-night dance parties hosted by characters donning pajamas in Frontierland and the Castle Hub, chalk artists, and tasty "Frozen" treats that kept guests cool as the magic continued through the night.



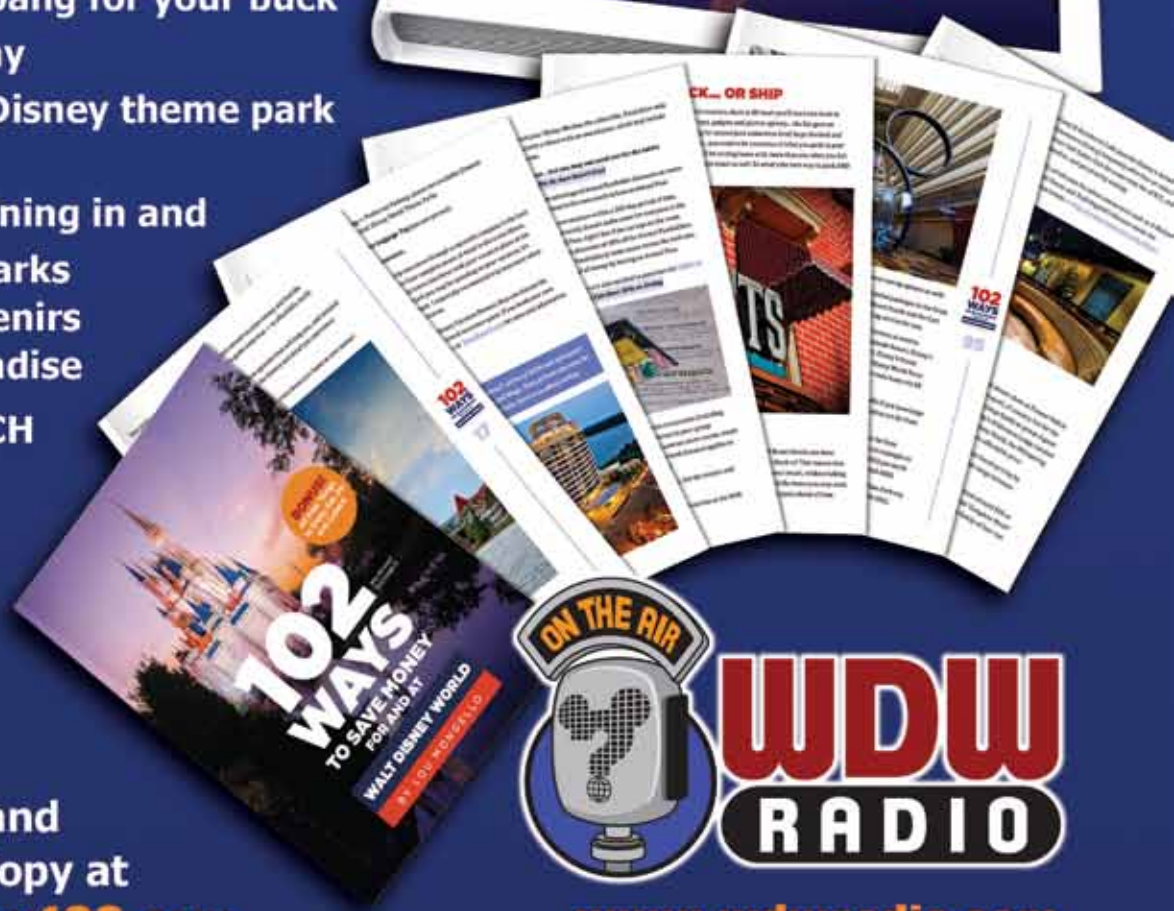
# “How Do I Save Money At Walt Disney World?”

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- When to visit to get the most value and “bang for your buck”
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# MOUSE VIEWS



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

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

Ready? Then here we go...!



MOUSE VIEWS



GUIDE TO THE  
MAGIC

by Tim Foster



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

## Sleeping In

When you think of a Walt Disney World vacation, most people imagine waking up early to get to the parks right when they open. And why not? There's so much to see and do that you'll naturally want to make sure you have as much time as possible to make sure you see everything. But after several days of frenzied fun, there's something to be said for spending a relaxing morning in your room and to enjoy one of the most coveted joys of the vacation experience, the luxury of sleeping in. It's a time to let those dreams linger a little while longer, a time to relax and realize that you don't have anywhere you have to be. It's a time when the real world has slipped away, and you can just enjoy the present moment with no worries.

But wait you say, this is Disney! There's no sleeping in at Disney! Well, if it makes you feel better, "sleep" has a long and storied tradition in Disney history, from films to attractions and everything in between.

### Cinematic Slumbers

Sleeping, and dreaming, has been the cornerstone of many fairytales and classic Disney films throughout the years, beginning with *Snow White and the Seven Dwarfs*. In Disney's first full-length animated feature, Snow White is put under a spell from which she can only be awakened by true love's kiss. The origins of Snow White go back well over a hundred years before the release of the Disney adaption, with the publication of *Sneewittchen* (or *Schneewittchen*) by the Brothers Grimm in 1812. Curiously, in the original tale, Snow White was not awaked from her state of suspended animation by a kiss, but by the dwarfs stumbling over some nearby roots, causing Snow White's glass coffin to shake and to dislodge the piece of poison apple in her throat, allowing her to awaken.

Inspiration for the story itself came from many ancient tales told throughout Europe and beyond. In one version from Albania, the heroine lives with 40 dragons, and her sleep-like trance is brought on, not by a poison apple, but by a ring.

In 2007's *Enchanted*, Giselle falls under a similar spell when she takes a bite of a poisoned apple offered to her by Narissa. In a charming twist, it is realized that Giselle's true love is not Prince Edward, whom she assumed to be her true love all along, but Robert. But of course the classic tale of the dreaded sleep curse that could only be broken by a kiss was *Sleeping Beauty* (1959). In the film, Princess Aurora is awakened from the spell cast on her by Maleficent by Prince Phillip's kiss, which also had the power to awaken everyone else in the castle that were similarly placed in a sleep-like trance. The original curse was intended to cause Aurora to die when she pricked her finger on a spindle on her 16th birthday; it was only the magical intervention of Merryweather that transformed the spell into a deep sleep. (In the 2014 live-action re-imagined *Maleficent*, Aurora is similarly awakened by true love's kiss, though with a curious twist that we won't give away!)

Similar to *Snow White and the Seven Dwarfs*, *Sleeping Beauty* was inspired by a classic fairytale, in this case *La Belle au Bois Dormant* ("The Sleeping Beauty in the Wood") by Charles Perrault, originally published in 1697. The original tale was similar in many respects to the Disney adaption, with one notable exception being that the curse placed upon the princess was to last 100 years, at which time she would be awakened by a kiss from a prince.

The origins of the tale go back much further, all the way back to 13th century and the Icelandic tales referred to as the Volsunga Saga, specifically the story of Brynhild. Brynhild was a princess who possessed great beauty and wisdom. One day, two neighboring kings had a battle, and Odin promised one of them, Hjalmgunnar, victory. However, Brynhild killed Hjalmgunnar, which greatly angered Odin. He stabbed her with a sleeping thorn and told her that she must marry someday. She then made a vow that she would only marry a man who knew no fear.

The story of Brynhild eventually led to the Brothers Grimm including their version of the tale, "Little Briar Rose," in their collection of fairy tales.

### A Sleepy Dwarf

The princesses aren't the only ones that tend to fall asleep in Disney films. Perhaps the most famous sleeper of all shared the screen with the original princess, Snow White. Early in the development of *Snow White and the Seven Dwarfs*, Walt Disney realized that the story would greatly benefit from the dwarfs having distinct personalities (which they didn't have in the original tale). Early ideas included Jumpy, Dizzy, Wheezy, Gabby, Sniffy, and curiously, Burpy. Eventually the traits of the dwarfs were settled upon, and the task then turned to how to bring those personalities to life. In Sleepy's case, a drawing by Albert Hurter of Sleepy with his mouth wide open, as if in a yawn, inspired animator Fred Moore to be more extreme in Sleepy's animation. One of Sleepy's characteristics is that one of his eyes is always more closed than the other, in order to suggest the dwarf's perpetual tiredness.

Sleepy was the first dwarf to be seen in the film, and it was Sleepy who suggested that the Queen had found Snow White toward the end of the film, at which point the dwarfs raced back to their cottage only to find that Snow White had been poisoned. Sleepy was voiced by Pinto Colvig, who also provided the voices for fellow dwarf Grumpy as well as Goofy.

An ongoing side-gag throughout *Snow White and the Seven Dwarfs* is Sleepy's ongoing battle with a common fly. When he and the other dwarfs are first seen in the mines, Sleepy is controlling the mine cart, which is being pulled by a deer. The fly begins to annoy Sleepy, who then tries to swat it, only to hit the deer's backside, which causes the deer to kick the cart and send Sleepy flying. When the dwarfs later wash for dinner, they sing "Bluddle-Uddle-Um-Dum (The Dwarfs' Washing Song)," during which the fly can be seen washing



itself on the soap next to Sleepy. Later that night, as Sleepy relaxes next to the fireplace, the fly sleeps on his nose. Curiously, at an early story meeting in October 1934, an idea was considered to have Sleepy get the best of the fly by trapping it in Snow White's glass coffin, though this idea was eventually dropped.

### Sleeping in the Parks

The concept of sleeping isn't confined to the movies, as several examples of peaceful and not-so-peaceful slumber can be found throughout Walt Disney World. Perhaps the most well known is the infamous sleeping monk seen on Spaceship Earth in the Medieval scene. In addition to being the home of a rather famous Hidden Mickey (be sure to look at the top corner of the monk's manuscript), the scene boasts a few other pieces of notable trivia. For one, if the writing monk seems familiar, that's because he is made from the same Audio-Animatronic "model" as John Adams in the Hall of Presidents. Also, the manuscripts in the scene were recreated with the assistance of Mary Robertson, the Curator of Rare Manuscripts at the Huntington Library in San Marino, California.

Elsewhere, you may hear some snoring going on in the Dream Lab at the Imagination Institute. Speaking of snoring, you'll get a glimpse of a slumbering Donald Duck in the opening scenes of Mickey's PhilharMagic. Over at the Many Adventures of Winnie the Pooh, one of the most magical visual effects is the sight of Winnie the Pooh rising from his sleeping self as he enters the nightmarish world of Hef-falumps and Wozzles. And of course, no discussion of sleep would be complete without a mention of Sleepy Hollow over in Liberty Square.

So the next time you feel the inclination to sleep in during your Disney vacation, don't feel bad, you've got great company! So dream away...

# More Magic Kingdom Mickeys

New Hidden Mickeys appear continually in Disney parks everywhere. Keep your eyes open and ask Cast Members about Hidden Mickeys whenever you have the opportunity. You never know what treasures you'll discover! In this article, I'll review some newer Hidden Mickeys in the Magic Kingdom that I hope will stick around a while. Let's begin in Fantasyland.

1. Inside the Pinocchio Village Haus restaurant, look for the large "When You Wish Upon a Star" mural on the left wall near the exit to the restrooms. A tiny white classic Mickey appears on the mural below and left of the word "All."
2. At Storybook Circus, walk into the Big Top Souvenirs store. A classic Hidden Mickey is on a sleeping cheetah! Find the dozing cat spread out over a tree branch on a wall painting behind a register counter. A reddish-brown classic Hidden Mickey spot, tilted to the right, is on the cheetah's hanging left lower leg, just above the ankle area.
3. At the other side of Fantasyland, on a wall poster outside the ladies' restroom near the *Tangled* Tower, a classic Hidden Mickey is on a Mime's lips. Smaller round, solid black circles form the "ears" just above the upper lip.
4. There are so many Hidden Mickey possibilities in the rocks and walls of Under the Sea - Journey of the Little Mermaid! Here's one decent Hidden Mickey in the rock wall along the right side of the long outside entrance walkway. Above the lagoon to your right is a small classic Mickey made of impressions in the rock wall. Look on a flat sloping front of the wall just below the very top of the rock wall. The Hidden Mickey is above the right edge of the large opening in the wall; the waterfall spills over the left side of this opening. (Look in the upper middle of the photo.)
5. Further along the outside entrance walkway of Under the Sea, directly below the right side of a bridge with a rope-covered side rail, a classic Hidden Mickey is made of impressions in the rock. You're facing a rock arch with a waterfall, and the Hidden Mickey is at the right side of the rock base of the stream below you. Water streaming over the Mickey can blur the image. (Look in the middle of the photo.)
6. Walk inside the cavern part of the entrance and look for a side profile of Mickey Mouse, looking left, etched in the ceiling. He's at the beginning of the room with the Scuttle, high to your left as you enter and near a cubed light cover.
7. On a walkway in Fantasyland, a Hidden Mickey is formed by horseshoe prints in the sidewalk. Find it as you walk from Gaston's Tavern toward Be Our Guest Restaurant; it's near the end of the rock wall on your right and close to a pole with lanterns.
8. Over in Adventureland, along a side pathway outside the entrance to Pirates of the Caribbean, the wheel of a cart forms a classic Mickey with two barrels.
9. On Main Street, U.S.A., a tiny classic Mickey is impressed in the cement outside the Crystal Arts store entrance. It's on a gray flagstone between the red cement and the bricks of the side street off of Main Street. Find a long crack (between red cement sections) that's parallel to Main Street and starts in front of the entrance pillars at the store entrance. The gray flagstone is at the end of this crack, and the Hidden Mickey is at the lower right corner of the flagstone as you face the store. This Hidden Mickey is fading with time. (It's in the middle of the photo.)
10. Also on Main Street, U.S.A., an upside-down classic Hidden Mickey made of three colorful lollipops is in a framed poster in a Confectionery shop window. 



by Steve Barrett



Steve Barrett is the author of the *Hidden Mickeys Guide Book Series* (*Walt Disney World, Disneyland, and the Disney Cruise Ships*) available in the Disney Parks and in book stores, Amazon, and on Kindle and other downloadable formats. The *WDW and Disneyland Hidden Mickeys Guide* books are also offered as iPhone and Android apps. Steve and his wife Vickie ([hiddenmickeygal](https://www.instagram.com/hiddenmickeygal)) are the webmasters of [www.HiddenMickeyGuy.com](http://www.HiddenMickeyGuy.com), and are on Twitter @hiddenmickeyguy and Facebook as Hidden Mickey Guy *Disney's Hidden Mickeys Hunter*.



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/)

## Songwriters and Lyricists

The Disney Legends program honors those who have made significant contributions to the Walt Disney Company. Many recipients trace their heritage to the golden era of Disney feature length animation, or the early day of Imagineering, whose members created Disneyland and the modern theme park. However, there are plenty of recipients who have made more recent contributions to the company, particularly in the realm of musical theater. Beginning with *The Little Mermaid*, released in 1989 and throughout the 1990s, Disney enjoyed a renaissance in animation largely on the strength of timeless songs and melodies. Just as the Disney soundtrack of the 1960s was dominated by Richard and Robert Sherman, the 90s belonged to a handful of musical geniuses.

### Alan Menken

Perhaps no other musician personifies the contemporary Disney song better than Alan Menken. His contributions in this era are broad and impressive: *The Little Mermaid*, *Beauty and the Beast*, *Aladdin*, *Pocahontas*, *The Hunchback of Notre Dame*, and *Hercules*. His ability to shift tone and style effortlessly helped to propel and enhance the stories of Ariel, Belle, and Jasmine, to name but a few.

As a child, Menken was drawn to music and seemed pre-ordained to be a composer; he was tutored by piano and violin teachers but seemed more interested in creating his own musical pieces than practicing what he was assigned. He eventually fulfilled his potential, graduating from New York University with a degree in music. He remained in the world of musical theater in New York City and caught his big break when the off-Broadway production of *Little Shop of Horrors* became a cult hit. His music, and the lyrics of his partner Howard Ashman, were now hot property. Menken, along with Ashman, joined the Disney production of *The Little Mermaid*, composing such modern classics as "Part of Your World." Menken again teamed up with Ashman on the next animated classic, *Beauty and the Beast*, complete with "Belle," a form-breaking extensive opening number that established the characters, story, and tone for the film. Disney feature animation was on a roll, and the studio followed up with *Aladdin*, featuring Menken's energetic "Friend Like Me." He continued to write hit songs for many more Disney films including "Colors of the Wind" from *Pocahontas* and "Out There" from *The Hunchback of Notre Dame*. His prolific songwriting talent earned him eight Academy Awards in the Best Score and Best Song categories. When asked about his thoughts on songwriting, he replied "(y)ou should be able to understand not only the feeling, but the content of the song, just by hearing the music and not even the lyrics. What you're trying to say should be that clear."

### Howard Ashman

Musical composition is half of the equation to creating memorable songs. Artfully crafted lyrics are necessary to move the story forward and to showcase character exposition. Howard Ashman skillfully served as the muse to Menken's songs, collaborating with him on *The Little Mermaid*, *Beauty and the Beast*, and *Aladdin* before his death, at age 40, of AIDS. His untimely departure necessitated Menken to collaborate with other wordsmiths, but it was on these projects that Ashman's work shined brightly.



Ashman seemed destined for a career in musical theater when he struck out for New York City to make his mark after earning his Masters in Fine Arts degree. Like so many others, his journey was not an overnight success, but his breakthrough came, with Menken, from *Little Shop of Horrors*. Ashman was a passionate believer in his Disney projects, including his choreography of how Sebastian should be animated during the infectious "Under the Sea" number from *The Little Mermaid*. His masterful command of the scene invoked memories of how Walt Disney himself pitched stories and scenes to his writers and animators.

### Sir Tim Rice

Sir Tim Rice masterfully helped to fill the void following Ashman's death, contributing lyrics to *Beauty and the Beast*, *Aladdin*, and on the next Disney blockbuster, *The Lion King*. Rice too was steeped in musical theater, hailing from London stages where he had collaborated with Andrew Lloyd Webber on several classics including *Evita*. Rice joined the Disney fold in 1991 when he began working with Menken on *Beauty and the Beast*. However, Rice's best work would be featured in *The Lion King*. Along with fellow Briton Sir Elton John, they crafted the richly textured songs including the epic "Circle of Life." Rice describes his songwriting style as breaking down the character's core components and building up verses from the pieces. For example, he noted that the lyrics for "I Just Can't Wait to Be King" should match the character. "Basically, I was just thinking of children playing games. Whatever they say has to be plausible. We knew the song was sung by (Simba as) a lion cub, so it had to be innocent, boppy and poppy."

