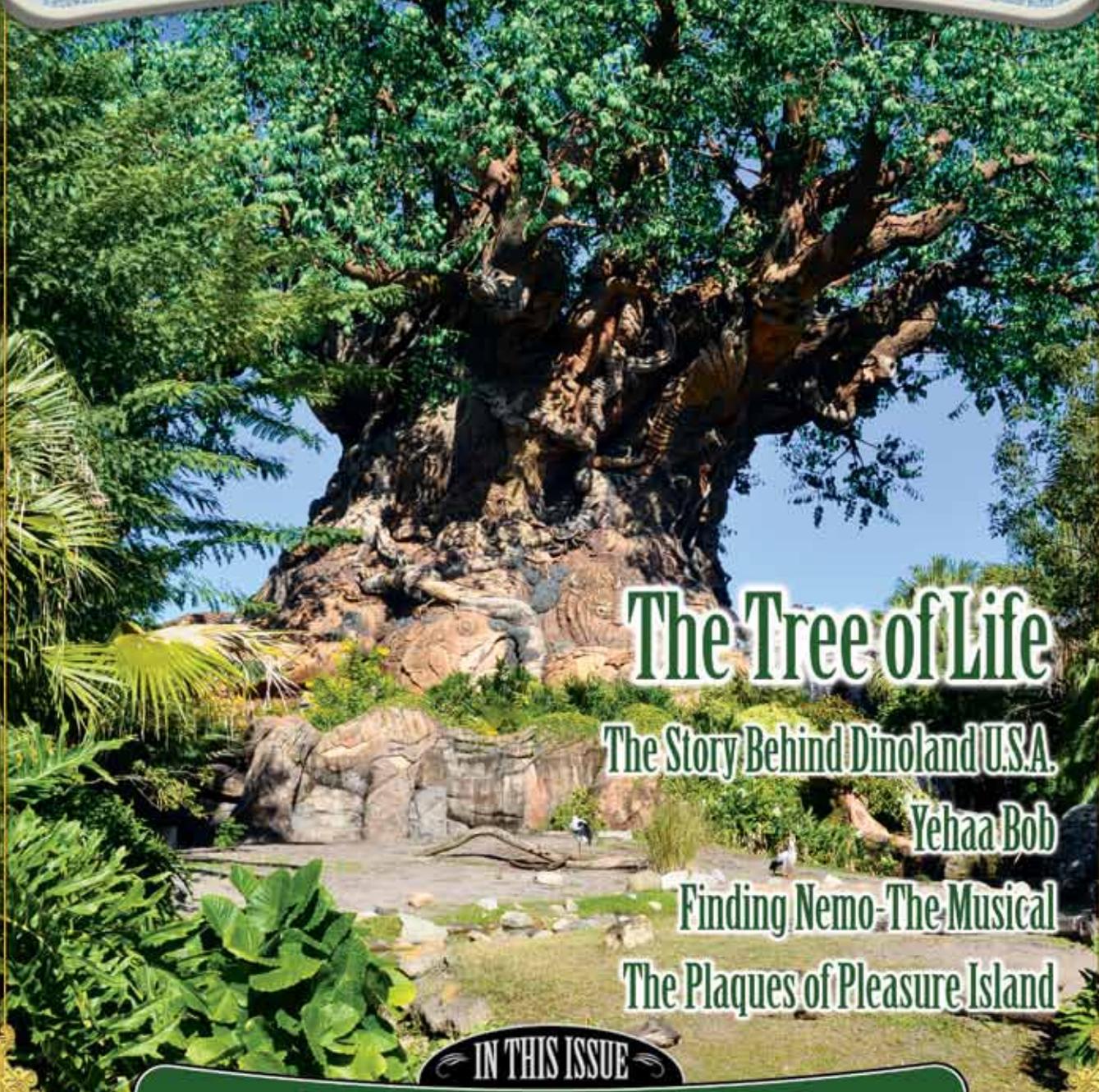


BACK TO NATURE

CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD



The Tree of Life

The Story Behind Dinoland U.S.A.

