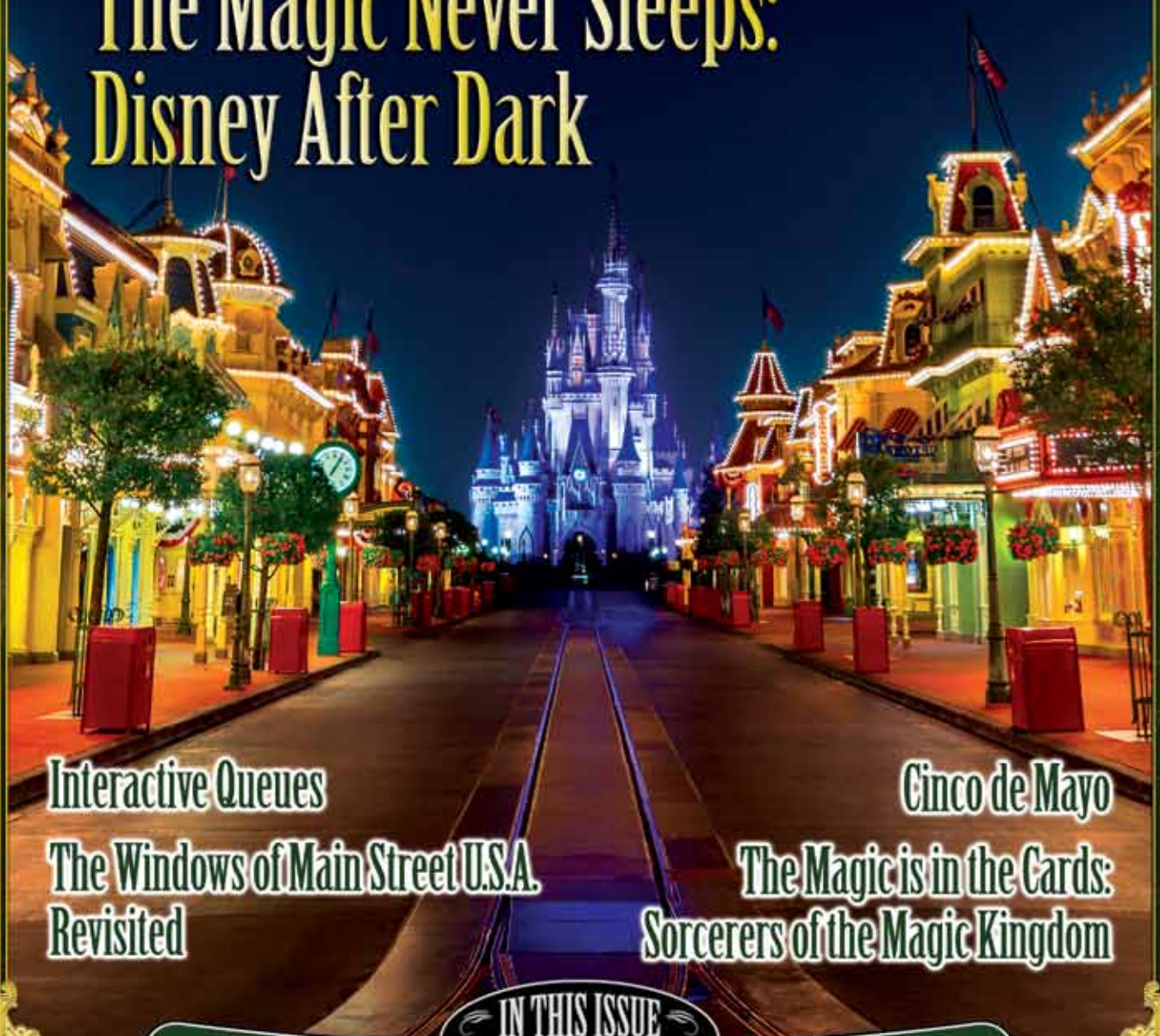
Issue 41 May/June 2015

UNDER THE STARS

CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

The Magic Never Sleeps: Disney After Dark



Interactive Queues

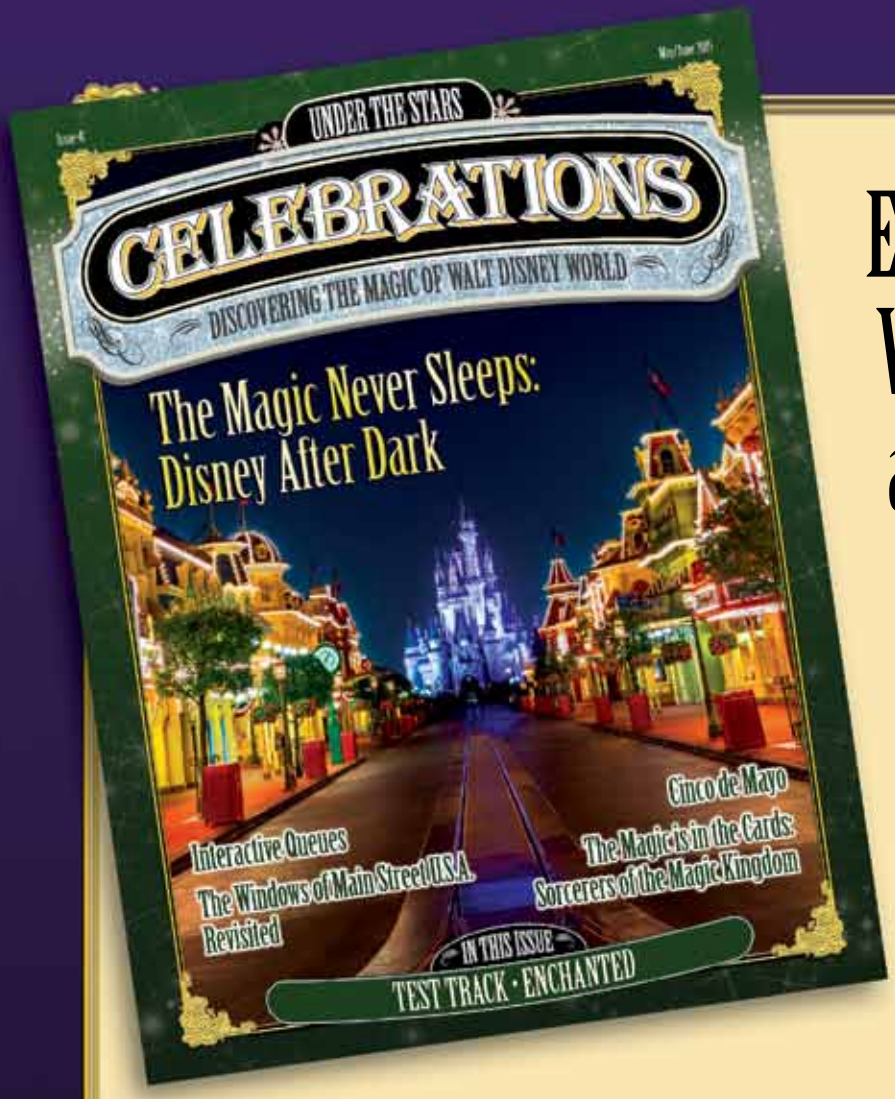
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Cinco de Mayo

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CELEBRATIONS
DISCOVERING THE MAGIC OF WALT DISNEY WORLD
Issue 41

The Magic Never Sleeps: Disney After Dark



Interactive Queues: From Peter Pan to the Seven Dwarfs, Making Guests Part of the Story



The Windows of Main Street U.S.A. Revisited



Cinco de Mayo ¡Fiesta!



The Magic is in the Cards: Sorcerers of the Magic Kingdom



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As the Day Moves Along...

A day at Walt Disney World is a day filled with magic, thrills, entertainment (and food...), and there's plenty to keep you occupied throughout the entire day...and night. One of the great things about being in the parks from dawn until dusk is being able to enjoy the different moods of the moment. In the morning. there will of course be the frenetic and enthusiastic race to get to your favorite attractions, but you can also find a quiet spot to relax with that morning Danish and cup of coffee. For a truly relaxing morning experience, my favorite place to be is on Crescent Lake at the Epcot resorts. The area will be virtually deserted, and you will truly have it all to yourself. This sense of calm actually persists well into the day since World Showcase doesn't open until 11 (though Guests can of course enter Epcot via the International Gateway at any time).

This is an especially favorite "first day" moment for myself. Imagine flying down in the morning, getting to the resort and checking in, and (hopefully) getting to put your belongings away in your room. Your Disney excitement is building all of this time, and you can't wait to get started.

So you venture out the Crescent Lake-side of your resort...and all of a sudden you find yourself in another world, just like Dorothy when the stepped into the glorious Technicolor world of Munchkinland. You're now in Disney, there's no doubt about it. The real world is far behind you, and all of your cares have vanished. Before you rush off toward Epcot, grab a nice croissant, find a quiet bench, and savor the moment. This is what it's all about.

As the day goes on you'll enjoy all of the wonder and excitement that the parks have to offer, but the magic isn't over yet. Once the sun goes down and the parks start to close, these's a different kind of calmness that will descend upon you, the magic of the parks after dark. And that's the feature of our cover story on page 42...how to enjoy those quiet moments when the crowds have left and you find you have the parks all to yourself. It's a magical time, and one that really brings that Disney spirit of awe and wonderment home.

Enjoy the magic!
Tim Foster





CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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Letters



Runner Up!

I just wanted to share a photo of my very first 5K ever! My husband and daughter are runners but I am not. They convinced me to sign up for the 5K with them when the dates were released. I did, and then started having regrets, knowing that I'm Pooh-sized and couldn't possibly run a 5K! I worked hard and was going to prove myself wrong. I started walking in August, then my husband deployed. I lost my motivation. So I started up again 5 weeks before and managed to loose 20 pounds AND finish in 48 minutes. I FINISHED!!! That was my main goal and I did it. Tears in my eyes and I couldn't have been more proud.
I am now signed up for 3 more 5Ks and am signing up for the Mickey's Jingle Jungle 5K. Next year...I'm gong to do a 10K!
If you can dream it...you CAN do it! And I did!

Dulcie Hayes, St. Mary's, GA





Brrr...!

We recently took a trip to Disney during the winter, thinking we could escape the frosty cold that was gripping our home state. We were surprised to find that it wasn't much warmer in Florida! But that made for a different, and fun, experience, as we found ourselves ducking into stores not to cool down... but to warm up! And of course being in the heart of Main Street U.S.A. is enough to warm anyone's heart, so it was still a magical, magical trip! Enjoy the photo!

Nick Comande, Racine, WI

Thanks Nick! By the way, the subject of the photo is none other than one of our esteemed writers, Rachel Comande. You can check out her feature on Sorcerers of The Magic Kingdom on page 66. And while you're at it, her father Nick is the proud author of our cover story on the Magic of Staying in the Parks Late on page 42. Enjoy!

Got a question, photo or story you'd like to share? email them to: subscriptions@celebrationspress.com



Remember to pack comfortable shoes...

and always plan your vacation with someone who knows Disney.

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Contributors



Ken Bingham is a professor of English & Philosophy at Drexel University, and has been a Disney fan from birth. He has published extensively, most recently with National Geographic and Camino Press. His books on Walt Disney World, including the Festival Guides to Halloween and Christmas appear on the Theme Park Press imprint.



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 time 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).



Jeff Heimbuch is a New Jersey native now living in California, 20 minutes from Disneyland. For years, Jeff has written on various topics of Disney for a variety of publications, and currently co-hosts the popular theme park podcast Communicore Weekly, which you can find on iTunes.



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

Calendar of Events

Epcot International Flower & Garden Festival
Epcot
March 4 - May 17, 2015
Discover dazzling gardens, high-energy entertainment, family fun and more at this spectacular springtime event. Sprouting once again in 2015, the Epcot International Flower & Garden Festival will be brimming with special experiences for every age and interest. Festival highlights may include:

- Educational designer presentations
- Themed flower and garden displays where you'll learn new tips and techniques you can try at home
- Interactive play areas for kids
- Topiary displays of Disney characters
- An energetic concert series featuring live performances of popular hits

Star Wars Weekends
May 15 - June 14, 2015
Disney's Hollywood Studios
Feel the power of the Force! Enjoy a galactic event jam-packed with out-of-this-universe entertainment and your favorite Disney's Hollywood Studios attractions. Join Star Wars celebrities and characters for special shows, exciting presentations and more! From Friday to Sunday each weekend, immerse yourself in the beloved saga that takes place in a galaxy far, far away. Pull back the mask, go behind the makeup and get an autograph from an actual Star Wars actor. Bring along a favorite memento, or purchase one in the Park, and have it signed by some of the very people who portrayed your favorite characters.

Car Masters Weekend
June, 2015
Downtown Disney
Cruise on down to an event dedicated to all things automotive—like Disney·Pixar's *Cars* and a dynamic car show that culminates in an awards parade ceremony!
Revving up once again in June 2015, Car Masters Weekend is fuel-packed fun, from Saturday morning through Sunday evening. Go full throttle with an assembly line of unforgettable activities!

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



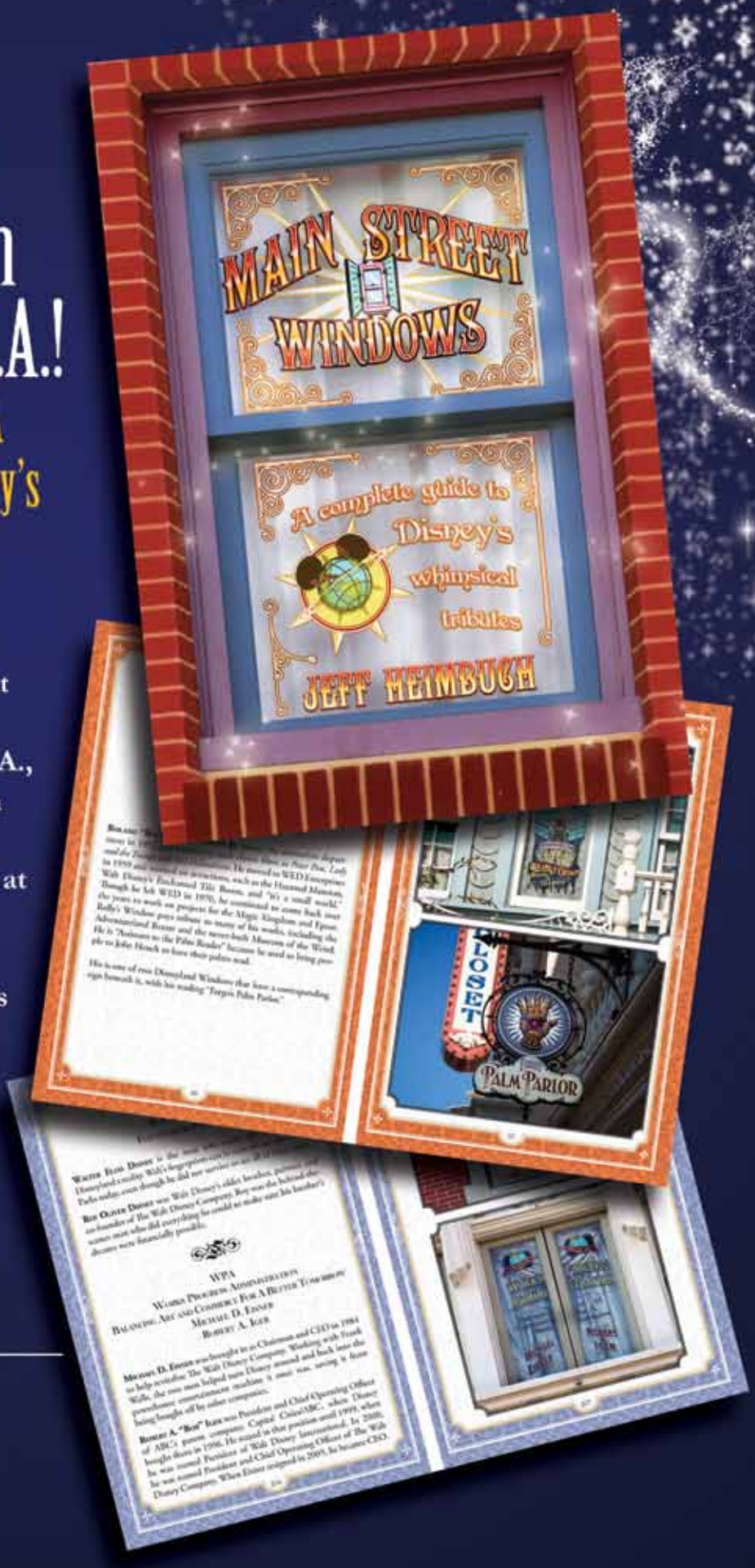
Photo ©Disney

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.

You can also order online at amazon.com and barnesandnoble.com

Disney News

Sand Castle in the Snow Announces 24-Hour Event To Kick Off 'Coolest Summer Ever' at Walt Disney World Resort



Walt Disney World Resort will kick off the "Coolest Summer Ever" with 24 hours of nonstop fun during a special event May 22-23 at the Magic Kingdom, hosted by Olaf, the summer-loving snowman from Disney's blockbuster animated hit *Frozen*.

To announce the 24-hour event and the cool summer season, Disney today brought to life a warm summer scene inspired by Olaf's dream, creating a 20-foot-wide beach complete with a Cinderella Castle made of sand in the middle of winter-weary Boston.

Surprised pedestrians near historic Faneuil Hall were greeted by Olaf and joined by playful beach-goers in summer attire with beach chairs and beach balls – all reminders of an exciting season of fun ahead at Walt Disney World Resort and a welcome relief from the city's near-record snowfall approaching nine feet.

24-Hour Kickoff to Summer Travel

Memorial Day weekend is the traditional start of family vacation time, and Walt Disney World Resort will launch into the season full force. The Magic Kingdom will be open 24 hours to guests from 6 a.m. to 6 a.m., Friday May 22 to Saturday, May 23. Guests will be invited to come in costume to show their Disney Side while a selection of favorite attractions, entertainment, special event merchandise, plus food and beverage are on tap all night long to celebrate the start of the "Coolest Summer Ever" at Walt Disney World Resort.

The around-the-clock celebration features Disney character greetings, dance parties and surprises into the wee hours of the night.

'Coolest Summer Ever' Brings Excitement Throughout Walt Disney World Resort

During the "Coolest Summer Ever," with Olaf as the official host, Walt Disney World Guests can get their cool on all summer long at four theme parks and two water parks.

Among the highlights:

***Frozen* Fun:** "Frozen" Summer Fun LIVE will bring together Princess Anna, Queen Elsa, Kristoff and Olaf with citizens of Arendelle, all appearing daily in shows and experiences at Disney's Hollywood Studios, June 17-Sept. 7. Guests will find cool thrills this summer including a royal processional,



a sing-along show, *Frozen*-themed treats and merchandise, plus a Frozen fireworks display above Hollywood Blvd.

Cool Thrill Rides: Guests will find thrills from mild to wild to out of this world in all four Walt Disney World theme parks. Don't-miss attractions include Seven Dwarfs Mine Train, Space Mountain, Big Thunder Mountain Railroad and Splash Mountain at Magic Kingdom; Test Track presented by Chevrolet and Soarin' at Epcot; Expedition Everest at Disney's Animal Kingdom; Rock 'n' Roller Coaster Starring Aerosmith and Twilight Zone™ Tower of Terror at Disney's Hollywood Studios.

Star Wars Weekends: Guests at Disney's Hollywood Studios will find stars from another galaxy during Star Wars Weekends May 15-June 14.

New Restaurants and Shopping: Throughout the summer, new waterfront dining and boutique shops flow into the Downtown Disney shopping/dining/entertainment district as its transformation into Disney Springs continues.

Epcot Entertainment: New entertainment acts will appear throughout Epcot World Showcase, which also brings a fresh summery twist on a fan favorite, Voices of Liberty.

A Splash at Water Parks: A cool new deal doubles the fun at Disney's two iconic water parks – Disney's Typhoon Lagoon and Disney's Blizzard Beach. Purchase a one-day water park ticket and park-hop between the two water parks in the same day that both are open.

For more information, visit Disneyworld.com/CoolestSummerEver.

Photo ©Disney

New Disney Parks App Transforms Users into Disney Characters

Show Your Disney Side, a new photo transformation app, allows Disney Parks fans to magically transform into their favorite Disney Parks characters. Now available for iPhone and iPod touch, the Show Your Disney Side app lets users pick a Disney Parks character, take a selfie and then tap and swipe to watch their Disney Side come to life with special effects. The Show Your Disney Side app was created by TYFFON, an entertainment app developer and one of the participants of the 2014 Disney Accelerator, a highly selective, immersive mentorship and investment program for technology-enabled startups in the media and entertainment space.

With the Show Your Disney Side app, users can choose their favorite Disney Parks character from iconic attractions and experiences such as Frozen, Star Tours®, Pirates of the Caribbean® and Villains of Disney Parks. When users visit Disneyland® Resort or Walt Disney World Resort®, they can unlock special Haunted Mansion® characters such as the Hitchhiking Ghost and Madame Leota. They can also unlock these special characters by sharing three of their creations on Facebook or Twitter.



Users can personalize their Disney Side character with different costumes and frames. Then, by tapping or swiping the screen, their Disney Side will magically come to life with special effects, unique for each character. Photos and videos of each Disney Side creation can be saved and shared with family and friends right from the app.

Disney Side is the side of us that comes out to play the moment we step through the gates of a Disney Theme Park or interact with favorite Disney characters and stories. It's the side that laughs bigger, screams louder, and just plain lives life to the fullest.

Show Your Disney Side is now available for free on the Apple App Store for iPhone and iPod touch at DisneySideApp.com.

New Shopping Locations Open at Downtown Disney as Progress Continues on Disney Springs

Trendy new retail shops are just the beginning of an entirely re-imagined Downtown Disney. With everything from sun hats and stylish flip-flops to customized headphones and gluten-free cupcakes, Downtown Disney has become a shopper's oasis for all to enjoy. The new offerings are part of an expansion that will double the number of shopping, dining and entertainment experiences available as the area transforms into Disney Springs.

New shopping at Downtown Disney includes:

The Art of Shaving: A boutique retail offering that sells high-end shaving supplies and related grooming products for the modern man. Founded by a husband and wife in a Manhattan apartment, The Art of Shaving has grown to a worldwide organization. Guests can receive expert shav-



ing advice on products and techniques, or make an appointment for a luxurious grooming experience at the Barber Spa.

Apex by Sunglass Hut: A first-of-its-kind sunglass store that was built with the athlete in mind. This retail location showcases the industry's best selection of sport performance and lifestyle eyewear including Oakley, Ray-Ban, and Under Armour. In order for guests to choose a lens to best suit their needs, Apex has developed environmental simulators so guests can test out how a specific lens will perform under a variety of light conditions.

Chapel Hats: A fashion forward shop that specializes in an assortment of hats for guests of all ages. The location carries stylish hats including fedoras, cowboy hats, floppy hats, outdoors hats, kid's hats and more. Every Chapel Hats location is themed to a different time period and is built by using old pieces of shops, factories, schools, pubs and The Downtown Disney location is themed to the 1920s.

Havaianas: A Brazilian-based shoe store that offers fashionable flip flops made with the highest quality rubber — with hundreds of styles to choose from. This store will feature a large assortment of colorful Havaianas for women, men and children, plus kids' rain boots. There's also the "Make Your Own Havaianas" and "Embellish Your Own Havaianas," option, where guests can customize this casual footwear.

Sanuk: Innovative, fun and comfortable footwear with more than 175 designs will be available at this 1,000-square-foot venue. Taking its name from the Thai word for "fun," Sanuk strives to make more innovative products that are as much about funk as they are about function. Favorite styles including Yoga Mat Sandal Collection and its patented "Not-A-Shoe" Sidewalk Surfers will be showcased.

Sound Lion: A new retail concept that offers the latest technology in headphones, docking stations, wireless music players and other products. Before purchasing a product, guests can hang out at their Listening Bar and find which product works best for them.

Erin McKenna Bakery NYC: A unique bakery with savory offerings and an all-vegan and gluten-free menu. Look for a full selection of award-winning donuts, cupcakes, cookies, bagels with vegan butter, and other delicious items daily. Some of their fan-favorite cupcakes from their flagship bakery in New York and sister bakery in Los Angeles include vanilla cupcakes with zesty lemon frosting, red velvet cupcakes with creamy vanilla frosting and brownie cupcakes with rich chocolate frosting.

About Disney Springs

Representing the largest expansion in Downtown Disney history, Disney Springs will be a one-of-a-kind Disney experience, treating guests by day and night to great dining, shopping and entertainment amid beautiful open-air promenades, flowing springs and waterfront charm. With an air of sophisticated grace and design that harkens to Florida's waterfront towns at the turn-of-the-century, Disney Springs will be home to four distinct, outdoor neighborhoods opening in phases: The Landing, Town Center, Marketplace and West Side. The Landing is the first of the four neighborhoods and is scheduled to open in spring 2015. When fully completed in 2016, Disney Springs will double the number of shopping, dining and entertainment venues – from the current 70 to approximately 150. Disney Springs is part of Walt Disney World Resort, the number one family vacation destination in the world, located in Lake Buena Vista, Florida.