### Sir Elton John

Rice's musical counterpart for *The Lion King*, Sir Elton John, is no stranger to grand musical stages. He's a notable rock and pop icon from the 1970s and 80s, where his impressive

body of work yielded thirty-five gold and twenty-five platinum albums. His live stage shows were a spectacle in which he graced the stage in outrageous sequined costumes. In the 90s, John made the transition from the rock stage to the silver screen when he partnered with Rice on the songs for *The Lion King*. John's additional masterpieces for the film included "Be Prepared," "Hakuna Matata" and "Can You Feel the Love Tonight." The latter composition earned John and Rice an Academy Award. John, in his acceptance speech, completed the circle by dedicating the award to his grandmother, Ivy Sewell, who had just recently passed away. "She was the one who sat me down at the piano when I was three and made me play. So I'm accepting this in her honor."

### Phil Collins

Disney Feature Animation continued generating hits into the 1990s and finding new creative sources for the music. For *Tarzan*, another rock musician from England was brought in to put his unique spin on the score. Phil Collins generated new classics such as "Strangers Like Me" and "You'll Be In My Heart," which netted him an Academy Award for Best Song. Collins' musical career notably began with his role as the percussionist for Genesis, leading eventually to his transition to a songwriter and lead singer for the world famous group. He parlayed this into a wildly successful solo career. The next logical step was to write songs for film. His 1985 ballad "Take A Look At Me Now" from *Against All Odds* earned him his first Oscar. Collins not only wrote the songs for *Tarzan* but also for *Brother Bear* several years later.

Songs from animated films, if done properly to elevate the story and characters, can have a profound and lasting legacy. The Disney animation renaissance in the 1990s perfectly crystalized this notion. For their collective musical prowess, Alan Menken, Howard Ashman, Sir Tim Rice, Sir Elton John, and Phil Collins have all been named Disney Legends.



# Photos and Phones...Fun On the Fly!

Part of taking awesome photos on vacation is sharing them with your friends and family. The only problem with this is how to share them quickly and easily without using a computer or having an Internet connection to make it happen. Fortunately, your smartphone can make sharing photos very simple and effortless.

The main problem with smart phone photos is that they usually don't look too good unless you have perfect lighting conditions and a phone with a good camera. I will stipulate that phone cameras have gotten much, much better in recent years, but they still cannot hold a candle to a quality d/SLR or even compact mirrorless camera in terms of sharpness, color saturation, image quality, and low noise. This is where one of my favorite "killer combos" comes into play: WiFi + smartphone editing app = awesome photos to share!

A feature that is quickly becoming standard on cameras is WiFi sharing capability. In short, the camera creates a small wireless network that the smartphone connects to and it allows communication to and from the phone and camera through a specialized app that you install on your phone. For example, my Sony a6000 mirrorless camera has a WiFi capability that allows me to transfer photos to and from my iPhone to my camera's memory card, in seconds(!) using the PlayMemories Mobile app. This means I can take a photo of Spaceship Earth, "zap it" to my phone, and have it posted to The Magic in Pixels.com, or shared to a social network, or texted to a friend within seconds of taking the photo. This eliminates the need to wait until I get back to my hotel room, dump the memory card to my laptop, and then post the photo or email it to myself so I can text it out. As an added bonus, using the app allows me to control my camera using my phone so I can set it on a tripod and use my phone to compose the shot (using a real-time live preview on my phone screen), change whatever settings I need to change, and fire the shutter all from my phone. How cool is this?

Unfortunately, my professional top-of-the-line Canon 1Dx camera does not have WiFi built in. This is where a nifty little gadget called the iUSBportCAMERA comes into play. The device sits in the camera's hot-shoe (where an external flash connects) and a USB cable connects the device to the camera itself. The device then creates a wireless network that my iPhone connects to, and once I open the iUSBCam app on my phone, I am in business. Again, I can transfer photos from my camera to my phone, change some settings, get a real-time live preview, and so much more. The device is rechargeable and the battery lasts a LONG time. It's one more thing to carry around, but it does fit in your pocket or camera bag when not in use and is a lot of fun to play around with. It is so simple to use that I first opened the box during the pre-show of Ellen's Energy Adventure and by the time we loaded into the ride vehicles, the device was already set-up and working with my phone (true story). There are two versions, the iUSBportCAMERA - which I have - (\$200) and the iUSBportCAMERA2 (\$300).

Now once you have your mirrorless or d/SLR photos on your phone, let's spruce them up a bit, shall we? For this I LOVE the Snapseed app by Google. It's the only photo-editing app that I use on my phone or tablet - Lightroom and Photoshop on my computers - and best of all it's completely FREE with no hidden up-charges or

MOUSE VIEWS

SHUTTERS & LENSES  
PHOTOGRAPHY TIPS & TRICKS

by Tim Devine



*Tim Devine is an avid photographer and the owner and webmaster of [www.themagicinpixels.com](http://www.themagicinpixels.com), a website created for and dedicated to fellow Disney Photography Enthusiasts. In addition to a large gallery of photos you can browse, you'll also find tips, articles and equipment reviews to help you create magical photo memories of your Walt Disney World Resort vacation.*

*Tim lives in South Jersey with his wife, Karen, and their sons, Billy and Ryan.*

*Do you have a photography topic that you would like to see in this column?*

*Please email*

*[tim@themagicinpixels.com](mailto:tim@themagicinpixels.com)*



unlocks to pay for. There is a mobile Photoshop app among the hundreds of photo editing apps that are available, but Snapseed is the one I turn to over and over because it's simple to use and does everything I want in a mobile app. It is very intuitive once you get the hang of it and it creates stunning finished photos that you can share very quickly. You can even invoke a web-based version of Snapseed by using Google Chrome as your browser and looking at your photos in Google+. Unfortunately, Google killed off the standalone desktop version awhile back and I wish I would have known about it prior to it being discontinued and removed.

I was told about Snapseed by a server at the Walt Disney World Swan and she showed me some of the work she created using just her iPhone and the app, using no fancy WiFi or camera equipment. She showed me how to use the HDR Scape feature. When used with the correct photo (lots of contrast and colors), it produces stunning output, although you might have to tone it down a bit from its defaults. Remember HDR stands for High Dynamic Range, and what the app does is brighten the shadow areas and lighten the high-light areas so you have a wide range of tonal values. It does reduce the contrast somewhat so you might need to boost

it back up a little bit and pump the colors to really make your photo sing, but the finished photos are amazing, especially since the HDR Scape creates its finished product on a single-image pseudo-HDR rather than at least three differently exposed images.

There are way too many features in Snapseed to mention here, but some of the ones I use religiously besides HDR Scape are the Crop and Straighten functions, Vignette (darken the outside edges of the photo), Details (sharpens and increased mid-tone contrast), Black & White, and Tonal Contrast features. There are tons of other functions and features that are all easily adjustable and un-doable by swiping up and down and left and right. You can even copy edit settings from photo to photo if you want. The app is really awesome.

The era of transferring and editing is here to stay and it really has become simple to get photos from your camera to your smartphone or tablet and get them online quickly and easily. Hopefully you are having fun with this already and if you're not, perhaps this will give you some new inspiration and creative ideas with which to edit and share your photos!



# The Boathouse

A hoy boaters! Welcome to the newest restaurant at Walt Disney World. This new restaurant is called The Boathouse, and is located at the new Disney Springs (Downtown Disney). It is a restaurant and so much more.

One of the first attractions you will see at The Boathouse is the line of cars that you can rent called Amphicars. What is an Amphicar? It is a car and boat. These are fun old-fashioned cars with a convertible top. You can charter a ride to drive down The Boathouse ramp right into the lake at Disney Springs. The Boathouse Amphicars are fun to rent or just watch as they drive into the water or around the lake. I think I stood on the deck a good 20 minutes just watching the Amphicars!

The Boathouse has a huge dock outside the restaurant, where you can grab a drink at the outdoor bar called The Dockside Bar. You can also just sit on the dock to watch the Amphicars or enjoy the beautiful lake view. They have several comfortable outdoor seating areas, including seating with a fire pit (perfect for the evening hours).

After relaxing, you may want to walk through the floating boat art exhibit. The Boathouse has a whole museum of boats, right on the water. These boats were donated by the boat owners, ranging from very old styles to newer designs. They have all been fully restored. There are even two of these boats that you can charter for a ride.

Before dining, you may want to pick up a souvenir at the extensive gift shop. The Boathouse has unique souvenirs like a boat paddle on which you can engrave your name or family name. The most popular souvenir at The Boathouse is the duck float. The Boathouse is known for their yellow duck floats. They have over forty duck designs, including a soldier duck, captain duck, mermaid, and more. If you need a duck for your bath or pool, you will want to pick up one of these fun toys to remember your Disney World vacation!

Be sure you have your camera ready! There are so many photo opportunities here between the Amphicars, floating boat museum, lake views, and even a picture with the captain in front of a large boat wheel. The Boathouse even has photographers at the front of the restaurant to capture that family shot, before heading to the hostess stand.

As you can see, The Boathouse is a whole experience from the moment you arrive. The dining is just as memorable. The Boathouse is divided into several separate dining rooms. They have two private rooms, called The Regatta and The Trophy Room. The other rooms include nautical theming, called The Runabout, Twin Transoms, and The Lake House. Each room has specific artwork, furniture, and designs that match the room theme. The main room is an open-air room. This huge room features seating, another lounge, and the Raw Bar. In this area, you may even enjoy live music! This restaurant follows along with the theme of Disney Springs. According to the back story, as the city of Disney Springs grew, the city needed a boat house and restaurant. As Disney Springs grew, The Boathouse grew.

You may get to dine in one of these unique rooms or outside on the deck. There are over 600 seats, so there's plenty of space for you! If you're lucky, you may even get to dine in an actual boat. Right behind the hostess stand sits a full-sized boat with table seating right inside. Your whole family will love this experience. You can request this special seating at the hostess stand when you arrive. This ultra special table seats up to six people.



By Allison Jones



*As an Orlando local, Allison has seen the growth of the Walt Disney World Resort. She experienced the inside as a Disney Cast Member and has planned Disney vacations for over 10 years. Allison Jones is a travel consultant with Destinations in Florida Travel and MouseDine. Destinations in Florida is an Authorized Disney Vacation Planner selling Disney vacations.*

*MouseDine is a restaurant consulting company for Disney World Dining Reservations. Visit [www.destinationsinflorida.com](http://www.destinationsinflorida.com) or [www.mousedine.com](http://www.mousedine.com) for more information on Disney Dining.*



The menu at The Boathouse is just as exciting as the restaurant, with special dishes created just for this location. The chef did let me know that the menu is constantly changing based on the seasons. We tried several recommended dishes on this visit, including Coconut Frog Legs and Hot Dog (on the kids menu). Everything was delicious!

To start off your meal, you may want to try something from the Raw Bar or an appetizer. The Raw Bar includes Oysters on the Half Shell, Boathouse Lobster Cocktail, Wild Caught Baja Cocktail Shrimp, Yellowfin Tuna Poke, or Jumbo Lump Crab and Avocado. For an appetizer or Launch (as they call it), you can try Firecracker Shrimp, Coconut Frog Legs, Crispy Chili Calamari, Boathouse Gumbo, or Seared NY Strip Carpaccio.

For entrees, you can enjoy salads, seafood, sandwiches, or meat. The salads, or Field Day, include The Plank, which includes lettuce, bacon planks, blue cheese, grape tomatoes, and New York Strip, or The Galley, featuring romaine hearts, Laughing Bird Shrimp, hearts of palm, salami, olives, pepperoni, smoked mozzarella, and herb vinaigrette. You can also have an Asian Vegetable, Caesar, or Garden salad.

For seafood, you can enjoy Coriander Seared Tuna, Broiled Atlantic Swordfish, Baked Crab Stuffed Lobster, Jumbo Lump Crab Cake, Cedar Planked Salmon, or Broiled Day Boat Virginia Southern Flounder.

For meat selections, The Boathouse offers several op-

tions, including Filet Mignon, New York Strip in 14 ounces or 20 ounces, T-Bone, Porterhouse, Dry Aged Tomahawk Rib Chop, Berkshire Pork Chop, Filet Mignon Oscar Style, or Half Joyce Farms Rotisserie Chicken. These entrees can be accompanied by fresh cut fries, sea salted baked potato, steamed broccoli, cut from the cob roasted sweet corn, or roasted new potatoes as a side dish.

These dishes range in price from \$14 for the Asian Vegetable Salad to \$115 for the Dry Aged Tomahawk Rib Chop. Most of the entrees are around \$30.

The Boathouse even features three exclusive dishes called Beach & Sea Lobster Bake for Two, The Boathouse Surf & Turf Table, and Anastasia Gold Caviar. The Beach & Sea Lobster Bake for Two is 1 1/4 pound of Whole Main Lobster, clams, mussels, Andouille Sausage, red potatoes, corn on the cob, and Boathouse Lobster Broth. This dish is \$60. The Boathouse Surf & Turf Table for Two is a 32-ounce Dry Aged Tomahawk Rib Chop and 1 1/4 pound of Whole Main Lobster. This entree is \$135. The Anastasia Gold Caviar is proprietary Boathouse Evans Farm Osetra Caviar for \$100.

The Boathouse is a wonderful family experience with incredible dining and entertainment. This new restaurant has plenty of seating and is currently only taking walk up reservations. Get your sea legs ready for an upscale dining experience at The Boathouse!

MOUSE VIEWS

DISNEY  
TOURING TIPS

By Carrie Hurst



*Carrie Hurst is a travel agent with Destinations in Florida, specializing in family travel, especially large groups traveling together to all Disney Destinations, cruises, and more. A huge fan of family travel, Carrie feels that group vacations bring about priceless memories for the whole family that will last a lifetime. Contact Carrie at [carrie@destinationsinflorida.com](mailto:carrie@destinationsinflorida.com) to book your next family getaway!*

# Enjoying Walt Disney World in the Summer

Walt Disney World is a popular family summer vacation destination, and while it may not be obvious, your family can enjoy so much relief from the heat while at Walt Disney World! Each Walt Disney World Resort has several themed pools, and Disney's Blizzard Beach and Typhoon Lagoon waterparks allow for plenty of fun in the summer sun. Sitting down to a fun character meal in the air conditioning will bring you some rest and relief from the heat as well. For some families, the summer is the only time they can get away for a nice family vacation, and they choose to visit the Walt Disney World Resort. Walt Disney World in the summer can be magical, memory making...and of course very hot. There are the obvious measures to protecting yourself from the heat, like drinking plenty of water and applying sunscreen often. However, there is more to enjoying your time at the Walt Disney World Resort in the summer months than you may think. Here are some tips to make your family vacation to Walt Disney World in the summer months more bearable.

**Start early in the parks and leave after lunch or the afternoon parade.** The earlier you can get to the parks, the better your day will go. First, it is less crowded in the morning, which allows you to ride more attractions in a shorter period of time. Second, it isn't as hot. Florida mornings are warm, but the afternoons are even hotter! Plan a character dining lunch to get some relief from the summer heat. Then, enjoy the afternoon parade and return to your resort for some swimming, and perhaps a rest in your air-conditioned resort room.

**Alternate your late afternoon or early evening park plans with inside and outside attractions.** For example, we may enjoy the Tomorrowland Speedway at Magic Kingdom. For this attraction, Guests are waiting in line outside, in the heat. After our family has enjoyed this, we move to the Carousel of Progress. This classic Magic Kingdom attraction is a great place to beat the heat! It gives you a 15-20 minute break from the sun in a relaxing, entertaining, and air-conditioned environment. If you find yourself in Epcot during the heat of the day, try stepping into the Innoventions buildings. There are so many fun activities to enjoy with your family. Another great option is to visit Spaceship Earth as you are leaving Epcot for your afternoon break.

**Enjoy Disney's Animal Kingdom Park in the morning.** If you have the park hopper option, this is a great plan! Disney's Animal Kingdom does not have a lot of inside attractions. This is a great park to enjoy in the morning hours before the summer afternoon rains roll in or it gets too hot. The positive side to Disney's Animal Kingdom Park in the summer is there is a plethora of shade from all the foliage that is in the park.

**Splurge on a misting fan for you and your children.** I have to say, we purchased one of the Walt Disney World blue misting fans four trips ago, and we still use it. With a fresh set of batteries, it still works, and I'm sure to pack it in our park bag for every trip. If you are taking a stroller, purchase one of the clip-on fans to keep your little one cool as well.



**Add the WaterParks Fun and More Option to your Walt Disney World park tickets.** Let's say you have a 3-day base ticket to Walt Disney World. Did you know that adding this option also gives you 3 days at the water parks? So for example, you could go to Magic Kingdom on Day 1, Blizzard Beach on Day 2, Epcot on Day 3, Typhoon Lagoon on Day 4, Animal Kingdom on Day 5, and back to Blizzard Beach on Day 6. Or, for example, you could visit Magic Kingdom in the morning, Blizzard Beach in the afternoon, and return to Magic Kingdom for the evening. The WaterParks Fun and More Option is a GREAT add on to your Disney park tickets for the summer months.

**Spend time at your resort.** You are paying to stay at your resort, so you should plan some time to use the pools and other amenities. We travel to Florida to enjoy our Walt Disney World vacation as a family every June. In doing so, I've learned the importance of a mid-afternoon break for about two hours from the Disney parks. Leaving the parks for a rest not only gives you a break from the heat, but also a break from the stimulation and crowds of the Disney parks.

Taking a two-hour break to regroup before returning for the evening is almost a necessity in the summer heat. Everyone will be happier after a few hours out of the parks before returning to enjoy the cooler evening temperatures and the evening shows at each park.