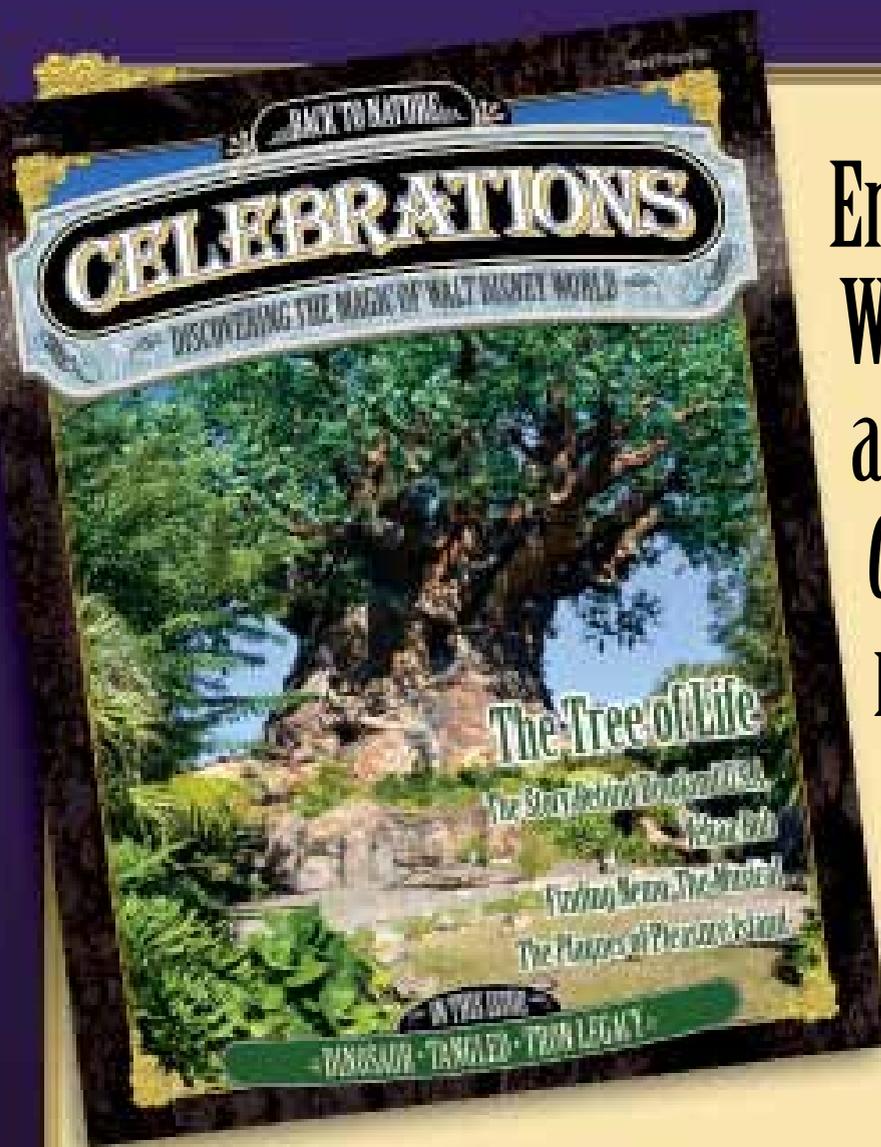
Yehaa Bob

Finding Nemo - The Musical

The Plaques of Pleasure Island

IN THIS ISSUE

• DINOSAUR • TANGLED • TRON LEGACY •



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On the Cover: "The Tree of Life", photo by Tim Foster

CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

Issue 15

The Tree of Life

42



Yehaa Bob

50



The Story of
Dinoland U.S.A.

54



Bringing the Big Blue
World to Life:
Finding Nemo—
The Musical

60



Stories Behind Walt
Disney World:
The Plaques of
Pleasure Island

66



Contents

Letters6
 Calendar of Events8
 Disney News & Updates.....9

MOUSE VIEWS 15

Guide to the Magic
by Tim Foster.....16
 Explorer Emporium
by Lou Mongello.....18
 Hidden Mickeys
by Steve Barrett.....20
 Photography Tips & Tricks
by Tim Devine22
 Pin Trading & Collecting
by John Rick24
 Disney Cuisine
by Allison Jones.....26
 Travel Tips
by Beci Mahnken.....28
 Disneyland Magic
by J Darling.....30

FEATURED ATTRACTION

Dinosaur32

FEATURED FILM

Tangled36

FEATURED FILM

TRON Legacy.....40

Lou Mongello's Wayback Machine70
 Wandering the World.....72
 By the Numbers: Wildlife Express Train.....73
 Quick Quiz.....74
 In Search of: Pipa the Talking Trashcan.....76
 Kids Korner78
 Mystery Quest: Africa82
 Tim & Lou's Top 1084

Imagine That

What is it about Walt Disney World that keeps us coming back?