Photos ©Disney

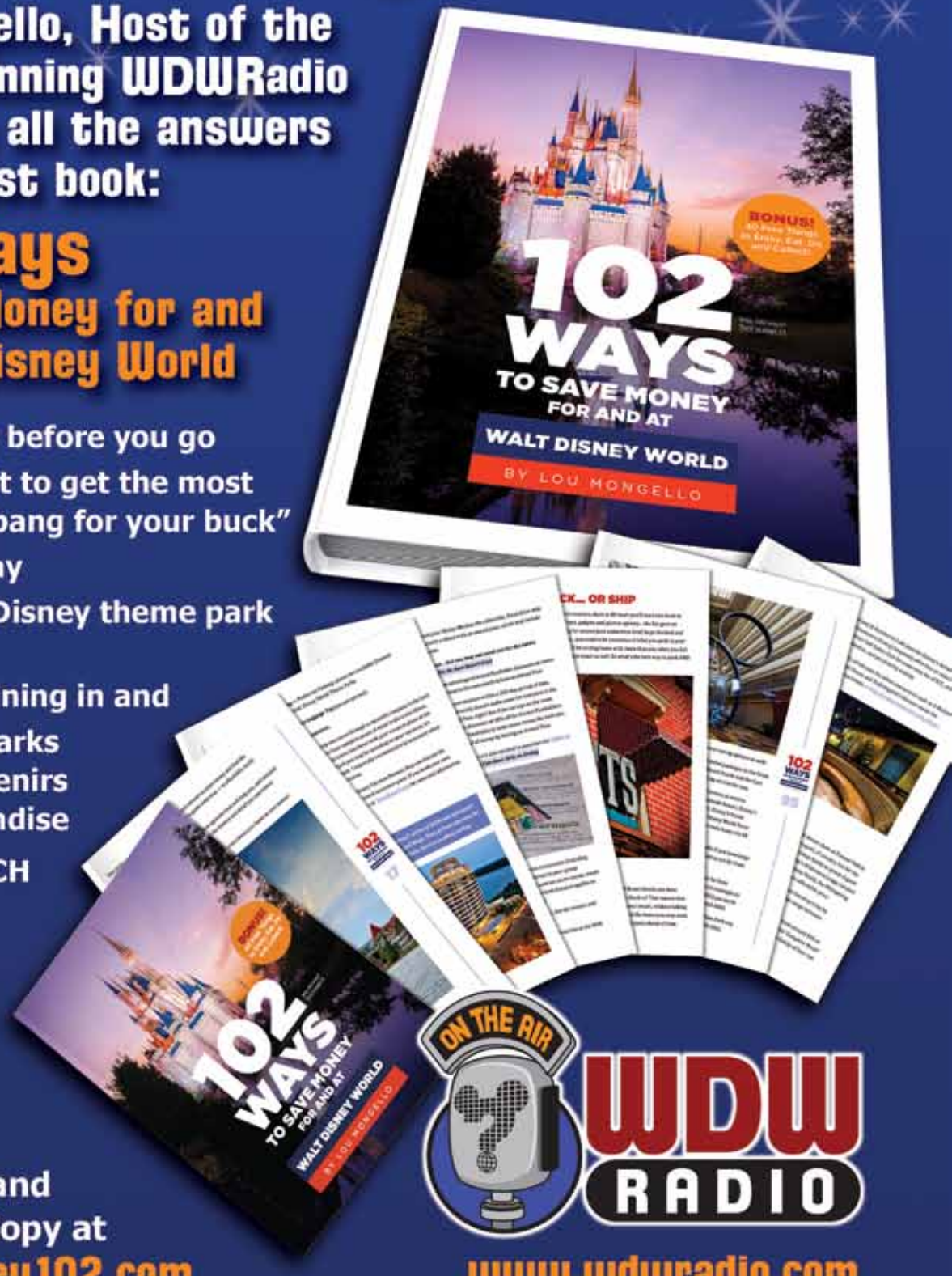
"How Do I Save Money At Walt Disney World?"

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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

Shh...Listen!

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 website.*

As we've talked about many times, much of the magic at Walt Disney World lies in the details. From hidden secrets and clever tributes, every park and resort contains a treasure trove of gems just waiting to be discovered. No matter where you go, the Imagineers have created fully immersive worlds for Guests to escape to, and this attention to detail goes all the way back to the film making techniques that produced some of the most beloved movies of all time. A key component of those films is the sound, and as most fans know, Walt Disney was a true innovator in terms of adding music and sound effects in his early animation efforts. These techniques, and the recognition of how important they are, continue to be utilized to great effect throughout Walt Disney World.

The sense of sound is so vital to the overall experience of an attraction or film that the Disney Imagineers have developed several attractions that focus on that very subject. Chief among them was Sounds Dangerous, an indoor theatrical show at the Disney-MGM Studios that opened in 1999. In keeping with the spirit of taking Guests behind the scenes of movie making magic, Sounds Dangerous provided a glimpse into the world of sound effects.

Once inside the theater, Guests would choose a seat and don a pair of stereo headphones. The premise of the show was that it was a pilot for a new television show called *Undercover Live,* starring Drew Carey as Detective Charlie Foster. As the audience, your viewpoint was from a hidden camera that Foster wore in order to catch the criminals, but in comical fashion the camera quickly malfunctioned and the audience was plunged into darkness. From that point on the show became a smorgasbord of sound effects, and because the audience heard them through their headphones, they were fully immersed in the story…as if they were actually there. The myriad of sound effects included the creaking hinges of a door opening and closing, a light switch, a stapler, a telephone, an acetylene torch…and oddly enough, a jar of killer bees. Carey's adventures took him to a barber shop, were Guests heard the sounds of a snapping towel, a straight razor being sharpened, the buzz of hair clippers, and the snip snip snip of a pair of scissors. (It really sounded as if you were getting a hair cut!)

From there it was off to the circus, where Guests heard the ambient sounds of the Big Top and the bellowing announcements of the Ring Master. There was a crack of a whip, and before you knew it you (as Detective Foster) were chosen to be part of a knife throwing act! After hearing the sounds of straps being tied to your wrists and a paper bag being placed over your head (which Detective Foster just as quickly removed), you would hear the wheel spinning and the thud thud thud of knives being hurled your way.

Thankfully you survived your ordeal, and once you heard the wrist straps being unstrapped, you, as Detective Foster, discovered that the perpetrators were right there all along, smuggling diamonds cleverly hidden in snow globes. With some help from a trumpeting elephant, the criminal was captured (and the video signal miraculously came back on). But there was one last surprise in store, as a giant balloon held behind Detective Foster was popped…which again knocked out the video signal. But the adventure was over, and after a quick return to the police van, the show was complete.

Photo ©Tim Foster

The Secret Behind the Sounds

The show gave audiences an immersive glimpse into the world of sound effects, just one of the many components that goes into the creation of a motion picture. But how are those effects made? The tradition of creating sound effects has a long history, and many of the techniques used in early films are still used today (albeit enhanced by computer generated sound effects). Since most ambient sounds can't be captured during the filming of a scene (either because it's impractical or just not possible), most sound effects are recorded separately and added in later. This technique is known as Foley, and its origins go all the way back to the early days of radio. The practice was named for Jack Donovan Foley, who worked as part of the sound crew at Universal Studios. He provided the sound effects for Universal's first musical, *Show Boat*. He and his crew created sounds for everything, from footsteps to closing doors, that were later added to the sound track.

One of the early sound innovators at Disney was John James "Jimmy" MacDonald, a British-born voice actor who became the head of Disney's original sound effects department.

MacDonald developed many innovative techniques for creating sound effects, such as bending an old leather wallet to recreate the sounds of the dwarfs walking across a wooden floor. He used coconut shells to recreate the sound of a galloping horse, and a contraption of his own invention that consisted of a rubber hose and an old canister to create the sound of buzzing bees. To mimic the sounds of the forest fire in *Bambi*, he found that rustling sticks sounded much better than an actual crackling fire, and recreating the wind required nothing more than a big balloon. His legendary work on sound effect included the circus train engine from *Dumbo*, Evinrude the dragonfly from *The Rescuers*, Tick Tock the crocodile from *Peter Pan*, and the Dragon Maleficent from *Sleeping Beauty*. Incidentally, MacDonald was an accomplished voice actor as well, and he provided the voice of Mickey Mouse from 1947 to 1977.

Other Sound Experiences

Over the years, there have been several other attractions that focused on the sense of sound. In the old Wonders of Life pavilion in Epcot, Guests could take part in a number of interactive kiosks that focused on different aspects of health and well-being. One of them was the Sensory Funhouse, an Interactive collection of kiosks that included Audio Antics, a listening game that challenged Guests to tell



the difference between real sounds and their equivalents. It was harder than it seemed…you'd be amazed it how similar frying bacon sounds to a crackling fire.

At Rafiki's Planet Watch in Disney's Animal Kingdom, Guests can experience the sounds of nature at Song of the Rainforest,. hosted by Grandmother Willow from *Pocahontas*. The attraction is actually quite simple; Guests enter a small booth which soon darkens. A myriad of sound effects puts you right in the heart of a tropical rain forest, offering a welcome respite from the hustle and bustle of the parks.

Over at Epcot, sound is one of the stars of the show at the Imagination pavilion.

In the refurbished version of the attraction (which reopened on October 1, 1999 as Journey Into YOUR Imagination), Guests were taken on a tour of the Imagination Institute where they would be tested by Dr.Nigel Channing's new Imagination Scanner. The first test involved the sense of sound, and as the lights dimmed you would hear the sounds of crickets chirping and city noises. Soon you'd hear the unmistakable sounds of an oncoming train, which grew louder and louder until it seemed to pass right over your head. When the attraction was again refurbished to its current iteration, the area was transformed into the Sound Lab. The test starts out easily enough with a series of simple tones…left, right, left, right. But Figment interrupts the proceedings by calling in on his telephone (that suspiciously sounds the same as the tones that Dr. Channing used to test your sense of hearing), and introduces the train effect, now dubbed the "Train of Thought".

Those are just a few of the many sound experiences to be discovered at Walt Disney World. Just like in the classic films, sound effects go a long way toward creating a totally immersive experience. Not only can you enjoy these ambient touches throughout the parks, you'll get opportunities to learn how they are created. Just remember to keep your ears open, you never know what you'll hear next!



Hidden Mickeys in Epcot's Future World

by Steve Barrett



Disney fans appreciate Epcot for many reasons, not the least of which is that Hidden Mickeys may have originated at Epcot! The story goes that the idea for Hidden Mickeys first occurred in the late 1970s or early 1980s, when Disney management wanted to restrict Disney characters like Mickey and Minnie to the Magic Kingdom. The Imagineers designing Epcot couldn't resist slipping Mickey into the new park, and thus "Hidden Mickeys" were born. Most of those initial Epcot Hidden Mickeys are gone, but many more have been created over the years, and new ones are still appearing. Here are a few for you to check out.

1. At The Seas with Nemo & Friends pavilion, in the lower level of the manatee viewing room, bubbles in a wall display form a classic (three-circle) Hidden Mickey on the left wall (as you exit). Look in the left middle square that contains the words "Manatee Zone … Slow Speed." The tiny bubble classic Mickey is at the lower left of the photo.
2. At The Seas with Nemo & Friends pavilion, as you enter Bruce's room on the lower level, check out the second window on the left side (labeled "Bruce's Scrapbook"). In this window, an oyster contains three pearls arranged as a classic Mickey.
3. At the exit of Spaceship Earth, classic Mickeys float along on overhead blue screens in the Project Tomorrow interactive area. Study the lower left of the photo for a classic Hidden Mickey tilted to the right.
4. Along the exit of Mission: SPACE, in the Expedition Mars section of the exit exhibit area, you'll find small classic Mickeys in the design of the video-game joystick consoles at the upper left and upper right corners. Here's one in the right corner.
5. You can spot Hidden Mickeys in the electrical tubing on the wall on both sides of the exit door from the Mission: SPACE gift shop. In this photo, I'm standing in front of a side-profile Mickey, and a classic Mickey is over my other shoulder.
6. At the end of Journey Into Imagination With Figment, when you feel a blast of air and the walls open, you'll see a rainbow and balloons. Look down and to the right to see classic Mickey circles appear on a cloud at the bottom right of the stage.
7. On the left wall of the exit hallway from Journey Into Imagination With Figment, a sideways classic Mickey is behind and between the "I" and "M" of the ImageWorks sign.
8. Walk to the rear doors of Club Cool and watch as they slide open. Three circles on the doors come together as a classic Hidden Mickey for a few seconds when the doors are fully open. The Hidden Mickey is in the middle of the photo.
9. Classic Mickeys are near the bottom of the blue banners that are located outside and above the rear entrance to Club Cool.
10. A tiny white classic Hidden Mickey is at the apex atop an outside sign for the Electric Umbrella restaurant.

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

Photos ©Steve Barrett


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MOUSE VIEWS

DISNEY LEGENDS

Harper Goff

by Jamie Hecker



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

The Walt Disney Company's legacy is built upon the foundation of animation… one of its core strengths that continues to this day. Additional pillars of entertainment have been created to diversify Disney's offerings, notably live-action features and ground-breaking theme parks, beginning with Disneyland. Rare is the Disney artisan who excels at contributing to both, which is the case with Harper Goff.

Goff was born on March 16, 1911 in Ft. Collins, Colorado. Its city hall was adorned in Victorian architecture, which would later aid Goff in his interpretation of Disneyland's Main Street, U.S.A. As a teenager, Goff and his family relocated to southern California, where the artistically-inclined young man enrolled at the Chouinard Art Institute in Los Angeles, famous for refining dozens of future Disney artists. He began his career in New York City working as an artist for nationally-known magazines including Esquire. He returned to southern California to work in the film industry as an art director and set designer for Warner Brothers and made contributions to *Casablanca*, among other titles. As rewarding as this was, his best work was still ahead.

Goff, like Walt, was a railroad enthusiast. While on vacation to London in 1951, Goff paid a visit to Bassett-Lowke, a store specializing in miniature trains. Goff spotted a locomotive he wanted, but was told it was being held for another customer who would return later that day. As fate would have it, the other customer was Walt Disney himself. Recalled Goff of that first meeting, "he asked me what I did for a living, and I told him I was an artist. He said, 'when you get back to America, come and talk to me.'" That day, Goff didn't get the prized locomotive, but in-stead landed a spectacular career with Disney.

Goff did indeed visit Disney in Burbank and was hired for his layout and film design expertise, since the company was venturing into live-action films and needed to strengthen its studio capabilities in this arena. Disney was also rolling out a series of nature documentaries under the *True-Life Adventures* label. Goff was tasked with putting together another entry in this series about marine life. At the time, Walt had the idea of using the title *20,000 Leagues Under The Sea* from the classic Jules Verne novel, since he believed the phrase was safely in the public domain and available for use. Goff had other ideas for a movie and instead storyboarded an elaborate live-action film patterned after Verne's book. Walt was sold on the treatment, and the classic film received a green-light for production.

Released in 1954, *20,000 Leagues Under The Sea* was a breakthrough film for Disney. It featured Kirk Douglas, Hollywood's leading man of his era, as well as veteran character actors James Mason and Peter Lorre. It even included a brief cameo appearance by Goff himself. It went on to become the second highest grossest film of the year and an instant Disney classic. Perhaps the most dramatic element of the film is the Goff-designed fantastical version of Captain Nemo's craft the Nautilus. The submarine, which relied on Victorian-era design concepts, ushered in the unique 'steampunk' design concept still celebrated today.

Goff took his design responsibility seriously, knowing he was working with Verne's hallowed source material. Goff later wrote, "If (Nemo) wanted to study the marvels of life under the surface, he reclined in his elegant bay window lounge,

and passed the hours studying the marine life outside the amazing pressure proof window of his luxurious salon. These items dictated much of the direction of my production designs." Goff's unique design for the Nautilus was done to deliberately create fear. He recalled, "My idea has always been that the shark and the alligator were the most terrifying monsters living in the water. I therefore combined the scary eyes of the alligator that can watch you even when it is nearly submerged....with the dangerous pointed nose and menacing dorsal fin - its sleek streamlining and its distinctive tail. The disgusting rough skin of the alligator is well simulated by the rivets."

Goff's design contributions weren't limited to the Nautilus. He co-designed the diving suits that Nemo's men used for their underwater travels. Goff retrofitted Japanese pearl diving helmets with scuba equipment and created functioning suits. Goff proudly recalled how they spent nearly eight weeks doing underwater photography in the Bahamas and his diving gear worked flawlessly.



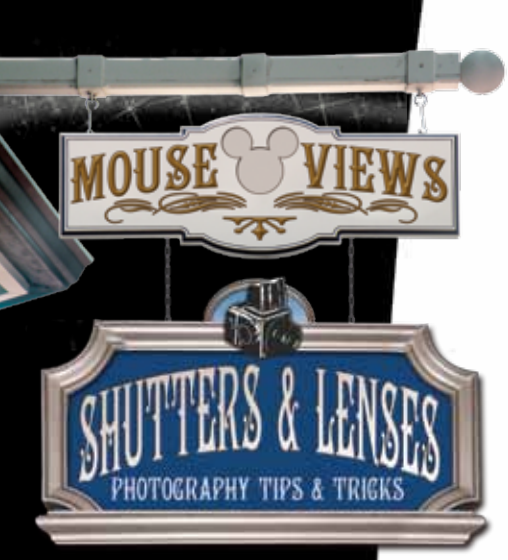
Goff was also busy with other Disney projects, notably the long gestating venture that eventually became Disneyland. Walt had long entertained thoughts on how to showcase his studio, beginning with an early idea of a Mickey Mouse Park near the Burbank studio, complete with a steam train circling the park perimeter, for which Goff created concept paintings. Ultimately, Walt created Disneyland, as ambitious and grand as the budget allowed. Main Street, U.S.A. captures the bygone charm of turn-of-the-century America, Frontierland represents the progress and challenges of westward expansion, Tomorrowland focuses on the excitement and allure of technology and progress, and Fantasyland is the home for Disney's animation classics. Goff was one of many designers involved in its creation, particularly the Jungle Cruise in Adventureland.

The Jungle Cruise was a natural offshoot of the True-Life Adventure films, and its design process eventually coalesced the attraction as a journey along famous rivers around the globe. The boats were patterned after the one used in *The African Queen*, giving the attraction an exotic appeal. Goff was not only involved with the design of the attraction but also its construction. Goff recalled, "We learned and made decisions as we went along. Walt wanted to use the squid (from *20,000 Leagues Under The Sea*) in some sort of boat ride but it was in bad condition and the wires that pulled the tentacles would have been hard to hide . . . (so) we began to think of hippos and other animals which could be operated without wires and still have animated elements."

Goff left Disney to work on film design for other studios, notably contributing to *Willy Wonka and the Chocolate Factory.* He eventually returned to Disney and helped with the design of World Showcase for Epcot, notably the Japan, Germany, and United Kingdom pavilions.

Like so many other Disney veterans of the 1950s, Goff rose to the challenge that Walt presented to his employees. Upon reflection of his design contributions to Disneyland, Goff wrote, "I was young and awed by Walt, he had given me more responsibility that I had ever had and I worked harder than I ever had because he was a hero to me and I was afraid of not living up to his expectations. He seems to give me free reign, but he expected a lot at the same time."

For his contributions to the Walt Disney Company, Harper Goff was posthumously named a Disney Legend in 1993, seven months after his death at the age of eighty-one.



A Gallery of Nighttime Magic

by Tim Devine



Tim Devine is an avid photographer and the owner and webmaster of www.themagicinpixels.com, a website created for and dedicated to fellow Disney Photography Enthusiasts. In addition to a large gallery of photos you can browse, you'll also find tips, articles and equipment reviews to help you create magical photo memories of your Walt Disney World Resort vacation.
Tim lives in South Jersey with his wife, Karen, and their sons, Billy and Ryan.
Do you have a photography topic that you would like to see in this column? Please email tim@themagicinpixels.com

Nighttime in the Disney parks offers amazing photographic opportunities for a lot of reasons. Not only is there amazing detail in the lightscaping, but you can often get really nice photos with very few or even no other Guests around. Here are a few quick tips to help you get some really awesome night time photos:

1. Use of a good, stable tripod is an absolute must.
2. Use the lowest possible ISO to obtain the cleanest images.
3. Use a remote shutter release (wired or wireless) so you don't have to touch your camera.
4. Use mirror lockup if your camera has the option; this prevents the mirror slapping from introducing a small amount of shake into your photo.
5. Try to time your shots in between groups of people whenever possible. If the shutter speed is too slow to accomplish this, raise the ISO slightly or open the aperture (f/stop) to speed up the shutter.
6. Lots of people walking through your shot? Hakuna matata! Use a longer shutter speed and let the people walk right through as your shutter is open. They won't even show up in your shot (UNLESS they have bright lights such as cell phones, scooter headlights, blinking toys, etc).
7. Use of a smaller aperture (larger f/number) will cause points of light to have a "starburst" effect due to the aperture blades inside of your lens.
8. Be sure to meter carefully so your photo isn't too bright or too dark; try to meter off something that is of medium brightness or use HDR mode if you have it.
9. Use shadows and reflections for creative effect.
10. HAVE FUN and practice!



Photos ©Tim Devine

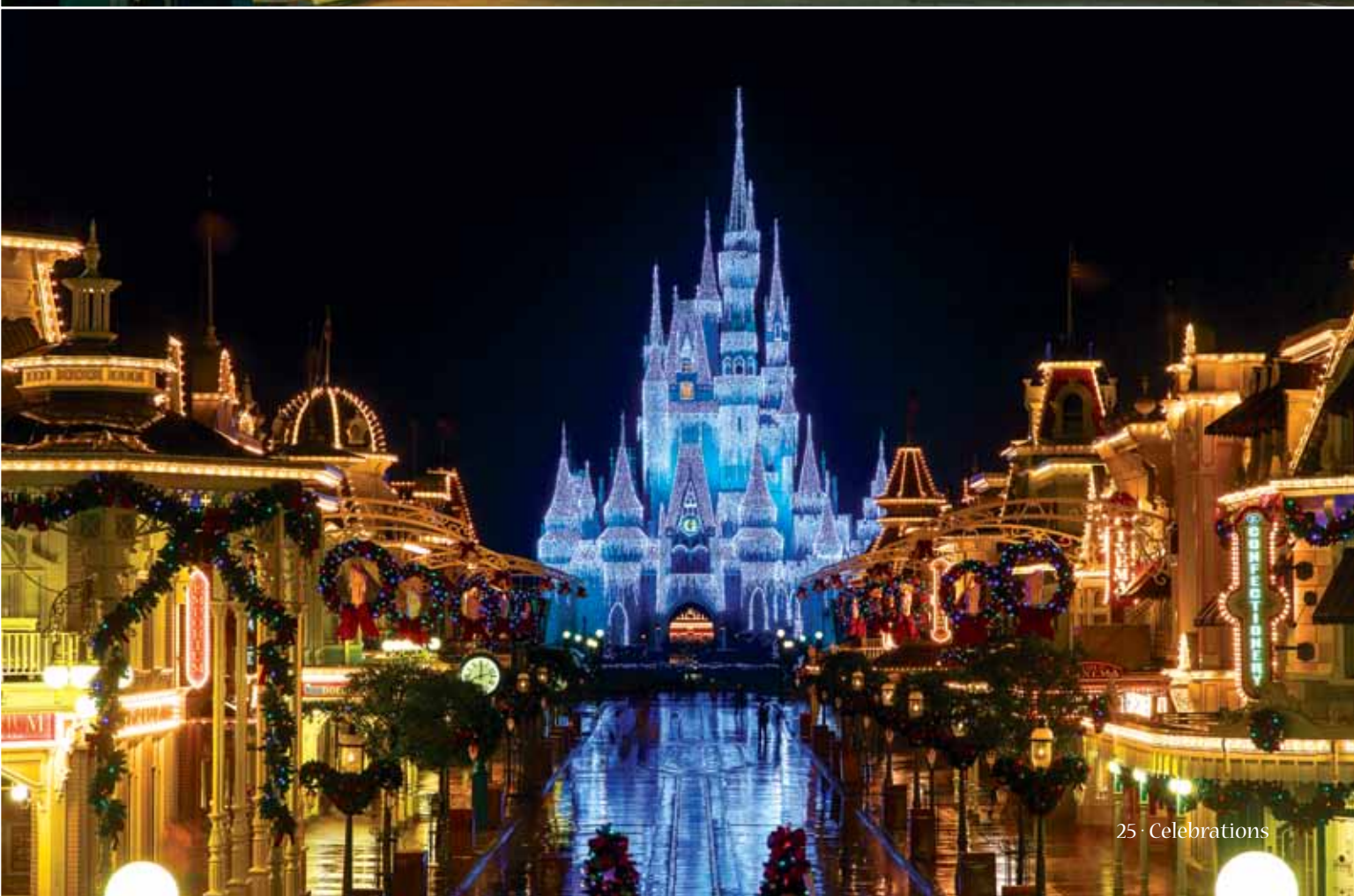






Photos ©Tim Devine


HEVROLET
CHEVROLET





Citricos: The Tastes of the Mediterranean in the Heart of Disney

By Allison Jones



As an Orlando local, Allison has seen the growth of the Walt Disney World Resort. She experienced the inside as a Disney Cast Member and has planned Disney vacations for over 10 years. Allison Jones is a travel consultant with Destinations in Florida Travel and MouseDine. Destinations in Florida is an Authorized Disney Vacation Planner selling Disney vacations.
MouseDine is a restaurant consulting company for Disney World Dining Reservations. Visit www.destinationsinflorida.com or www.mousedine.com for more information on Disney Dining.