**Rent or purchase a stroller that has a wide sunshade.** Umbrella strollers are lightweight and great for carrying on and off the buses. However, most of the time their sunshades are not that good. If possible, rent a nice stroller from a local Orlando company. Most of these locations rent BOB or Citi Mini strollers. They will also add a rain cover, and the strollers themselves are equipped with a great sunshade. This is so important. It will keep your little one cool and protected from the sun.

**Above all, there is always ice cream!** If the heat is making your family cranky, it's okay to plan an ice cream break in the shade. Be aware of the melting point for you and your children. It's Walt Disney World! Grab a Mickey ice cream bar and "people watch" while you regroup before going on with your day!



# Survey Markers

After repeated visits to the Magic Kingdom and other theme parks at Walt Disney World, you'll soon come to realize that Disney distinguishes between on-stage and off-stage, notably with how the Cast Members interact with Guests. For example, the daily parade begins and ends off stage, out of sight. To maintain the illusion of magic in the kingdom, the realities of utility lines, parade storage buildings and computer centers are hidden from sight, either underground in the Utilidor or out of sight, behind earthen berms or tree lines. There is, however, one tiny on-stage artifact that relates to the off-stage world – survey markers. These tiny, three-inch diameter flat disks can be found throughout Walt Disney World and serve the practical purpose of aiding land surveyors with known plot points.

What is surveying? It's the science of accurately measuring the three-dimensional position of points and the distances and angles between them. Any project, small, medium or large – and Walt Disney World is definitely large! – needs to be accurately and precisely surveyed before the first shovelful of earth is moved. Survey markers are commonly placed on the ground, often a simple wooden stake with a brightly colored ribbon or a spray painted X, commonly found on construction sites. Survey markers can also be historical. Charles Mason and Jeremiah Dixon will be forever remembered for their work they did to resolve a border dispute between Maryland, Pennsylvania, and Delaware. Their surveying work created the famous Mason-Dixon line, which is still dotted with short obelisk-like stone markers that document their work.

## Mapping Disney

Land surveying at Walt Disney World began soon after the property acquisition was done, but before it was publicly announced that The Walt Disney Company was the new owner. Bill Hart, a local Florida surveyor, was quickly tasked to map out thousands of acres, most of which was desolate swampland. Hart and his crew came through, even relying on solar observations to produce a Cartesian coordinate system so accurate that it's still in use today.

One of the earliest surveying challenges at Walt Disney World was the critical layout of the monorail track system. Precise angles and heights for the hundreds of pylons had to be followed to ensure that each track piece would cleanly fit in. Modern surveying tools, with GPS precision and laser rangefinders, allow for such accuracy, but in the 1960s the tools were more mechanical in nature and required plenty of patience and stamina from the survey crew. The monorails have been running since 1971, a testament to their painstaking work.

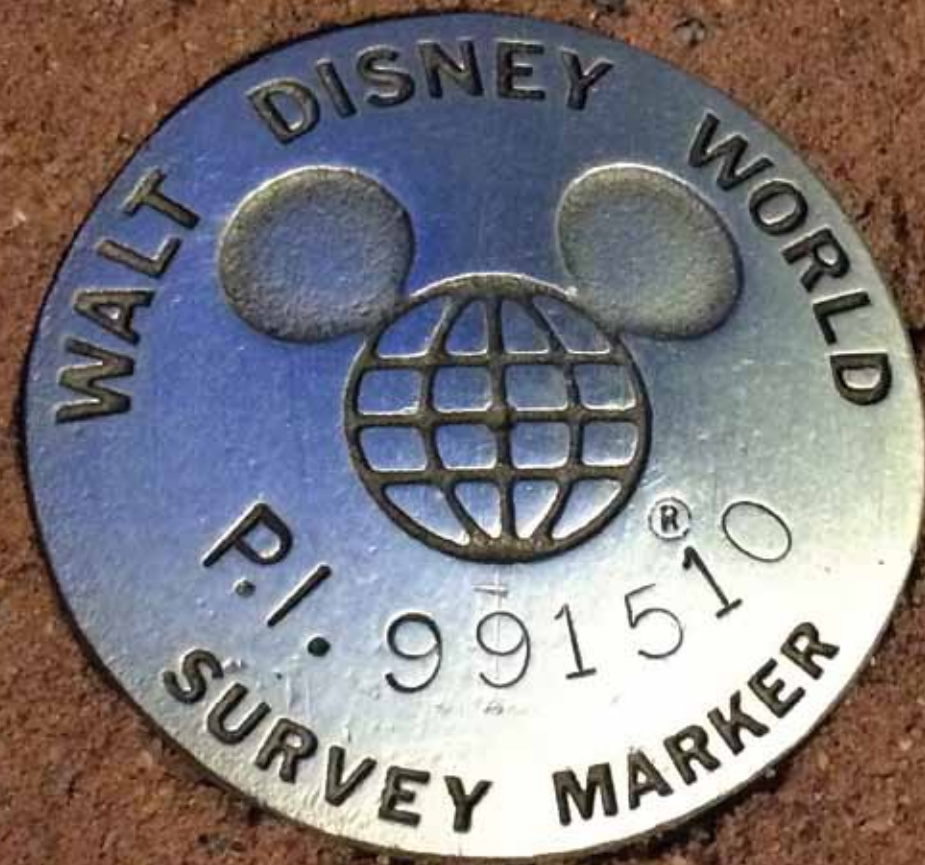
Since the 1960s, every Walt Disney World project, be it an addition to an existing element such as a new theater for Soarin', the removal of an attraction such as Horizons, or the wholesale creation of a new theme park such as Disney's Animal Kingdom, begins with a survey, typically performed by Reedy Creek Energy Services, an arm of the Reedy Creek Improvement District. Where necessary, permanent survey markers are placed on the ground to signify a known measuring point for future reference. These three inch wide disks serve a dual purpose – to surveyors they indicate a fixed and measured waypoint on Disney property; to Guests they are another layer of the Disney onion for fans to seek out, similar to finding hundreds of



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/)*



#### Hidden Mickeys on property.

Why did these relatively simple disks become popular in the world of surveying? That all began in the late 1970s when Berntsen Cast Products was challenged with creating customized disks for a major survey in Saudi Arabia. Each disk would need Arabic writing, so Berntsen devised a new sand mold process that also folded in unique graphics and writing. Customizable survey markers were now a reality. The company recognized an opportunity to sell its unique wares to customers who would be interested in survey markers to better identify their brand. Berntsen theorized that Disney would be a prime customer and it mocked up samples, using the global logo found in the early Walt Disney World marketing. The latitude and longitude lines within the logo were perfect, naturally tying it to the world of surveying. Disney was impressed, and in the early 1980s began ordering and installing custom survey marker disks throughout the property. Several years later, Berntsen refined its manufacturing process to allow for more detailed artwork and custom fonts, which can be found on newer disks.

Today, there are around eighty Disney survey markers across property, located in all four theme parks, many resorts, water parks, and even the ESPN Wide World of Sports

complex. Chances are you've unknowingly walked across one before. They are, like Hidden Mickeys, an accidental find that becomes another piece of our celebration of all things Disney. The actual count can vary as Disney adds or subtracts them in accordance with its ever changing park layouts.

Sometimes, the survey markers are obscured by foliage, placed on the edge of a sidewalk, or found along less frequently traveled paths. If you take the route along the Odyssey restaurant in Epcot on your way to World Showcase, you can find one of the original disks, labeled P.I. 991510. A similar disk, albeit more scuffed, can be found on the path leaving Epcot that heads toward the resort buses. Its label reads P.I. 1054660. Other times, survey markers are in well visited areas and can easily be found. After entering the Magic Kingdom through the right-hand tunnel, venture over to the base of the railroad station stairs and look for a newer survey marker that features a multi-font logo.

These custom survey disks aren't limited to Orlando. They can be found too at both Disneyland and Disney California Adventure, with markers that feature Sleeping Beauty Castle, Grizzly Peak and a monorail sweeping past both. The next time you're at Walt Disney World and want a new challenge, see how many survey markers you can find. 🐻



MOUSE VIEWS



By J Darling



*J Darling is a California native and life long Disney fan. Her parents first took her to Disneyland when she was 2 years old. According to them, her eyes just popped out of her head, and apparently they never went back in. Outside of her Disney fandom, J is a singer, songwriter, blogger, and theatrical actress.*

*You can find her music at [www.jdarlingmusic.com](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).*

## Extra *Special* Special Effects: Disneyland Heroes and Villains

As Disneyland releases more information about what Guests can expect for the 60th Anniversary, one specific 'spook' may stick around long after the anniversary dance is over. The Hatbox Ghost was part of the original design for Disneyland's Haunted Mansion. Found in the attic, the hunched over ghoul, wearing his top hat, carried an old fashioned hatbox. But, just as so many grooms 'lost their heads' over the bride, the Hatbox Ghost's head would disappear and reappear in the suddenly-transparent hatbox he carried.

The Hatbox Ghost also appeared in a few marketing materials for the Haunted Mansion in 1969, including a children's album. The album has since aired on a few podcasts and Disney-centered streaming radio stations throughout the years, and there have been more than a few prints of the ever-elusive ghoul that have trickled into the media, but the ghost himself hasn't made an appearance since pre-1970. Though he was only a resident of the Mansion for a short time, the Hatbox Ghost has developed a strong following over the years. In fact, the brevity of his appearance might have been the very thing that sparked the curiosity of Haunted Mansion fans.

One popular rumor to explain the long-term disappearance of the Hatbox Ghost was that it was deemed 'too scary' for the attraction and was quickly removed. But perhaps the more plausible explanation is the fact that the technology of the day was simply unable to convincingly achieve the desired effect. Could the Imagineers make the head completely disappear and then reappear in the hatbox? At the time the effect was difficult to achieve, especially to the high demands that Disney required.

But since then, technology has grown by leaps and bounds! Children's records (like the one featuring the Hatbox Ghost on the cover) have given way to downloadable streaming media. Though many of the special effects used in Disneyland's Haunted Mansion are simple theater tricks that haven't changed over the years, others have been upgraded over time.

### The Hatbox Ghost Returns

The return of the Hatbox Ghost to his Haunted Mansion home couldn't be timelier. At the 2010 Comic Con, director Guillermo Del Toro announced that the Hatbox Ghost would not only appear in the (long-awaited) reimagined Haunted Mansion film, but he would also play a pivotal role in the story! Much like Captain Jack Sparrow's integration into Disneyland's Pirates of the Caribbean, the Hatbox Ghost is likely to be more popular than ever very soon. Even Guests unfamiliar with the infamous Audio-Animatronic spook's history will soon have a chance to know him intimately. On April 10, 2015, Disney confirmed that the Hatbox Ghost would make his long-awaited return to Disneyland's Haunted Mansion in May, and he eventually made his debut on May 9. The new Animatronic resembles the original, but uses a projection effect to bring the ghost to life, similarly to the effect used with Constance the Bride.



### Matterhorn Mayhem

Disneyland's one-of-a-kind mountain, the Matterhorn, has a bit of a new villain guarding the mountain as well. The Abominable Snowman will be getting a massive overhaul, including new special effects. Perhaps it couldn't be more fitting that this historic roller coaster sees a fresh coat of paint and the introduction of the Abominable Snowman 2.0. The attraction first opened in 1959 and was the first tubular steel continuous track roller coaster ever constructed. Since this is Disneyland's 60th anniversary, it feels fitting that one of the original E-Ticket attractions gets top billing. (Too bad the half court basketball court inside the mountain, for Cast Members only, didn't get the same refinishing!) While little is known of the new Abominable Snowman, this won't be one of Olaf's buddies. From the concept art alone, the Abominable Snowman is likely to be more akin to Expedition Everest's Yeti than to someone who is a friend of Elsa's.

The Matterhorn is also getting refinished to promote more light reflection. Not only will it continue to be an amazing daytime coaster, but it will also be getting into the act during the 60th Anniversary fireworks. In the past, the Matterhorn has been used to launch Tinker Bell, Dumbo, and Zero from its peak as they fly over Sleeping Beauty's Castle. During the Halloween and Christmas fireworks displays, different projections have danced across its craggy face, delighting Guests viewing the fireworks from the Hub in Main Street. Now, the projections will be even sharper, as they dance over the shops of Main Street and the Matterhorn as well.

### Pixie Dust Arrives at Peter Pan's Flight

The Matterhorn and the Haunted Mansion aren't the only attractions getting a bit of an anniversary makeover. The Diamond celebration currently doesn't have a firm end date, so there will likely be more rehabs and touch-ups along the way. While many may be small (a coat of paint or a touch of pixie dust here and there), others will be much grander in scale.

While Indiana Jones had one of the first (and arguably best) interactive queues in Disney history, Peter Pan's Flight will soon put that to the test! Peter Pan's Flight has traditionally been one of the longest, slowest moving queues in Disneyland. From opening to closing, the wait is typically 45 minutes or longer. The introduction of an interactive queue is a much-needed addition to help Guests pass the time.

Instead of weaving through a nearly endless maze of narrow switchbacks, Guests now get to enter the Darling House. Portraits of the family (including Nana, the nurse dog) line the walls, and Guests get a closer look into the Darling family nursery. (Previously, the nursery could only be seen by Guests when they flew out the nursery window and headed up into the sky for a flight over nighttime London, with Nana barking from her yard far below.) In true Disney fashion, no attention to detail has been spared. A calendar on the wall marks the date as December 27th, 1904 (the day Paul Barrie's play, Peter Pan, debuted). As of this summer, Guests should keep their eyes (and ears) ready for Tinker Bell when she visits the nursery. After all, Peter's shadow won't find itself...

**FEATURED ATTRACTION**

By Tim Foster

**THE  
BONEYARD**

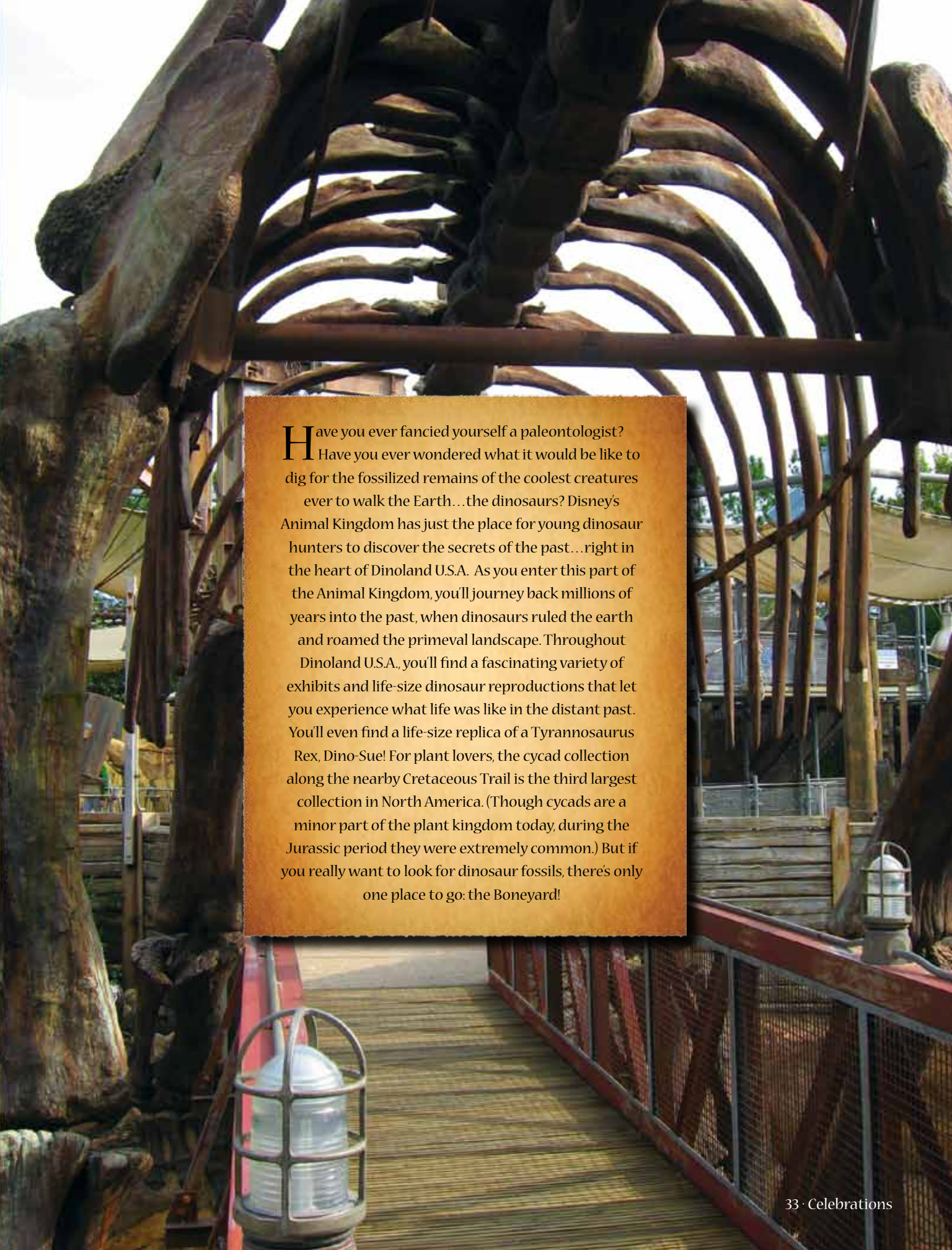
FOSSIL FUN SITE

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EST. 1947



A large dinosaur skeleton exhibit in a museum, with a wooden walkway and a lantern in the foreground. The skeleton is made of dark, weathered bones, and the walkway is made of wooden planks. A lantern is visible in the foreground on the left side of the walkway.

Have you ever fancied yourself a paleontologist? Have you ever wondered what it would be like to dig for the fossilized remains of the coolest creatures ever to walk the Earth...the dinosaurs? Disney's Animal Kingdom has just the place for young dinosaur hunters to discover the secrets of the past...right in the heart of Dinoland U.S.A. As you enter this part of the Animal Kingdom, you'll journey back millions of years into the past, when dinosaurs ruled the earth and roamed the primeval landscape. Throughout Dinoland U.S.A., you'll find a fascinating variety of exhibits and life-size dinosaur reproductions that let you experience what life was like in the distant past. You'll even find a life-size replica of a Tyrannosaurus Rex, Dino-Sue! For plant lovers, the cycad collection along the nearby Cretaceous Trail is the third largest collection in North America. (Though cycads are a minor part of the plant kingdom today, during the Jurassic period they were extremely common.) But if you really want to look for dinosaur fossils, there's only one place to go: the Boneyard!