If you were to ask that question to a group of people, particularly those that are "Disney Veterans," you're likely to get a wide variety of answers. Surprisingly, I would guess that the answer you would hear the least would be the thrill of the attractions or a fondness for riding the rides. To most people, the answer is so much more. You'll likely hear phrases such as "an escape from reality," "an immersive experience," and "attention to detail." I've been asked this question many times, and I too will talk about how you're in a whole different world once you enter those iconic gates, a world with no cares and a world where all of your dreams can come true.

Many people will connect that with Disney's history of animated films and characters and conclude that going to Walt Disney World is like reliving your childhood. But to me it's more than that. To me it's not so much about bringing childhood memories to life; it's about reconnecting with that sense of innocence and wonder that we all experienced when we were young. It's not about seeing Mickey Mouse and recalling cartoons we might have seen as a child; it's about living in a utopian world where your imagination can be set free.

It's often said that children have the most vivid imaginations, something that diminishes over time as we learn the "right" way to do things, which is another way of saying that we become afraid to take chances, or to do things the "wrong" way. But being in Walt Disney World reminds us of the wondrous places that our imagination can take us, and the thrill of reliving that innocence is what makes this place truly magical.

As someone famous once said,

"So as you can plainly see, imagination works best when it's set free."

Enjoy the Magic!

Tim Foster





CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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Timing is Everything

I firmly believe that when you go to Walt Disney World is just as important as how you go. One of the first pieces of advice I give people planning their first Walt Disney World trip is to carefully choose when that trip will be. You need to consider several factors, including weather, school vacations, resort pricing, special offers, discounts, and anticipated crowds.

For more seasoned veterans of the parks, another factor enters into play: Disney's special events. Throughout the year, Walt Disney World holds special events catering to every interest—and budget. For example, you could time your visit during athletic events like the wildly popular Marathon Weekend in January or ESPN's The Weekend this year in March. For a more relaxing trip, visit during Epcot's Flower & Garden Festival in the spring, the Food & Wine Festival in the fall, or the Festival of the Masters. And of course, no Star Wars fan should miss Star Wars Weekends.

Of course, Walt Disney World offers a completely different experience for Guests during the holiday seasons of Halloween and Christmas. These special events offer a reason to make a trip to either—or both. I believe that if you haven't visited during those times, you need to add it to your "bucket list." During these holiday seasons, Imagineers transform the parks and resorts into a magical celebration that's unlike anything you'll see during the rest of the year. When the Magic Kingdom is decorated in fall colors and pumpkins for Halloween or overlaid with jewel-toned décor and snow for Christmas, it's truly special, and a chance to see the (Disney) World in a whole new light.

Lou Mongello



Contributors



Jennifer Bright Reich is a writer, editor, and creator of DisneyWithKids.net, helping people traveling to Walt Disney World with kids save money, time, and sanity. Jennifer also founded the new parenting website MommyMDGuides.com, which is filled with tips that doctors who are also moms use for their own families.



Joe Essaf was constantly surrounded by Disney as a child from the annual Walt Disney World trip to the VHS classic movies. Growing up during the Disney Renaissance has inspired his artistic abilities his entire life. His love for Walt's company is so grand that he is going to school for animation to follow in the footsteps of his heroes.



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).



Jim Korkis is an internationally recognized Disney Historian whose writing and original research has been utilized by other Disney Historians as well as the Disney Company.



Jamie Hecker has been a lifelong fan of the Disney brand and Walt Disney World. As an adult, he rediscovered his love for the magic of Walt Disney World. The Magic Kingdom still fills him with the same awe and excitement he experienced on his first visit as a twelve year old boy. He, his wife and two sons regularly visit Orlando and always look forward to their next family trip.



Ryan P. Wilson was born and raised in central Florida where his passion for Walt Disney World was developed at a young age. Today he lives in Asheville, NC with his wife, Aileen, and spends time teaching and authoring the Main Street Gazette www.mainstgazette.com.