The warm environment and flavors of the Mediterranean await you at Citricos. This restaurant is located on the second floor of Disney's Grand Floridian Resort & Spa. As you walk into Citricos, you'll wander through a wrought-iron display reminiscent of vineyard grapevines. You are already immersed in the romance of the Mediterranean. Immediately on your left is a long curved bar called the Citricos Lounge that serves your favorite beverages and seasonal tapas. The restaurant then opens into a grand dining room featuring long, sage green curtains that drape the floor-to-ceiling windows throughout the restaurant, each of them offering views that overlook the manicured landscaping of the Grand Floridian. Across the opposite wall is an open kitchen, where you can watch the chefs prepare your meal. As you walk toward the back of Citricos, it opens into another room laid out in a circle with more tables and chairs. This area also features floor-to-ceiling windows overlooking the resort.

Tucked away by the kitchen is a private room with seating for twelve at a long table. This private room is called the Chef's Domain. This exclusive experience is hosted by one of the Citricos chefs, and takes you on a tour of the Mediterranean seaside with an array of selections from the menu, along with several wines. This dining experience allows you to enjoy the flavors of Citricos with a personal touch.

Citricos is a warm restaurant, with several wrought-iron chandeliers spread throughout that cast a soft light. This restaurant is themed after the Mediterranean, with mosaic-tiled floors, Old World furnishings, and other decorations on display throughout the restaurant. Even the elaborate ceilings add to ambiance of Citricos. But don't let this comfortable restaurant fool you, the dining is nothing short of amazing for a Signature Table Service Restaurant.

The first course includes appetizers like Arancini, Cheese Course, Charcuterie, Slow-roasted Berkshire Pork Belly, PEI Mussels, Lamb Albondiga, and Sautéed Florida Rock Shrimp. The Arancini is a Sicilian street food that includes crispy Risotto with sweet Italian sausage and creamy mozzarella with a Poma Rosa Tomato Puree. Another popular appetizer is the Slow-roasted Berkshire Pork Belly with Anson Mills Cheese Grits, smoked jalapeño, sweet onion and Hibiscus BBQ Sauce. The first course ranges in price from $13-17.

You can add a soup or salad for $15-16. These offering include Winter Greens and Riesling-braised Beets Salad, Local Strawberry and Blood Orange Salad, Baby Red Romaine and Frisee with Strawberry Vinaigrette, or Smoked Wild Mushroom Bisque.

The Main Courses include your choice of chicken, seafood, pasta, or red meat. The entrees range in price from $33-49. The Main Courses are Ashley Farms Pan-seared Chicken, Oak-grilled Florida Swordfish, Pan-seared Florida Black Grouper, Berkshire Pork Two Ways, Cannellini Cassoulet, Crispy Pan-fried Veal Chop Elephante, Seared Tofu, Red Wine-braised Beef Short Ribs, or Oak-grilled Filet Mignon. The restaurant favorite is the Berkshire Pork Two Ways Cannellini Cassolet with rotisserie roasted tenderloin, slow-braised belly with Cannellini beans, braised escarole, and pork natural reduction. Some other popular entrees are the Red Wine-braised Beef Short

Ribs with melted leek and parsnip puree, wilted spinach, and hard-harvested mushrooms with natural jus and the Oak-grilled Filet Mignon with crushed Yukon Gold Garlic Potatoes, Peppadew Pepper, caramelized onions, broccoli rabe, and cabernet reduction.

All of the entrees have recommended wines to accompany the dish. These wine complements range in price from $10-18 per glass.

Citricos is a Signature Table Service Restaurant. If you are on the Disney Dining Plan, you will need (2) entitlements per person for this meal. Citricos also requires a dress code, so be sure you leave your jean shorts, tank tops, and swim suits in the room for this dining experience. Advanced Dining Reservations are suggested. You can call 407-WDW-DINE, book on your My Disney Experience, or contact your travel professional. The chef came out to talk with us during our recent dining experience at Citricos and was so generous to provide our readers with two of the favorite recipes. One recipe is special, because it is an old tradition for Citricos. It used to be on the menu and is so popular, Guests still ask for this menu item and they will make it for you. The other is not on the menu anymore, but they wanted to share it with our *Celebrations* readers.



Citricos Limoncello

Ingredients:

750 ml. high quality neutral grain spirit (vodka)
2 medium lemons (washed in warm water)
2 cups cold water
1-3 cups sugar
3-4 drops fresh lemon juice
1 crock or glass cookie jar

Method of Preparation:

1. Wrap the lemons in a piece of cheesecloth and tie like a package, leaving about 6 inches of string on both ends.
2. Pour the alcohol into the glass jar. Holding the package by the 2 ends of the string hang it in the jar, making sure the lemons do not touch the alcohol. Wrap the strings around the mouth of the jar to secure it. Close the jar tightly and seal with adhesive tape. Leave the jar in a cool dark place for one month.
3. When ready, prepare a syrup by combing the cold water, 1-3 cups of sugar (adjust the amount to how sweet you want the liquor to be), and the lemon juice. Simmer over medium heat until reduced by half. Allow the syrup to rest and completely cool.
4. Unseal the cookie jar, remove and discard the lemons, and pour the favored alcohol into a large jar, along with the syrup. Mix very well and pour the mixture into a bottle, straining with a coffee filter.
5. Cork the bottle and let it rest in the refrigerator for at least 1 week before serving. Serve limoncello in ice-cold glasses.

Sautéed Shrimp with Feta and Tomato

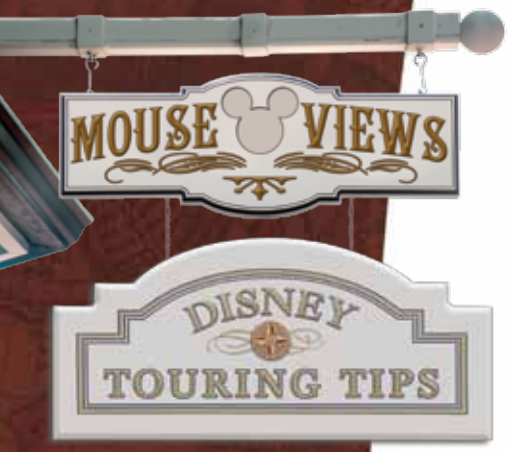
Ingredients:

20 each large shrimp
8 each plum tomatoes
1/4 cup sliced garlic thin
1 cup diced feta
2 table spoons fresh chopped cilantro
1/2 cup butter (room temperature)
1 cup Chardonnay wine
1/4 cup lemon juice
2 table spoons olive oil
Salt and pepper to taste

Method of Preparation:

1. Peel and clean shrimp, remove tail, and cut in half lengthwise.
2. Wash and dry tomatoes, remove stem, and dice large.
3. Heat sauté pan, add oil and sliced garlic, and cook until golden brown. About 1 minute.
4. Add shrimp, tomatoes, wine, lemon juice and cook 1 minute.
5. Add feta cheese and lower heat.
6. Slowly add butter stirring constantly being careful not to break up cheese and shrimp.
7. Add cilantro, salt and pepper.
8. Toss and serve immediately.

Photo © Disney



Making the Most of Your Character Interactions

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 to book your next family getaway!

Meeting Mickey Mouse at the Town Square Theater, Cinderella and friends at Princess Fairytale Hall, and many of your other favorites at the Epcot Character Spot are all must-dos on your Disney trip, right? What parent doesn't have visions of that magical moment when your child comes face-to-face with that character they faithfully watch on TV or transform into during an afternoon dress up session? Seeing their favorite characters up close and in "real life" is the highlight of most trips to Walt Disney World for so many children and their parents. I remember so many wonderful character interactions on all of our trips; my daughter giving Sorcerer Mickey a kiss on the nose, Minnie Mouse playing peek a boo with her, and my twins STILL enjoying a good interaction with Donald Duck. A big part of our Disney trips has always been to make sure our children saw their favorite characters up close and personal.

But for other children and their parents, it can unfortunately be a moment filled with anxiety, fear, and tears to see those big characters right up close. It's Disney World. It's not scary, but everything is much larger, more colorful, and louder at Disney. Preparing your children, and yourself, for those interactions can make your trip much more magical.

First, have realistic expectations of your child. Just because they love seeing Woody in cartoon form in the *Toy Story* movie does not mean they are going to run up and give him a big hug. Maybe, and if so, AWESOME! Disney can be overstimulating in many ways. Many little ones love *Mickey Mouse Clubhouse* and have no problem interacting with Mickey and Minnie, but when they see Goofy at Chef Mickey's and his long nose sticking out from his face into theirs, they may get scared. Keep in mind, the little ones may be unsure of those characters…at first.

Second, don't push your child to interact with the characters. The wonderful thing about Disney is that the Cast Members who are "friends" with characters totally get it. They are so wonderful about interacting with shy children and making them feel at ease. Meeting Belle for the first time was so amazing for our then-two year old. Belle knelt down, folded her hands in her lap, and talked to my daughter like she had known her all her life. Before we knew it, she was in Belle's lap and Belle was reading her "storybook" (a.k.a., her autograph book) to her. Let your child interact on their own terms. Be sure to be ready to capture those interactions on camera! Here are some more tips to get the most out of your character meets and greets:

Utilize FastPass+ for character meets if you aren't using the Disney Dining Plan. With several characters to enjoy at once in areas such as Epcot's Character Spot, Pete's Silly Sideshow, and the Princesses in Fairytale Hall, FastPass+ is well worth it, as lines to see these popular characters can get very long, especially in the afternoon. So, if you have been touring the parks since first thing in the morning, using FastPass+ in the afternoon can give you a nice break. Also, I learned that another nice time to visit the Princesses in Fairytale Hall is while you're passing the time waiting for the Main Street Electrical Parade to begin. Claim a spot on Main Street and send one parent with the little prince or princesses to see the characters in Princess Fairytale Hall



or Town Square. Always be courteous to others, including the characters. Have your autograph book and pen ready. The wider the pen, the easier it is for the character to hold. Also, have your camera ready. You don't want to rush your child, but you also want to capture as much of the moment as possible. If you have MemoryMaker on your Magic Your Way Package, you can look forward to downloading all those great photos when you arrive home.

Plan ahead as to which characters you would like to see. There are various websites out there that give you very detailed plans as to where you can see the characters. Many of the characters appear at multiple parks. You can see Mickey at all four parks, albeit in various costumes. The princesses are best found in their respective countries at Epcot or Fairytale Hall at Magic Kingdom. However, if you want to see Tiana, she is only found at Magic Kingdom in the Liberty Square area. Pick up a Times Guide each day or check the My Disney Experience app on your phone upon entering the parks.

Make the character interaction personal. The photos turn out SO cute when your kids match their favorite characters. Wear a Disney themed shirt with your child's name on it, or something like "Birthday Girl", etc. It gives the characters a point of interaction, and when Mickey calls my daughter by her name right away, she is thrilled that behind words!

Don't forget the parades! Seeing the characters from the Festival of Fantasy or Main Street Electrical Parades at Magic Kingdom can be sufficient for shy children. While the parade is passing down Main Street U.S.A., be on the look out for your favorites. Sometimes, they will stop and give your children high-fives or wave to them directly from the floats. Use this time, particularly at the beginning of your trip, to allow your children to warm up to the idea of the characters. Another great place to see them "at a distance" is the Characterpalooza at Hollywood Studios. There are several characters in one place during this experience. Perhaps spend some time in the area and let your child choose whom he or she would like to meet up close.

Planning character meet and greets into your Disney itinerary is a great idea. It is a truly magical part of every vacation and you'll be glad you took advantage of it. By following these tips and preparing your children ahead of time, you will make those meet and greet experiences that much more magical!

Photo © Disney



Secrets of the Big Thunder Mountain Railroad Queue: Part Two

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/

In our last issue of *Celebrations*, we explored the updated queue for Frontierland's Big Thunder Mountain Railroad. Let's dive right back in, since there's so much more to find.

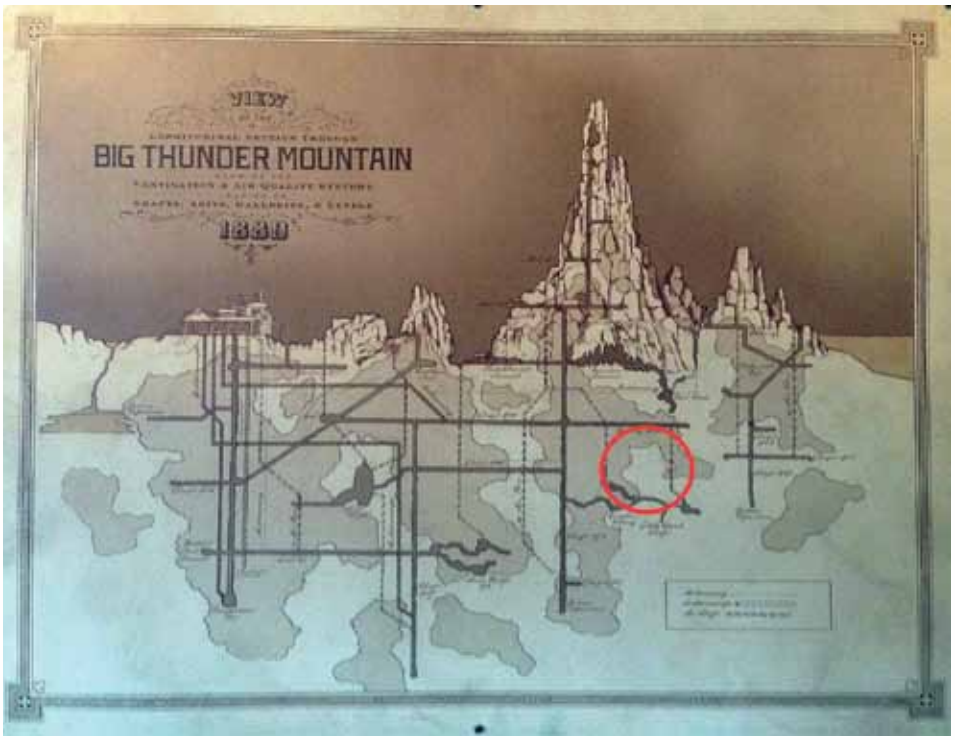
Numerous references to Disney park attractions and restaurants can be found in the queue. Keep your eye out for a new sign that encourages miners to visit the Pecos Bill Tall Tale Inn and Cafe, where they can "belly up to the world famous 'mile long' bar!" It's easy to follow the Pecos Bill reference since this Magic Kingdom counter service restaurant is nearby; it too is a reference to the animated character featured in the Disney package film *Melody Time*. The mile long bar is a tribute to the now extinct eatery that Guests visited when they exited the Country Bear Jamboree. Mirrors on either side of the bar gave the impression that the bar was, well, a mile long.

A prominent painting hangs on the wall above the Big Thunder Mining Company safe, and features a striking panorama of the majestic Big Thunder Mountain range. It's done in the classic frontier style that showcases American grandiosity. As it turns out, Barnabas Bullion commissioned the work for himself to commemorate a mountain as big as his ego. Within this work of art are subtle tributes to all



four Big Thunder Mountain Railroad attractions, in silhouette form, along the left and right edges of the mountain. Imagineers weaved this into the piece, along with an honest nod to the Western River Expedition concept. On the left half is a plateau that appears to have an active raincloud overhead. This is a reference to one of Marc Davis' concept sketches that featured native Americans doing a rain dance. Their work is so good that a singular downpour is focused directly on their mesa.

Another notable poster in the queue features a cutaway view of Big Thunder Mountain, dated 1880 and showcases the vertical shafts and horizontal channels for mining activity. One of the shafts is labeled #71. As any fan of the Magic Kingdom knows, this is in reference to 1971, the year the park opened. Another citation on the poster features Rainbow Caverns, which serves as a tribute to Disneyland's Rainbow Caverns Mine Train, one of the park's original Frontierland attractions, operating from 1956 to 1959. It later became the Mine Train through Nature's Wonderland, eventually yielding to Big Thunder Mountain Railroad.



Another curious entry on the map reads "little spark shaft." It seems perfectly natural, given that miners use dynamite, whose fuses emit sparks. But in the context of Disney, this is a nod to Figment, our favorite purple dragon who sings the virtues of "one little spark (of imagination)." In addition to the shaft named after Figment, you can find a sideways silhouette of his head in the two-dimensional space on the map, just above the shaft.

While you're passing through the portion of the queue that is the magazine room, look up for wooden crates labeled Western River Explosives, which is a direct tribute to the aforementioned Western River Expedition project.

A Disney attraction just doesn't feel complete unless there are nods to the Imagineers behind it, and the Big Thunder Mountain Railroad queue rises to the challenge. In the explosives magazine room is a screen door leading into the fusing cage. Eight different names are labeled on the door, and several of them are direct tributes to past Imagineers. They are: Little Big Gibson, for sculptor Blaine Gibson; Jolley the Kid for rock work specialist Bob Jolley; "Wild Wolf Joerger", for model maker Fred Joerger; and finally "Matchstick Marc", for Disney's renaissance man Marc Davis.

Like most recent queue updates, Big Thunder Mountain Railroad features some new interactive elements. Some of the more notable entry features are the large devices labeled Autocanary – Air Quality Analyzer. It's apparently an update on the old-fashioned technique of bringing a live caged bird down into the mines. If the air quality is low or poor, the bird would be the unfortunate first casualty and a warning to the miners. These interactive Autocanary devices allow you to remotely pump air into the shafts below. An animated bird appears on screen to let you know how good of a job you are doing. One of the virtual canaries is named Rosita. Why is this important? Because it answers the question posed by José to Pierre in the Enchanted Tiki Room! You may recall that as the enchanted fountain arises from the center of the room, Pierre introduces the female birds: "There's Collette! Allo, Collette. Suzette! Allo Mimi! Gigi! Fifi!," to which Jose replies, "I wonder what happened to Rosita." Now we know. She's checking the air quality for the miners!

The next time you're in line for the wildest wide in the wilderness, be sure to check out all these wonderful tributes to Disney history.

Photos © Jamie Hecker



Sounds Like Magic: Sounds of the 60th

By J Darling



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

Every Guest who has ever passed through the gates of a Disney park has a list of favorites: everything from must-experience attractions and meals to must-have souvenirs and not-to-be-missed fireworks. But all too often ignored are the sounds that set the stage for every attraction, land, and even eatery in any Disney Park – the sounds of magic.

There is no question that a visit to any Disney Park involves a multi-sensory experience. Walk down Main Street U.S.A. and take a deep breath. Every sense is engaged, from the feel of the pavement underfoot to the rich sent of vanilla and fresh-pressed waffle cones (mixing perhaps with the soft scent of a well-groomed passing steed pulling a carriage toward a sparkling vision of a castle in the distance).

But what toddler (or adult, for that matter) hasn't stepped off "it's a small world" singing or humming the catchy theme song? Or stepped off Pirates of the Caribbean singing "Yo Ho, Yo Ho, A Pirate's Life for Me"? And lest we forget, Indiana Jones and the Temple of the Forbidden Eye would be arguably anticlimactic without Indy's theme song at the conclusion.

But the magic of Disney isn't limited to theme songs and attractions. The iconic monologue of the Ghost Host in the Stretching Room of the Haunted Mansion sets the tone for the attraction, along with the whispered "Hurry Back…" of Little Leota inviting Guests back for just one more ride (provided you have your 'death certificate').

Ever wonder what a stroll through a silent park would feel like? It's easy to discuss the millions of tastes and delicious smells in Disneyland (the memories of hot churros and fresh popcorn alone are drool worthy), but what would the park be like if there were no tasty treats around every corner? With any of these elements missing, Disneyland would be a far cry from the immersive experience Guests have enjoyed for years.

Anniversary Magic

As Disneyland prepares for its 60th anniversary (beginning May 22nd), Guests have been greeted by a fair amount of construction walls. But don't be so quick to reschedule that trip until later in the year; this is the perfect time to explore and embrace a different kind of Disneyland experience.

One way to start off any visit to Disneyland during this historic anniversary is to hop on the Disneyland Railroad at Main Street Station. A round trip will include a couple of dioramas (with grainy sound tracks) that include a trip through the Grand Canyon, but for history's sake, listen for a very special moment when the train makes the New Orleans Square Station Stop. Audible from the New Orleans Square Train Station (especially from the waiting area) are 'clicks' and 'clanks' tossed in with the jazz music playing in the background. To the astute ear (well-versed in Morse code), the clicks and clanks will transform into dots and dashes that spell out part of Walt Disney's opening remarks for Disneyland Park ("To All Who Come To Disneyland, Welcome. Here Age Relives Fond Memories Of The Past, and Here Youth May Savor The Challenge and Promise Of the Future").



The latest Disneyland fireworks show (beginning May 22nd) will feature a soaring score no doubt, but stick around for the conclusion. The final songs in Disneyland's fireworks shows (too often overlooked as Guests hustle for the exit or the next attraction) are often the most moving, and Richard Sherman's "Kiss Goodnight" will likely be the perfect way to cap off any evening in Disneyland during the Diamond Anniversary Celebration.

California Adventure Park isn't left out in the cold when it comes to amazing sound adventures…especially after dark. When World of Color springs to life, Neil Patrick Harris (along with Mickey himself) will be hosting the new World of Color Celebrate extravaganza. The show itself will take a different turn. Instead of a colorful, musical journey through the art and emotion of Disney animation (both classic and contemporary), the World of Color will reflect on Walt Disney's dreams for Disneyland Park. Sure to be included in the soundtrack are key moments from Disneyland's history, as well as iconic clips from inside the park itself.

Finally, Disneyland's newest addition to the evening line up, a transplant from Hong Kong, is the Paint the Night Parade. While the parade is sure to be a hit in California (as it has been in Hong Kong), some bits of it may seem a tad familiar to the ears. Paint The Night has its own version of the Main Street Electrical Parade's classic Baroque Hoedown. Guests can also expect a little extra ear candy that's new and unique to the Disneyland's Diamond Anniversary Celebration version of the parade. The Hong Kong version of the parade includes a Cantonese version of Owl City's "When Can I See You Again?" from the 2012 hit, *Wreck-It Ralph*.

There is probably one more surprising sound that will permeate Disneyland during the 60th Anniversary. Yawns

What? Yes, yawns! Disneyland has announced that it will be open for 24 hours May 22nd -23rd in honor of the park's milestone anniversary. Okay…so maybe it's yawns and coffee orders, at 2am…

Photo ©Disney

FEATURED ATTRACTION

By Tim Foster



Photo © Disney

When we last left Test Track, way back in our tenth issue, the popular attraction was a kinetic, industrial-centered journey through the world of automotive safety testing, including the famed crash test. The queue was filled with all sorts of car parts, crash test dummies, and work benches, testing everything from impact tolerances to the longevity of the door hinges. Inside, you were put through the paces of terrain testing, corrosion resistance testing, anti-lock brake testing (hang on!), and of course the speed test.

Fast forward (literally!) to 2012, when the attraction closed for a lengthy refurbishment. After more than ten months, the totally redesigned Test Track debuted on December 6, and Guests were greeted not by the colorful, frenetic testing facility of the original attraction, but by a sleek, futuristic neon facility reminiscent of the computerized world of *Tron*. The attraction was now sponsored by Chevrolet, a division of General Motors, the sponsor of the original version. While the ride experience itself was basically the same (in terms of the track layout and the different sections your vehicle went through), the concept of the attraction was totally reimagined, introducing a new level of interactivity that would provide Guests with a whole new experience. Instead of putting you through the rigors of a testing facility, Guests now had the opportunity to design their own cars and to see how they performed on the open road (well, at least out on the giant speed loop!)