This interactive play area is a great place for young dinosaur hunters to search for fossils and other archeological finds. The Boneyard features lots of places for kids to explore. There are ladders to climb, bridges to cross, caves to wander in, and slides to zip down!

You'll also find several archeological exploration stations, where you'll discover fun facts about dinosaurs and the methods used to uncover their bones. Speaking of uncovering bones, the main attraction of the Boneyard is the large sandpit, where you can dig and search for prehistoric fossils!

As you enter Dinoland, U.S.A., you'll pass under the Olden Gate Bridge, which is actually a replica of 40-foot tall Brachiosaurus skeleton. You'll soon come across the Boneyard on your left,

where you can begin your quest for the fossilized past. Even the Boneyard sign itself is an archeological find; it's a replica of a Stegosaurus's shoulder blade. (That's one big shoulder!) This authentically detailed play area was specifically designed for young paleontologists ages 10 and under. Here they



can see what it's like to make groundbreaking prehistoric discoveries and learn more about the fascinating world of dinosaurs. In keeping with the theme of Dinoland U.S.A., the attraction was designed to look like an authentic archeological research area.

The main feature of the Boneyard is the dig site, where kids can uncover the bones of a Tyrannosaurus Rex as well as a Triceratops. Young explorers can also unearth the remains of a Woolly Mammoth in the nearby sandpit. Incidentally, the bones scattered throughout the Boneyard are casts taken from actual fossils found in such places as Utah's Dinosaur National Park. But fossils aren't the only thing to discover here; be sure to explore the entire Boneyard to

uncover even more prehistoric fun. In addition to the prehistoric bones waiting to be unearthed, you'll discover lots of interactive exhibits, including dinosaur footprints that make sounds, and workstations and bulletin boards that let you learn a thing or two about the life of a paleontologist.

It's not all about learning however; the Boneyard is also an incredibly detailed and fun-filled play area! You can climb atop rocks, traverse rickety rope bridges, explore mysterious caves, and race down twisting slides. You'll find a Jeep that you can climb on, a maze of dinosaur bones to navigate, a giant, multi-level maze, and even a set of Xylobones! Xylo what? Xylobones! This is a set of dinosaur bones that make musical tones when banged on, just like a regular xylophone but with a prehistoric twist! You'll find them embed-

ded into the side of a hill behind the Jeep, just like a real set of fossils.

If you look hard enough, you may even find some hidden gems that may remind you, not of dinosaurs, but of everyone's favorite mouse! For example, look in the display to the right of the dig area. There you'll find a fan and two

hard hats forming a Hidden Mickey. Also, as you enter the Boneyard, take a peek underneath the water fountains to find a Hidden Mickey pattern in the ground. Finally, as you wander through the upper levels of the Boneyard, keep an eye out for three coins arranged on a table that form a Hidden Mickey.

Young paleontologist will thrill at the prospect of digging for fossils, and even if you're a bit older, you'll find the authentic details of the Boneyard to be a fascinating glimpse into the world of dinosaurs...and the scientists who work hard to discover all the secrets of our prehistoric ancestors. Shovels ready? Then let's go find some dinos!



# FEATURED FILM

By Lori Elias



Considered by film historians to be the final film of Disney's "Renaissance," *Tarzan*, released in 1999, is Disney's 37th animated movie. *Tarzan* was produced by Bonnie Arnold, Christopher Chase and Christopher Ward; directed by Chris Buck and Kevin Lima; and features songs by Phil Collins and a musical score by Mark Mancina.

*Tarzan's* road to the big screen is as winding as his paths along the jungle vines. It was October 1912 when Edgar Rice Burroughs's "Tarzan of the Apes: A Romance of the Jungle" first appeared in a pulp magazine called All-Story. Pulp magazines – so called because of the high pulp content of their paper – were popular periodicals that contained fiction stories and cliff-hanging serials. Typically, a tale the length of "Tarzan" would have been spread across several issues, but because the publishers were so enthralled by the story's adventures, it was published in its entirety. All-Story's readers loved the story as well, and in January Burroughs submitted a sequel, "The Return of Tarzan," which to his dismay was surprisingly not accepted by the magazine. Though crushed by the rejection, he shook it off and offered the piece to a rival magazine, which quickly snapped it up.

Burroughs then thought to turn his stories into a novel, but once again drew nothing but rejection letters from more than the dozen publishers to whom the manuscript was sent. Undaunted, he turned "Tarzan" into a serialized story for the New York newspaper Evening World. Public interest in Tarzan's adventures skyrocketed, and at last Burroughs piqued the interest of a number of publishers around the country. He opted for A. C. McClurg and Company, based in his native Chicago, who released the novel *Tarzan of the Apes* in June 1914.

As sales of the book soared, Hollywood saw an opportunity, and the silent film *Tarzan of the Apes* – the first film to gross over a million dollars – had its debut in 1918 at the Broadway Theater in New York City, with Elmo Lincoln playing the title role. A number of silent films by other studios followed, starring an interesting array of performers at the helm, including a New York City firefighter (Gene Pollar), football player (Jim Pierce) and even an opera singer (P. Dempsey Tabler). The first sound film to tell Tarzan's story, *Tarzan the Tiger*, appeared in 1929, with Frank Merrill in the already-iconic role.

In that same year, Tarzan began appearing in a daily comic strip, and his ever-increasing popularity led to MGM's interest in creating a major motion picture. *Tarzan the Ape Man* soared onto the big screen in 1932, starring Olympic gold medal swimmer Johnny Weissmuller, with Maureen

Sullivan as Jane. (Their likenesses can be seen in the Great Movie Ride at Disney's Hollywood Studios.) Weissmuller would go on to star in eleven subsequent sequels over the next 16 years, and as the decades passed, other actors would swing across the cinematic vines, including Glen Morris, Gordon Scott, Jock Mahoney, and Mike Henry. Ron Ely also played the role in a hit television series from 1966-1968.

### Tarzan Comes to Disney

So what inspired Disney to take up the reins? Part of the reason was Burroughs's own description of the character. He portrayed Tarzan as someone who thought and acted like an animal, moving with the speed and agility of jungle cats and the force of primates. A human actor could never completely recreate the image as fathomed by Burroughs, but an animated character certainly could.

There was also high potential for character development of the animals in animation that obviously could not be portrayed by actual creatures. In Burroughs's books, Tarzan could communicate with animals. This would be an impossibility with live beasts, but animated talking animals? This was right in Disney's wheelhouse!

In order to prepare for bringing the story to life as realistically as possible, the animation team traveled to Africa to live within the jungles and among the animals of Tarzan's adventures. The writers wanted to focus on the idea of family, particularly the relationship between Tarzan and Kala. Therefore, they spent a significant amount of time studying gorilla families in Uganda, getting acquainted with the way the animals interacted with each other. They also studied the flora and foliage of the jungle in order to create an accurate setting and to immerse the audience in Tarzan's world.

Creating this world required the development of a new technique called Deep Canvas, in which two-dimensional characters move through three-dimensional scenes. The animators created a lush jungle environment, but at first used only its basic geometric shapes in a moving computer-generated scene. The artists then drew the characters by hand in different perspectives and angles against the three-dimensional objects, which were then digitally filled in. This allowed for much deeper scenic images than had been seen in previous animated films, and for innovative movement of the characters, as it appeared that the characters were in a three-dimensional environment.

Pop singer Phil Collins was tapped to pen and perform the film's songs, and for the accomplished percussionist, it was the project of a lifetime. African music is rife with drums



and rhythmic patterns, which was a natural fit for Collins.

The writing team focused much attention on fleshing out the supporting characters of the story. Jane is not merely Tarzan's love interest, but the catalyst that draws him from the world of his childhood to the experience of being human, while at the same time, Tarzan helps her to look deeply into herself and discover her own personality and spirit. Her relationship with her father is a loving one, and his exuberant ways are endearing, with his abundant passion for the jungle and its creatures compensating for his lack of actual experience there. Plucky Terk and bumbling Tantor are a colorful contrast to Tarzan as he develops into the "son of man" he is becoming.

### Casting a Classic

Tony Goldwyn provided the voice of the title character. An accomplished stage actor, Goldwyn first came into the public eye as Carl Bruner, the despicable nemesis of Patrick Swayze's Sam Wheat in *Ghost* (1990), in which he starred with two other Disney voices: Demi Moore (Esmeralda in *The Hunchback of Notre Dame*, 1996) and Whoopi Goldberg (Shenzi in *The Lion King*, 1994). He has since been seen in a

myriad of movie and television roles, including *The Pelican Brief* (1993), *Nixon* (1995), *Divergent* (2014), and the mini-series *From the Earth to the Moon* (1998), portraying Neil Armstrong. He has also guest-starred on *Without a Trace*; *Frasier*; *Law & Order: Criminal Intent*, where he played the recurring role of Frank Goren, brother of star Vincent D'Onofrio's Robert Goren; and *Scandal*, portraying President Fitzgerald Grant.

British actress Minnie Driver played Jane. Some of her most popular film credits include *Circle of Friends* (1995); *Good Will Hunting*, *Grosse Pointe Blank*, *Princess Mononoke* (1997); and *Ella Enchanted* (2004).

Fellow Briton and Academy Award nominee Nigel Hawthorne portrayed Jane's father, Professor Porter. Born in the United Kingdom and raised in South Africa, Hawthorne's impressive body of work includes such esteemed films as *Gandhi* (1982), *The Madness of King George* (1994) and *Amistad* (1997). Voice-acting roles previous to *Tarzan* include the television movie *Watership Down* (1978) and Disney's *The Black Cauldron* (1985).

Brian Blessed, yet another British actor, voiced Clayton. Highly-regarded in the United Kingdom for roles in both musical theatre and Shakespearean drama, Blessed's most pop-



ular film roles have included Porthos in *The Three Musketeers* (1966), Long John Silver in *Return to Treasure Island* (1986), Lord Locksley in *Robin Hood: Prince of Thieves* (1991) and the voice of Boss Nass in *Star Wars: Episode I--The Phantom Menace* (1999).

Six-time Academy Award nominee Glenn Close provided the motherly tones of Kala, who was practically the antithesis of her Disney debut role, Cruella DeVil in the 1996 live-action version of *101 Dalmatians*. Her range as an actress is evident through the varied roles of her film career, which extend from the sweetly stoic Iris in *The Natural* (1984), to the tragic Gertrude in *Hamlet* (1990) to determined leaders such as Vice President Kathryn Bennett in *Air Force One* (1997) and Eleanor of Aquitaine in the television movie *The Lion in Winter* (2003). She has even achieved playing male roles, and convincingly so: as an ill-fated pirate in *Hook* (1991) and the title role in 2011's *Albert Nobbs*. She would return to Disney in 2000 in *102 Dalmatians* and once again have the opportunity to show off the singing voice she displayed so beautifully in "You'll Be In My Heart" via the televised movie *South Pacific* in 2001.

Like Ms. Close, Lance Henriksen, who voiced Kerchak, has displayed his versatility through an eclectic collection of films including *Dog Day Afternoon* (1975), *Close Encounters of the*

*Third Kind* (1977), *The Terminator* (1984), *Aliens* (1986), and the Steven Spielberg-produced miniseries *Into the West* (2005). He has also provided voices for a number of video games.

Two actors known primarily for their work in television took on the roles of Tarzan's best buddies. Rosie O'Donnell played the tomboyish Terk. O'Donnell began her career as a comedian, making her television debut in the series *Gimme a Break!* in 1986. Her transition to film began with two blockbusters: in 1992, as sassy Doris Murphy in *A League of Their Own*, and then a year later in *Sleepless in Seattle* (both alongside the voice of *Toy Story*'s Woody, Tom Hanks). Along with guest spots and recurring roles in *Murphy Brown*, *Ally McBeal*, *The Practice*, *Curb Your Enthusiasm* and *The Fosters*, O'Donnell hosted her own talk show from 1996 to 2002.

Wayne Knight, the voice of Tantor, is easily recognized by *Seinfeld* fans as Jerry's pesky neighbor Newman. He had already worked for Disney as Demetrius in 1997's *Hercules*, and also voiced Al the Toy Collector in *Toy Story 2* (1999). A year later, he went on to portray the voice of the Evil Emperor Zurg in the 2000 Disney Channel series *Buzz Lightyear of Star Command*. He has also appeared in such modern classics as *Dirty Dancing* (1987), *JFK* (1991) and *Jurassic Park* (1993).



### The Legacy of Tarzan

Disney spent \$130 million in developing *Tarzan*, the highest budget ever for an animated film at that time. The movie did more than merely earn its keep, bringing in \$171 million domestically and \$277 million in international revenues. *Tarzan* also received one Oscar nomination: Best Original Song for "You'll Be in My Heart." Phil Collins took home the trophy that night, beating Randy Newman's "When She Loved Me" from *Toy Story 2*.

The film has gone on to serve as the basis for two stage shows. *Tarzan Rocks* opened in Dinoland at Disney's Animal Kingdom in July 1999, running until January 2006. The show featured Tarzan, Jane and Terk, joined by a company of acrobats and rollerbladers in telling the story of the title character and sing the songs of the film. Five months later, the Broadway musical *Tarzan* opened at the Richard Rodgers Theatre. It ran for 486 performances, closing in July 2007.

### Tarzan Fun Facts

- While numerous live-action films of Tarzan have appeared on the big screen, Disney's *Tarzan* is the only animated version ever made.
- Edgar Rice Burroughs's original name for the character was Zantar, then Tublat-Zan. Tarzan was actually his third attempt at the name.
- Frank Merrill was the first actor to produce Tarzan's trademark yell.

- The animators wanted Tarzan to move along the trees and vines as if he was on a roller coaster, and to create that fluidity of movement they based his animation on professional skateboarder Tony Hawk.
- The creative theme originally considered making Sabor a panther, but decided against it due to the strong similarity that the character would have to Bagheera in *The Jungle Book*.
- Though Disney auditioned a number of children to voice little Terk, they ended up using Rosie O'Donnell with her voice pitched higher, because nobody was able to capture O'Donnell's unique nuances to a degree that satisfied the animators.
- Phil Collins wrote "You'll Be In My Heart," which was inspired by his daughter, on the back of a piece of wrapping paper while visiting friends at Christmas.
- According to Collins, "Trashin' the Camp," while the simplest in terms of lyrics and harmonies, was the most difficult song to compose.
- While for the time being he seems to prefer the jungle to the stage, Tarzan returned to Disney's Animal Kingdom in December 2014, spending the holiday season greeting Guests and posing for photographs. He reappeared in May 2015, and is slated to continue meet-and-greets on the Discovery Island Trail (replacing Pocahontas, who moved to the Discovery Island Character Landing) through the remainder of the summer.



# The Polynesian Village Resort

## A Tropical Hideaway: Then & Now

By Lindsay Mott





Main Photo © Disney Inset Photo © Tim Foster



Just two stops from the Magic Kingdom and nestled on the Seven Seas Lagoon, the Polynesian Village Resort brings the beauty and exotic life of the South Pacific to southern Florida and to Guests of the Walt Disney World Resort. From the Ceremonial House and longhouses to the beaches, trees, and more, there's a perfect area for each Guest to enjoy. The resort has seen changes throughout the years, including an extensive remodeling project set to be completed this year with new resort areas, a brand new lobby, new dining areas and more.

### Creating an Oasis

Disney's Polynesian Village Resort was a part of the original opening plan for the Magic Kingdom and opened its doors on Oct. 1, 1971, along with the park itself. Finishing touches were still being added that morning and the paint was drying as Guests entered the hotel. The Grand Opening ceremony was then held on the beach on Oct. 24, 1971, and hosted Bob Hope, Lucille Ball, Florida Governor Fred MacMurray, and the Disney family.

The Polynesian was one of various "theme resorts" Disney created to be based upon a single theme that represented a culture or architectural style around the world, according to a 1969 press release. "In design motif, food specialties, recreation activities, convention facilities, and even the type of entertainment to be presented, these major hotels will complement each other and the attractions of the theme park," it continued. The design of the Polynesian is a combination of styles from many Pacific Island designs. Disney designers spent time in such places as Samoa, Tahiti, and Hawaii to come up with the designs for the Polynesian buildings, décor, and more. It was planned, designed and built by WED Enterprises, Welton Becket & Associates, and United States Steel Corp. Construction began in February 1971 and was completed in August 1971.

The original idea for the Polynesian was similar to the Contemporary Resort, with a 12-story A-framed design surrounded by outer buildings, but this changed before construction began. The rooms measured 29 feet by 14 feet, 4 inches, and were designed to stack three units high without additional structural support, which is why the Polynesian is three stories high.

The rooms were constructed off site so they could build them without having to wait on the framing and other structures to be finished. These rooms were built with everything pre-installed, including air systems, wallpaper, carpet, plumbing, and electrical, which were all connected to the existing structure when installed. Future longhouses had their rooms built onsite.

The eight original longhouses for Guests were Bali Hai, Bora Bora, Fiji, Hawaii, Maui, Samoa, Tahiti, and Tonga. The rooms were basic in decoration in the rush to get them ready to open, but this was changed a few years later to a bolder design.

When the Polynesian Village Resort opened it included these four shops: the Polynesian Princess, Robinson Crusoe, Esq., Trader Jack's Grog Hut, and Village Gifts and Sundries. Along with the shops, the Pepeete Bay Verandah, South Seas Room, and Tambu Lounge opened.

The Luau also opened with the resort but was served on the beach since Luau Cove did not exist until 1972, and the original babysitting service was the Mouseketeer Club.

Changes were made over the years, but the first expansion to the resort came in 1978 when they added the longhouse Oahu (later called Tokelau) with 144 rooms and the East pool, now known as the quiet pool.