Glenn Whelan came to Disney very early in life. His connection began through the unusual route of the often under appreciated live-action films. However, "True Life Adventures" and "Follow Me, Boys!" took a secondary role after the opening of Walt Disney World. Glenn recently turned to writing as well as a new career with Rollins College located in Winter Park, Florida. You can read his blog at: passamaquoddy.blog.com

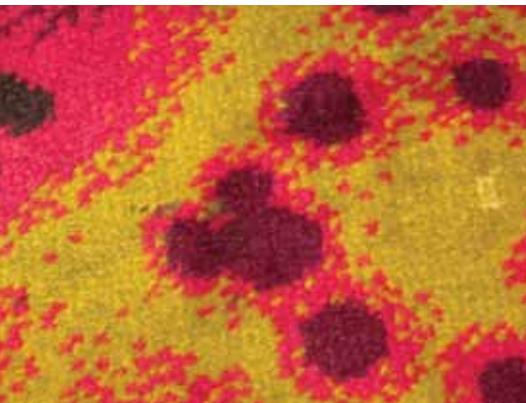
Letters



More Mickeys!

My husband and I surprised our two sons with a trip to Disney this past August. Having been there the previous summer, we had said that this trip was going to be even better (which it was!!). My boys Robby & Jimmy have become fascinated with "Hidden Mickeys". That is the first thing they look at when we receive *Celebrations*. While having dinner in the Kona Cafe at the Polynesian, my son noticed a "Hidden Mickey" on the rug underneath our table. He told me I had to send a picture of our "Hidden Mickey".

*Colleen Ziemkiewicz
Rutherford, NJ*



Birthday Bellhops

Many people who visit Disney World frequently have a favorite Cast Member that they search for each time they go. For our family, it is T.J., one of the bellhops at the Tower of Terror. He has superb acting skills and truly sets the mood for the ride with the zombie-like drone in his voice and the friendly (yet



strangely creepy at the same time!) smile. When we visited in 2008, we unfortunately did not see him. But in 2009 for my 16th birthday, he was there, and he actually recognized us because we had made such a fuss over him the last time we had seen him! I have attached a picture of him and me on that special day. It was just one of the many things that made my birthday at Hollywood Studios truly special.

*Erin Overton
Garner, NC*

Bucket List for Grandad

My wife Linda and I have taken our children to WDW since 1979. Living now in Florence SC and with our annual passports, we have visited the parks for close to 30 days since December 2009. Our latest was 8 days

at two adjoining Fort Wilderness cabins. The reason was simple. Our youngest daughter Patricia was "talked" into an annual passport after her husband Jer ran the Disney Marathon this year. Even though he was very "frosty" during the record January cold weather, their son Connor had the time of his life. Flying from Austin Texas she wanted to use their annual passport one last time. (This was now their third visit in 2010.)

What follows completes my "Bucket List" wish. Linda celebrates her first "Ss" birthday (not hard to figure this out without stating her age) in November. Our eldest daughter, Michelle, husband Kevin, and son Wesley found out and raised their collective hands. Wes had never visited WDW, although we took them on a cruise this August on, what else, DCL. They flew in from Richmond Virginia. Our youngest PJ II lives and works in Orlando. He is well versed in Disney Lore serving several CP stints last year. So happy days came to be. I had a beautiful wife, all three children, their husbands, and two handsome grandchildren at one time, in one place. For her birthday, Linda visited the Spa, and had High Tea with her daughters while watching the Gingerbread House being finished. The guys had the manly task of being at the parks with the grandsons. Connor and Wes had their first haircuts at the Barber Shoppe and have their ears to prove it. How hard is that to take! We took your suggestions on where

to view the parades during Mickey's Very Merry. We cooked, relived past visits, laughed and had the vacation of our lives.

Thank you for sharing so much in *Celebrations*. We only concentrated on the rides before your magazine. There is so much more magic than these. Scratch one off the "Bucket List". At least until the next round of grandchildren are born.

Regards,
PJ Gajda

PS - Each Daughter had their own agenda and we never had a picture taken with all of us, which explains the two pictures!

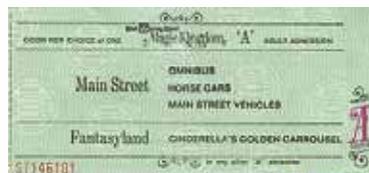


E-Tickets and All the Rest

Can you tell me the letter designations of all of the attractions when the Magic Kingdom first opened? I really enjoy Tim and Lou on the WDWRadio podcast, thanks for all you do to keep the magic alive!

Sue Coppola
Brooklyn, NY

We can do even better than that, Sue! Here are some scans of the actual tickets from October 1971. Enjoy!



Marathoners in Training!