Designing the Perfect Vehicle

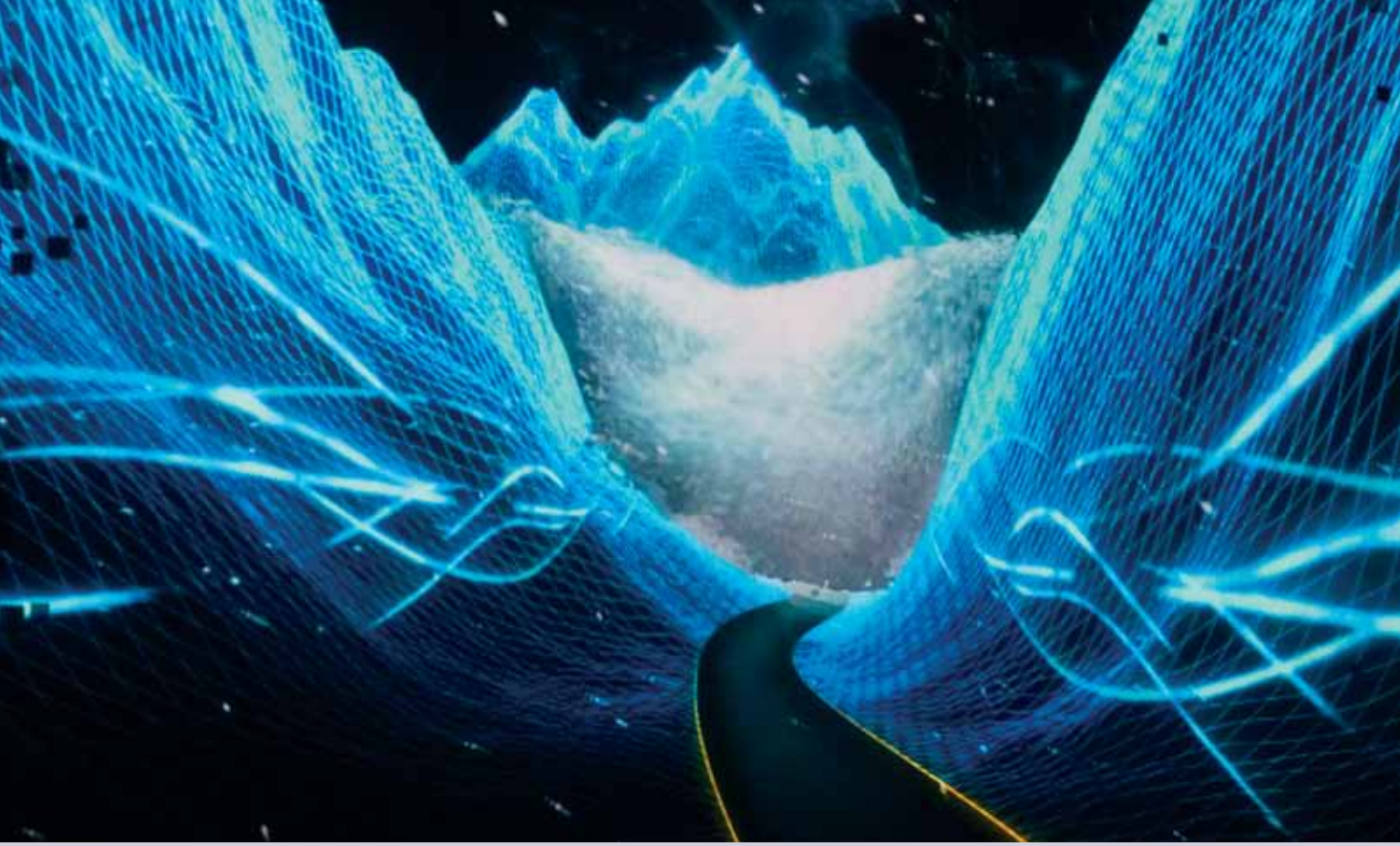
When you enter the queue, the first thing you'll see is a display of several experimental cars of the future. (Actually, that's not the first thing you'll see…keep an eye out for the trash cans by the entrance and see if you can spot the logo for the World of Motion, the pavilion's original attraction!) You'll then enter the Chevrolet Design Studio, where you'll see a short video that gives you an overview of what goes into the design of an automobile. Beneath the video screen is a basic car model (a blank canvas as it were), and on it you will magically see lines traced over it, details added, and various sections highlighted as the narration explain the steps in designing the look and shape of a new car. You'll also see a number of displays highlighting all the different aspects of vehicle design, including line, math, clay, and emotion. Different holographic images of cars are also on display, giving you a 360-degree view of various car models.

As you approach the Design Studio itself, you'll be shown the specific design parameters that you will be striving to maximize: Capability, Efficiency, Responsiveness, and Power. When you reach the end of the queue, you will be handed a card and then ushered into the actual Design Studio. You'll then find your very own design kiosk, and this is where the new interactive elements of the attraction come to life. To design your sim-car, you'll first select your vehicle style and draw its basic shape via the touchscreen interface. You can refine the shape until you're satisfied, and then it's on to customization. Here you can utilize various tools including Sculpt (allowing you to adjust the car's length and width), and Engine (where you can choose from Solar Cell, Fuel Cell, Eco Electric, EV Hybrid, Gas Engine, Super Charged, and Plasma Burner). You can then add different style elements to your car, such as paint color, graphics, wheels, and accessories. Be careful with your choices; all of them will influence your car's performance in the four evaluation stages! You'll be able to see how each choice affects the ratings of your vehicle, and adjust them accordingly.

Now that you're ready, it's time to board you sim-car and see how you did! Right before you board your vehicle, there will be another kiosk where you will scan your card to load your vehicle data. You may notice that all of the cars are blue and appear to be the same, but don't worry; your vehicle will be programmed with all of your specifications. After you climb aboard you'll have a brief safety belt check, then it's off to the sim-track, and the initial climb up the first hill.

The Capability test is up first, and it's here that your car will be tested under challenging weather and surface conditions, including snow and lightning storms (You'll also see a dazzling, neon city of the future, reminiscent of the one that was seen on the descent portion of Spaceship Earth). After you see your performance results, it's off to the Efficiency test, where your vehicle will first be scanned for optimum eco-efficiency, and then for aerodynamic characteristics, where you can actually see a jet stream flow over your car in the mirror on your right. This is followed up with some hyper-spectrum imaging to analyze the efficiency of your vehicle's different components. The Responsiveness test is next, where your sim-car is put through a series of tight turns at an ever-increasing rate of speed, racing through a forest of trees

Photo © Tim Devine



traced in neon grid patterns. But be careful, you'll also have a near miss with a truck to test your Crash Avoidance Technology! Finally it's everyone's favorite part, the Performance test. From a standstill, you'll race through four purple arches before you burst outside of the attraction building and head toward the banking speed loops, where you will reach a top speed of 65 mph, making this the fastest attraction in all of Walt Disney World.

So how did you do? To find out, once you exit your sim-car you'll head to the Scoring Area, where you can see how your vehicle performed compared not only to the Guests in your car, but with Guests throughout the day. The post-show area also features a number of interactive attractions, including Give It a Spin, a racing game where you can steer miniature digitized cars through a computerized track against your opponents. Finally, it's off to the show room, where you'll get to see some of the latest advances in automotive innovation, as well as Chevrolet's newest vehicles.

Imagineering a New Test Track

Creating an entirely new look for this classic attraction was no small undertaking, and it took the combined effort of Chevrolet automotive engineers and the brilliant minds of the Imagineering team to bring the new Test Track to life. The planning for the extensive refurbishment actually began back in the spring of 2011. Assistant Project Manager Melissa Jeselnick, who had previously worked on Star Tours — The Adventures Continue and Toy Story Mania!, described the original inspiration behind the attraction's reconception, and the effort necessary to bring those visions to life: "The original Test Track focused on crash testing and safety in terms of automobile prototype evaluations. But as the vehicle industry evolved, we decided to go back and explore a new story that reflects these evolutions. As a result, this iteration of Test Track celebrates vehicle design and an optimistic view of the future…One of the great things about working for Walt Disney Imagineering is the people. We have more than 140 different disciplines — and it took every one of them, plus the talents of our partners at Chevrolet, to create this amazing Guest experience."

As Imagineer Eric Jacobson explains, "The original Test Track was really about vehicle safety. This time, you actually get to design a car that you're going to test in the attraction and see how it performs…It really is much more interactive than it had ever been in the past, which is one the things we're trying to do with many of our attractions, (to) give Guests choices and let them affect their outcome."

Imagineer David Hardiman adds, "That's really the beauty of the software, it gives everyone the opportunity to add their personal likes and dislikes to their design. We get



asked a lot, 'How many design options are there that come out of the Chevrolet Design Studio,' and we've come up with trillions of options."

As with all Walt Disney World attractions, sound and music make up a large part of the total experience, and Test Track was no exception. As it turns out, the creation of a new soundtrack for Test Track had implications far beyond the attraction itself. According to Music Production Executive John Dennis, "When we first heard about the project, we took meetings with our partners at Chevy and our producing partners here in Imagineering, and one of our big challenges was realizing that the music of Test Track is our first foray in a long time into creating a new musical signature for Epcot."

When it came to writing the actual music, Composer Paul Leonard-Morgan explained that "When Guests hear [the music], I want them to be humming that subconsciously, when they go away they're going, 'Oh yeah, that reminds me of Test Track.' "

The soundtrack features prominent use of synthesizers (with a bit of guitar thrown in here and there), with the basic motif recreated throughout the attraction with subtle variations. Leonard-Morgan continues, "All of the music [throughout] all of these different zones…is all at the same kind of tempo, all the different bits of music have got a match to each other, so as you're going around and walking around the different lines, you're hearing different bits of music."

Media Designer Steven Fortunato adds, "We're doing something quite complex here, especially in the pre-show for Test Track. We've got a number of different sound elements, whether they're background music or they're underscored with dialog. It adds to the overall smooth line and design that this whole show has, and we really wanted to capture that because it was so important to the visual aesthetic and to the design team. Everything that you hear at Test Track really matches the overall sound aesthetic…all of it was crafted to work together so that you're never taken out of that story."

A New Design, a New Experience

Since Test Track reopened back in December of 2012, thousands of Guests have gotten to experience first-hand what it's like to design your very own vehicle. As part of the new wave of interactive attractions, Test Track goes beyond simple (!) thrills and provides a fully immersive glimpse into the complex world of automotive technology. In keeping with the spirit of Epcot, you may learn a thing or two while you're visiting…but that won't keep you from letting out an exhilarating shriek of excitement as you race through those steeply banked turns. Hang on to those hats!

Photos © Tim Devine

FEATURED FILM

ENCHANTED

By Lori Elias



Enchanted, released in 2007, was Disney's first full-length film combining live action and traditional animation since *Who Framed Roger Rabbit* in 1998. With *Enchanted*, Disney poked affectionate fun at its own legacy of films, while also paying tribute to its movies, using carefully-placed allusions to its library of favorites. They plucked a chirpy princess from an idyllic animated fantasy world – a world Disney Studios had created and developed in their decades of animated films – and placed her into the most "real" of any place imaginable: New York City. It was the first and thus far only movie written for Disney by Bill Kelly, and was directed by Kevin Lima, whose previous credits included *A Goofy Movie* (1995), *Tarzan* (1999) and *102 Dalmatians* (2000).

Enchanted is rife with nods to previous Disney films, and for the sharp-eyed Disney film fan, it is a veritable treasure trove of Disney trivia. Some of the most notable include:

- Like the queen in *Snow White and the Seven Dwarfs*, Narissa transforms into an old hag (and attempts to put Giselle into a cursed sleep with a poisoned apple); also, like Maleficent in *Sleeping Beauty* (1959), she eventually turns into a dragon.
- Robert works for the law firm Churchill, Harline and Smith. Together, Disney Legends Frank Churchill, Leigh Harline, and Paul J. Smith composed the music for *Snow White and the Seven Dwarfs*. Churchill also wrote "Who's Afraid of the Big Bad Wolf" for the 1933 short film *The Three Little Pigs* and composed music for *Dumbo* (1941) and *Bambi* (1942). Harline earned Oscars for Best Original Score and Song ("When You Wish Upon a Star") for *Pinocchio* (1940), which he shared with Ned Washington and Smith, who also composed for the *True-Life Adventure* series, as well as *Saludos Amigos* (1942), *The Three Caballeros* (1944), *Song of the South* (1946) and *Cinderella*, earning eight Academy Award nominations.
- The names of the arguing couple that is pursuing a divorce through Robert's firm are Ethan and Phoebe Banks, which is the name of the family in *Mary Poppins* (1964).
- Nancy, the intended stepmother for Morgan, has the last name Tremaine, the same surname of Cinderella's stepmother.
- The driver of the bus Edward rides in Times Square sports a hairstyle that resembles Mickey Mouse's ears.
- As Giselle explores the aquarium in Robert's office, "Part of Your World" from *The Little Mermaid* (1989) can be heard as incidental music. (This is even more fun for astute Disney film fans because she shares the scene with Robert's receptionist Sam, played by Disney Legend Jodi Benson, the voice of Ariel and original performer of that song!)
- In Central Park, Giselle passes an older woman sitting at a park bench "feeding the birds," a reference to *Mary Poppins*.
- When in New York, Edward stays at the Grand Duke Hotel, alluding to *Cinderella*. While at the Grand Duke, Edward watches television, where he finds a soap opera scored with the title song from *Beauty and the Beast* (1991). In the scene, Disney Legend Paige O'Hara, who voiced Belle in the film, portrays a woman named Angela, being confronted by a man named Jerry in regard to her affair with "Ogden." Disney Legend Angela Lansbury portrayed Mrs. Potts (who sang the Oscar-winning song heard in the scene), Jerry Orbach was the voice of Lumiere and David Ogden Stiers played Cogsworth in *Beauty and the Beast*.
- As Edward later watches a local news program, the newscaster reporting on his own adventures in Times Square is named Mary Ilene Caselotti. Mary Costa was the voice of Aurora, Ilene Woods voiced Cinderella, and Adriana Caselotti portrayed Snow White.
- Robert, Giselle, and Morgan enjoy their pizza dinner at the restaurant Bella Notte, the name of the song Tony uses to serenade Lady and Tramp during their spaghetti supper in the 1955 movie.
- As Giselle eats the hag's apple, she collapses and it falls from her hand, a movement identical to that of *Snow White*. Like both Snow White and Aurora, Giselle can only be awakened by a kiss from her true love.
- Before Giselle chases after Narissa and Robert, she pulls Edward's sword from the ballroom floor, a la *The Sword in the Stone* (1963), and inadvertently leaves one of her shoes behind, mimicking Cinderella's exit from Prince Charming's ball. (Later, her shoe turns out to be a perfect fit for Nancy, making the *Cinderella* allusion complete.)

Also, as has often happened in more recent Disney films, *Enchanted* provided a glimpse of movies that were on the horizon. While assembling her "dream prince" with the help of her animal friends, just as Briar Rose/Aurora did in *Sleeping Beauty*, a frog lands in a basin of suds and emerges with a soapy crown on his head. This is a hint at *The Princess and the Frog*, which would appear on the silver screen in 2009. Likewise, during the song "That's How You Know," Giselle finds herself in a play depicting the story of Rapunzel, a reference to *Tangled*, which would be released a year later.

Enchanted Music

The songs of *Enchanted*, three of which were nominated for Academy Awards, were in homage to previous Disney

Artwork © Disney

moments in their own right, while also containing allusions within them. "Happy Working Song" looks back to "Whistle While You Work" from *Snow White and the Seven Dwarfs* (though audiences quickly discovered that while animated woodland animals such as deer and turtles are endearing, real-life New York creatures – rats, pigeons and cockroaches – can be downright creepy!). During the song, as Giselle scrubs the floor, her image appears in the soap bubbles, a nod to "Swing Sweet Nightingale" in *Cinderella*. The Latin rhythms of "That's How You Know," as well its boat scene, are reminiscent of "Kiss the Girl" from *The Little Mermaid*. During the romantic ballad "So Close" at the ball, the camera sweeps down across the chandelier to Robert and Giselle, mimicking the scene of the title song in *Beauty and the Beast* (1991). (Later, as Giselle is about to succumb to Narissa's curse, Robert pleads, "Please – don't leave me," echoing Belle's words to Beast just before his transformation.)

All of the songs, along with *Enchanted*'s score, were composed by eight-time Academy Award-winner and Disney Legend Alan Menken, who had previously written the music for most of the films of the Disney Renaissance: *The Little Mermaid, Beauty and the Beast, Aladdin* (1992), *Newsies* (1992), *Pocahontas* (1995), *The Hunchback of Notre Dame* (1996), *Hercules* (1997), and *Home on the Range* (2004); he would also go on to compose the songs and score of *Tangled*. His collaborator was lyricist Stephen Schwartz, an esteemed theatre composer in his own right (*Pippin, Godspell, Wicked*). The team had previously worked together on *Pocahontas* and *The Hunchback of Notre Dame*. (Though their nominated songs lost to "Falling Slowly" from *Once*, it was still a good year for Disney, as *Ratatouille* won the Oscar for Best Animated Feature Film.)

An Enchanted Cast

While the movie itself was filled with classic and modern-day references, the principal cast was largely made up of relative newcomers to the Disney fold…with one exception. The narrator of the film was Dame Julie Andrews, who had won the Academy Award for her performance as Mary Poppins. Like *Enchanted*, she had a foot in both older and new Disney films, creating the role of Queen Clarisse Renaldi in *The Princess Diaries* (2001) and *The Princess Diaries 2: Royal Engagement* (2004).

Bringing Giselle to life – literally – was Amy Adams. Until *Enchanted*, Adams had been primarily known for her guest appearances on several hit television series including *The West Wing, The Office*, and *Smallville*, along with roles in films such as *Catch Me If You Can* (2002) and *Junebug* (2005), for which she received an Academy Award nomination. She would return to Disney in 2011 to play Mary in *The Muppets*, and has since earned four more Oscar nominations: *Doubt* (2008), *The Fighter* (2010), *The Master* (2012) and *American Hustle* (2013).

Robert was portrayed by Patrick Dempsey, who had long been admired by television audiences for his role of "Dr. McDreamy" (a.k.a. Derek Shepherd) in *Grey's Anatomy*. His first efforts for Disney had also been on the small screen, appearing in a 1986 episode of *Walt Disney's Wonderful World of Color*. Notable film appearances have included *Can't Buy Me Love* (1987), *With Honors* (1994), and *Sweet Home Alabama* (2002), where he lost Reese Witherspoon's heart to Josh Lucas. In *Enchanted*, however, he emerged the victor over Prince Edward, played by James Marsden (though one really cannot feel bad for Edward, seeing as he marries Robert's former fiancée…). Like Dempsey, Marsden had been seen both on television (*The Nanny, Party of Five, Ally McBeal*) and popular movies such as *The Notebook* (2004) and *Hairspray* (2007).

Academy Award-winner Susan Sarandon brought her native New York City to its knees as the villainous (or villainess?) Narissa. She had first worked for Disney as the spirited Miss Spider in *James and the Giant Peach* (1996), and in her long and versatile career has been critically acclaimed for films as diverse as *Bull Durham* (1988), *Thelma and Louise* (1991, for which she received one of four Oscar nominations, in addition to her win for *Dead Man Walking* in 1995) and *Stepmom* (1998).

Timothy Spall, who played Narissa's lackey Nathaniel, got his start on the British stage, performing with the Royal Shakespeare Company. He went on to significant roles in British television before becoming recognizable to international audiences as Peter Pettigrew in the *Harry Potter* film series. He also has the distinction of being one of only two actors to have portrayed Winston Churchill, Prime Minister of the United Kingdom from 1940-1945 and 1951-1955, in two films: *Jackboots on Whitehall* and *The King's Speech*, both released in 2010.

Idina Menzel (Nancy) was known primarily to Broadway theatre aficionados before *Enchanted*. She had earned a Tony nomination for her debut performance as Maureen Johnson in the Tony and Pulitzer-prize winning musical *Rent*, a role she reprised for the 2005 film. She starred as Amneris in the Disney-produced *Aida*, written by Sir Elton John and Tim Rice, and won the 2004 Tony Award for Best Actress in a Musical as Elphaba – better known as the witch of the west – in *Wicked*. Along with another Tony nomina-



tion in 2014 for the musical *If/Then*, she has had a recurring role on the television series *Glee*, has enjoyed successful solo concert tours and has since entered Disney immortality as the voice of Elsa in the 2014 blockbuster *Frozen*, singing the Academy Award-winning song "Let It Go."

Enchanted held the number one spot in its opening weekend in November 2007, going on to earn over $340 million internationally. In July 2014, it was announced that a sequel is being planned, to be written by J. David Stern and David N. Weiss, who created both *Shrek 2* (2004) and *The Smurfs* (2011), perhaps giving Disney fans an opportunity to see if Robert and Giselle have indeed found, as the film's closing songs says, their "ever, ever after"!

Enchanted Fun Facts

- As Edward rides the bus in Times Square, the marquees for the Disney-produced stage musicals *Beauty and the Beast* (1994-2007) and *Tarzan* (2006-2007) can be plainly seen. Also in view is the marquee for the Broadway hit *Wicked* (2003-present). The music and lyrics for this show were composed by *Enchanted* lyricist Stephen Schwartz, and the musical's original cast starred Idina Menzel (Nancy), who won a Tony Award for her role.
- Whether a happy coincidence or a deliberate homage is a matter of speculation, but Giselle constructs a dress from Robert's curtains. In the classic film *The Sound of Music* (1965), the governess Maria creates clothing for her charges, the von Trapp children. Maria is portrayed in the film by none other than Disney Legend Julie Andrews, narrator of *Enchanted*!
- Rather than resembling Edward, the "dream prince" Giselle creates at the beginning of the film is dressed similarly to Robert during the ball.
- *Enchanted* was the second of two movies featuring Rachel Covey, who portrayed Robert's daughter Morgan. Her film debut was two years earlier in *Duane Hopwood*, starring David Schwimmer, Janeane Garofalo and Judah Friedlander.
- Judy Kuhn, the voice of the title character in *Pocahontas* appears in the film as Robert's neighbor.
- While some of the animal action was computer-generated, actual trained pigeons and rats were used in filming "Happy Little Working Song."
- Two of the older gentleman dancers in "That's How You Know" appeared in the film *West Side Story* (1961); another, Harvey Evans, played a chimneysweep in *Mary Poppins*.
- In the climactic battle among Narissa, Robert and Giselle, the views of New York City were created entirely by computer.

Artwork ©Disney

The Magic Never Sleeps: Disney After Dark

by Nick Comande

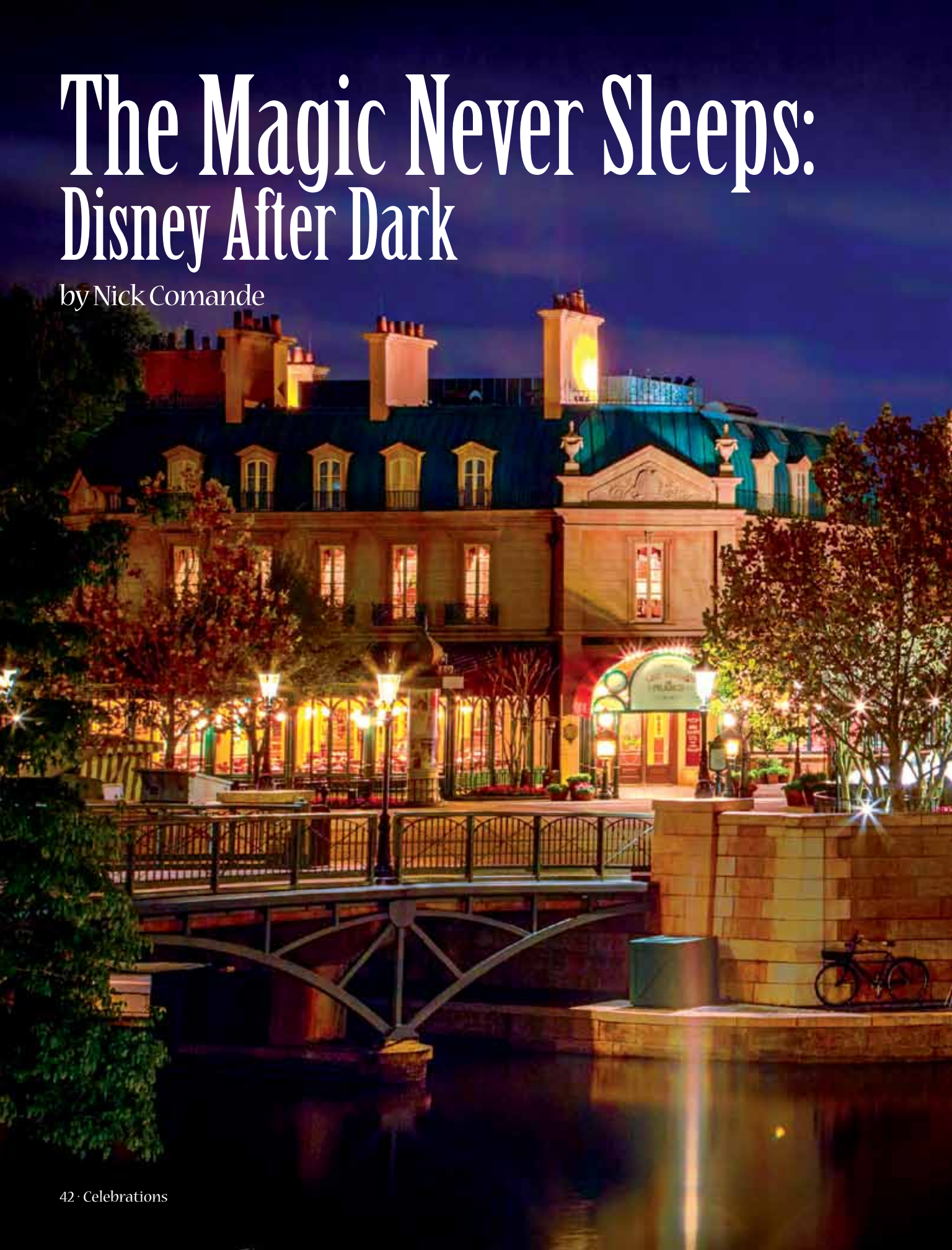




Photo © Garry Rollins



The sun has gone down, a gentle breeze fills the air, and the lights that illuminate Cinderella Castle are lifting high into the sky. It's getting late, and as you look at your Times Guide, you realize that there are no more parades, shows, or fireworks tonight. Your favorite Disney characters have turned in for the evening. Unlike the crowded walkways of two hours ago, you notice that you can now walk in a straight line without having to maneuver around individuals taking photos or walking slower than you. The number of strollers has declined, and the ones that you do see have children of various ages either sound asleep or nearly there, exhausted from a day of fun. There could only be one reason for this; it is the end of the day.

But even though the most magical place on Earth is closing for the night, there is still more magic lying in wait for you. Just like there has to be a first person in the parks in the morning, there also has to be a last one out of the parks at the end of the day. Being the last is a lot easier than being the first; you don't have wake up before dawn to do it. To be the last one in the park (or close to it), all you have to do is be a little bit patient.