Smaller changes to room décor and other areas came in the early 80s. Then, in 1985, "Village" was removed from the name of the resort, and it was then known as Disney's Polynesian Resort until they changed back to the original name in 2014. All longhouses began to get a new look in 1985, moving away from 70s décor to more traditional colors and patterns. These changes were completed in 1986. Also, in 1985, new longhouses, Pago Pago and Moorea, opened with 217 more rooms, and in 1987, the Great Ceremonial House also got a new look to go along with the new look of the rooms. The Neverland Club opened in 1988.

In 1991, the rooms got another design update before the next major overhaul, beginning in 1996 and ending in 1998. In 1995, Clyde Min was hired as General Manager, and he would make many changes in regards to the look and feel of the resort and in the attitude of the staff. Under his management, the importance of the "Spirit of Aloha" impacting a Guest's experience really took over.



On April 12, 1995, Papeete Bay Varandah became 'Ohana, with the world's largest fire pit, and soon became one of the favorite restaurants in Walt Disney World.

In 1996, staff from the Kaanapali Beach Hotel in Maui, which was called "the most Hawaiian hotel" by the locals, came to help make the Polynesian more authentic to island life and also began the "Magic of Polynesian" cultural awareness program. In 1998, Kona Café opened, adding a new look and feel to the resort's dining with its open-air feel and a new menu. But the menu kept Tonga Toast, which has always been served at that location.

Refurbishments to the rooms, buildings, and décor, as well as other additions here and there, were made regularly at the Polynesian continuing into the 2000s. In 2001, a new volcano pool was put in place of the old one, and in February 2003, the Spirit of Aloha show replaced the Luau. In 2005 and into 2006, the resort again saw a major refurbishment and changed the overall design of the Guest rooms. On Oct. 2, 2005, Lilo and Stitch replaced Goofy, Chip and Dale at 'Ohana.

### **The Tropical Hideaway Today**

A major renovation of the Guest rooms in the longhouses, the lobby, and other areas around the resort began in early 2013 with closures of buildings, pools, dining areas, and more to accommodate the work.

The Polynesian Resort is home to beaches, tropical landscaping, waterfalls, and bamboo tiki torches, and The Great Ceremonial House is the center of the resort, serving as both the lobby and the main focal point. This lobby area was part of the recent renovation, removing the large waterfall in the center and adding all new décor.

Other changes included the opening of Trader Sam's Grog Grotto, a version of the popular interactive lounge at the Disneyland Hotel, and Pineapple Lanai, serving the ever-popular Dole Whips in full form to resort Guests just outside the lobby with covered outdoor seating. Pineapple Lanai opened in August 2014 and Trader Sam's opened in April 2015.

The Nanea Volcano pool has been expanded to add a new aquatic playground with children's slides, a hot tub, and a larger deck with additional seating, and the Lilo's

Playhouse activity center replaced the Neverland Club. Kids age 3-12 can play dress-up, read stories, and make crafts in the club, surrounded by décor inspired by Disney Little Golden Books like "Alice in Wonderland," "Pinocchio," and "Lady and The Tramp."

One of the biggest components, and probably the most exciting, of the recent refurbishment/expansion was the grand opening of Disney's Polynesian Villas & Bungalows on April 4, 2015. The ceremony included performances by fire-knife dancers, drummers, and the lighting of special torches that each represented different Polynesian islands. In the new Disney Vacation Club longhouses of Tokelau, Moorea, and Pago Pago, designers created rooms that evoke the spirit of the Islands and the legacy of Walt Disney himself.

This modern tropical paradise, tucked inside Disney's original island escape, is now home to the Disney Vacation Club Deluxe Studios in the villa section. The studio designs have natural finishes and bright pops of color with whimsical Disney art inspired by Polynesia and island themed décor. The bathroom floor tiles are based on the art of Disney Legend Mary Blair in the mid-century vein. Some of the studios also offer views of the Seven Seas Lagoon.

The 20 Bora Bora Bungalows are the newest Disney Vacation Club property at Walt Disney World and are Disney's first over-the-water accommodations, as the bungalows sit right on Seven Seas Lagoon. Each bungalow has a wooden plank boardwalk, typical of Polynesian-inspired clusters of bungalows on the ocean. They also include a private deck with a plunge pool and views of the Seven Seas Lagoon and Magic Kingdom. The plunge pools are also great places to see – and hear – Magic Kingdom fireworks. The décor of the bungalows also includes Mary Blair-inspired bed throws, along with luxurious touches of playful color, hardwood flooring, and mid-century style furniture.

In these new accommodations, mid-century modern design meets traditional Polynesian style in a blissful union of Disney heritage and the South Pacific spirit of aloha. These modern additions to the Resort enhance its legendary history and carry a beloved Disney legacy into the future.

## Dining at the Village

Since the renovation, dining at the Polynesian now includes some old favorites alongside new experiences. The resort is home to tropical specialties from the South Pacific, Asian-infused dishes, and American classics for breakfast, lunch, and dinner. Guests can experience Character Dining, sip Polynesian cocktails by torchlight, or take part in the spellbinding spirit of aloha at a traditional luau feast.

'Ohana is home to 'Ohana's Best Friend Breakfast buffet featuring Lilo and Stitch, or a Hawaiian-style feast dinner that's all-you-care-to-enjoy. Kona Café is a relaxed café that infuses a bit of Asian zest into traditional American meals and features an on-stage sushi kitchen and the old favorite Tonga Toast. Kona Island, just inside the door to the monorail, serves famous Kona blend coffees and pastries in the morning and made-to-order sushi and sashimi in the evening. Capt. Cook's is a 24-hour quick service restaurant with signature specialty items, pastries, grilled chicken sandwiches, flatbreads, salads, hamburgers, and more.

For drinks, Tambu Lounge is an island-themed watering hole with tropical drinks and Hawaiian-inspired appetizers. Trader Sam's Grog Grotto themed lounge, now on the first floor, serves handcrafted Tiki cocktails in souvenir mugs, as well as small plate snacks among a collection of Trader Sam's priceless souvenirs from around the globe. You can also enjoy Tiki drinks and take in magical views at the Barefoot Pool Bar.

And for dessert, don't forget the previously mentioned Pineapple Lanai for the world-famous Dole Whip soft-serve treat. Guests had access to the soft serve confection before at the resort, but now they can experience the pineapple treat in its float form in a beautiful Pacific Seas setting complete with palm trees, sandy beaches, sea breezes, and a backdrop of Cinderella Castle.

Another specialty of the Polynesian Village Resort is Disney's Spirit of Aloha Show, which is an all-you-care-to-eat, family-style luau featuring hula dancing, and fire and knife twirlers. The show is interactive for Guests of all ages.

The beach at the Polynesian is also a great place to watch the Electrical Water Pageant and the Magic Kingdom fireworks with the music piped through to the beach.



Other Guest recreation opportunities and amenities include swimming, boating, jogging, playground, game room, shopping, childcare, and laundry facilities. Guests can reach other areas of the Walt Disney World Resort by monorail, watercraft, and motor coach.

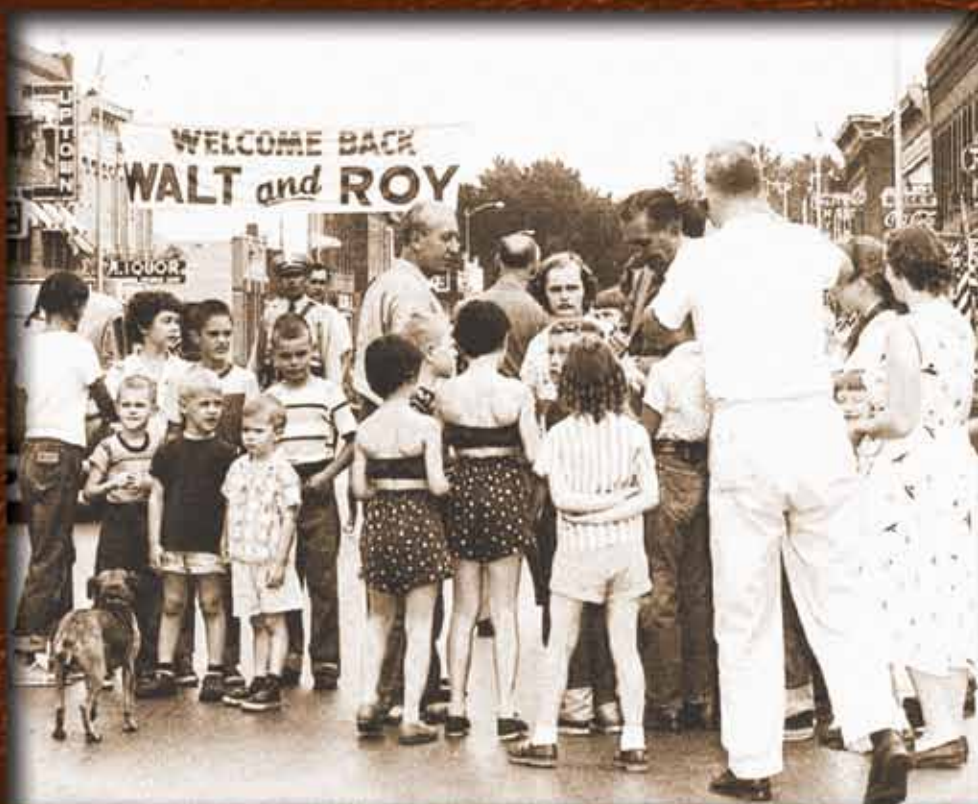
The Polynesian Resort Motto is "Aiiita Peatea," which means "There will be another day tomorrow, just like today." And, for anyone visiting Disney's Polynesian Village Resort, we hope this motto rings true. Whether you're staying in the new rooms, admiring the new décor, enjoying a favorite sitting area along the beach, or just coming over for a Dole Whip or a coffee treat, you'll

hope that every day after is like the one you just spend at the Polynesian Village Resort. Aloha!

## Fun Facts

- Early on, the Polynesian had a wave machine placed off the shore of Beachcomber Isle for Guests to play in the waves and to add the sound of the ocean to the beach near Luau Cove. But, for an unknown reason, they stopped running the machine and dismantled it in 1985.
- Disney's Polynesian Village Resort is currently rated as a AAA 4-Diamond resort.
- There were 6 miles of bamboo used on the Polynesian, and originally swimming was allowed in the lagoon
- 'Ohana means family in Hawaiian.





# The Marceline Project

by Kevin Carpenter



*Marceline, Missouri in the early 20th century, (opposite) Walt and Roy are welcomed back to Marceline*

Walt Disney stood below the towering cottonwood tree, lost in thought. The year was 1956 and Walt was back home in Marceline, Missouri, being feted as the guest of honor. The town's new municipal park and swimming pool were being christened in his name and the Disney chief would never dream of missing such an occasion.

It had been a joyous homecoming from the first moment – affording Walt and his brother, Roy, a chance to walk the paths of their childhood and bask in happy memories. The Disney brothers visited their family's old farm, swapped stories with locals at the fishing creek, and caught up with friends not seen for decades. But nothing could keep Walt away from that giant cottonwood.

So many of his childhood days had been spent beneath those huge branches. Here he had first let his imagination run wild, sketching on paper and regaling his younger sister with fantastic stories. In the shade of this tree, the seeds of creativity that would eventually blossom into Walt Disney Productions were sown.

It was delightful memories such as these that led Walt to credit his days in Marceline as the happiest of his life. And, in the adopted hometown that he loved so dearly, this place above all others was his favorite. This was Walt Disney's Dreaming Tree.

Looking up at those branches again, just as he had fifty years ago, Walt found himself torn. He worried about the children who were growing up without ever experiencing the pleasures of a summer on the farm. In an increasingly suburban world, how would the youth of tomorrow ever share in the rural Marceline life that filled his early years with such joy? Perhaps there was something that he – and his extraordinary resources – could do to pay tribute to small town America and its vanishing way of life. And, as an idea began to form in Walt's head, it was obvious that his Dreaming Tree had not run short on inspiration.

As Walt continued on with his day, basking in the adulation and pride of Marceline, this idea continued to grow and take shape. Everywhere he turned was another reminder that his upbringing here had been priceless and should not be lost for future generations.

In a serendipitous twist of fate, Walt's idea might have forever remained no more than a flight of fancy had it not been for Marceline's legendary hospitality. Just weeks before, when word reached the town that both Disney brothers and their wives would be attending the dedication ceremonies, everyone sprang into action to prepare for such honored guests. With the town's only hotel lacking air conditioning, Rush and Inez Johnson – and their climate-

controlled home – were drafted into action. Their gracious agreement to host the Disneys not only resulted in lifelong friendships, but also set into motion the plan that promised to change the town of Marceline forever.

### The Seeds of a Dream

One evening, over a glass of scotch with his host, Walt voiced his worries about the gradual demise of rural life in America. But, always one to craft solutions in the face of problems, he shared his idea with Rush. Here, in Marceline, Walt wanted to build a Disney park, albeit one quite unlike the newly-opened Disneyland. This one would instead be an actual working farm where guests could learn the pride and joy of making a living from the soil.

If the youth of America were losing touch with the old ways of growing up in the country and experiencing the wonders of rural life, perhaps a little Disney magic would be just what the doctor ordered.

Such an endeavor, though, could hardly be planned from the Disney studio in distant Burbank. Walt and Roy would need a Marceline-based representative who shared their strong

belief in this effort. In Rush Johnson, they found the perfect collaborator – a man who loved Marceline and cared about its future just as much as the Disney brothers.

Their partnership arose from a simple reality – Walt needed Rush to clandestinely purchase the old Disney property on behalf of his private corporation, Retlaw. As Walt had learned the hard way in Anaheim (and would soon face again in central Florida), if landowners knew that the Walt Disney was interested in purchasing their property, then prices would skyrocket out of control.

To combat this possibility, Rush was tasked with procuring the family's old farm and as much surrounding land as possible. All purchases would be made in Rush's own name, thereby keeping any Disney involvement a secret.

Walt and Roy could not have asked for a better partner, for Rush Johnson was both a highly-respected member of the community as well as a frequent part of local land sales. Having Rush inquire about the old farm and other plots of Marceline land would not raise any eyebrows, for he had been doing similar work for years.

Despite everyone's best efforts, acquiring the necessary land was a terribly slow process. Most of the property Walt



sought in Marceline was family-owned and divided into small-sized lots. Neither he nor Rush would ever stoop to forcing people off their land with predatory bids, so they spent most of their time waiting for the right parcels to come available for sale. Unlike those in California or Florida, these were not large-scale bundles of acreage that could be purchased from corporations. In many ways, the Marceline land acquisition project became every bit as intricate as the massive Disney operation in Florida.

In fact, the former Disney property itself

did not come on the market for sale until several years after the plan was first hatched. Rush had been patiently biding his time and was ready to pounce at once, securing the land for Walt and finally setting into motion their "Marceline Project."

Before too much time had passed, Walt dispatched Buzz Price to conduct a feasibility study on what would officially be called Walt Disney's Boyhood Farm. Price's report was not surprising – the park would have to be run as a non-profit. Walt never imagined the Marceline park to be a major



*Concept sketch for Walt Disney's Boyhood Farm park*

moneymaker, but this analysis reinforced how important it would be to keep all costs to a minimum. Now more than ever, everyone involved understood just what was at stake if Walt's true intentions for the Missouri land became public.

It turns out, though, that this would not be a problem in Marceline. No secret can be kept forever and word that Walt Disney was interested in building something in town eventually trickled out. But the town's reaction was one of generosity and excitement, rather than avarice. The citizenry of Marceline refused to turn opportunistic and were happy to settle on fair prices for their land if it happened to be for sale.

This piecemeal land acquisition process continued for several years, but planning continued apace on the Marceline Project. Rush made several trips each year out to the Disney studio in Burbank, California, to discuss developments in person. On each occasion, Rush could not help but notice that the Boyhood Farm plans were always on Walt's desk. After leaving one meeting, he quietly pulled aside Walt's secretary, Tommie Wilck, and asked if those plans were brought out just for the benefit of his visit. Tommie, though, insisted those papers never left her boss's desk – a visual reminder of the grasp Marceline held on Walt's mind and heart.

While in Burbank, Rush was often called on to function as more than just a friend and partner in the Marceline Project. Both Walt and Roy were equally passionate about getting the Boyhood Farm built, and it often fell to Rush to

keep their enthusiasm in check. Each brother would cajole Rush to help him persuade the other about certain aspects of the project. Walt would stress how Roy was the moneyman and needed to be convinced to spend more on this idea or that. Roy, in turn, would ask for Rush's help in reigning in some of his little brother's crazier ideas.

The elephant in the room during these discussions was the concern about whether people would travel to central Missouri to visit the Boyhood Farm park. Buzz Price had already deemed the project as non-profitable, but Walt knew he had a foolproof way to draw in the crowds. As host of the incredibly popular Disneyland television program, Walt could share his vision for Marceline with a nationwide audience of Disney fans. Millions of people from coast to coast would know exactly what Walt had in mind for his hometown and would hopefully visit in droves.

The actual plans for Walt Disney's Boyhood Farm remained in a state of flux during much of the planning process because no one knew exactly how much Marceline land Retlaw could acquire. The overall theme, though, was never in question. The Boyhood Farm would be tilted more toward education than the pure thrills of Disneyland, with a variety of activities planned to give visitors a more thorough understanding of rural life.

Like all Disney parks, the property would be encircled by a railroad. This was an especially fitting element since Marceline itself was originally founded as a whistle stop for the Santa Fe Railroad. There would also be hands-on dem-



*The Walt Disney Hometown Museum in Marceline today*

onstrations of farming techniques, close encounters with barnyard animals, and even a pool themed to look like a rustic swimming hole.

Like any Disney project, Walt sought quality and authenticity above all else. He even asked Rush to find vintage farming equipment that could be displayed to lend an air of authenticity to the park's theme.

While the entire Marceline affair began when Walt returned to his hometown in 1956, his next return in 1960 for a school dedication again saw him heavily invested. During this short one-day trip, he and Rush stole away from the festivities to inspect some recently purchased property. Walt did not want to miss a chance to personally see how his Marceline project was taking shape.