Here is a picture of me and my daughter Morgana after our first races. She participated in the kids 100 meter dash and I ran in the half-marathon during the inaugural Wine & Dine Weekend.

Kerri Callahan



Halloween Magic from Our Readers

First of all, thank you for a wonderful magazine! This year I went to my first MNSSHP and I had the best time ever! I didn't even get through the turnstiles when two Disney executives asked me if they could take my photo and gave me a 'Best Costume' prize. At the Jungle Cruise area they 'awarded' me with an 'Official Jungle Cruise Boat Skipper License'. I hope to attend again some year; it was a really fun time. But, I'll have to think of an even better costume...I'll just use some 'Disney creativity'!

*Esther Chernak
Philadelphia, PA*

Here are some photos of our Toy Story Trick or Treat group featuring myself, Brian, as Mr. Potato Head, my daughter, Sophie, as Mrs. Potato Head, my nephew, Cooper, as Buzz, and my niece, Noa, as a Little Green Man. Notice the claw over little Noa!

Brian Shapiro



Here is a shot of us in front of the Haunted Mansion with an unexpected guest!

The Trentacosta family



"Peter Pan and Tink Take a Spin!"
This was our first time attending MNSSHP and we had the best time of our lives!

*Sarah Barnes
NL, Canada*



Our family just LOVES your magazine!! This is a photo of my daughters. Ally & Claire Lollar! Ally (6) is Alice and Claire (3) is Tiana!

*Sincerely,
Becky Lollar*



My daughter and I attended the MNSSHP again this year and this is actually the picture that a Disney Cast Member took for promotional use. We had just escaped from the Haunted Mansion! The picture ended up on the Disney Blog and on Disney's Facebook page. It was nice to have that little 15 minutes of Disney fame!!

*Barb and Jessica Wood
Egg Harbor Twp, NJ*



Here is a photo of us with a special "friend", she may not seem very happy but I think she had a pretty good time, I know we did!

*Thanks!
Ashley Reeve*



Here are pictures from Mickey's Not So Scary Halloween Party on October 31, 2009 with my daughters (Tinker Bell = Margaux Cenac; Belle = Heloise Cenac) at the Fantasyland Dance Party with Daisy and Donald. Hope you enjoy them!

*Thanks!
Alex J. Cenac*



Here we are getting ready for an evening of Halloween mischief. Thank you!

*Allen Barbee
Marietta, GA*

Thanks everyone who sent in your Mickey's Not So Scary Halloween Party photos! We'd like to leave you with one last photo of some of the Celebrations family getting in on the fun!



Calendar of Events

Epcot International Flower & Garden Festival

March 2-May 5, 2011

More than 30 million blooms in artfully designed floral beds, floral islands, vibrant rose gardens and larger-than-life topiaries will grace the 300 acres of Future World and World Showcase during the 18th annual Epcot International Flower & Garden Festival.

In addition to the brilliant horticulture displays, guests also can hear from celebrity guest speakers, participate in hands-on seminars and experience innovative planting demonstrations and exhibits.

A favorite festival tradition is the lineup of concerts in the Flower Power concert series. Artists and groups will take the stage in World Showcase to add some tuneful fun to the floral festivities.

Atlanta Braves' Spring Training

March 2011

The National League powerhouse Atlanta Braves will return for their 14th consecutive exhibition season at Walt Disney World Resort in March 2011.

Champion Stadium at ESPN Wide World of Sports Complex

– where the Atlanta Braves under a new manager will take the field to prepare for the regular season – features more than 9,500 seats, along with luxury skyboxes, suites and patios. The stadium offers many of the amenities of today's major league ballparks in an intimate sports setting like no other. There's even seating on grassy knolls that harkens back to the early days of baseball.

Disney's Dreamers Academy with Steve Harvey and Essence Magazine

March 3-6, 2011

100 high school students from across the nation will travel to Walt Disney World Resort for Disney's Dreamers Academy with Steve Harvey and Essence Magazine, an inspiring event featuring interactive workshops and seminars, mentoring and inspiration focusing on careers and life enrichment.

The event will be convening its fourth class at Walt Disney World Resort, where participants will learn about careers in everything from culinary arts to animation, from set design and show production to the business of sports and more.



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Disney News

New 'Wild Africa Trek' at Disney's Animal Kingdom

Navigating a rickety footbridge over a river chasm can be dicey enough for explorers. In an all-new Disney adventure, what lurks below that bridge may quicken their step to get to the other side: Crocodiles!