Lingering Behind

Being the last won't involve luck, crowds, or rushing to the entrance. All you have to do is walk a bit slower, take your time, and savor the moment. There will be fewer people to crowd you, the parks will be quieter, and there won't be the happy shouts of well-rested children eager to start a day of riding attractions and meeting their favorite Disney characters. As you make your way through the quickly deserting parks, your heart can beat a little easier and you'll be more relaxed, knowing that (unlike the morning rush into the parks) there isn't a sea of Guests right behind you racing toward their favorite attraction.

If you want to plan on being in the parks as they're closing, you'll of course need to know the operating hours for that day. But that's just the beginning (or the end, as it were). For instance, on certain days some parks are open later for Extra Magic Hours. This perk is only for Resort Guests, so if you're planning on being in the parks late, staying on Walt Disney World property is a must on those nights. You'll also need to be mindful of any special events that may be going on, such as Mickey's Not So Scary Halloween Party and Mick-

Photo © Garry Rollins

ey's Very Merry Christmas Party. While those events aren't exclusive to resort Guests, they do require a separate ticket, so you'll want to be sure to purchase one if you're visiting on a special evening.

But how will I get back to my resort, you may ask? (Assuming you don't have your own car, of course!) Don't worry, the monorails, busses, and boats continue to operate long after the official closing time, usually for an additional hour. Finally, it helps to keep an eye on the weather. If it's raining or unusually cold (as it was for a few weeks this past winter), the parks will often empty more quickly. As long as you're bundled up (or have your trusty rain poncho), you'll get to experience the parks crowd-free a bit earlier than normal.

So what is there to do as the park begins to close? You may think "not much" since the attractions will be closing up, but you'll be surprised. Even after the attractions are closed, the shops typically remain open for an additional 30 to 90 minutes, depending on the activity in the store. But the best part of staying late is simply being able to enjoy the parks at your own pace…to explore all the nooks and crannies, travel down those out-of-the-way paths, and be able to appreciate all of those subtle details that make the parks so special. For all of you shutterbugs, you'll also be afforded the rare opportunity of taking those coveted "empty park" shots; a perfect way to capture that Disney magic forever.

One final courtesy tip: do be mindful that the parks are actually closing, and don't be a bother or nuisance to the Cast Members. It's OK to explore the areas of the park that are still accessible, but don't go wandering into an area that's been roped off or obviously closed. Listen to the Cast Members if they do point you in a certain direction. It's their job of course to make sure that everyone makes their way to the exits safely and orderly, and they will always do so with the upmost courtesy and a happy "good night," so be sure to afford them the same courtesy.

Park by Park After Dark: Disney's Animal Kingdom

So here we are, the crowds are dwindling, that gentle calm is descending over the parks, and you find yourself in the midst of a magical wonderland. What to do? Let's start with the newest of the Walt Disney World parks, Disney's Animal Kingdom.

To make the most of your walk out of the park, you'll want to begin your journey at the farthest point from the main entrance, for example, the Maharajah Jungle Trek in Asia (you'll want to use this rule of thumb for all the parks). The Animal Kingdom normally closes much earlier than the other parks, (usually 5 pm), but during peak times and Extra Magic Hours you can take the rare opportunity to enjoy the park after the sun sets. Future plans for the park include a nighttime parade and water and light show, which will afford you even more opportunities to wander through the park under the moonlight.

The Tree of Life is an especially beautiful sight at night, and one that most Guests don't get to see (except through photographs). From Asia, you can walk toward Africa and see the Tree of Life from several angles…every one of them majestic and breathtaking. You can also enjoy that last glimpse of Expedition Everest, right as the sun catches its highest peak before it sets.

If you find yourself in Dinoland U.S.A., you can stroll past the vacant carnival games of Chester and Hester's Dino-Rama, catch one last glimpse of Dino-Sue, and admire the lush foliage lining your trek to the front gate. Preliminary maintenance may be starting around you as trashcans are emptied for the last time and paths are being swept of leaves that have fallen. Once you make your way past the area's shops and restaurants, take a moment as you cross the bridge between Discovery Island and the Oasis to get one last glimpse of the Tree of Life before choosing to go left or right past the Oasis exhibits, giving reality to the term "dark forest" as you make your way toward the exit and out of the Animal Kingdom.

Disney's Hollywood Studios

In stark contrast to the natural ambience of the Animal Kingdom, nighttime at Disney's Hollywood Studios is an electrifying sight to behold. The empty streets of Hollywood and Sunset Boulevards are filled with a colorful, neon glow…so bright that it almost gives an appearance of daylight. This is the brightest part of the Hollywood Studios, and with the Sorcerers Hat now gone, you will once again be able to see the replica of Grauman's Chinese Theatre from the front gates; a memorable sight that has not been seen for years.

The furthest point from the main entrance can be found at the end of the Streets of America near the Lights, Motor, Action! Extreme Stunt Show attraction. In contrast to Hollywood Boulevard, the Streets of America area, specifically New York Street, is rather dark and the lights are few. In the courtyard by Muppet*Vision 3D, where the toys are illuminated on Pizza Planet, you can hear the water from

the fountain that Miss Piggy graces burbling away. A walk past the Star Tours-The Adventures Continue attraction will take you underneath the giant AT-AT Walker, its cannons now silent for the night. You'll also get to see the very dark Ewok village that normally houses the queue during the day.

When the last showing of Fantasmic! ends, Guest can leave through two exits, the first being the entrance where you came in, and a second that's to the left of the stage. This exit takes you "behind the scenes" and leads back to the beginning of Hollywood Boulevard. While this makes it very convenient for people who are looking to exit the park, be aware that if you go that way and intend to wander about the park for bit you'll be "swimming upstream" through the sea of Guests heading toward the exit.

Epcot

Epcot is unique among the Walt Disney World parks in that it has not one but two entrances; the main entrance by Spaceship Earth and the International Gateway between the United Kingdom and France pavilions in World Showcase. If you happen to be staying at an Epcot resort (or don't mind taking a taxi from one of them back to your resort), the International Gateway offers a much more peaceful exit from the park.

But no matter which exit you end up using, here's a tip on getting the most magic out of your Epcot evening. When you choose your viewing spot for IllumiNations, head toward one of the countries toward the rear of World Showcase. (A great place to view the nightly spectacular is from the inner courtyard in the Japan pavilion, away from the lagoon. Most people will settle in near the fence by the Torii gate, or on the second floor balcony of the Mitsukoshi Department store, but the courtyard itself is nearly always empty. You'll get a spectacular view of the show…though you may have a harder time seeing the water fountains on the surface of the lagoon…and best of all you don't have to stake out your spot in advance. Do a bit of shopping, or visit the Spirited Beasts: From Ancient Stories to Anime Stars exhibit in the Bijutsu-kan gallery. When it's show time, just wander outside, pick a nice spot, and enjoy the show!) When the show concludes, find a nice bench and relax. Guests will start to make their way around either side of World Showcase Lagoon, and in about ten or fifteen minutes you'll find you have World Showcase just about to yourself. The shops and attractions will be closed, but you can still wander through the pavilions and enjoy them in a quiet solitude you normally don't experience during the day.



The Matsuriza drummers in Japan will now be silent, but you can wander through the beautiful gardens and enjoy the Koi pond, the hypnotic "thunk" of the bamboo water hammer, and the waterfall in the small courtyard at the top of the gardens by the Katsura Grill (one of the most tranquil locations to be found in all of Walt Disney World). In Morocco, take a stroll through the once-bustling alleyways to find yourself in a quiet, exotic land, just like Aladdin. Like nearly every other World Showcase pavilion, a short walk into the heart of the pavilion will make you feel miles away from the real world.

As you wander through France, venture toward the right side of the pavilion to find a now-deserted hideaway highlighted by a meticulously trimmed hedge garden (see if you

Photo © Mike Billick



can find the Hidden Mickey!) where you can still smell the fragrances from the perfume shop. You can take a quiet moment of reflection by the far wall and look out over the waterway that leads to Crescent Lake and the Epcot resorts. Making your way back to the front of the pavilion, you'll venture past the fountain underneath the majestic Eiffel tower, now darkened for the night. (This is a great time to get a photo!) In the United Kingdom, you'll definitely want to visit the courtyard behind the shops. The area contains numerous benches, and it's a great place to sit, relax, and enjoy the tranquil music playing gently in the background. At the Canada pavilion, take a stroll up the stairs, past the Northwest Mercantile, and you'll soon come upon the breathtaking 30-foot waterfall that cascades down the Rocky Mountains façade. Continuing on, you can enjoy the lush beauty of the Victoria Gardens under a peaceful night sky.

Heading the other way from the Japan pavilion, you can take a leisurely stroll through the American Adventure courtyard before arriving at Italy. This is one of the true nighttime gems in World Showcase, as you can sit and relax in the romantic courtyard (which seems to go on forever), and enjoy the beauty of the classically inspired statues and fountains. While the model trains will no longer be running in the tiny village in the Germany pavilion, you can still enjoy the amazing details and craftwork that went into this often-overlooked attraction. The China pavilion may be the most serene of all the World Showcase pavilions. You can wander around the far side of the lily pond and pause for a quiet moment of solitude under the ornately detailed Temple of Heaven. You can then wander by the Stave Church in Norway, while in Mexico you can take in the view of the Mesoamerican-inspired pyramid bathed in light under a

starry sky (much like the smaller pyramid found inside the pavilion). Most people are unaware that the pavilion has two entrances. In addition to the main entrance at the top of the stairs, there is a pathway that winds around the right side of the pyramid. A walk down this path will make you feel as if you in the heart of a Yucatan jungle, and is especially exotic at night.

Wandering through World Showcase after the park closes is one of the true overlooked treasures to be experienced at Walt Disney World. You can feel free to take your time exploring all of the pavilions; don't forget that many Guests are still enjoying their dinners in the many fine restaurants in World Showcase, so no one will be ushering you out of the park.

In Future World, Spaceship Earth (like Cinderella Castle) is bathed in colorful lights, giving it an entirely different appearance than it's familiar daytime "silver ball" image. As you head toward Future World, the rose pathway that leads to the Imagination pavilion (on the Canada side) and the bridge walkway that passes by the Odyssey restaurant (on the Mexico side) are quiet alternatives to the main promenade. In Future World West, you can enjoy the colors of the "upside-down" waterfall and the leaping fountains near the Imagination pavilion, as well as the dazzling blue ponds scattered throughout the area. (Though depending on the lateness of the hour, the attraction areas may be blocked off by friendly Cast Members who will politely direct you toward the main entrance.)

In Future World plaza, you can pick up a last minute souvenir at Mouse Gear (if it's still open) and get a great photo at the Fountain of Nations. And be sure to look down at the ground! On either side of the plaza near Innoventions East and West, you'll find hundreds of fiber optic lights embedded in the square pavement tiles, weaving colorful patterns in the ground as the multi-colored lights fade in and out in perfect synchronization. On a more whimsical note, you may chance upon a favorite Disney character "painted" on the walkway by an artistic Cast Member, using nothing more than a bucket of water and a mop for a paint and brush!

Before exiting the park, take one last look back at Spaceship Earth, now framed by the beautiful entrance fountain and the 30 granite megaliths of the Leave a Legacy courtyard. This is a great opportunity for one last photo (an "empty park" photo to boot), the perfect ending to a perfect day in the park inspired by Walt Disney's final dream…the city of the future.

Magic Kingdom

As the busiest of the four Walt Disney World parks, not to mention the park that's typically opened far later than the others, you'll want to plan your evening carefully if you want to meander down the empty streets of the Magic Kingdom. Most Guests leave the Magic Kingdom right after a showing of Wishes or an evening parade, making for a very crowded sea of people heading toward the Walt Disney World Railroad station. Even when there are multiple shows and parades taking place, there will still be a grand exodus toward the exit even after the earlier shows. While you can go "against the flow," that sometimes makes for a challenging trek (and of course you don't want to be an obstacle to your fellow Guests who are on their way back to their resort). Your best bet is to hang out in the stores or one of the side streets to let the crowds dissipate, or better yet be in a different area of the park and away from the main flow. Don't forget however, that if the park is indeed closing for the evening, Cast Members will be on hand to politely guide you to the exits, so you won't be able to wander back into the different lands. In fact, when the park is very crowded, Cast Members will open up a special walkway between the Tomorrowland Terrace and the Plaza Restaurant. This will allow Guests a rare behind-the-scenes glimpse as they make their way down the path that winds behind the buildings of Main Street U.S.A., exiting into the Town Square courtyard.

In order to be among the last in the park, make sure you're in a section of the park far away from the entrance. Good choices include Big Thunder Mountain Railroad in Frontierland (up on the hill) or in Fantasyland by Storybook Circus. The choice is yours; depending on which part of the park you'd like to enjoy "after hours." While it may be possible to start at one and walk to the other before heading out, Cast Members may close off the various lands once they've been cleared, so plan accordingly.

If you start by Storybook Circus, you have the choice of exploring either Fantasyland, including the New Fantasyland, or Tomorrowland. An exploration of New Fantasyland will take you past the Under the Sea-Journey of the Little Mermaid attraction and Prince Eric's castle, as well as the newest Magic Kingdom attraction, the Seven Dwarfs Mine Train, with the Beast's Castle in the distance. Going through a now-silent Tomorrowland will afford you a relaxing glimpse of the colorful and kinetic futurescape as you look past Space Mountain to a brightly lit Contemporary Resort.

If you start in Frontierland, imagine seeing Big Thun-

Photo © Garry Rollins

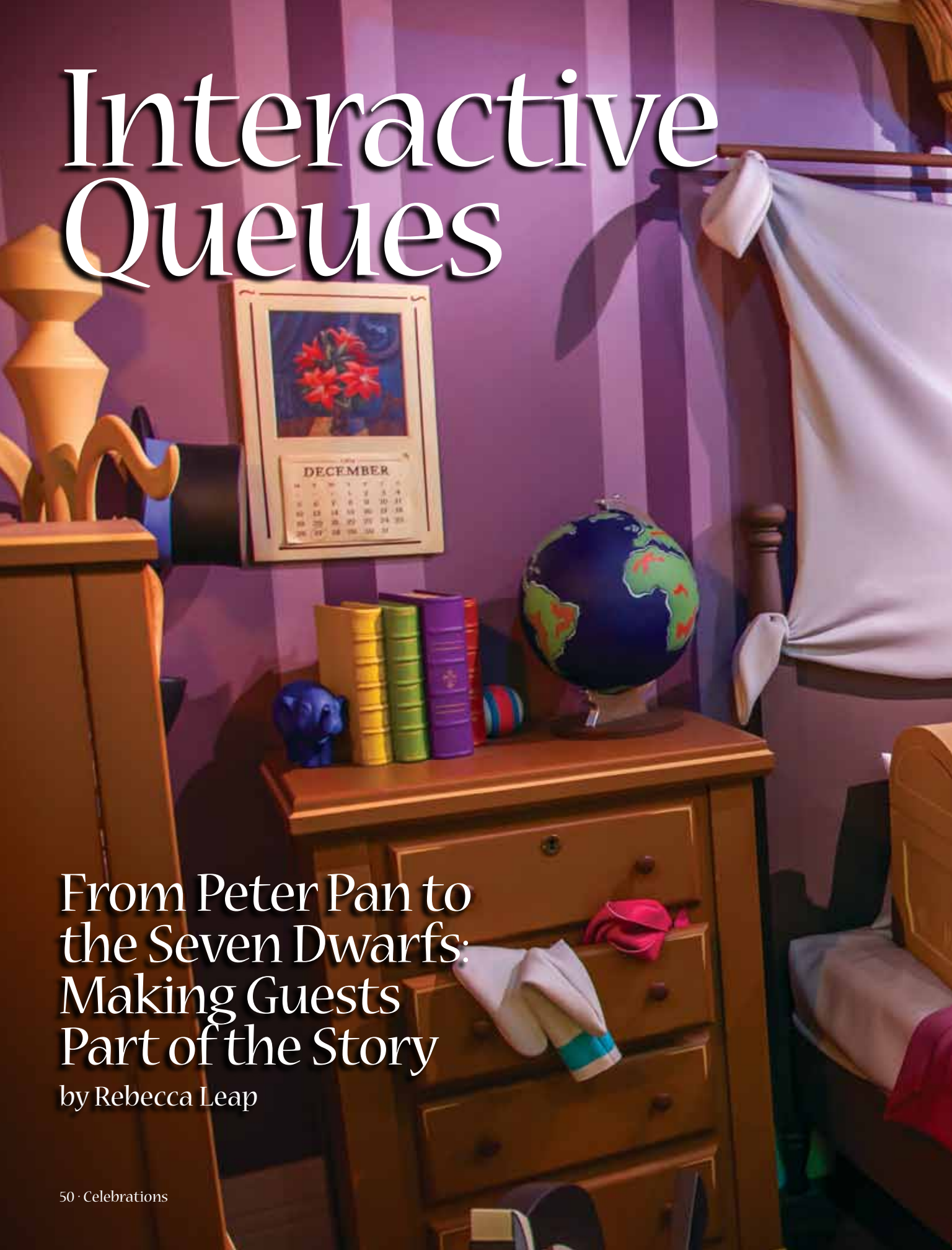


der Mountain itself standing tall in the night sky, its train cars silent. No logs are rushing down Splash Mountain. The Liberty Square Riverboat is no longer plying the Rivers of America as it is moored for the night back in Liberty Square. Frontierland resembles a ghost town of the old west, and as you stroll through a darkened Liberty Square the Haunted Mansion seems even spookier. The eye on the Memento Mori sign seems to follow you as you pass into Fantasyland. In the distance, the horses on the Prince Charming Regal Carrousel are taking a rest from their day of constant spinning; while the breezeway in Cinderella Castle (assuming it's open) gives a wondrous view of a now-empty Main Street U.S.A. glowing in the distance. While this will eventually be your way out of the park, you can marvel at the old time architecture of Walt Disney's dream.

Depending on the path you take, you may find yourself in the central hub. This is a wonderful opportunity to get an "empty park" photo of the famous Partner's Statue with Cinderella Castle as a magical backdrop. Take a moment to consider which is actually more prominent; the most photographed icon in Walt Disney World, or the statue of the man responsible for it?

As you approach the exit, with the carnival lights of Main Street U.S.A glowing brightly on either side of you, take the opportunity to get some once in a lifetime photos (and do some window shopping!). You can appreciate the fact that you are one of the few to enjoy this magnificent moment. If Walt Disney would have lived to see the completion of his park, you know that he would have walked the street just as you are doing now, knowing that his dream that began so long ago continues to bring joy to the hearts of all who pass through those magical gates today. Before you pass beneath the Walt Disney World Railroad station, turn around one last time, enjoy this rare and cherished view, and remember why it is there. It was all because of one man's dream…and that is the real magic.

Interactive Queues



From Peter Pan to the Seven Dwarfs: Making Guests Part of the Story

by Rebecca Leap



Photo © Garry Rollins



From the moment they pass through the gates, each Walt Disney World Guest is looking for something different: some are primed and ready for the dining reservations they made in the wee hours of the morning months before the trip; others enter each park armed with a map in one hand and a Times Guide in the other, ready to catch every show and meet all of their favorite characters. But for many, the main focus of their journey to the "Most Magical Place on Earth" is the attractions they know, love, and make a beeline for as soon as the park opens. Oftentimes it seems that many Guests fall into that third category, and that can make for some very long, very sweaty time waiting in line. For a particularly popular attraction, wait times can climb to well over an hour, even on a light day. When you've got lots to do and a limited amount of time to spend in the park, queues can quickly become a nuisance. Luckily, thanks to some work in the past few years, a new wave of interactive queues have become as much a part of the show as the attractions and shows themselves.

The Imagineers at Walt Disney World have been steadily bringing interactivity to queues across the resort, but the initiative was kicked into high gear in 2011, when Tom Staggs (then-Chairman of Walt Disney World Parks and Resorts) introduced the Next Generation Initiative at an annual shareholders meeting. The initiative focused on the enhancement of Guest experience, most famously through MyMagic+ and FastPass+, but also through the creation and refurbishment of queues to create a new and immersive experience unlike any that Guests had ever experienced at the resort.

Interactive queues have begun popping up all over Walt Disney World, the majority of which having found their homes in Magic Kingdom. Space Mountain's refurbished queue area began offering space-themed games to Guests waiting in line in 2009, while the Haunted Mansion's queue renovation (profiled previously in *Celebrations*) lets Guests wander through a decidedly un-creepy crypt filled with musical tombs and a few special surprises. Before embarking on The Many Adventures of Winnie the Pooh, park-goers get to play around in Rabbit's garden and uncover tales of Pooh and friends on "honey-covered" storybook screens.

Though these interactive queues can be found all over the Magic Kingdom, the attractions of Fantasyland and, even more so, New Fantasyland have received special treatment. As New Fantasyland was slowly revealed to the public, Guests were treated to a new kind of queue that served

Photo © Garry Rollins

as more than just a place to stand before boarding an attraction. Instead, they found queues that told a story and prepared them for what they were about to see…and to entertain them in the meantime.

Dumbo the Flying Elephant

The first interactive queue to be rolled out as part of the New Fantasyland expansion was Storybook Circus' Dumbo the Flying Elephant. In its previous location, Dumbo's queue was infamous, its main characteristics being long, slow, and very, very hot. When the attraction moved from the middle of Fantasyland to its current home in colorful Storybook Circus, the attraction received multiple design upgrades, a second spinner, and notably, an entirely new waiting experience lightyears away from the one Guests had known for thirty years.

The new queue resides inside a big top tent between the attraction's dual spinners—already a departure from its former state. From the outside, a bystander may not think that anything other than switchbacks and standing room lay inside, but inside they will encounter a waiting area where kids can run out their energy as adults get a reprieve from Florida's sweltering afternoon heat. The area is covered with references to the film on which the attraction is based, as well as nods to other properties that served as inspirations for Storybook Circus, all transformed into a playground perfect for climbing, swinging, and other circus shenanigans. Kids can slide, spin, and swing around as "Amazing Acrobats" above the heads of the parents waiting below. There is something for everyone—older Guests are treated to benches and air conditioning while the kids play.

Guests are given a "ticket" upon entering the circus playground (an electronic pager). The little ones get to play and the not-so-little ones get to enjoy some cool air while their feet enjoy a welcome break from plodding around the park. When it's time for a party to ride, the pager will buzz, they'll return it to the Cast Member at the area's entrance/exit, and head off to take a ride on everyone's favorite flying elephant.

Under the Sea: The Journey of The Little Mermaid

The next interactive queue to debut as part of the New Fantasyland expansion was that of Under the Sea: Journey of the Little Mermaid. Guests approach the attraction, which is housed beneath a stately recreation of Prince Eric's coastal palace, and are welcomed to the queue by a beached ship and a smiling Ariel waving from the prow. As they make their way through the first portion of the queue, Guests can marvel at the incredible theming and imagination that went into its design. The queue is filled with all sorts of details, including light posts constructed to look like ship masts hung with lanterns, railings embellished with fishing nets, and walls that are weathered and barnacled. This kind



Photo © Tim Devine



of detail is evident throughout the queue.

The next segment of the queue is an above-water version of Ariel's famous grotto of "human stuff." A note from Ariel explains that a storm has left her collection of human artifacts in shambles and asks Guests to help put everything back as it was before. Little blue crabs skitter across screens disguised as portholes and windows throughout the waiting area, bringing out objects for Guests to put in their proper places. It's up to the people playing the game to make sure that everything goes back where it should.

The final portion of the queue features a wisecracking Audio-Animatronic Scuttle the seagull who alternates between interacting with the little crabs and talking to Guests—or perhaps at them. Scuttle entertains Guests with his antics as they prepare to enter the boarding area, ready to embark in their own journey under the sea.

Seven Dwarfs Mine Train

The final installment of New Fantasyland, the Seven Dwarfs Mine Train, opened in May of 2014 with yet another interactive queue. Long wait times were anticipated and faced head on with one of the most extensive queues yet. Guests enter into a forest that leads up to the mine. Like Under the Sea, attention to detail is evident from the very start, as paw and hoof prints pepper the pathways of the queue. No small feature is ignored, even before Guests reach the queue's main events.

There are three interactive stations where Guests can help the dwarfs by unleashing their inner miners. Each activity is accompanied by a note from head dwarf Doc explaining the instructions. The first station is a fifteen-foot-long trough where Guests can play a matching game, in which they must sort out gems as they float past. The move across the screens while Guests have to drag the right color and shape to the side and match them to the correct spot. The second station features musical water spouts that are activated by Guests passing their hands beneath carved wooden animals.

The third and final station before Guests move to the boarding area is in the "vault," where the dwarfs are storing their jewels. Doc's note instructs Guests to spin the glittering barrels of gems clustered around a support beam. A glance up at the ceiling will reveal that spinning the barrels creates kaleidoscopic projections above Guests' heads. Keep an eye on the ceiling to catch some very familiar characters from the film that inspired the ride.

Photos © Garry Rollins

Peter Pan's Flight

The latest interactive queue to reach Walt Disney World's Magic Kingdom actually lies just beyond the borders of New Fantasyland. Peter Pan's Flight has been notorious for its astronomical wait times and less-than-pleasant outdoor queue, so many Disney fans were thrilled to learn that it would be receiving a makeover. The attraction was closed for refurbishment before a new indoor queue area was unveiled in the fall of 2014. The new line was highly themed, though not yet interactive—a fact that would change in early 2015.