Even though visible signs of progress were scarce, nobody's enthusiasm waned in the slightest. The state of Missouri jumped on board and was poised to construct a new highway to run through Marceline in anticipation of the

influx of expected visitors. No one believed that Marceline would see the same explosion of business and development that Disneyland brought to Anaheim, but the Boyhood Farm park still meant unheard of prosperity and fame for the small town.

### **The End of a Dream...And a New Beginning**

Everything, though, came to an abrupt halt on December 15, 1966. The sudden passing of Walt Disney changed many projects on the drawing boards at the Disney studio – and none more than the Boyhood Farm.

Roy Disney found himself thrust into the forefront, but now without the support of his lifelong partner and the company's visionary. He made the practical decision to devote all of the studio's time and energy towards Walt Disney World. Although not cancelled, the Boyhood Farm would have to get accustomed to life on the studio's back-burner.

Roy refused to give up on the idea of a Marceline park and

continued to fly Rush out to California for planning meetings several times each year. When the Disney family returned to Marceline for the 1968 issuance of the commemorative Walt Disney stamp, everyone still believed the project had a bright future.

Unfortunately, Roy would live just long enough to see the opening of Walt Disney World, passing away months after the Florida resort's 1971 opening. With both Disney brothers now gone, the Boyhood Farm had lost its champions and was quietly cancelled.

Oddly enough, this general concept for a farm-based exhibit would resurface decades later in the 1990s in the ill-fated Disney's America project. The Family Farm section of the proposed Virginia living history park shared many similarities with the Marceline Project. And, as the erstwhile Bountiful Valley Farm at Disney's California Adventure proved, perhaps this particular idea needed the unique genius of Walt Disney – and the charm and genuineness of Marceline – to properly do it justice.

The Disney studio may have moved on from the Boyhood Farm project, but the town of Marceline conjured up its own plan to memorialize their favorite son. Summoning its small town grit – and a hefty dose of the charm Walt so treasured – a devoted group of townspeople pitched together to purchase the old railroad depot in downtown Marceline. What better place to house a museum dedicated to a train lover such as Walt?

Bolstered by the benevolence of Walt's sister, Ruth, who bequeathed many one-of-a-kind photos and letters to the museum's founders, a collection of original, unique memorabilia was gathered. And, in 2001, the Walt Disney Home-

town Museum opened its doors in Marceline.

In a fitting twist of fate, the museum is run by none other than Rush and Inez's daughter, Kaye. And Inez herself is a frequent volunteer, sharing her firsthand recollections of times spent with Walt. These women – together with other invaluable volunteers – have brought to life a unique look at Walt Disney's life that could be possible nowhere else but

Marceline. Visitors have responded in kind and now the museum is set to celebrate its fifteenth anniversary this year.

While the plan that took root while Walt reveled in the shade of his Dreaming Tree unfortunately never came to fruition, the seeds of the Marceline Project blossomed into a gem of a museum. Its unrivaled collection affords visitors the chance to share in many unknown facets of the Disney family and experiences that shaped Walt into the man he was.

Looking back, perhaps the best gift that Walt Disney received from his time in Marceline was that of inspiration. The carefree days of a country youth were frequent topics for his animated shorts and live-action films. So many of his studio's triumphs can be directly traced back to experiences and feelings imbued in the young Walt during his time

on the farm. His 1956 visit similarly inspired Walt to honor his hometown in a very Disney way. It may not have worked out just as planned, but Walt Disney's return to Marceline proved that you can go home again.



*As our current issue was going to press, we were saddened to learn that the Walt Disney Hometown Museum announced the loss of Walt's beloved Dreaming Tree. After a lengthy battle against disease and repeated lightning strikes, the mighty cottonwood that gave spark to Walt's vivid childhood imagination finally gave way to a particularly strong wind storm that blew through Marceline on May 28. We will share the details on future refurbishment of the Dreaming Tree property when it is announced.*

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*Many thanks to Kaye Malins of the Walt Disney Hometown Museum for her assistance with researching this article. You can learn more about the museum at [www.waltdisneymuseum.org/](http://www.waltdisneymuseum.org/).* 🐻

# Trash to Treasure

## Overlooked Disney Collectibles

by Nick Comande



You're in Epcot and it's the last night of your Walt Disney World vacation; the weather is perfect, the sky is clear, and there is no humidity. You buy a piece of Italian candy at the Italy Pavilion to savor as you stop to watch IllumiNations for the third time this week. You think to yourself about what a great time you're having and how you'll hate to see it end. You take that used candy wrapper, and just before you drop it into one of the many trash bins scattered throughout the park, you decide to save it instead. Why? Because while this may be just a piece of trash to someone else, to you it is a fond reminder of that wonderful time that you had in Walt Disney World.

Some people collect stamps, some collect coins, while others collect everything from spoons to thimbles. An extreme Disney enthusiast collects and saves everything Disney. While others will think that very same item is trash, it is your opinion that will make the difference between what is considered "trash or treasure." Exactly what is trash? It is something that you have used and are now done with because it serves no further purpose. It could be anything: containers, wrappers, even papers with notes written on them. But some of these items can be quite decorative, and to some serve as a great reminder of a wonderful time. At Walt Disney World, you'll find a nearly endless supply of items to collect, save, or display in any fashion you want. A "trash or treasure" item can fall into one of two categories. The first category is free items; for example, one of the many handouts that come in a variety of shapes and sizes, many of them informational in nature. The second category, and the one that could be considered the most rewarding, is a souvenir-by-chance; something acquired, or an item given to you by a Cast Member, more often than not because you were in the right place at the right time. Let's explore some of the collectibles that you can save as a reminder of your Walt Disney World vacation. Just because it may seem like trash to someone else, it may be a treasure to you.

### **Let the Treasure Hunt Begin**

If you're staying at a Walt Disney World Resort, your quest to collect souvenirs can start when you first enter the lobby of your resort. For example, if desk clerks are giving away helium balloons, take a close look at the weight on the other end of the string...it's a flat Mickey Mouse silhouette! Once the balloon has served its purpose, the Mickey weight makes for a nice keepsake.

Upon checking in, you will be given a folder filled with many potential items of remembrance, from a map of your

resort (with your room number located and circled by the Cast Member who checked you in), to park guides and time sheets of all the parades, shows, and fireworks for the duration of your stay.

When you enter your room, you'll find lots of additional free collectibles. Snap a picture for your photo album of the Mickey silhouette made out of your room's towels by house services. Then look around the room for other collectibles such as Disney glass coasters, tip guides, pens, or a DVC perks book if you staying in a DVC resort. You can also save your Disney shampoo bottles. (These have changed several times in shape and size over the years). It's up to you what you want to save as a reminder of your trip. In your room you will also find what is known as the Be Our Guest Folder. This is filled with all sorts of information, including everything you'll need to know about the Walt Disney World Transportation system, resort and Wi-Fi services, private dining menus, a dining-shopping-recreation pamphlet, and a guide to all four theme parks and beyond.

Back in the lobby, stop by the concierge desk to gather up the daily park guides and weekly time schedules. There will also be guides for Downtown Disney (soon to be Disney Springs), Blizzard Beach, and Typhoon Lagoon. (If you're a big fan of collecting park guides, don't forget that additional guides will be available for special events such as Mickey's Not So Scary Halloween Party and Mickey's Very Merry Christmas Party. These are only distributed inside the park during the event.)

### **Treasure in the Parks**

After you enter any of the four Walt Disney World theme parks, your memento collection can continue to grow. If you're visiting during a family member's birthday, anniversary, first visit, or if someone was just engaged or married, you can get a free button that states just that and more, with nine different choices in all. You can pick up a button at several locations throughout the parks (as well as the resorts), including City Hall in the Magic Kingdom. Just look for a cart with a big basket on it. You can also find them at the Guest Services desks at Epcot, Disney's Hollywood Studios, and Disney's Animal Kingdom. You can even customize your button with your name or remembrance of a special event!

Other items you can collect include the streamers and confetti that fall from the ceiling at Disney Junior-Live on Stage! and the Beauty and the Beast-Live on Stage theatrical shows. Though you might think of these decorations as

something to step over on your way out, children will be scampering over you trying to collect them. Why? Because they will remind them of a specific event they enjoyed during their visit to Walt Disney World. Several Character Dining experiences, such as the Winnie the Pooh buffet at the Crystal Palace in the Magic Kingdom, feature brightly colored Mickey Silhouettes sprinkled on the tables. Look around the next time you enjoy a Character Meal and see how many you can collect.

Other collectible items include the collapsible, cardboard container your popcorn came in (perhaps a reminder of when you were waiting for the start of one of the many Walt Disney World parades), a paper cup (used or unused) from Club Cool in Epcot, and wristbands used for special events. You can also save your scorecard from Fantasia Gardens Miniature Golf or the Winter Summerland course by Blizzard Beach. Even your old PhotoPass card would make a good keepsake, though the cards have now been replaced with MagicBands or the Memory Maker Card. But even today the lesson is simple, don't just discard that item you may regard as trash, it may make for one of the most memorable souvenirs of your magical vacation!

### Gifts and Giveaways

Other potential collectibles are those of chance; those that you are not looking for but are given to you as a surprise. In the past, these included the lanyards that were given out to unsuspecting Guests during the Year of A Million Dreams celebration (along with six bonus FastPasses for specific attractions that could be used at any time). Lucky children could receive personalized certificates entitling them to special seating at parades at the Disney-MGM Studios (as the park was then known) or a front row seat at the Festival of the Lion King show in Disney's Animal Kingdom. Items like these were dated, ensuring a one-time-only use. Even the napkins that were given out at the counters of the popcorn, food, or beverage stands were stamped with the Year of a Million Dreams logo on them, showing that you were there at that time. One of the most memorable "surprise" gifts you could receive was set of personalized Mouse Ears, given to randomly chosen Guests selected to be the Grand Marshall at the Magic Kingdom during its afternoon parade. This honor has been going on for years and continues today.

Another great collectible from days of yore was the infamous unused FastPass ticket. Adorned not only with the attraction's logo but with your return time, an unused Fast-

Pass made for a treasured memory, and perhaps a special story as well. Perhaps you decided not to ride because Expedition Everest (for example) proved a bit too daunting, or maybe it went unused because your family decided they were more in the mood for an afternoon swim instead! However you got them, the unused FastPass was a great and unique reminder of a special moment from your trip.

Other "long gone" trash-to-treasure collectibles included the colored rubber balls that were shot out of one of the floats during the Block Party Bash in Disney's Hollywood Studios, a paper multi-day park pass stamped with the day of your arrival, a resort room key card with your name on it, or even an original paper E-ticket used to ride the headliner attractions in the Magic Kingdom's earliest days.

Today, you can collect stickers handed out to children young and old by friendly Cast Members (featuring everyone from Mickey Mouse to Mike Wazowski). These little treasures are handed out by Cast Members just about everywhere; including the cashiers at many of the gift shops, the skippers of the many launch boats, the greeter who says "watch your step" as you leave an attraction, and even the Jammitors in Epcot's Future World.

Another favorite collectible can be found in World Showcase. Each pavilion features its very own Kidcot Fun Stop, where children can get a cardboard mask of Duffy the Disney Bear which they can decorate with supplies provided at each station. Kids can even have their mask stamped and personalized with the spelling of their name in the native languages from that particular country.

You can also collect all five maps from the interactive quest, "A Pirate's Adventure-Treasures of the Seven Seas," located in Adventureland in the Magic Kingdom, as well as a whole host of spell cards from the "Sorcerers of the Magic Kingdom" game.

If you're a DVC member, you can get special Christmas ornaments during the annual DVC Merry Mixers gatherings, where children can also make a free personal Disney Christmas Ornament to take home and hang on their tree.

Other special mementos that you can collect include a stick from your first (or any) Mickey ice cream bar, a swizzle stick from a drink enjoyed at the Prime Time 50s Cafe, a ticket stub from Cirque du Soleil, or even a luggage tag from Disney's Magical Express. The possibilities are nearly endless!

Inexpensive souvenirs can also be collected, with one of the most popular being the famed pressed pennies that you can get from any of the myriad of kiosks scattered through-



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out the parks and resorts. Other nominally priced Walt Disney World remembrances include a favorite trading pin, a key chain, magnet, or bracelet. Here again, the possibilities are nearly endless.

So there you have it, a small list of collectibles, reminders, and souvenirs of a most wonderful time in the most wonderful of places. These are items that you can look back on and say, I remember when I did that, or I remember how

much fun I had when I got this.”

So the next time you’re about to throw away that used wrist band, candy wrapper, ticket stub, or prop dollar bill that was tossed aside by a Streetmosphere performer at Disney’s Hollywood Studios, ask yourself, is this a piece of trash, or a valuable treasure? It may be more precious than you think!



# Saving the Memories: Disney Scrapbooking

by Rachel Comande



Once upon a time, perhaps long ago, you had a trip to Walt Disney World. When you wished upon a star in "The Happiest Place on Earth," you made tons of memories. And the next time you go, you'll make many more. Living in the moment is one thing, but how do you preserve these special memories, and the feeling of magic and wonder that goes along with them?

Visual keepsakes are great for memory making. They take your memories and let you see them in a new way. A great example of a visual keepsake is a picture. Wouldn't you love to see the expression on your face when you met your favorite Disney character for the first time? How about that look of sheer excitement when you were sent plummeting downward on The Twilight Zone Tower of Terror? Most commonly, photo albums are used to preserve memories, but there are many other different ways to remember your trip, including autograph books, shadowboxes, and of course scrapbooks.

## Preserving Memories

Before you start to plan, much less assemble, your Disney scrapbook, you'll need to make memories, which shouldn't be hard to do in "The Happiest Place on Earth." You'll also need souvenirs that you can use in your visual keepsake. These can be anything from food wrappers and containers to a trading pin. Walt Disney World has a vast collection of souvenirs you can pick up, but the best kinds are the free ones. Surprisingly, the souvenirs you can get (or save) for free can mean more to you than something you paid for. (To find out more about these oft-overlooked treasures, check out our article on "Trash to Treasures" on page 56!)

Sometimes the best things in life are free, but when they aren't, you probably have a receipt for them. Receipts work great in scrapbooks because they allow you to remember a special food or snack that you ate, or even a special souvenir. Face it; you won't be able to

save a spoonful of a Dole Whip in a scrapbook. Remember to try to stick to receipts with a very limited number of items on it. You want to remember Walt Disney World as an amazing place with great food and souvenirs; not a place where you spent all of your money.

When you're bringing home souvenirs for a visual keepsake, you'll want to keep them small and make sure that they are something that you won't mind displaying. If you put something in a shadowbox, you'll want to make sure that you won't have the desire to use that item. Although those teacup salt and pepper shakers might look positively adorable displayed next to your Alice and Wonderland keychain, you won't be able to use them at the dinner table!

Now that you have your memories and your souvenirs, it's time to decide what kind of visual keepsake you want to make. There are lots of different options, but here are just a few of my favorites.

### Scrapbooks

The definition of a scrapbook is a book of blank pages for putting clippings, drawings, or pictures in, but it's so much more than that. A scrapbook isn't just for pictures; it's for capturing memories through pictures and items. There are only so many ways to layout a photo album, but with a scrapbook, the possibilities are endless.

When creating a scrapbook, you should always start by deciding what pages will comprise your scrapbook. You can choose to layout your scrapbook by parks or days. You can also devote a page to a special experience that you had, such as meeting a new Disney Character. Other page ideas include pages for food, Downtown Disney, parades/shows, and a miscellaneous page for

all of those things that don't fit anywhere else.

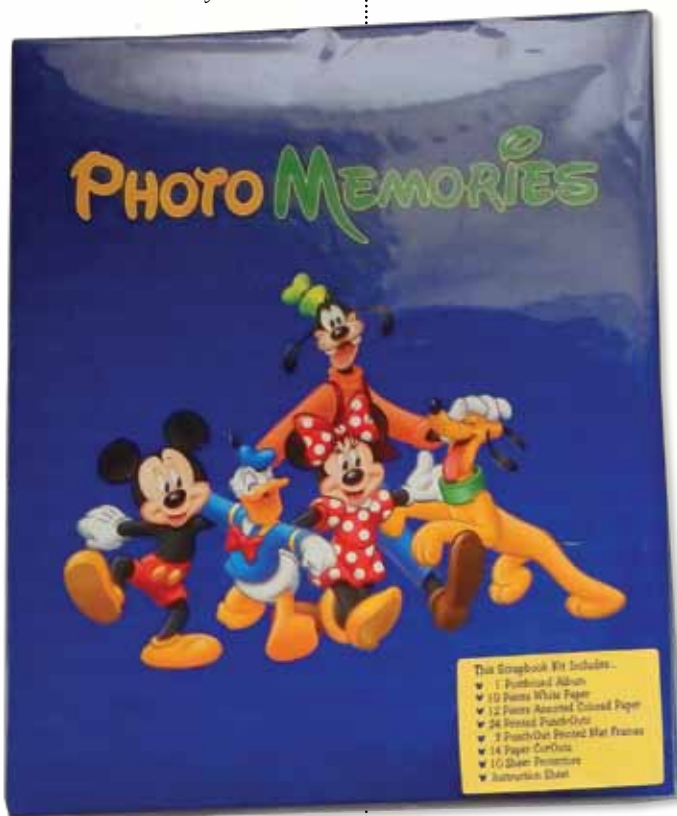
Now that you know what the theme of each page will be, you need to assemble your pictures. An easy way to pick out the right photos is to upload all of your photos from your vacation onto your computer. From there, you can make a scrapbooking folder, followed by a different folder for each page you have planned. This is a great way to keep all of your pictures you want in your scrapbook organized. After you have your selected photos, you can upload them to a flash drive which you can take wherever you get your pictures printed.

Once you have your photos, it's time to begin to layout each page. You'll want to place each photo and item you want to use on the desired page. You don't want any unwanted surprises come assembly time. While laying out your pages, make sure that you save room in between pictures for any embellishments that you might want to add.

Once your pages are laid out, you'll next need materials to make your scrapbook a reality. But where will you find all the paper you need? What about all of the stickers and borders you want to place around the pictures? Worry not!