A ravine of menacing-looking crocs, pools of hippos, bushwalks along untracked terrain and other thrills await guests on Wild Africa Trek, a unique wildlife experience scheduled to launch in early 2011 into the deepest, most-remote reaches of Disney's Animal Kingdom.



Reservations can be booked for the three-hour, expert-led adventure that will immerse guests in the realms and wildlife thrills of far-off Africa – without leaving Walt Disney World Resort. In small groups, guests on the Wild Africa Trek will enjoy an “up-close-and-personal” experience with African wildlife species that make their home in Pangani Forest as well as other areas of the park's Harambe Wildlife Reserve.

As part of the adventure, guests will clip onto a lifeline as

they step to the very edge of a cliff to get amazingly close to the hippos and crocs waiting just below. Talk about cliff-hangers!

Adventure-minded guests will have the experience of a lifetime as they get immersed in an authentic African safari experience that only Disney can deliver,” said Michael Colglazier, vice president of Disney's Animal Kingdom. “We are thrilled to be offering this unique outdoor adventure aimed at active vacationers, taking interactions with the incredible animals that inhabit the Harambe Reserve to the next level and literally blazing new trails in our park.”

Highlights of what's in store for guests on this add-on adventure:

- Trekking with experienced guides through areas of Harambe Wildlife Reserve that aren't explored during regular Disney's Animal Kingdom experiences.
- Navigating through fern and vine forests on a bushwalk that sets a course for adventure.
- Clipping into a harness attached to a safety line, crossing a seemingly precarious rope bridge over the Safi River and cliff-hanging at the edge of gullies that are home to hippos and crocodiles.
- Experiencing the thrill of “over-landing” in customized open-air vehicles following the edge of a magnificent, wide-open savanna.
- Unwinding from an unforgettable adventure at a private safari camp for wildlife viewing. At this station elevated above the savanna, guests savor sample tastes of Africa as their adventure draws to a relaxing and satisfying close.

Wild Africa Trek will be offered several times daily at Disney's Animal Kingdom. Groups will be kept small, consisting of no more than 12 trekkers per safari.

Reservations for Wild Africa Trek can be arranged by calling 407-WDW-TOUR (939-8687). Pricing for this unique adventure will vary seasonally. Guests who reserve a booking from Jan. 16-Feb. 26, 2011, may take advantage of an introductory offer starting at \$129. Park admission is required for participants.





Vibrant Waterfront District Among Plans for Downtown Disney

Work will soon begin on a completely re-imagined Pleasure Island and other one-of-a-kind experiences as Walt Disney World Resort continues to bring new stories to life at Downtown Disney. Combined, the projects are expected to create an estimated 1,200 new jobs over the next three years.

"We have made great progress since first announcing our vision to bring new shopping, dining and entertainment experiences to Downtown Disney, many of which can't be found anywhere else and have already become guest favorites," said Keith Bradford, vice president of Downtown Disney. "We look forward to providing even more ways for our guests to enjoy Downtown Disney, while at the same time creating new jobs for Central Floridians."

A nostalgic yet modern take on an early 20th century port city and amusement pier will evolve Pleasure Island into "Hyperion Wharf." By day, the bustling port district will draw guests in with its stylish boutiques and innovative restaurants and by night, thousands of lights will trans-

form the area into an electric wonderland.

Taking its name from Hyperion, the Greek god of light, as well as the street on which Walt Disney built his first major animation studio, the wharf district also will feature a relaxing lakeside park and enhanced pedestrian walkways. Its diverse eateries will expand dining availability at Downtown Disney by more than 25 percent.

"Hyperion Wharf will offer guests of all ages a vibrant atmosphere and new experiences that can be enjoyed by day or by night," said Bradford. "Whether looking for a great place to dine with the whole family or a place to relax and enjoy live music, Hyperion Wharf will provide the perfect setting for guests to make new memories with us."

In addition to the new wharf district, numerous other projects are underway at Downtown Disney, including:

- An extensive renovation of Lego Imagination Center, which will increase its overall footprint by nearly 3,500 square-feet and add new Lego exterior models featuring scenes from classic Disney movies;
- Enhancements at AMC that will take the movie-going experience at Downtown Disney to the next level with new digital technology, a paradigm-shifting Concession Stand of the Future and Florida's first Fork & Screen Theater; and
- Numerous new or renovated retail shops and merchandise vignettes, as well as additional atmosphere entertainment, throughout Downtown Disney.