The brand new interactive queue for Peter Pan's Flight was unveiled in January 2015, after much anticipation. Where Guests used to wait outside (albeit shaded by the attraction's building) with nothing but the crowds filtering in from Liberty Square to entertain them, Disney has brought them a gorgeous and highly detailed indoor queue with more than a few delightful surprises.



Guests enter through a hall of portraits depicting scenes from the 1953 film before approaching the Darling home. Before going into the house, they'll pass by the windows where a silhouetted Mr. and Mrs. Darling are getting ready for a party, just like in the first moments of the film. Inside the house are portraits of the entire family (Nana the Saint Bernard included), but the main event is in the Darling children's nursery.

Tinker Bell flitters around the room, where her handiwork provides entertainment for everyone inside. Guests get to play with their own shadows as they mingle with projected shadows on the wall. Guests' shadows can ring silhouetted bells to make real music and have shadow butterflies land on their fingers, among other fun surprises. Be on the lookout for the shadow of a few familiar characters—they've been known to pop in!

The move to create interactive and immersive queues at Walt Disney World has done so much more than make waits a little more bearable. They keep Guests busy and entertained while they wait to board, but they serve a deeper purpose in establishing the stories behind the attractions. Disney's renowned attention to detail and ability to weave stories that enrapture audiences is used to great effect in these new queues that transport Guests directly into the worlds of the attractions. In creating these fleshed-out queues, Imagineers have transformed park-goers from passive observers into a part of the story. They are waiting in the big top, anticipating the grand flight of the little elephant that could; they are entering Ariel's world before joining her on an "Under the Sea" adventure. They are digging in the dwarfs' mine and reveling in Tinker Bell's antics in the Darling nursery.

The interactive queues of the Magic Kingdom go above and beyond mere waiting areas. They tell a story and make an impact. They allow Guests to forget where they are, if only for a little while, and allow them to inhabit the worlds of their very favorite stories. They provide something that is uniquely their own, separate from the attractions they lead up to, while still working with the attraction to create a harmonious experience that leaves Guests with smiles and their faces and, perhaps, the feeling that waiting in line isn't so bad after all.


Main Street
Windows
Revisited
by Jeff Heimbuch

Way back in Issue 5 of *Celebrations*, we began a journey down Main Street, U.S.A at the Magic Kingdom, exploring the Windows and the Imagineers they paid tribute to.

The tradition dates back to before Disneyland's opening day. Many of the shops along Main Street were lessees: merchants who were renting out store space in order to sell their wares. While all of Main Street's shops are run by Disney today, back then, almost everyone was an outside vendor. Renting the space from Disney allowed merchants to get prime real estate and plenty of foot traffic through their stores. On top of that, the money they paid to Disney helped to fund last-minute projects at the Park in the days leading up to the opening.

Some of the shops were not going to be ready for opening day, which led to interesting facades but empty shops. So, while the interiors were being constructed, Imagineers put a sign in the window advertising the fictitious businesses that would supposedly occupy the space. Many of these signs included the Imagineers' names as a tongue-in-cheek way to get credit for their work.

According to Marty Sklar, the tradition of honoring folks with their own tribute Windows started way back in the early days of Disneyland's construction, when Walt himself handpicked the names that would be revealed on July 17, 1955. These Windows served roughly the same purpose as a screen credit on a film; an acknowledgment given to Cast Members and outside contractors alike for their work on the Park. Since then, the Windows have become a sort of life-time achievement award; the highest honor that a Walt Disney Company employee can receive.

Last time, we looked at some of the more prominent names on the Windows, such as Frank Wells, General Joe Potter, Elias Disney, Roy Disney, and even Walt himself. Now, we'll continue on our journey down Magic Kingdom's Main Street, U.S.A., and look at more stories behind some of the Windows.

Broggies Buggies

Hand Made Wagons Surreys Sleighs
Roger Broggie · Wheelwright

Roger E. Broggie is often considered to be the first Imagineer (aside from Walt) to work for WED Enterprises. Broggie joined the Studio in 1939 as a precision machinist. Installing the multiplane camera was one of his first assignments. Once Walt learned Broggie was an avid railroad fan, he asked him to help design the layout of the Carolwood Pacific Railroad, which ran around Walt's Holmby Hills home. He also helped create the Lilly Belle, the miniature steam engine. In 1950, Broggie was promoted to Head of the Machine Shop, and created Academy Award-winning effects, such as the ones used in *20,000 Leagues Under The Sea*. In 1951, he and Wathel Rogers worked on "Project Little Man," which was a forerunner of Audio-Animatronics. Broggie went on to work on such attractions as the Disneyland Railroad, the Monorail, and the first life-size human Audio-Animatronic figure, Abraham Lincoln. Broggie retired in 1975, and shortly after, one of the locomotives at the Magic Kingdom was named after him.

Home Sweet Home

Interior Decorators
Emile Kuri · Proprietor

Emile Kuri joined Walt Disney Studios in 1952 as Chief Decorator for such films as *The Parent Trap, Mary Poppins,* and *20,000 Leagues Under The Sea*, for which he won an Academy Award. Emile's keen sense of style made him instrumental in the design of Disneyland, where he was the primary decorator for Walt's apartment above the Firehouse, the shops on Main Street, Club 33, and much more. He supervised the Disney exhibits at the 1964-65 New York World's Fair. Later, he was a design consultant for the Magic Kingdom. Emile retired in 1974.

Ridgway and Company

Public Relations · Charles Ridgway · Press Agent
"No event too small"

Charles "Charlie" Ridgway was writing about Disney well before he worked for them. While working as a reporter, Charlie covered the building of the Park, and wrote some of the first articles to appear in major newspapers about Disneyland. He joined Disneyland's public relations office in 1963. He became Disneyland's Publicity Supervisor in 1966, and then Publicity Manager in 1969. By 1971, he was Director of Press and Publicity for Walt Disney World. During his time with Disney, he helped with over 200 major press events.

Photo © Barrie Brewer

Dolls by Miss Joyce

Dollmaker for the World · Shops in New York, California, Florida, Japan & Paris

Owner & Founder · Joyce Carlson

Joyce Carlson started at Walt Disney Studios in 1944, delivering mail and office supplies. Over the course of several months, she put together an art portfolio, and presented it to her boss. She worked on such films as *Cinderella*, *Peter Pan*, and *Lady and the Tramp*. By 1960, she had moved over to work at WED Enterprises, to help create attractions for Disneyland and the 1964-1965 New York World's Fair. She designed many of the singing dolls for "it's a small world", hence her title of "Dollmaker for the World." Joyce continued in Imagineering until 2000, where she worked on other attractions, and also helped to bring "it's a small world" to Disney Parks all over the world. There is a doll dedicated to her in "it's a small world" at the Magic Kingdom, standing on the Eiffel Tower.

Walsh's Chimney Sweep & Pest Control Co.

Professor Bill Walsh · The Bug Lover

Cincinnati, Ohio · Burbank Calif.

Bill Walsh was one of Disney's top writers and movie producers. He started out in Disney's publicity department, where he wrote the Mickey Mouse comic strips. Walt enjoyed his work so much, he asked him to write for some of his television shows, such as *The Mickey Mouse Club* and *Davy Crockett*. Soon, he was writing feature films, such as *The Shaggy Dog, The Absent-Minded Professor, The Love Bug*, and *Mary Poppins*. His Window refers to *Mary Poppins* ("Chimney Sweep"), *The Love Bug* ("The Bug Lover"), and *The Absent-Minded Professor* (the second "s" in "Professor" is supposed to look like it was added later, like someone absentmindedly forgot it).

The Big Wheel Co.

One of a Kind Horseless Carriages · Unicycles

Dave Gengenbach · Bob Gurr · George McGinnis

Bill Watkins

Dave Gengenbach started working for WED Enterprises in 1966 as a project manager and engineer. Eventually, he became Vice President of WED. He oversaw the design and installation of many of the Magic Kingdom's most popular attractions, including 20,000 Leagues Under The Sea: Submarine Voyage and Space Mountain. He also designed the Mark III and Mark IV Monorails.

Bob Gurr was hired out of art school to consult on the design of the Autopia cars. What followed was a career spanning almost four decades. He has developed over 100 designs for all sorts of vehicles, from the Matterhorn Bobsleds, the Monorail, to the vehicles on Main Street.

George McGinnis joined WED Enterprises in 1966 after impressing Walt Disney with a working model of a high-speed train which had been his senior project for college. His first task for WED was designing transportation models for the Progress City display once seen at the end of Carousel of Progress. George went on to have a hand in creating some of Walt Disney World's most memorable attractions, such as the WEDWay PeopleMover and Horizons. He also designed the Mark VI Monorail.

Bill Watkins worked for Lockheed Aircraft Corporation before joining WED Enterprises as a project engineer. He contributed to the design of many of the ride vehicles at both Disneyland and Walt Disney World. He is considered one of the forefathers of the modern roller coaster.

Dr. Card Walker

Licensed Practitioner of Psychiatry and Justice of the Peace · We Never Close Except for Golf

E. Cardon "Card" Walker started working for The Walt Disney Company in 1938, in the mailroom, and rose through the ranks fairly quickly. He was promoted to Vice President of Advertising and Sales in 1956, then Vice President of Marketing in 1965, Executive Vice President of Operations in 1967, and Chief Operating Officer in 1968. In 1976, he became the first Chief Executive to not be a member of the Disney family, and in 1980, he was appointed Chairman of the Board. Card would often be the intermediary between Walt and Roy, hence the "Justice of the Peace" portion of his Window. (He also loved golf!)

Sully's Safaris & Guide Service

Chief Guide · Bill Sullivan

William "Sully" Sullivan was working for Northrop Aircraft Corporation when he watched the televised opening of Disneyland. By the next week, he had quit his job and was working as a ticket taker for the Jungle Cruise. Bill worked his way up to Operations Supervisor for the

Park, and then Assistant Manager for Disney's attractions at the 1964-1965 New York World's Fair. In 1971, he moved to Florida to become Director of the Project Installation and Coordination Office for Walt Disney World. Later, he became Director of Epcot Operations, and finally was named Vice President of the Magic Kingdom in 1987.

Iwerks-Iwerks

Stereoscopic Cameras
Ub Iwerks · Don Iwerks · Repairs · Modifications
No Two Exactly Alike

Ub Iwerks met Walt Disney in 1919 in Kansas City, and the two went into business together soon after. Ub was responsible for many of Disney's earliest cartoons. When Walt began his Laugh-O-gram series in 1922, Ub was Chief Animator. He followed Walt to Los Angeles to work on the *Alice Comedies* and the Oswald the Lucky Rabbit cartoons. Ub was the primary designer of Mickey Mouse for Walt. Throughout the years, Ub worked on and off for The Walt Disney Company, helping them to create the process that combined animation and live action, and the xerographic process for cel animation. He also worked for WED Enterprises for a while, contributing to "it's a small world", The Hall of Presidents, and more.

Don Iwerks was the son of Ub Iwerks. He helped to create Circle-Vision 360, Star Tours, and many other film projects for the Disney Parks.

Center Street

Academy of Fine Art · Painting & Sculpture
Collin Campbell · Herbert Ryman · Blaine Gibson
Mary Blair · Dorothea Redmond

Collin Campbell started working at Disney in 1943, as a messenger. He left in 1944 when he was drafted into the US Navy, but returned for a short stint in 1946 in the traffic department. After putting himself through art school, he became an inbetweener in 1952, where he worked on such films as *Lady and the Tramp* and *Sleeping Beauty*. He designed many of the sets for *The Mickey Mouse Club* and the Disneyland television show. Campbell moved to WED Enterprises to help with Walt Disney's Enchanted Tiki Room, and to contribute to the 1964-1965 New York World's Fair projects. He helped design Club 33, and helped develop Pirates of the Caribbean. His illustrations for *The Story and Song from the Haunted Mansion* album book are his best known work.

Herbert "Herb" Ryman spent a weekend holed up with Walt in September 1953, which produced the very first defining image of Disneyland. Herb was an amazing concept illustrator, and his work helped shape the look of Sleeping Beauty Castle, Main Street, Frontierland, Tomorrowland, and more at Disneyland. He went on to create iconic concept sketches of the Magic Kingdom, Epcot, and Tokyo Disneyland, even after he officially retired in 1971. When he passed away in 1989, he was working on sketches for Disneyland Paris.

Blaine Gibson joined Walt Disney Studios in 1939 as an animator. For years, he worked on classic animated Disney films, before going home to sculpt models as a hobby. Walt saw some of his sculptures, and recruited him to work for WED Enterprises. Blaine became Head of the Sculpture Studio at WED, and helped create some of the memorable figures you now see at Disney Parks worldwide, from pirates to presidents. Blaine retired in 1983, but came back to work on special projects, such as the Partners statue seen at the Disney Studio, Disneyland, Walt Disney World, Tokyo Disneyland and Disneyland Paris.

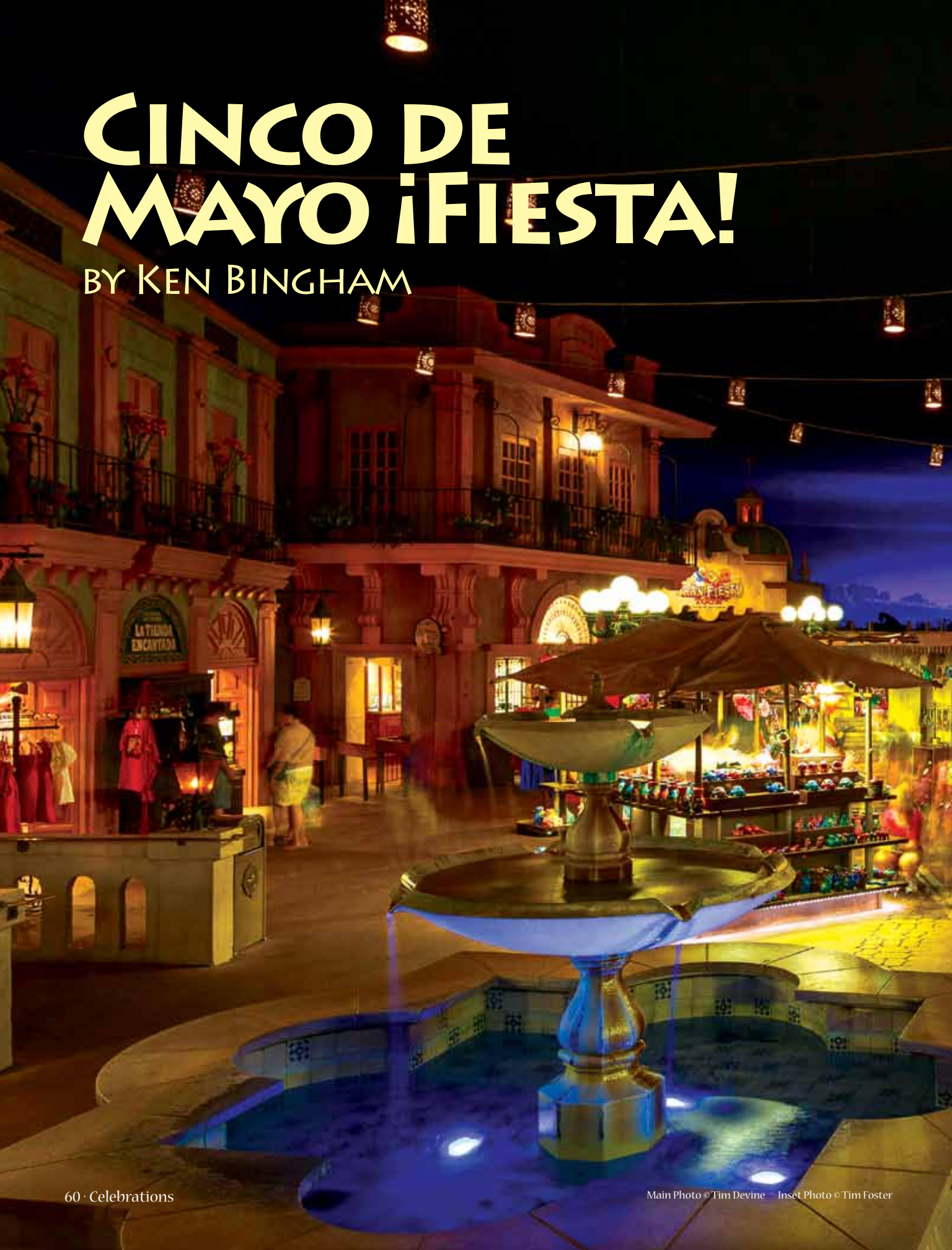
Mary Robinson Blair joined Disney in 1940 to work in animation. She was the only female animator to go on the South American trip that resulted in *Saludos Amigos* and *The Three Caballeros*, where she is credited as an art supervisor. She went on to create concept art and color styling for *Cinderella*, *Peter Pan*, *Alice in Wonderland*, and more. She left Disney after Peter Pan to work freelance, illustrating several Little Golden Books. She returned to Disney, at Walt's request, to work on "it's a small world" for the 1964-1965 New York World's Fair, and also when it moved to Disneyland.

Dorothea Holt Redmond was very successful in the 1940s and 1950s for her collaborations with Alfred Hitchcock, where her illustrations helped set the tone and mood for seven of his films. She began working at WED Enterprises in 1966, where she helped design New Orleans Square. She went on to design much of Fantasyland and Main Street at the Magic Kingdom.

That's all for this trip down Main Street U.S.A.! Of course, there are many more Windows to explore, so we'll be back again to look at them.

Cinco de Mayo ¡Fiesta!

by Ken Bingham



Main Photo © Tim Devine Inset Photo © Tim Foster





Cinco de Mayo stipulates by its very name that it takes place on May the 5th. However, Walt Disney World, who's Year of a Million Dreams lasted about 18 months, lays out a weeklong celebration to honor Mexico's great cultural heritage. And it's a good thing they do. You'll need all that time and more to take it in.

The holiday commemorates the 1862 Mexican victory in the Battle of Puebla, where a poorly equipped Mexican army roundly defeated attacking French forces twice its size. Led by Napoleon III, the French had been considered the most elite military in the world, and yet the small Mexican battalion, led by Ignacio Zaragoza Seguín, drove them back from Mexico City in one of the most stunning upsets since David hurled a pebble at Goliath.

Since this battle, no other country in the entirety of North America has been invaded by any other European army. Thanks, Zaragoza Sequin, for sending the message!

For a good long time, the peoples of Mexico and those living in the former Mexican territories of California and Texas hailed Cinco de Mayo as one of the most sacred days on the calendar. This isn't the case today. Other than in Puebla de los Angeles, where the battle actually took place, the holiday isn't much recognized in Mexico. However, far from having dimmed, the spotlight has only increased in the United States, to the point where it is commonly celebrated with a fervor matched only by St. Patrick's Day.

Walt Disney World makes certain to provide all of its Guests with the opportunity to join in this celebration during the week of the Festival. Over at Epcot's Mexico Pavilion, you can find special activities, entertainment, dance, character Meet & Greets, crafts, and of course traditional food and drink for the entire family.

The party doesn't come to a close once you leave the gates either. Events to commemorate Cinco de Mayo also take place in Downtown Disney, the Coronado Springs Resort, the Magic Kingdom, and indeed throughout the grounds of Walt Disney World.

Taking place during the International Flower & Garden Festival (March 4th through May 17th), Cinco de Mayo draws its greatest crowds at the Mexico Pavilion, and the Three Caballeros are there to step up their game. Made up of Donald Duck, José Carioca, a parrot who represents Brazil, and the pistol packing Panchito Pistoles, these three represent a fitting union between the U.S. and Mexico.

This Disney cultural connection goes all the way back to the 1942 animated feature *Saludos Amigos* and its worthy

Photo © Tim Foster

follow-up, 1944's *The Three Caballeros*. Back in 1941, Walt Disney had been appointed as a Goodwill Ambassador to South America before we had officially entered into the fight of World War II. He traveled to Mexico in order to establish artistic relationships that might help counteract the ties that Germany had with several Latin America countries, including Chile and Argentina.

Both films are composed of collected shorts, tied loosely together by the wild capers of Donald, José, and Panchito. Their historic significance is best summed up by film historian Alfred Charles Richard Jr. who said that these movies "did more to cement a community of interest between peoples of the Americas in a few months than the State Department had in fifty years."

The Caballeros continue to take their job "seriously" here at the Festival, getting the band back together for twenty minutes every hour. Fans of the films will note that the three have really cleaned up their act since the 40s. Donald, who spent a good deal of the film galloping after live Latin women, is his current-day playful self, José has left his signature cigar chewing days behind him, while Panchito no longer carries those pistols.

This most certainly does not deter from the fun, however. Wordlessly, the three fight for the spotlight, mug for the cameras, ham it up with the crowd, get involved in rip-roaring mischief, and basically bring the Festival to a peak of joy and frivolity. It's difficult not to laugh and smile when these three colorful characters come dancing through the crowd.

The trio enters the Pavilion just past the Frozen Margarita stand, then makes their way along the Lagoon walkway to the steps of the Mexico pavilion showcase. Crowds grow stronger as they move, so grab a Times Guide when you enter Epcot, and try to catch them when they first appear. Don't forget to bring your autograph book.

Gran Fiesta Tour

You can also find them throughout the day inside the cool climate of the Mexico Pavilion on the Gran Fiesta Tour. Even at the height of the Festival, the attraction never has a prohibitive wait, and it's certainly worth your time.

You'll sit back in an expansive boat and tour the sights of Mexico as Panchito and José scour the country in search of Donald. The ride culminates in the heart of Mexico City where the Three Caballeros unite as the sun sets over the city. One of the highlights of the trip is the opportunity to hear the freshly rescored and rerecorded Three Caballeros theme. You'll want to travel on the Gran Fiesta Tour a few times just to soak in the full flavor of the new orchestration.

For those with small children, please note that you might want to place your child on the left side of the boat where the bulk of the Festival screens are set.

Cinco De Mayo Celebrations

Back out in front of the Pavilion, you can discover one of the most sensational shows that Walt Disney World provides, a lively dance performed by…what else? Marionettes. Make that life-size marionettes. Outfitted as Day-of-the-Dead skeletons, these human puppets, guided by a gigantic stilt-extended conductor, dance to the delight of all.

You can even get involved in the dance yourself…as long as you're willing to allow the master of ceremonies to hook you up to one of his oversized cross bars. It's worth it for the photo opportunity alone.

Walt Disney World mates this comical display with traditional and regional dance performances that highlight Mexican culture and heritage. Here you'll see dances that reflect the religious practices of the ancient Aztecs, see the influence of European choreography, watch the folk styles that developed during the Mexican Revolution of the 19th and 20th centuries, and enjoy the art of today where it has become a defining point of Mexican culture.

Of course, the Mariachi Cobre band will be on hand to provide set after set of foot stomping music to keep the spirit of the Festival jumping. Performing the traditional folk music of Jalisco, this twelve-piece Mariachi band has earned world fame thanks to their spirited singing and playing styles.

The music of Mariachi first developed in rural areas, making its debut in Mexico City in 1905. Quickly sweeping the nation, Mariachi music became the emblem of the Mexican government as it united its peoples from far across the lands.

The Mariachi Cobre band, which currently includes three guitarists, two trumpet players and seven violinists, was first formed in 1971 by Randy Carillo and his brother, together with four of their students. Through their evolving cast of players, the band has played at World Showcase's Mexico Pavilion since it first opened in 1982.

Performing on the Lagoon Side of the Pavilion, the group offers sets that typically run twenty minutes. They change up their menu each performance, so if you enjoy the show—and everyone does—you have every reason to return and sample some more. The Pavilion does get crowded during show time, but the band spreads out, affording many a fine

view. There's no reason to camp out early under the hot sun for a performance.

Welcome to Mexico!

After watching the live shows outside, you'll want to step in out of the sun to enjoy the breathtaking resplendence of the Pavilion's interior. Just saunter past the lush Yucatan jungle, enter through the Pre-Columbian pyramid, and prepare yourself for a full realization of the world South of the Border.

You'll be blessed immediately with a resplendent array of Mexican artifacts in the building's foyer. This ever-changing museum currently holds the Animales Fantasticos: Spirits in the Wood exhibit, a tribute to Oaxacan wood carvers, who believe that when you carve a piece of wood, you are actually releasing the spirits you sculpt. You'll have no reason to doubt their word. All you need do is gaze upon these magnificent carvings, and you'll feel the spirits spring to life. Just beyond the exhibit, your children can join Mexican artisans in creating crafts tied directly to the Festival, featuring puppets, flags and jewelry.

A scant few steps away, you'll behold the twinkling stars of the Mexican twilight hanging above the quaint village of Plaza de Los Amigos. Here you'll glory in a colorful array of carts offering pottery, clothing, piñatas, sombreros, dolls, cookware, cookbooks, and jewelry. For those who want to commemorate the Festival with some event-specific merchandise, your mouth will water at the Cinco de Mayo pins, ear hats, mugs, and T-shirts.

The Three Caballeros themselves will often make a command appearance in the village, while a strolling Mariachi band will make sure to entertain the crowds.

Permanent shops skirt the perimeter of the village, such as Artesanias La Familia Fashions, which provides Mexican clothing and jewelry for men, women and children; and El Ranchito del Norte which offers authentic souvenirs and gifts.