From stickers and paper punches to scissors that cut a Mickey Mouse border, Disney has you covered. You can even purchase scrap-

booking packs from most Walt Disney World stores. These themed packs can include paper, frames, stickers, embellishments, and sometimes even a scrapbook depending on the pack you buy. The best place to buy scrapbooking materials on Walt Disney World property is, by far, Disney's Wonderful World of Memories. This store is located in The Marketplace in Downtown Disney. Here, you can find the widest range of scrapbooking materials. If you enjoy paper crafting, this



store is a star in its own right. There is no doubt that you will be able to find all the necessary materials for an amazing Walt Disney World scrapbook. Even if you don't want to buy materials from Walt Disney World, you can still find Disney themed items in your hometown. You would be surprised at the amount of Disney themed merchandise your local craft store carries. Some of these items include, but aren't limited to, stickers, papers, and accents. No matter where you buy your materials, you will be able to find everything you need to assemble a rocking Walt Disney World scrapbook.

The last step in preparing your scrapbook is to gather together all of the items you want to use. From food wrappers to streamers, you've probably saved hundreds of things from your Walt Disney World trips over the years. There are an endless amount of things that you can put in your scrapbook. The number of possibilities reaches to infinity...and beyond!

Now it's time to assemble your scrapbook. Take your time while doing this; putting your scrapbook together should also be a memory that you treasure. Years from now, you'll look back on this day and remember what a great time you had. Remember, scrapbooking is all about personality. If it's not personal, then it's not yours. As long as it showcases your memories, it's perfect.

### **Autograph Books...and Then Some**

Everyone at one point or another has felt the joy of meeting a Disney Character and/or getting their autograph to treasure forever. Kids love to offer up their autograph books for characters to sign, but what about adults? News flash. It's time for adults to join in the fun. If you walk into pretty much any store on Disney Property, you'll find a section where you can buy autograph books.

These are great, but they are pricey and come in only a limited number of designs. The Official Autograph Book is great, and it's the standard book that Walt Disney World sells. It's also the cheapest as it only contains blank pages for characters to sign. That might not be enough for you, so you might have to opt for the autographs, fun, and more option.

Crafter's love to put their crafting skills to the test, and what better way could there be than by making their own autograph book. By making your own autograph book, you can be as creative as you want. There

are limitless options to create an amazing, one of a kind book that suits you.

Once again, creativity is key, and it might be time to take another trip to your local craft store for some Disney themed crafting merchandise. Disney paper and stickers can greatly enhance your autograph book. Even if you want your book to be super simple, a Mickey Mouse sticker on the cover can only help your book feel more Disney-esque. (Trust me. It's a real word!)

If you are interested in creating an autograph book, you'll need to do so before your vacation so you can bring it along with you. The most important thing to remember while making an autograph book is to make sure it's light. You'll be carrying it around all day and you don't want your future memories to be a hassle to carry. Smaller might also be better because it will be easier to store, and easier to access when you get a character's autograph.

### **Cork Boards**

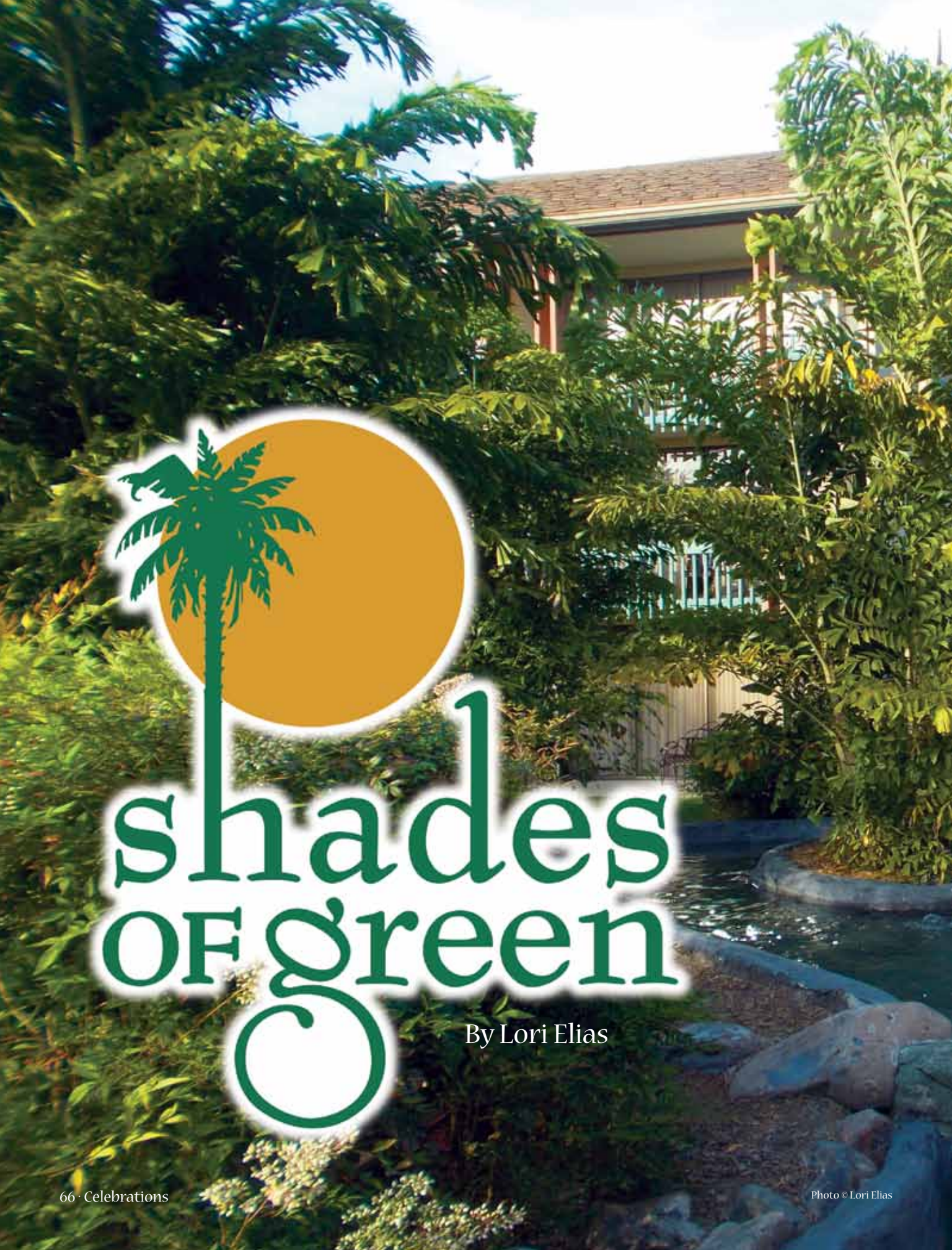
Cork boards are great for pinning up just about anything. If making a scrapbook is too much work for you, this is the next best alternative. Buying a cork board is very simple, and all that's left for you to do is to pin up your memories.

When you think of cork boards, you probably think of rectangular boards of a brown cork. Well, think again. There are tons of different kinds of cork boards you can find, either in a store or online. Wouldn't it be cool to display all of your favorite pictures on a black Mickey Mouse silhouette? It would certainly have more pizzazz than a photo album. For all of you who like DIY projects, you could even use fabric to make your cork board a little more personal. It could be a plain color, or even a Disney pattern. Possibly even two colors. Whatever floats your boat.

In my opinion, the best things to display on a cork board are trading pins. There is no doubt that you've seen someone wearing a lanyard with pins on it in Walt Disney World. You might have even joined in the fun and traded for a few (or a hundred) of your own. I have to admit, I have become a little bit obsessed when it come to trading for pins.

I love each and every one that I have, so I want to make sure to display them. For me, the best option is a cork board. There's a ton of rooms for pins, and it's easy





shades  
OF green

By Lori Elias





While as scenic as any resort on Walt Disney World property, Shades of Green is perhaps not as well-recognized as the Animal Kingdom Lodge or Art of Animation. This may be due to the fact that it is not seen by a large percentage of the millions of visitors who pass through the gates of Walt Disney World, as its serenely beautiful grounds are reserved for those Guests who are among the resort's most esteemed clientele: members of the United States Armed Forces.

Shades of Green is one of four Armed Forces Recreation Center (AFRC) resorts located around the world, and the only AFRC resort in the continental United States. These resorts – which are also located in Seoul, South Korea; the Bavarian Alps in Germany; and Waikiki, Hawaii – provide an opportunity for members of the Armed Forces and their families to enjoy an affordable vacation in a popular tourist destination.

Guests wishing to stay at Shades of Green are required to meet certain eligibility criteria. The resort is available to cur-

rent and retired members of the United States Army, Navy, Air Force, Marines and Coast Guard (active duty, reserves, or National Guard), as well as cadets of the Armed Forces Academies; members of the Public Health Service, and National Oceanic and Atmospheric Administration Commissioned Corps; military personnel from other countries who are attached to a United States unit or have travel orders in the United States; surviving family members of military personnel; and civilians working for or with the Department of Defense. Certain discharged military are also welcome to stay at Shades of Green; a complete list of eligibility requirements can be found on the resort's website, [shadesofgreen.org](http://shadesofgreen.org). Room rates, which are tax-free, are on a three-tiered system and are based on Guests' military rank or civilian grade, with those of lower rank (who ergo earn a smaller salary) paying less than Guests with higher rank or more seniority within the Armed Forces. Retired Guests' rates based on their rank at the time of their retirement, and the most current rates can

be found on the website.

Military Guests are also permitted to sponsor civilian friends and relatives to stay at Shades of Green, limited to three rooms per stay. The military Guests must be present at the time of the sponsored Guests' check-in, as well as for the purchase of park and attraction tickets.

Located within walking distance of the Magic Kingdom and the Polynesian and Grand Floridian Resorts and surrounded by the lush landscapes of the Magnolia and Palm golf courses, Shades of Green is housed in what was originally the Golf Resort, which opened in December 1973. (This resort was actually an expansion of a two-story clubhouse utilized by the golf courses; it originally had no guest rooms and was not intended to be used for overnight visitors.) This resort had 125 rooms, as well as a highly-regarded restaurant, the Magnolia Room, later called the Trophy Room.

In 1986, the Golf Resort became the Disney Inn and was redesigned around the theme of Snow White and the Seven Dwarfs, including floral motifs, oak furniture and a snack bar called The Diamond Mine. The inn was expanded to include 150 new guest rooms, as well as a restaurant and lounge, poolside bar, conference room and two gift shops.

The Department of Defense, wishing to open an AFRC in the mainland United States, leased the space from Disney, renaming the resort Shades of Green and renovating the property, which opened to military Guests and their families on February 1, 1994. Ten years later, the Department of Defense purchased the land from Disney outright, and the resort is now maintained by the United States Army.

Shades of Green has 586 rooms, with options of standard and poolside rooms, all of which provide Guests with a spa-

cious 480 square feet, and all featuring two queen-sized beds, a daybed, double sink, and private balcony or patio. There are also five Junior Suites that will accommodate six Guests, and six Family Suites that allow for eight Guests in one unit. The suites include two full bathrooms, as well as a dining area and microwave. All of the guestrooms and suites provide a refrigerator, coffeemaker, in-room safe and hair dryer. Adjoining rooms can be requested, though are not guaranteed.

Also available is a Wounded Warrior suite, which was donated by the Raytheon Company for those who have been

injured in the line of duty. As many as ten adults and four children are able to stay in the 1200-square-foot Wounded Warrior suite, which is fully compliant with the American with Disabilities Act (ADA), as are 23 other rooms within the resort. (Based in Waltham, Massachusetts, Raytheon is a leader in creating technology used in defense, homeland security and other government-related markets. Raytheon also donated the resort's Family Technology Center, which is furnished with computers, plasma televisions, and Nintendo Wii and Microsoft X-Box games, and additionally sponsors annual Character Breakfasts for families to enjoy.)



While the rooms are quite comfortable in both size and amenities, it is the grounds of Shades of Green that make the resort truly a special one. As Guests approach the main entrance, they are greeted by a lovely waterfall flowing into a serene lake, with flags representing the five branches of the American Armed Forces unfurling over a rocky grotto. Hoisted above them is the American flag, along with the P.O.W.-M.I.A flag, in honor of those who have not yet returned home. Another set of flags greets Guests as they enter the resort, and also provide for a patriotic photo spot.

Picturesque lakes and colorful foliage provide a myriad of landscapes along the resort's walking paths. A charming gazebo is a lovely spot for a photograph, picnic, or even a wedding. A wedding plan team is available for help in planning a couple's special day; the ceremony can also be held in the resort's Magnolia Ballroom, which can accommodate up to 240 guests. Four wedding packages are available; detailed information can be found on the resort's website.

For those who desire an opportunity to relax, the Magnolia Spa offers a wide range of services and treatments, including a variety of massages, reflexology, and hand and foot treatments. Young Guests can enjoy My First Facial, Manicure and/or Pedicure, as well as the popular Princess Makeover and Family Pirate Club.

Physical conditioning is of course an important part of military life, and Shades of Green maintains a well-equipped fitness center to allow both its military and civilian Guests to keep up with their exercise regimen. The fitness center is open 24 hours per day and features stationary bikes, stepping machines, treadmills, weight and resistance equipment and a Wii Fit system. Scenic jogging paths also take runners and walkers alike from Shades of Green to the nearby Polynesian and Grand Floridian resorts. Two swimming pools are also available to Guests for both fitness and fun, the Magnolia Pool and Mill Pond Pool, which is in the distinctive shape of a certain mouse's head!

Speaking of the mouse, this is Walt Disney World, and what is a trip to the Walt Disney World resort without enjoying the theme parks? Discounted tickets to Disney's four theme parks are available at the Shades of Green Attraction Ticket Office, as well as reduced-rate tickets to Universal, Sea World, Busch Gardens and other popular spots around central Florida, including the Kennedy Space Center, Tampa's Florida Aquarium, Legoland Florida, Blue Man Group, and the Medieval Times dinner show. Shuttle buses to and from Universal and Sea World are available for a small fee. Like all Guests who stay on Disney property, Shades of Green Guests are able to travel within the Walt Disney World resort through Disney's

transportation system. Shades of Green buses run on a seasonal schedule, and the Guests' Shades of Green resort identification or military identification must be presented to the bus driver in order for the Guest and his/her family to utilize the service. (Helpful hint: buses transporting Guests to and from the Polynesian and Grand Floridian resorts typically run more frequently; Guests staying at Shades of Green can take these buses to these respective locations and walk to their own resort!) Shades of Green Guests are able to utilize the Disney parks' Extra Magic Hours. (The Magical Express is not available to Guests staying at Shades of Green; transport to and from the airport, as well as other attractions outside of the Walt Disney World resort, can be arranged through Sunstate Transportation. A link can be found at [shadesofgreen.org](http://shadesofgreen.org).)



Shades of Green has an array of eateries for its Guests to enjoy. For breakfast, the Garden Gallery offers a daily buffet, along with standard selections such as Eggs Benedict and French toast. Dinners consist of daily themed buffets, including a quesadilla/burrito bar, pasta and carved meats. A soup and salad bar, parsley or mashed potatoes and

macaroni and cheese are available every day. Evergreens, located at the Mill Pond Pool, features popular snacks along the lines of chicken wings, chili nachos and sweet potato fries, as well as pizza and sandwiches, while On the Greens Grill at the Magnolia Pool has burgers, hot dogs and sausage sandwiches. Mangino's specializes in Italian cuisine, but Guests can also find a range of sandwiches, salads and seafood entrees. For a quick bite, the Express Café offers bagels, muffins, sandwiches, fruit and assorted baked goods. Guests can enjoy Starbucks coffee and pastries at the Java Café and homemade ice cream and sundaes at the America Ice Cream Parlour. Room service is also available.

For those who serve and have served, Shades of Green can provide both the thrill of Walt Disney World and a lovely setting in which to enjoy a magical, unforgettable vacation experience.



# Wandering the World

Offbeat  
Adventures  
and Unusual Discoveries  
by Ray Harkness



The last time we parted ways, we just discovered that you are able to send mail from inside the park and sent some postcards back home. With the pleasant distraction of the quest to mail the postcards, we temporarily forgot we had FastPasses for the Seven Dwarfs Mine Train, so we had to make a swift trip back to Fantasyland.

I can report back that nothing about the attraction disappointed. Now we need to figure out where to go next. Since we haven't really gotten to experience the New Fantasyland much since its opening, we decided to experience as many of the attractions as possible. I personally felt that the Journey of the Little Mermaid was one of the best attractions as far as theming, not only on the attraction, but in the queue as well. It's not a (mild) thrill ride like the Mine Train, but I can see this one being a hit with parents and kids alike.

When we got done, we decided that it was time to eat again, so made our way to Be Our Guest, hoping we might get lucky and be able to score a seat. Luck didn't shine on us this time, so we'll have to make sure to try again another time or make an Advanced Dining Reservation to guarantee us a spot.

Now it was back to the drawing board, and when in doubt, it's time to pull out the map. As we scanned the map, looking at the various eating options, my eye was drawn to the entrance to the park and a place called Tony's Town Square Restaurant. Frankly, with all this walking, the idea of a sit-down meal really sounded ap-

pealing, and nothing beats good ole Italian food to accomplish that.

Once the decision was made, we made our way back to Main Street U.S.A. For those who may not know, Tony's Town Square is a reference to the Italian Restaurant from *Lady and the Tramp*, and nothing helps drive this point home than the dog prints in the concrete out front with a heart drawn around them.

Once inside, one of the clear reminders of the tie-in to *Lady and the Tramp* is the fountain in the restaurant with Lady and Tramp prominently featured. There is also a table (#21, I believe) that has you seated near a



fake window that gives you the illusion that Lady and Tramp are on the other side enjoying their romantic spaghetti dinner on the other side.

But I think one of the best details wasn't even in the restaurant. As you wander around Town Square, you may notice the nearby Le Chapeau shop, and if you do you'll

see that the sign itself is a hatbox. For those familiar with the movie, they'll remember that Lady was gifted to Darling in a hatbox. Knowing Disney Imagineers like we do, there is no way that this sign wasn't an accident or coincidence. It had to be a deliberate tie-in to the movie being represented by the restaurant nearby.