It's Not a Celebration Without the Food!

Now, after all this you've probably worked up an appetite. So why not stop in at one of the two major restaurants in the Pavilion, both of which bring forth a special Festival menu just for the Cinco de Mayo celebrations.

The San Angel Inn Restaurante gives you the feel of dining outside (albeit in wonderful air conditioning) at the foot of a mountain in a bustling Mexican town. A Mayan pyramid towers above you, with a live volcano just beyond. You'll want to keep your eye on this volcano as the smoke rises every five minutes. This is one of the most romantic places to dine in all of Walt Disney World (apologies to the French Pavilion's Chefs de France).

Please note that although the restaurant is vast, you'll want to make your reservation well in advance, as this is one of the most popular restaurants in all of Epcot.

Overlooking the World Showcase Lagoon sits the La Hacienda de San Angel, where you have the option of sitting outside on its large terrace or inside under its high domed ceilings. Whichever you choose, you'll find the view simply breathtaking. At any time of day, you can enjoy the peaceful vista of the lagoon, with an unparalleled view of Epcot's unique architecture. However, you should try to make your reservation around the IllumiNations show for a truly startling conclusion to your evening.

Normally, you can gather a seat easily here (outside of IllumiNations); however, during the Festival it's a bit more difficult, so please plan ahead.

Both restaurants offer specialty Festival options, such as Chile en Nogada, an egg battered poblano pepper, stuffed with pork, almonds, raisins, apple, pineapple, cinnamon, roasted tomato, and garlic; the Enchiladas de Mole Poblano, a corn tortilla filled with marinated chicken; and the Pollo Rostizado en Salsa de Mercado, a slow roasted French-chicken breast topped with a roasted green tomato, pine nuts, garlic, onion, and saffron sauce.

You'll want to reserve room for some traditional Cinco de Mayo desserts as well. After all, it's not every day you can enjoy such delicacies as Camotes en Leche Condensada, a sweet potato topped condensed milk and garnished with almond brittle.

Each restaurant also offers the Horchata Margarita, a specialty Festival beverage, infused with ground rice and flavored with lime, cinnamon, and sugar. You best be careful here, however, as these are very strong.

For those who aren't prepared for a large meal, or didn't plan enough ahead of time to gather a table at one of the major restaurants, you can't go wrong with the lovely La Cantina de San Angel. This counter service eatery might be located outside, but don't let that fool you. Its individual tables shaded with full umbrellas keep the sun from intruding on the delight of your meal.

Both the Cantina and the outdoor Margarita kiosk provide a specialty Festival drink as well. Alongside the fruit

smoothies, frozen Margaritas and freshly minted Milagros Pomegranate Margaritas, you can gather a Micheladas, made with Corona Light draft and a special Michelada mix.

The more adventurous might want to venture inside the Pavilion to La Cava del Tequila ("the Cave of Tequila") which features a variety of exciting Margaritas with innovative flavors such as Cucumber, Avocado, Habiscus and Jalapeno, together with over 70 different Tequilas ranging in price from eight to fifty dollars. They also offer up a variety of tapas dishes so that you won't walk away hungry.

La Cava provides Cinco de Mayo specialty drinks like the Horchata Margarita and the Banderitas, a tequila board consisting of a shot of lime juice, a shot of tequila, and a shot of sangria, which make up the colors of the Mexican flag.

Cinco De Mayo Beyond Epcot

The party doesn't end at Epcot either. Over at Coronado Springs you'll find a palatial Resort that is themed directly to the event. It takes its name from the 16th century Spanish Conquistador Francisco Vasquez de Coronado, who travelled northern Mexico and vast regions of the American southwest in search of the Seven Cities of Gold. Although he never came across this bountiful treasure, he did manage to discover the Grand Canyon and Colorado River.

If you make the trip out here, you'll be rewarded with two fine restaurants located in El Centro, the main building on property. The Maya Grill, its full service establishment, transports you immediately to a world of textured fantasy. You'll enter the restaurant through a Mayan pyramid and take your seat at large wooden tables set with exquisite mood lighting. Serving up Latin American fare, the Grill offers such tasty concoctions as the Queso Fundido, a delicious Mexican-style cheese dip infused with spicy chorizo; a San Antonio Fajita Skillet, made with your choice of steak, chicken or shrimp; and traditional Mexican dishes like Chimichangas, Enchiladas, and Tacos. If the mood strikes, you can sample margaritas and a special flight of tequila made especially for Cinco de Mayo.

You can usually secure a table easily at the Grill, even without a reservation. However, during the Festival, you could face up to a 45-minute wait. It's the perfect time to go shopping at Panchito's Gifts and Sundries located in El Centro, or simply belly up to the bar to try on one of their many-flavored Margaritas.

You can partake in counter service at the Pepper Market, a large food court that makes you feel as if you're at an outdoor market in Mexico City. The restaurant specializes in build-your-own Burritos, Empanadas, Nachos, Quesadillas, Aztec Burgers, Fish Tacos, and Fajitas all served with black beans and Mexican rice.

Not sure you want to travel out to the far reaches of Coronado Springs? You can also take in Festival offerings at Downtown Disney's Paradiso 37, which provides both indoor and outdoor seating along the Lake, a perfect spot for a breezy evening in May.

The restaurant features a floor-to-ceiling Tequila Bar, which serves up the establishment's namesake 37 different types of tequila, ranging from Blanco ($8) to the elite Extra Anejo ($60). You can enjoy a pitcher of Anejo Margaritas for $55. Not up for Tequila beverages? Well, Paradiso also prides itself in serving the coldest beer on Disney property, chilling their drafts to 29 degrees.

For dinner, you can enjoy such delicacies as the Columbian Style Crispy Hen, the Argentinian Skirt Steak, and traditional Mexican delicacies like Enchiladas, Tacos, and Burritos.

With such featured alcoholic beverages, many would wonder if this were a child-friendly restaurant. Well, it's Walt Disney World, so of course it is. If you're looking to remove yourself from the liveliest crowds, however, you could always opt for second floor or veranda seating.

If you're up for a more casual atmosphere, you could always head over to the ever-splendid Earl of Sandwich, who proudly serves up Mexican influenced dishes such as the Chipotle Chicken Avocado Sandwich and the Baja Chicken Salad or Wrap.

For those who don't wish to amble out of the Magic Kingdom, you can explore the Caribbean airs of Tortuga Tavern in Adventureland for a fine supply of Burritos, Tacos, Quesadillas, and Nachos. Over in Frontierland you'll find the Pecos Bill Tall Tale Inn and Café, ready and prepared with the largest Taco Salad on property.

And of course there are Churros to be had throughout the Walt Disney World Resort.

So what does it all come down to? A wild Cinco de Mayo week that allows you to step into the shoes of Francisco Vasquez de Coronado as you explore the many Mexican wonders that Walt Disney World has to offer. You might not discover those elusive Seven Cities of Gold, but you will be certain to enrich your life with the wonderful Mexican culture and traditions that have extended throughout the land.

The Magic Is In the Cards: Sorcerers of the Magic Kingdom

by Rachel Comande



Photos © Nick Comande



There is no denying that Walt Disney World is a magical place filled with wonder and mystery, but what would you do if Hades, from *Hercules*, decided that he wanted to use Magic Kingdom as his summer home? Merlin is looking for help to spoil Hades' devious plan. Will you step up for the job?

If you've visited Magic Kingdom in the last year or two, you've probably seen Guests walking around the park with cards in their hands, talking to windows, or looking for something in particular. You may even see the not so rare Disney Villain interacting with a Guest (or group of Guests). You wonder what these Guests are doing and what you are seeing. This is Sorcerers of the Magic Kingdom.

Word of Sorcerers of the Magic Kingdom first came when Jonathan Freeman leaked to interviewers that he would be reprising his role as Jafar for a new game, in which Disney Guests could battle the Disney Villains. Beginning in the summer of 2011, Liberty Square and Adventureland were the location of Disney's newest construction project. Following the construction, testing for Sorcerers of the Magic Kingdom began in November, and after months of preparation, it opened on February 22, 2012.

Guests who decide that they want to partake in Sorcerers of the Magic Kingdom will "be recruited" at one of two locations; the Firehouse on Main Street U.S.A., or the outpost behind Ye Olde Christmas Shoppe located in Liberty Square. When you enter the recruitment station, a Cast Member will scan your park pass (now your MagicBand) along with the passes of everyone else that's in your party and wants to play. Even if someone in your party doesn't want to play, still have them join the game. (You'll find out why later!) You will be given a Key Card. (Literally, there is a picture of a key on a card). This card will be the "key" to playing the game. You will also be given a beautifully illustrated map of the lands in Magic Kingdom, which has some funny looking symbols on it. Finally, a Cast Member will give you a pack of Sorcerers of the Magic Kingdom cards. Why? Don't worry…you'll soon find out what they're for in the not so far away future. Then you'll be led, by a Cast Member, to another location in the recruitment station where something amazing will happen.

Please note; if you want the full experience of being recruited, make sure to start your game from the Firehouse. The Liberty Square location doesn't provide the same Sorcerers of the Magic Kingdom atmosphere. It is hidden away from the hustle and bustle of Liberty Square and isn't truly themed. The game starts the same way, but if you want a true experience, head to the Firehouse.

The Quest Begins

Guests will be introduced to Merlin in his secret hideout, and find out why their help is needed. Hades is bored with The Underworld, and is looking for a new place for the summer, and the Magic Kingdom is the place he has his mind set on. The only thing that stands in his way is Merlin and the "Crystal of the Magic Kingdom," which has magic that keeps evil forces under control inside of the park. Hades sends his henchmen, Pain and Panic, to steal the crystal from Merlin's house but, in true Pain and Panic fashion, they can't finish the job. They end up waking Merlin up, and a brief scuffle takes place in which the crystal is broken into multiple pieces, four of which are scattered throughout the lands of Magic Kingdom; Main Street U.S.A., Fantasyland, Adventureland, and Frontierland/Liberty Square (they are counted as one land).

Hades is quite upset and frankly annoyed. In retaliation, he recruits a group of Disney Villains that will retrieve the pieces of the Crystal of the Magic Kingdom for him. This is where you, the Guest, come in. Merlin will teach you how you can defeat the Disney Villains and stop them from retrieving the pieces of the Crystal.

Merlin explains that he created Mystic Portals hidden around the park that can sense the misdeeds of the Disney Villains and defeat them. Near the portals, there will be a key symbol embedded where you must press your Key Card. The Key Card will activate a portal when it is touched to the key symbol. But how do you know where the portal is located and where the



key symbol is? That's what the map is for. For example, if you were battling villains on Main Street U.S.A. and the portal you need to search for has the clover shaped symbol, then your map would direct you to the Walt Disney World Railroad where the clover is located on the map. The map can't give you all the answers. You'll have to hunt around for the key symbol on your own. Some things you have to learn to do on your own.

Battling the Villains

Now that you've found a portal, how do you defeat the villain contained within? This is the time to use the cards that you were given. Those cards are spell cards that can be used to defeat Disney Villains. There are 70 cards in the original series, though you can only collect cards 1-60 in Magic Kingdom. Cards 61-70 are only available with the home version you can purchase, but more on that later. There are seven different types of spells that can be cast: Charming, Energy, Flying, Gross, Quick, Strong, and Wishful. The card that you have depends on the type of spell you can cast. For example, "Apprentice Mickey's Broomsticks" (Card #1) can cast Charming spells and nothing else. To cast a spell, simply hold the front of the card in front of the portal. Try to locate the cameras surrounding the portal and aim your card there. The cameras can be either above, below, or next to the portal and they're there to see what spell you're casting.

When casting a spell, make sure you're standing in the Circle of Power. The Circle of Power is a circle in front of the portal with the Sorcerers of the Magic Kingdom emblem inside of it. The fronts of the cards (besides showing what kind of spell the card possesses) also have beautiful artwork and clever captions to go along with the spell, but those aren't the only reasons you should pay attention to the cards. The fronts of the cards tell how strong the spell is. For example, some Charming spells are stronger than others. That's just the way it is.

After Merlin is done giving you the basics, he will let you out into the world to defeat the villains and save the Magic Kingdom. Everything is in your hands now, but don't worry. You'll never be alone. Merlin and other Disney Characters will help you out along the way. What characters you ask? You'll have to become a Sorcerer of the Magic Kingdom to find out!



Planning Your Quest

I'm sure you're wondering how long this game will take. In all honesty, it depends on many factors; how fast you walk, how crowded it is in the Magic Kingdom, and if there's a line by the portal.

If you're a slow walker, then obviously it will take you longer. Merlin tries to keep the portals in close proximity to each other for your benefit. He will only make you walk to a far away portal if you have to. In each game, you should expect to visit each portal, in each land, once. The only exception to this is if you defeat each villain in one battle (portal.) If you are a little slower at salvation for the Magic Kingdom, then defeating a villain will most likely take you two rounds (two portals.) If this is the case, anticipate visiting each portal and look forward to a lot of walking in your future. The portals are fairly close to each other, but there are a few far-flung portals that are farther away. If you are a speedy and skilled Sorcerer, you most likely will not have to visit those out-of-the-way portals because your adventure in that land

Photos © Tim Devine

will have already come to a close. Note that you will only have to defeat villains in one land per adventure. You can do each of the adventures whenever you want, but you will need to complete an adventure before you can start a new one. In other words, you will stay in one land until you defeat a villain. The only exception to this is the Frontierland and Liberty Square adventure because they are counted as one land. Don't worry though. The portals here are quite close to each other.



The crowds in Magic Kingdom will also have a great impact on how long it will take you to complete your quest. If you come to Magic Kingdom during a busier time of year, make sure to schedule some extra time for Sorcerers of the Magic Kingdom. To get from portal to portal, you'll have to maneuver through crowds and people taking pictures, all while having a pretty good sense of where you're going. Consult your map to find out where your designated portal is before setting off. It will be almost impossible to stand in the middle of the street to decide if you're going the right way or not. Also, be aware of what time the daily parades and shows will be taking place. It will be more crowded along Main Street U.S.A./Liberty Square during the Festival of Fantasy Parade, and it will take you longer to make your way around anxious Disney-goers expecting a parade.

Possible lines at the portals go hand in hand with crowds at Magic Kingdom. More people at Magic Kingdom will of course mean more people that will be trying to save Magic Kingdom. There are only so many portals to go around. Everyone has to share, but don't let this deter you from playing Sorcerers of the Magic Kingdom. Let these lines help you. Watch the person in front of you and you might just be able to learn a tip or trick that you didn't know before. You can also learn some strategies. Even though you don't need to have a strategy to win, that doesn't mean that it hurts to have one.

But mostly, the time it takes you to complete Sorcerers of the Magic Kingdom is really up to you. You can play for as long as you want to. Defeating a villain in one land can take anywhere from 15-20 minutes if there is a relatively low crowd and no lines in front of the portals. Keep in mind that you can stop playing in the middle of the land. Just remember to keep you Key Card handy for the next time you come back to Magic Kingdom. Your Key Card can save your progress and you can pick up the game right where you left off. Don't worry about not remembering what portal you need to go to when you come back either. A Cast Member at either the Firehouse or Liberty Square Recruitment Center can look up what portal you're looking for when you want to start playing again.

You've probably seen tired people trudging all over the park, just so they can finish the game. Don't do this. The Imagineers who designed this game gave you the ability to save; use it! Your Key Card will remember what adventures you've completed and which villains you've defeated. As long as you have your Key Card, all will be well.

You can save the Magic Kingdom the next time you're there. It will still be there for you. Hopefully…

The Quest is Complete…Or Is It?

So, a few hours pass and you finish the game! Now what happens? I can't tell you that, but you'll be in for a surprise.

Now, you have one of two options. You can call it quits and say goodbye to being a Sorcerer, or you can do it again. Sorcerers of the Magic Kingdom offers another level of difficulty for Guests that have already finished the game. In the medium level, casting a spell on a Disney Villain is a little more difficult. Instead of just using any spell to defeat a villain, now you must cast the right kind of spell. Paying attention to what kind of spell you are playing will be vital. Each villain has their own strengths and weaknesses. If a spell matching the villain's weakness is cast, then the villain will be defeated, but if a spell matching the villain's strength is cast, then the power of the spell will be weakened and the battle will continue. The weaknesses and strengths were the same for everyone who played the game. The rest of the game plays like normal…until you finish.



And again, once you think you're done, you're not really done. You again have the choice to end the game, or continue on for one last challenging level of fun. In the hard level, skill and strategy are the key tools that a Guest must have! The Disney Villains will again have weaknesses and strengths but it will be harder to determine them.

Originally, the hard level was the same as the medium. Once you figured out a villain's weaknesses and strengths, you were sufficiently armed to conquer the hard level. But on October 1, 2013, everything changed. The hard level is now different then the medium level. You need to know what the correct type of spell is to use on the villain. Guests need to know the animations of the cards and which animations represent the highest power level in order to defeat the villain. When a Guest first meets a villain, they should cast many different spells. Guests should also make sure to watch the animation to determine the right kind of spell to use, as well as its highest power level. Then, Guests will need to cast the right spell three times in a row. The hard level may take some time for Guests to get used to, but that's part of the fun of the challenge!

Collecting Magic

What makes Sorcerers of the Magic Kingdom different than any other interactive game on Disney property? It's the cards! No other interactive game gives out great collectibles…for free! Agent P's World Showcase is great, but what do you get out of it besides some great memories? In A Pirate's Adventure ~ Treasure of the Seven Seas, you only get a talisman (and some very tired legs) to remember your adventures as a part of Captain Jack's Crew.

When you start the Sorcerers of the Magic Kingdom game, you get a pack of random cards of course, but that's not all. Every day, you can go to the Firehouse and get another blind pack of cards. Everyone that is registered with the game can pick up a pack of cards (containing 5-6 cards) to be used while playing Sorcerers of the Magic Kingdom. The only catch is that you must open a portal before you can get another pack of cards. For example, if you get a pack of cards on Monday, you must open up a Mystic Portal before a Cast Member can give you another pack of cards on Tuesday.

The cards that you will get in the package are random, but be prepared to have some doubles. Much of the fun of Sorcerers of the Magic Kingdom comes in trading your duplicate cards with other Guests. This is a great way to interact with fellow Disney lovers, collect new cards, and complete your collection.

Photos © Tim Devine



Disney has struck again when it comes to having something highly collectible that most everyone wants. Everyone remembers the initial hype of Disney pins, Vinylmations, and even Duffy the Disney Bear. The cards used in Sorcerers of the Magic Kingdom are quite collectible, but some cards are more collectible than others. During Mickey's Not So Scary Halloween Party in 2012, Disney started releasing limited edition cards exclusive to that party. Since then, Disney has continued the tradition by adding a special card for Mickey's Very Merry Christmas Party. Most recently, Disney released a card featuring Elsa and her ice powers for the 2014 Christmas Party.

Speaking of special cards, did you know that Disney released a Cast Member Exclusive Card? This card was only given to Cast Members who worked on Sorcerers of the Magic Kingdom when it opened. It is the rarest Sorcerer of the Magic Kingdom card by far, but this does not mean that it's the only rare card. (What are the others? You'll have to discover those on your own!)

The Quest Continues…At Home

Sadly, the time has come. It's the last time you'll be in Magic Kingdom for this vacation. You're on the verge of tears as you use your Sorcerers of the Magic Kingdom cards for the last time, but you don't have to feel bad. There is actually a home version of Sorcerers of the Magic Kingdom that you can purchase. This way you can defeat the Disney Villains from the comfort of your own home. The game includes a Key Card (non-functioning), a complete checklist of cards 1-70, one of four special game boards, and a pack of Sorcerers of the Magic Kingdom cards including one super rare card. Cards 61-70 are only available in the take home version (because they are super rare), but there's a very small chance that you'll collect all of them.

Now that you have all of these cards (and a healthy obsession), what to do with them? Well, you can buy a Sorcerers of the Magic Kingdom Binder to store your cards in. All your cards will be conveniently stored in the same place. Also, make sure that you pick up your Sorcerers of the Magic Kingdom T-shirt. Not only will this satisfy the Disney collector inside of you, but if you wear this shirt while playing Sorcerers of the Magic Kingdom, your spells will be boosted! It's well worth it. You can buy the binder, the shirt, and the take-home game from the Emporium to bring a little magic home. You were (are) a Sorcerer after all!

Sorcerers of the Magic Kingdom is a very unique experience that puts the power of stopping the Disney Villains in your hands. One thing is for sure. The magic really is in the cards; will you be the one to save Magic Kingdom?

Wandering the World

Offbeat Adventures and Unusual Discoveries

by Ray Harkness



The last time we parted ways, my companion and I had just enjoyed the hidden treasure known as the "Shoe Tree" on our boat ride from Fort Wilderness back toward the Contemporary Resort.

Now that we are back at the Contemporary we have the option of taking the monorail back to the Magic Kingdom or going by foot. By foot? Yes! There is a path between the Contemporary Resort and Magic Kingdom, and being the people that we are (the kind that loves to stay moving), we opted for a nice walk. Personally, I think we can get to the entrance quicker by foot than by taking the monorail.



It had been awhile since we were at the Magic Kingdom, and since our last trip, the new expansion of Fantasyland had opened up. This seemed like the obvious place to go, so with a quick consultation of the map, in the immortal words of Peter Pan, "away we go…."

As we were passing by the Seven Dwarfs Mine Train, we opted to get a FastPass+ for it (luckily there were still some available!) and went on to try our luck with a stand-by wait for Dumbo.

After waiting our turn and enjoying the classic experience that is Dumbo the Flying Elephant, we made our way back toward the Seven Dwarfs Mine Train. Unfortunately, we still had time to kill before our return time for our FastPass. So, what does any loyal theme park explorer do? Walk through the various stores of course, and that is what we did!

I personally love going through the various stores because their theming is so seamless to the land, and there are always things to discover that you hadn't seen in previous visits. Unfortunately, my wallet doesn't always love the experience because along with great theming there is always enticing merchandise. I have a thing for t-shirts, especially witty or whimsical ones with Grumpy on them. Since this store was near the Mine Train, I was hoping I might be able to score some more Grumpy goodness to add to my collection.

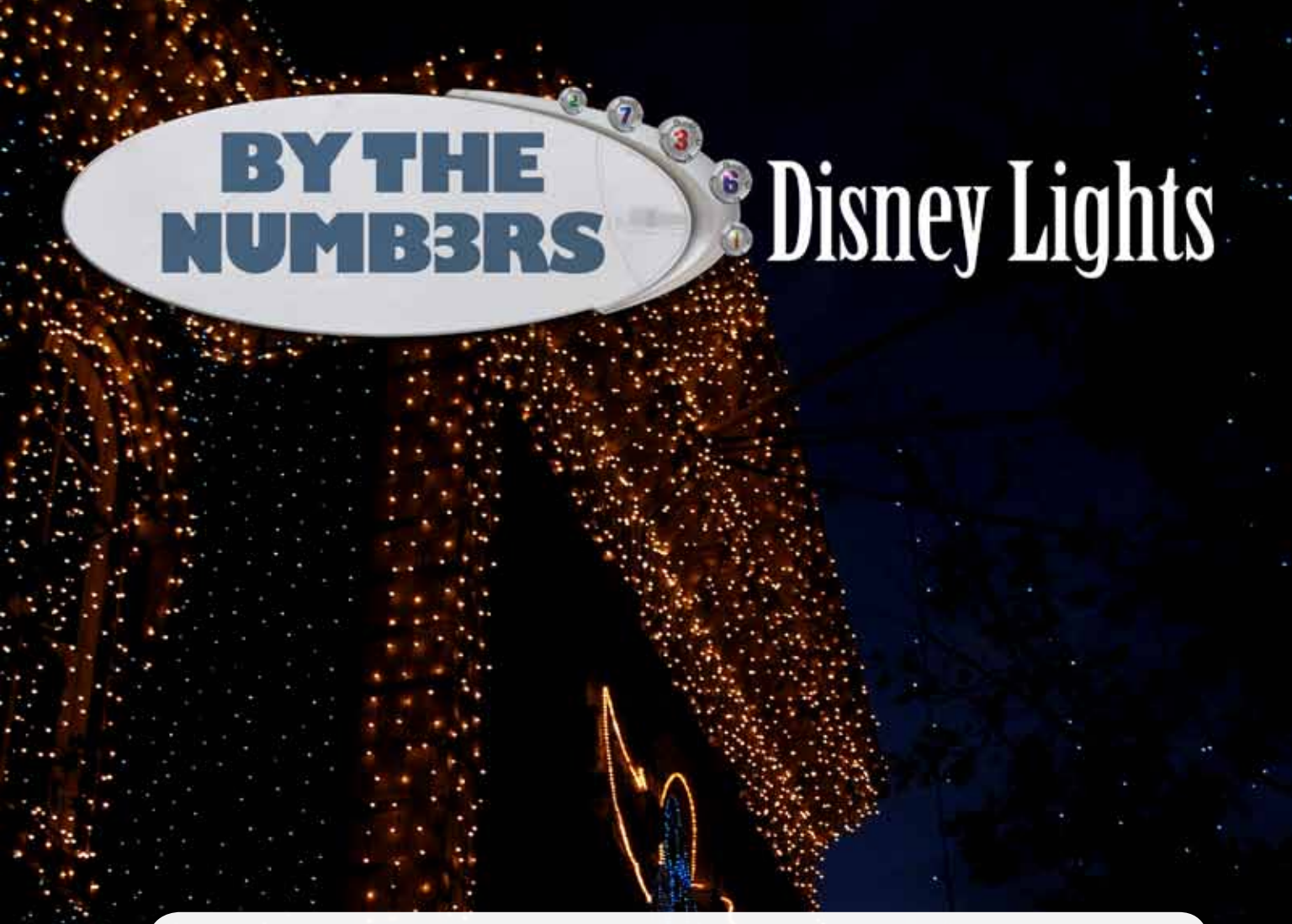
While I did manage to add a new t-shirt to my collection, what I was most happy to find were some really cool post cards that I hadn't seen before, so I picked up a few dozen for all my friends and family back home who have been complaining (I mean commenting!) that I don't send enough "real" mail to them. The problem is that I didn't want to walk around all day with them stuffed in my backpack because I didn't want them getting damaged.

As I was bringing up this concern to my companion, the Cast Member checking us out let me know that I could mail them from the Magic Kingdom. I apparently can go to The Newsstand and purchase postage and put them in a turn-of-the-century mailbox right on Main Street U.S.A. While it isn't an official USPS mailbox, Cast Members collect the mail and make sure it gets routed to the Post Office and on its way. Talk about a handy service!

We still had time to spare before our FastPass time arrived, so we got our postage, located the mailbox, and got all those postcards off our hands

As I have said many times before, the road less traveled isn't always a path or a real road. It could be a simple detail, like a mailbox in this case, that one surely assumes is just a part of the general theming of the area but turns out to be much more.

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



BY THE NUMB3RS Disney Lights

200,000	Number of shimmering lights that adorn Cinderella Castle for the holiday "Castle Dream Lights" display.
8 million	Number of lights used to decorate the four Walt Disney World parks at Christmas.
1000	Number of lights that Jennings Osborne put on his Arkansas home in 1986 at the request of his daughter Breezy.
5 million	Number of lights currently on display at the Osborne Family Spectacle of Dancing Lights presented during the holidays at Disney's Hollywood Studios.
40	Number of Hidden Mickeys concealed throughout the display (can you find them all?).
40	Total number, in miles, of ropes and extension cords used to string up the all those lights. Incidentally, they are all held together by two million ties!
575,000	Number of light bulbs used in the Main Street Electrical Parade
2	Number of lanterns found in the window near the Hall of Presidents in the Magic Kingdom. Why two? "One if by land, two if by sea" of course!

Photo ©Tim Foster

In Search Of...

Hide the Rum...

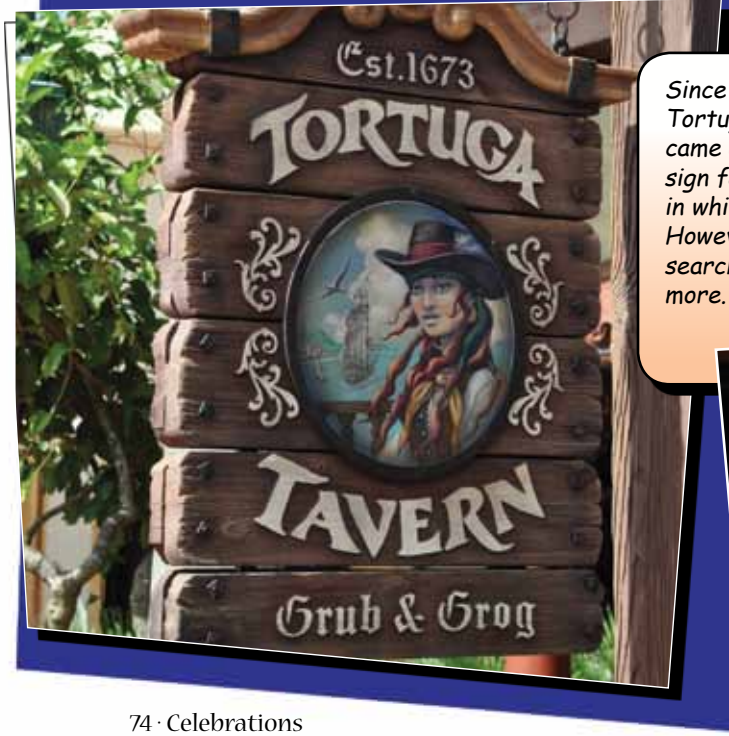
By Tim Foster



During my travels at sea, I had the good fortune of crossing paths with the infamous Jack Sparrow (sorry, Captain Jack Sparrow). On one of these occasions he seemed particularly unnerved. He explained that once again his prized cache of rum had run out, no doubt through the assistance of one Elizabeth Swann, who (as Jack told me) describes rum as "a vile drink that turns even the most respectable men into complete scoundrels." (Apparently they had a slight disagreement over their supply of rum while marooned on a deserted island.)

Having learned his lesson, Jack Sparrow has since learned to keep his store of rum far away from the condemning gaze of Elizabeth. This led to one of his most infamous quotes, spoken to Mr. Gibbs in the film Pirates of the Caribbean: Dead Man's Chest; *"Hide the rum!" Unfortunately, Mr. Gibbs hid the rum so well that Jack couldn't find it. He told me he had some pressing business concerning some sort of key, so he asked if I could find it.*





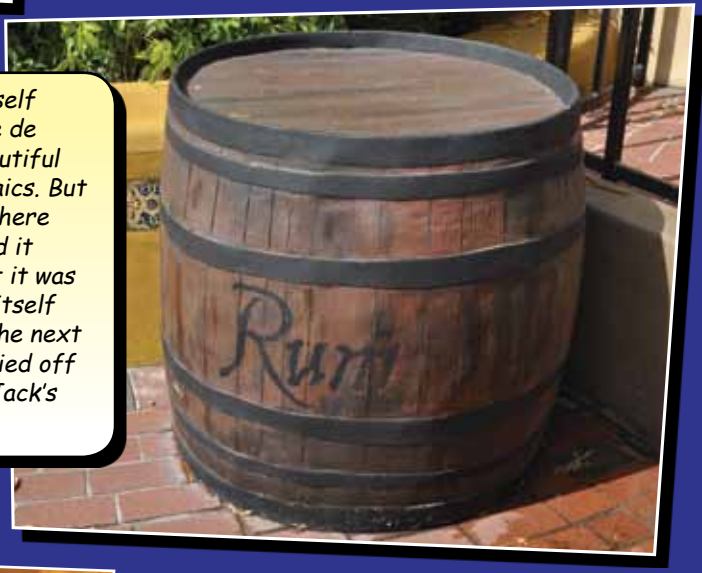
Since Jack's infamous exchange with Mr. Gibbs took place on Tortuga, I figured that was the logical place to start. I soon came across an establishment called Tortuga Tavern, whose sign featured the year 1673, a coded reference to the year in which the nearby Pirates of the Caribbean opened (1973). However, it wasn't clues I was looking for, it was rum. A quick search turned up a nearby collection of barrels but nothing more. It was time to widen my search...

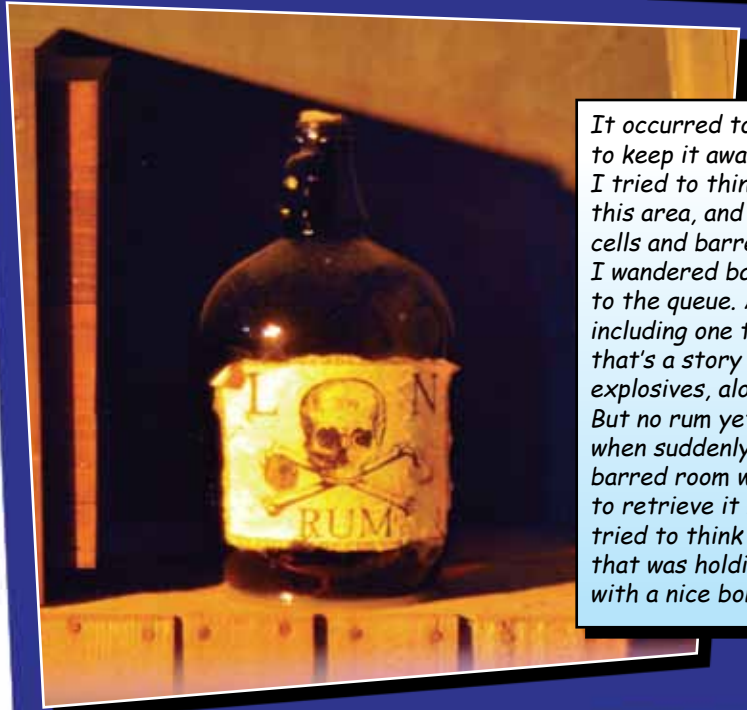




I ventured inside the Pirates of the Caribbean attraction to see if I would have any better luck. My journey began rather ominously as I sailed through a cavern filled with the skeletons of some less fortunate explorers. I even saw the skeleton of a mermaid, and if I listened closely I could almost hear the faint sounds of mermaid song. It was rather unnerving, but soon I came upon a festive town. Well, it actually turned out not to be so festive, as it was being ransacked by a band of pirates. I came across one pirate auctioning off the town ladies. The gathering crowd seemed to be especially fascinated with a beautiful red-haired lass, and when one of them offered up some rum, my ears perked up! But the auctioneer quickly dismissed that, saying that he was only interested in gold, so I knew I wouldn't find the rum here...

I ventured back outside once more, and found myself in a charming courtyard highlighted by the Fuente de la Fortuna (the Fountain of Fortune). It was a beautiful area filled with blooming flowers and colorful mosaics. But the things that caught my eye were the barrels, there were several scattered throughout the area. Could it be? I examined the first one I found and saw that it was marked "Olive Oil," which wasn't a bad thing unto itself but certainly not what Jack was looking for. But the next barrel was indeed marked Rum, and I excitedly pried off the top! Alas...empty. Now I was starting to feel Jack's pain..."why is the rum gone??"





It occurred to me that the rum might be locked up somewhere to keep it away from Elizabeth, lest she light another signal fire. I tried to think of the best place one could hide something in this area, and suddenly remembered that there were several jail cells and barred rooms back inside the Pirates of the Caribbean. I wandered back inside, this time paying particular attention to the queue. And indeed I saw many barred windows and cells, including one that contained a pair of skeletons playing chess (but that's a story for another time). I also found a barrel marked explosives, along with several cannons and stacks of cannonballs. But no rum yet. I continued searching and was about to give up when suddenly I saw it! Tucked away on a shelf in the corner of a barred room was a bottle of rum! Yo ho, yo ho! I hurriedly went it to retrieve it but found that the jail door was locked. Stymied, I tried to think of a plan. I seemed to remember a dog somewhere that was holding some keys. Perhaps I could entice him over here with a nice bone...



How Much Do You Know About Attraction Characters?

by Tim Foster

1) Who played the part of H.G. Wells in Tomorrowland's The Timekeeper?
a) Malcolm McDowell
b) Jeremy Irons
c) Liam Neeson
d) Eric Idle

2) Which of these presidents does not speaking during the Hall of Presidents show?
a) Abraham Lincoln
b) George Washington
c) Thomas Jefferson
d) Barack Obama

3) What is the name of the scientist who takes you on a journey back in time on Dinosaur?
a) Dr. Dino S. Ore
b) Dr. P. L. Ontologist
c) Dr. Sue Hendricks
d) Dr. Grant Seeker

4) What is the name of the townsperson sitting in the bathtub at Big Thunder Mountain Railroad?
a) Dr. Cumulus Isobar
b) Professor Tumbleweed
c) Pecos Bill
d) Sheriff Five Fingers Calhoun

5) What is the name of the bride in the Haunted Mansion?
a) Leota
b) Constance
c) Grace
d) Eleanor

6) Who is the owner of the dog seen in the prison scene in Pirates of the Caribbean?
a) Jack Sparrow
b) Mayor Carlos
c) Captain Teague
d) No one, he's a stray

7) What is the full name of your training officer in Stitch's Great Escape?
a) Sergeant C4703BK2704-90210
b) Simulated Intelligence Robotics (S.I.R.)
c) Dr. Femus
d) Captain Gantu

8) What is the name of Ellen's college nemesis in Ellen's Energy Adventure?
a) Julie
b) Jamie
c) Jenny
d) Judy

9) Which one of the following is not a character in The Great Movie Ride?
a) James Cagney
b) Clark Gable
c) Humphrey Bogart
d) Gene Kelly

10) Who plays the mandolin in the Country Bear Jamboree?
a) Wendell
b) Ernest
c) Trixie
d) Big Al

11) What is the name of the son in Walt Disney's Carousel of Progress?

a) John
b) Orville
c) James
d) Roy

12) What is the name of the Mayor of Main Street U.S.A.?

a) Christopher George Weaver
b) Hubert W. Miller
c) Bernard Walker Stevens
d) Elias Roy Marceline

13) In Walt Disney's Enchanted Tiki Room, what is the name of the Irish host parrot?

a) Brian
b) Michael
c) Kevin
d) Sean

14) Who performs the mind-reading act at the Monsters, Inc. Laugh Floor?

a) Marty Wazowski
b) Samella
c) Roz
d) Buddy Boil

15) What is the name of the owner of the farmhouse in Living With the Land?

a) B. Jones
b) R. Sherman
c) H. Goff
d) E. Disney

Quiz Answers

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

ANSWERS

KIDS KORNER (pages 78–81)

WHO AM I?
1. Stitch's Great Escape
2. Haunted Mansion
3. Ellen's Energy Adventure
4. Spaceship Earth
6. The Great Movie Ride

CARS!
1. Tomorrowland Speedway
2. Peter Pan's Flight
3. Kilimanjaro Safaris
4. Sunset Boulevard
5. Test Track
6. Soarin'

FOLLOW THE BOUNCING BALL
1. Mission: SPACE
2. Spaceship Earth
3. Toy Story Mania!
4. Crossroads of the World at Disney's Hollywood Studios
5. Haunted Mansion
7. Yacht Club Resort
7. Astro Orbiter
9. Monsters Inc. Laugh Floor
10. Universe of Energy
11. The Land Pavilion
12. Characters in Flight at Downtown Disney

BRAIN BUSTERS
Why, La Ratatouille of course!

FIND THE DIFFERENCE



1. The scorch mark is missing.
2. "CO." is missing.
3. "MOMBASA" is spelled wrong.
4. The dot is a different color.
5. There is an extra coil of rope.
6. The rope is longer.
7. There is an extra barrel strap.
8. There is an extra line of type.
9. The handle is missing.
10. The end of the rope is gone.

FIND THE DIFFERENCE BONUS ANSWER
Trader Sam

WORD SCRAMBLE
1. Elephants
2. Airplane
3. Back Side of Water
4. King Cobra
5. Tarantula
6. Hippopotamus
7. Pride of Lions
8. Spears

MYSTERY QUEST (pages 82–83)

TEST YOUR KNOWLEDGE
1. The Energy Pavilion
2. Because it's upside down! Geographically, World Showcase is actually to the south of Future World.
3. Orange
4. Wonders of Life, which featured Body Wars
5. The Odyssey
6. One Man's Dream at Disney's Hollywood Studios
7. Michael Richards (Kramer from *Seinfeld*)

SECRET SYMBOLS
1. Habit Heroes at Innoventions
2. Test Track
3. Plaque outside of Mission: SPACE
4. StormStruck at Innoventions
5. MouseGear

WHERE AM I?
1. The Moon model outside of Mission: SPACE
2. Space Base play area in Mission: SPACE
3. Sign for Ellen's Energy Adventure
4. Goofy's Candy Co. in MouseGear
5. Bird house in back of the Innoventions pavilion
6. Sum of All Thrills in Innoventions
7. Speed loop ariel photo inside Test Track
8. Former sign for the Wonders of Life pavilion

Kids Korner

Where Am I?

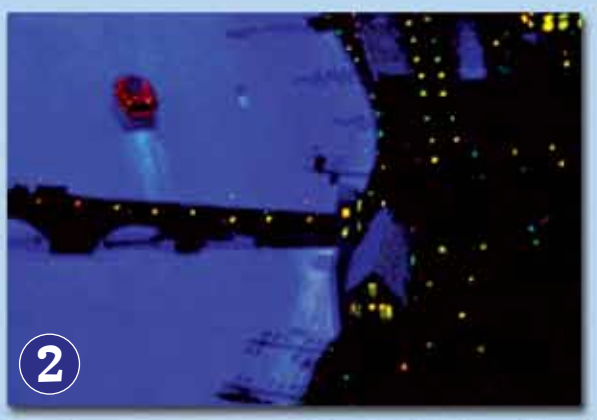
On what attractions will you find these characters?

1. Skippy
2. Madame Leota
3. Albert Einstein
4. Big Al
5. Michelangelo
6. The Cowardly Lion

Cars!

Lightning McQueen isn't the only car of note at Walt Disney Word. Can you figure out where you'll find these other famous automobiles?













Follow the Bouncing Ball

Can you identify these spherical objects you'll find around Walt Disney World?


1


2


3


4


5


6


7


8


9


10


11


12

Answers on page 77

Kids Korner

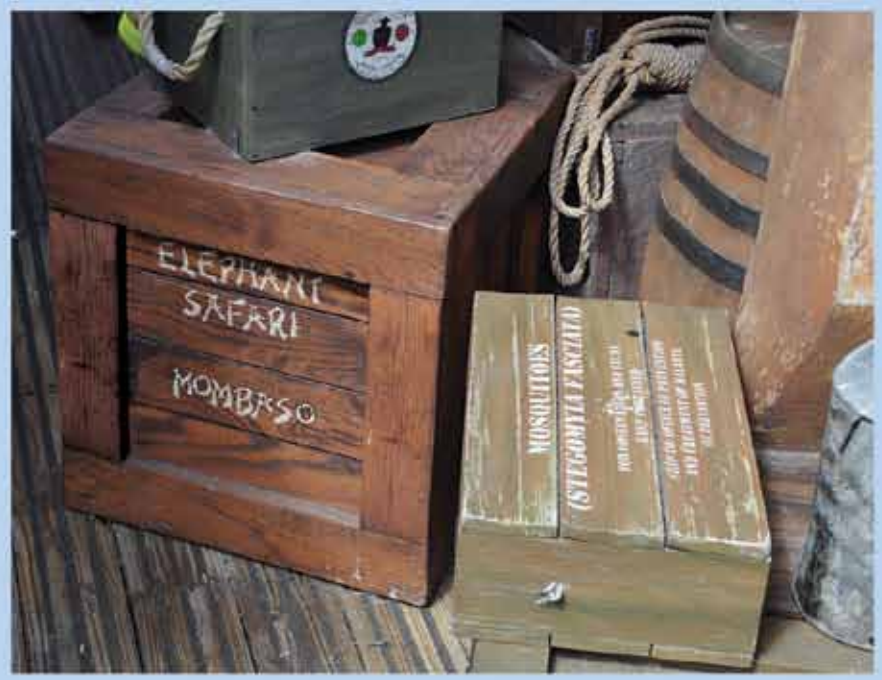
Brain Busters

What is the name of the bistro that Remy and Linguini open up at the end of *Ratatouille*?

Find the Difference

Those crazy boat pilots seem to have been having some fun with some of the items found on the Jungle Cruise dock. Can you find the ten differences in the photos below?





_____

_____

_____

_____

_____

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_____

_____

BONUS QUESTION
What is the name of the head-hunting native seen toward the end of the Jungle Cruise?

Word Scramble

See if you can unscramble these things you might see on the Jungle Cruise.

1. THAPLEENS
2. RINEPALA
3. KBAC DEIS FO TREWA
4. GINK BROCA
5. LANTRATUA
6. SHIPMUPOPOAT
7. DEPIR FO SONIL
8. PARESS

Answers on page 77



Ask Maredith

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.

If you could have a land all to yourself, which one would it be?

Oh, can I really?!?! For how long? Adventureland has a lot going for it! A tree house to live in, a jungle to cruise in, pirates, and even spitting camels! But, don't forget Tomorrowland…can I camp under the stars in Space Mountain? Or bunk with a ghost or two in that mansion over in Liberty Square? Oh, wait…ghosts?? Never mind, Because I really, really want to live in Fantasyland!!! With castles and enchanted forests and magic, I want to live in a fairy tale!!!

Who's your favorite movie sidekick?

Every hero and princess needs a BFF and the Disney sidekicks are the bestest of the best! From Pegasus to Pascal, they are always there to help. Even some Villains get some pretty cool sidekicks such as Scar's hyenas or Mr. Smee helping Captain Hook. My favorite sidekicks/BFFs are Cinderella's Jaq and Gus – they are such little fellows, but their bravery is huge! And they have that mean, old cat, Lucifer to deal with! Hopefully they are enjoying their new life in the castle with plenty of cheese! ;)

What Audio-Animatronic character is your favorite?

My favorite are the Hula girls in "it's a small world," probably because it's my favorite ride, and my mom's is Jack Sparrow over at Pirates of the Caribbean…and there are so many others that are pretty cool, like Mr. Potato Head at Toy Story Mania! or Stitch at Stitch's Great Escape! But the coolest of the cool are the ones that make you wonder if they are real or not – like the birds in the Enchanted Tiki Room and the Wicked Witch in The Great Move Ride – I still wonder about that one…are you sure she's not going to follow us???!!!

MYSTERY QUEST

DISCOVER THE SECRETS OF WALT DISNEY WORLD

FUTURE WORLD EAST

Test Your Knowledge of Future World East:

1. Of all the pavilions in Epcot's Future World East today, what is the only one that was in existence when Epcot originally opened?
2. When you look at your park map of Epcot, why is Future World East on the "west" side (and vice versa for Future World West)?
3. At the entrance to Mission: SPACE, you'll find a large model of the Moon. On it are several markers, including one that indicates the landing site of Apollo 11 and the first men to walk on the Moon. What color is that marker?
4. Today there are three major pavilions in Future World East, but at one time there were four. What was the fourth? And what thrill attraction was located inside?
5. What is the name of the restaurant (now closed) that sits between Test Track and the Mexico pavilion of World Showcase?
6. Where can you find the robot butler that used to reside in Horizons?
7. Ellen's Energy Adventure features performances from Ellen DeGeneres, Bill Nye the Science Guy, and Jamie Lee Curtis, among others. But what famous actor plays the role of the caveman who discovers fire?

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...



Answers on page 77



Top 10 Things You Didn't Know About Giselle

1. Perhaps the most common question asked about Giselle is why she is not considered to be an official Disney Princess. Well, there are two reasons, one practical and one technical. Disney had actually planned to add Giselle to the official Disney Princess line-up, and in fact a prototype of a Giselle Princess doll was revealed at 2007's Toy Fair. However, plans fell through when it was determined that Amy Adams (the actress who played Giselle in *Enchanted*), would be entitled to royalties for every use of her likeness…and of course a non-Giselle looking Princess just wouldn't do. Technically speaking though, Giselle was never an actual princess. Throughout the film she is pursued by Prince Edward who hopes to win her hand in marriage, and it would have been at that point that Giselle would have become the true Princess of Andalasia.
2. But don't feel sorry for Giselle, she ended up marrying her true love Robert, and went on to open a very successful fashion boutique. (No small wonder in light of the considerable seamstress skills she displayed earlier in the film!)
3. So who is the true Princess? That would be Robert's ex-fiancé Nancy, who ends up marrying Prince Edward at the film's end. Although that postscript often goes unnoticed (i.e., "Why isn't Nancy a Disney Princess?"), things have a way of working themselves out. Idina Menzel, who played Nancy in the film, would go on to play Elsa in *Frozen*, who will soon become the newest Disney Princess, along with her sister Anna (Elsa in fact will be the first Disney Princess who is technically a queen!)
4. But back to Giselle. Though she may not be part of the official Disney Princess line-up, she shares many traits in common with many of her fellow Disney characters. Her look was inspired by Ariel, while her personality was influenced by Snow White. Like Alice, she falls through a hole into a new world, and she wields a sword against the film's villain just like Mulan.
5. Also, when Giselle dreams of her handsome prince, she holds diamonds up to her eyes, just as Dopey does during the "Whistle While You Work" segment from *Snow White and the Seven Dwarfs* (1937).
6. Speaking of the Seven Dwarfs, when Giselle arrives in New York, she mistakes a little man for Grumpy!
7. Finally, Giselle's carriage for her ill-fated wedding to Edward is virtually identical to that of Cinderella's in the 1950 film of the same name, down to the style of wheel.
8. Although Giselle isn't a meet and greet character in the parks, she has shown up in several parades. For instance, in 2007 she led the Hollywood Holly-Day Parade at Disney's Hollywood Studios, and she was part of the 2007 Walt Disney World Christmas Day Parade in the Magic Kingdom, alongside the official Disney Princesses.
9. Incidentally, the reason for Giselle not appearing as a meet and greet character in the parks doesn't have to do with, as many believe, her film contract. Those stipulations (the ones that necessitated her omission from the Official Princess line-up discussed earlier) were only in regards to merchandising, not park appearances. In fact, rumor has it that there is a Giselle wedding gown on hand for special occasions!
10. Giselle is actually the second Disney character to be so named. In the 1977 film *Herbie Goes to Monte Carlo*, Herbie falls in love with a female 1976 Lancia Scorpion named, you guessed it, Giselle.



***Keepsake Image**: "Nighttime in New York" · Photography by Tim Devine*

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"Somehow I can't believe there are many heights that can't be scaled by a man who knows the secret of making dreams come true."
-Walt Disney