As always, the road less travelled may not be a physical path, but a metaphorical one, and it may lead you to a restaurant. A building designed to satisfy your taste buds and stomach, and sometimes it just may satiate the appetite for details overlooked by the untrained eye.

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

# BY THE NUMB3RS

# Blizzard Beach

66

Size, in acres, of Disney's Blizzard Beach. Incredibly, that's only about half the size of Kilimanjaro Safaris at Disney's Animal Kingdom right nearby!

90

Height, in feet, of Mt. Gushmore, home of Summit Plummet. If you think 90 feet doesn't sound too bad...

360

Length, in feet, of the actual Summit Plummet slide, which sends you in a free-fall plunge where you reach speeds up to 60 mph. (That's just a bit slower than the top speed at Test Track, the fastest attraction in all of Walt Disney World, for those of you keeping score.)

1,929,000

Number of Guests that visited the park in 2012, making it the second-most visited water park in the world that year, behind only Typhoon Lagoon.

3,000

Length, in feet, of the Cross Country Creek "lazy river" that circles the park. The Creek features seven entrances and numerous waterfalls formed by the "melting ice" from the slopes overhead.

1,200

Length, in feet, of Teamboat Springs, the world's longest "family white-water raft ride" that plunges up to six Guests down a twisting series of rushing waterfalls in a blue rubber raft.

35

Top speed, in miles per hour, that Guests can reach on the Slush Gusher, a 90-foot snow-banked mountain gully slide. (And yes, you can catch some "air" on this slide!)

# In Search Of...

# The Martian Princess

By Tim Foster



During a recent visit to the Magic Kingdom, I found myself journeying under the sea with the Little Mermaid herself, Ariel. Even though we were far from the depths of outer space, I always found it curious that Ariel's grandfather was named Neptune, and that Ariel herself shared the same name as one of the moons of Uranus. That got my thinking as to whether any of the other Disney Princesses had an astronomical connection, and when I voiced my inquiry to a nearby Cast Member, she told me that she had heard tales of the Martian Princess. Alas, she couldn't remember where this Princess was. Undeterred however, I decided to seek her out.

My first inclination was to travel to Mars of course, and what better place to begin a journey to the red planet but at Mission: SPACE. I ventured over to Future World East in Epcot, hoping to find a beautiful princess wandering about under the giant models of Mars and Jupiter. Unfortunately, there was no princess to be found outside, so I thought I would enter the pavilion to see if she might be residing within.

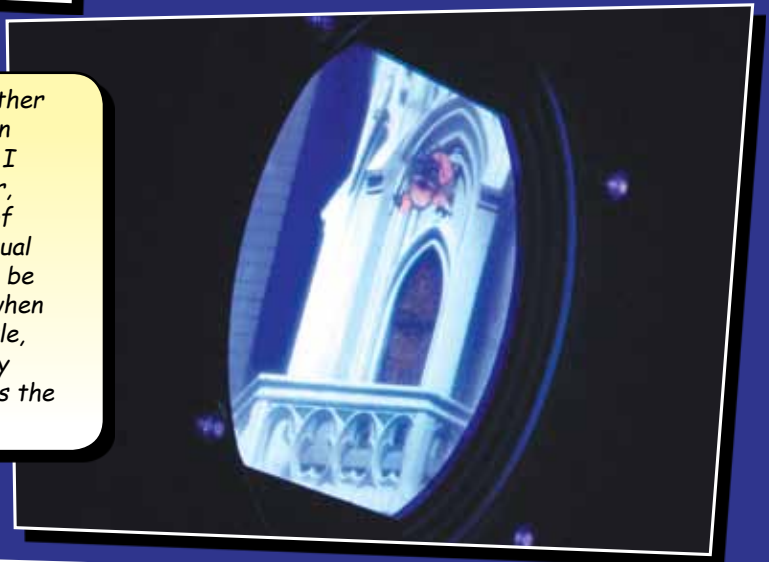


I searched high and low, and while I did find a space rover and the original logo for Horizons on the giant space wheel (which is a story for another time...), I still could find no sign of a princess. I was pondering where to search next as I gazed idly at the computer monitors in the command center, when I suddenly overheard a voice in the pre-show video mention someone named "Mr. Johnson." It took me a moment to recall where I had heard that name before, but then I remembered that Mr. Johnson was a person of note back at Tomorrowland in the Magic Kingdom! I thought I might find my next clue there, so I quickly returned and made my way down the Avenue of the Planets.



I wandered around Tomorrowland for a while, but still could find no sign of the Martian Princess, nor of the elusive Mr. Johnson. I was about to give up and muttered "I don't believe I'll find Mr. Johnson here," when a passerby overheard me and provided me with a vital piece of information. It turns out that there had been an attraction here called Mission to Mars, which, like Mission: SPACE, took Guests on an imaginary journey to our interstellar neighbor. Apparently, the first part of the show took place in Mission Control, which featured several Audio-Animatronic technicians, including the flight director Mr. Johnson. The audio clip I heard at Mission: SPACE was a tribute to this attraction, but unfortunately Mission to Mars had ceased operations way back in 1993.

The new occupant of the building was none other than Stitch, who I had encountered before in my journeys. I knew I had to watch my step! I made my way into the Teleportation Chamber, hoping to find a clue as to the whereabouts of the Martian Princess. Stitch was up to his usual mischievous self however, and didn't seem to be in a cooperative mood. I was about to leave when I suddenly saw Stitch cavorting about a castle, calling out for one of the most famous Disney Princesses of all...Cinderella! Perhaps this was the clue I had been seeking all along!



I exited the Teleportation Chamber and headed off toward Cinderella Castle, keeping a sharp eye out for any sign of an interstellar princess. I looked far and wide with no success, but then I suddenly noticed a curious backlit sign across the way. It took me a moment to understand the significance of what I was seeing, but then I realized...the Martian Princess wasn't a person, but a starship! A space yacht to be precise, and one that offered the promise of outer space adventures one could only dream about. I was tempted to register for a chance to win a trip, but decided I had had enough excitement for one day. And anyway I was suddenly in the mood for a chili dog...



# How Much Do You Know About Disney Collectibles?

by Tim Foster

**1. Who is credited with creating the famous Mickey Mouse Ears souvenir hat?**

- a. Walt Disney
- b. Roy Williams
- c. Pinto Colvig
- d. Robert Mathis

**2. How much does it cost to get a pressed penny?**

- a. 1¢
- b. 26¢
- c. 51¢
- d. Nothing, they're free

**3. How much does the large crystal Cinderella Castle cost that's on display in the front window of the Crystal Arts shop on Main Street U.S.A.?**

- a. \$1,000
- b. \$5,625
- c. \$32,500
- d. \$75,870

**4. What is the name of the gift shop outside of Stitch's Great Escape?**

- a. The Merchant of Venus
- b. Mickey's Star Traders
- c. The Launching Pad
- d. Cosmic Ray's

**5. Which of the following is not a standard MagicBand color choice?**

- a. Blue
- b. Red
- c. Purple
- d. Pink

**6. Which of these attractions does not offer a souvenir photo of Guests taken during the ride?**

- a. Test Track
- b. The Seas With Nemo and Friends
- c. Dinosaur
- d. The Rock 'n' Roller Coaster

**7. What is the shape of the mask that kids can color in at Kidcot in World Showcase?**

- a. A globe
- b. Mickey Mouse
- c. A flag
- d. Duffy the Bear

**8. At their peak, how many Davy Crockett coonskin caps were sold each day?**

- a. 5,000
- b. 7,000
- c. 120,000
- d. 400,000

**9. In what year was the first Disney Dollar issued?**

- a. 1971
- b. 1987
- c. 1992
- d. 2000

**10. How much was the first Mickey Mouse Watch?**

- a. \$.50
- b. \$1.00
- c. \$1.98
- d. \$2.98

**11. What color is the "First Visit" button that Guests can ask for and wear around the parks?**

- a. Orange
- b. Purple
- c. Blue
- d. Pink

**12. In what store can you find Nintendo and Pokémon related souvenirs?**

- a. Tatooine Traders
- b. The Mitsukoshi Department Store
- c. Villains in Vogue
- d. Al's Toy Barn

**13. What was the name of the magic store that used to reside on Main Street U.S.A.?**

- a. House of Magic
- b. Magic Emporium
- c. Hocus Pocus Gifts
- d. Houdini's Hideaway

**14. What is the name of the fictional proprietor of the Main Street Emporium?**

- a. Elias Disney
- b. Emile Hammersly
- c. Mortimer Chasefield
- d. Osium Popham

**15. In what gift shop can you purchase a Christmas Pickle?**

- a. Kunstarbeit In Kristall
- b. Karamell-Küche
- c. Die Weihnachts Ecke
- d. Volkskunst

**Quiz Answers**

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

**ANSWERS**

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

**WHO AM I?**

- 1. Jafar
- 2. Ursula
- 3. Maleficent
- 4. Captain Hook
- 5. Mother Gothel
- 6. Scar

**LEND A HAND**

- 1. Mr. Potato Head
- 2. Buzz Lightyear
- 3. Donald Duck
- 4. Br'er Rabbit
- 5. Ellen DeGeneres
- 6. Walt Disney

**MATCH-UP**

- 1-C: Stitch's Great Escape
- 2-E: The Many Adventures of Winnie the Pooh
- 3-H: The Seas With Nemo and Friends
- 4-A: Toy Story Mania! / Woody
- 5-G: Monsters Inc. Laugh Floor / Mike Wazowski
- 6-D: Gran Fiesta Tour / Donald Duck
- 7-B: Journey Into Imagination With

Figment  
8-F: Peter Pan's Flight

**BRAIN BUSTERS**  
Seven Seas Lagoon

**FIND THE DIFFERENCE**



- 1. The doors are gone.
- 2. 'Sheriff' is spelled wrong.
- 3. The dot on the exclamation point is gone.
- 4. The hole is bigger.
- 5. There is an extra row of boxes.
- 6. There is an extra flame.
- 7. One of the domino pips is missing.
- 8. There is an extra bar on the rail.
- 9. The 'S' is backward.
- 10. The floor has changed color.

**FIND THE DIFFERENCE BONUS ANSWER**  
Mr. Potato Head

**WORD SCRAMBLE**

- 1. Guide Maps
- 2. Pressed Pennies
- 3. Stickers
- 4. Pins
- 5. Vinylmation
- 6. Duffy Bears
- 7. Autographs
- 8. Postcards

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

**TEST YOUR KNOWLEDGE**

- 1. 47 feet
- 2. 60,000 pounds
- 3. The Washington Monument
- 4. It was rerouted during shipping due to thunderstorms and ended up in Memphis. A private jet was chartered to retrieve the model just in time for the presentation.
- 5. 758
- 6. So as not to interfere with the presentation of Fantasmic! at Disney's Hollywood Studios, since the Swan

and Dolphin can both be seen from the outdoor theater.

**SECRET SYMBOLS**

- 1. Cabanas Gift Shop
- 2. The Java Bar coffee stand
- 3. Garden Grove restaurant
- 4. Kimonos sushi bar and restaurant
- 5. Il Mulino Restaurant

**WHERE AM I?**

- 1. Swan paddle boats
- 2. Canopy connecting the Swan and Dolphin
- 3. Fish inside Cabanas gift shop
- 4. 'Torch' on the promenade to the Dolphin
- 5. Water spouting seal in the sand pit in the resort play area
- 6. Ceiling in the Swan fountain atrium
- 7. Chandelier in the Il Mulino atrium
- 8. Compass on the resort map near the entrance

# Kids Korner

## Who Am I?

Can you name the villain in each of these Disney films?

1. Aladdin
2. The Little Mermaid
3. Sleeping Beauty
4. Peter Pan
5. Tangled
6. The Lion King

## Lend a Hand

Your favorite Disney friends are ready to give you a helping hand with this puzzle! Can you figure out where you'll find these different hands?



# Match-Up

Can you match the attractions in the first two rows with their companion Disney character below?



1



2



3



4



5



6



7



8



A



B



C



D



E



F



G



H

## Brain Busters

What is the name of the lake in front of the Magic Kingdom?

## Find the Difference

The toys have taken over Toy Story Mania! and have done a bit of redecorating! Can you find the ten differences in the photos below?



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### BONUS

### QUESTION

Who is the carnival barker that greets you in the queue of Toy Story Mania?

# Word Scramble

See if you can unscramble these collectible Disney souvenirs.

1. IGEUD SMAP

□□□□□ □□□□

3. SKIRTECS

□□□□□□□□

5. MAYNOVINLIT

□□□□□□□□□□

7. SHOTPUGAAR

□□□□□□□□□□

2. DREPSES NIPESEN

□□□□□□□□ □□□□□□□□

4. SPIN

□□□□

6. FYFUD RABES

□□□□□□ □□□□□□

8. DOPSCARTS

□□□□□□□□□□

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).

### Who are your favorite dancers at Walt Disney World?

From parades to shows, there is all kinds of dancing at Disney World! The dancers in the parades look like they are having so much fun with their character dances and some of the best costumes. The shows have some awesome dancers as well and my favorite, never-miss dancer is the aerial dancer at The Festival of the Lion King in The Animal Kingdom. The dance is so graceful and then she gets to fly - how great is that?!!

### If you had the ultimate Fastpass, what is the attraction you would ride all day?

Oh, that's a tough one, how to choose? Thrill ride or favorite? Should I go with an attraction that always has long lines like Toy Story Midway Mania? Sometimes waiting in line is half the fun, like at the Seven Dwarfs Mine Train or Haunted

Mansion. Today, I think I'll choose Soarin'! Fun ride, great music, something for all the senses, and I'm always catching something new each time I watch. Tomorrow it could be something different, Kali River Rapids maybe! :)

### What is your favorite effect in all of Walt Disney World?

Disney has the best effects everywhere! From Waldo talking just to you in MuppetVision 3D or Hopper appearing suddenly in It's Tough to be a Bug! How about the Animatronics in attractions like Hall of Presidents or Carousel of Progress... or even Tinker Bell flying during Wishes! I think Fantasmic! has the best effects all in one place starting with the movie scenes on water screens to Jafar's snake & Maleficent's dragon, topping it all is when Mickey disappears from the top of the mountain and reappears below!! Awesome!!

# MYSTERY QUEST

## DISCOVER THE SECRETS OF WALT DISNEY WORLD

### THE SWAN RESORT

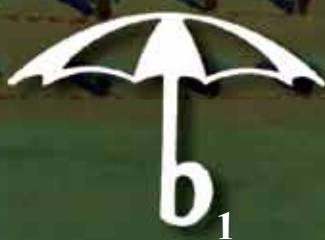


### Test Your Knowledge of the Swan Resort:

1. Perhaps the most distinctive architectural elements of the Swan are the pair of giant swan statues that sit atop each of the resort's two wings. How tall are the statues?
2. And speaking of those Swan statues, how much does each of them weigh?
3. The Swan was designed by renowned architect Michael Graves. Among his many other brilliant works, he designed the scaffolding used during the restoration of what famous national monument?
4. When Michael Graves was preparing to make his presentation of the resort's design concept to Michael Eisner and his team, he was horrified to learn that something had happened to his four-by-six-foot scale model. What happened?
5. The Swan has the second highest number of rooms of the all the deluxe Epcot resorts, surpassed only by its sister resort, the Dolphin. How many rooms does it have?
6. At some point in the evening, you may notice that the lights that illuminate the swan statues go out for a short period. Do you know why this is?

### Secret Symbols

Where can you find these cryptic inscriptions?



# Where Am I?

Can you figure out where these photos were taken?



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





# Top 10 Things You Didn't Know About Princess Jasmine

1. The character of Princess Jasmine was based on the character of Princess Badroulbadour, who married Aladdin in "The Story of Aladdin; or, the Wonderful Lamp," one of the stories from "One Thousand and One Nights." In the original tale, Badroulbadour was a princess from the Far East, but for Aladdin, Jasmine was transformed into an Arabic princess.

2. Jasmine was animated by Mark Henn, who also animated several other Disney princesses including Ariel, Belle, and Pocahontas. He was also the supervising animator for Mulan.

3. Mulan and Jasmine have something else in common; you may have noticed that their singing voices are somewhat similar. That's because both parts were performed by Filipina singer and actress Lea Salonga, who provided the singing voices for both characters. Salonga was named a Disney Legend in 2011.

4. Princess Jasmine's speaking voice was performed by Linda Larkin. Larkin hadn't intended to try out for the role; she was only accompanying a friend to the audition. However, upon hearing the line "It's all so magical," she decided to audition for the role herself.

5. Curiously, she was nearly let go from the role when Jeffrey Katzenberg felt that her voice didn't sound "regal" enough to play a princess. Producers Ron Clements and John Musker arranged for her to re-record her audition, which swayed Katzenberg into allowing her to play the part. One of the things she had to adjust was the pitch of her voice; originally her voice was considered too high, so she had to continually work to bring the pitch down so Jasmine wouldn't sound too young! In the end Larkin did a masterful job,

and as a result of her efforts she was named a Disney Legend in 2011.

6. So how young was Jasmine supposed to be? Well, it turns out that she is the second youngest of the Disney Princesses, being only 15 years old at the start of the film. But who is the youngest princess?

That would be Snow White, who was a youthful 14.

7. Even though she's the second youngest Disney Princess, Jasmine is the sixth member of the official line-up, and part of the original group of nine.

8. Early design development of Jasmine took place at the working studios inside the Magic of Disney Animation tour at the Disney-MGM Studios. Supervising animator Mark Henn recalls that while working on early concepts for Jasmine -- in full view of touring Guests -- he saw a young child with long, flowing black hair, which inspired him to give Jasmine her distinctive hair style. Jasmine's facial features were based on Henn's sister Beth.

9. Jasmine is quite intelligent; not only can she speak several languages; she can also name every one of the 40 thieves!

10. Jasmine isn't completely fearless though; she does have one phobia...ophidiophobia, the fear of snakes. That explains why Jasmine was so terrified when Jafar transformed into a giant cobra in the final battle in *Aladdin*. 🐍



Keepsake Image: "Polynesian Fountain Memories"; Photography by Tim Foster





*"I like wild nature,  
It's just the wilderness instinct in me, I guess."  
-Walt Disney*