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Walt Disney World Resort

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By Tim Foster



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MOUSE VIEWS



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

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

Ready? Then here we go...!



MOUSE VIEWS



GUIDE TO THE
MAGIC

by Tim Foster



Tim Foster is the author of the Guide to the Magic book series, which includes the Guide to the Magic for Kids, the Lost Journals, and the Guide to the Magic Autograph & Sticker Book. Tim is also the creator of the www.guidetothemagic.com website.

Discovering DinoSue

As you walk through Dinoland U.S.A., you'll discover lots of amazing prehistoric treasures. You can dig for dino bones in the Boneyard or come face to face with the fearsome Carnotaurus in Dinosaur. But tucked away in the middle of Dinoland is an exhibit that most people walk by with only a passing interest: DinoSue, the life-size Tyrannosaurus rex skeleton near the entrance to Dinosaur. If you were to examine DinoSue closely, you'll probably come up with lots of questions regarding the remains of the most fearsome predator ever to walk the Earth.

Is DinoSue real?

That's likely the number one question you'll hear, and the answer is no. DinoSue is an exact replica of Sue, a Tyrannosaurus rex that was discovered in South Dakota and whose skeleton is on display at the Field Museum of Natural History in Chicago.

How do scientists know she was a girl, and why is she named Sue?

Actually, no one is sure if Sue was a boy or a girl. It turns out that she wasn't named Sue because she was a girl; she was named Sue in honor of her discoverer, Susan Hendrickson. It's only for convenience's sake that Sue is referred to as a "she."

So how was she discovered?

Hendrickson and her team were just finishing up a dig in South Dakota. As everyone was packing up, Hendrickson decided to go for a walk with her golden retriever, Gypsy. She wanted to take one last look at a canyon wall that had piqued her interest, and was surprised to find a few bone fragments lying on the ground. Thinking they had fallen down the canyon wall, she looked up and saw more bones sticking out about eight feet above her head. She gathered the remaining members of the crew, and they started to meticulously dig out the mysterious skeleton. They soon realized that they had made a tremendous discovery, the remains of a Tyrannosaurus rex!

What's so amazing about that? Haven't lots of T. rex skeletons been found?

Surprisingly, no. At the time, only 22 skeletons had been found since the first one was discovered in 1900, and they were only partial skeletons at best. As the team continued to dig, they not only unearthed the most complete T. rex skeleton ever found, but also the largest. It was quite a find!

So why is Sue's skeleton, or at least a copy, on display at the Animal Kingdom?

When the skeleton was discovered, there was some dispute as to who owned it—the research team, the land owner, or the Sioux tribe that laid claim to the area. A judge decided that the skeleton's proper owner was the land owner, who was free to keep it or sell it. The decision was made to sell, and that the find would go up for auction. This decision caused many museums to fear that it would fall into the hands of a private collector. From a scientific point of view, that would have been bad because no one would have been able to study her and learn what the Tyrannosaurus rex was all about. The Field Museum of Natural History in Chicago, one of the largest natural history museums in the country, wanted to bring the skeleton to its facilities where it could be studied, but they didn't have nearly enough money to acquire the fossils themselves. So they teamed up with Walt Disney World and McDonald's to put together a bid that would ensure that she would have a new home in Chicago.

What was Disney's involvement with Sue once she was purchased?

Scientists working at the Animal Kingdom worked with scientists at the Field Mu-

seum to clean and study the bones that were removed from the dig site. The bones had been carefully removed with much of the adjoining rock left intact. Many of the larger bones were also enclosed in a protective plaster case, much like the kind used to make casts for broken bones. The bones were then carefully transported and meticulously cleaned at the workshops in Chicago and Florida. Scientists used many different tools to detach the rock from the fossilized bones, including a tiny jackhammer called an air scribe and a miniature sandblaster. Florida scientists worked mostly on bones from Sue's tail. Once the bones were all cleaned and prepared, they were reconstructed and put on display in the Field Museum, where they can be seen today.

So where did the DinoSue we see in the Animal Kingdom come from?

Once Sue's skeleton was completed, several casts were made of each bone, allowing scientist to create three full-size replicas. The copies were made by creating molds of silicon rubber of each and every bone. Using the molds, bone replicas were created from a mixture of liquid plastic and fiberglass. One skeleton was sent to Disney's Animal Kingdom where it stands today, and the other two travel around the country in a road show sponsored by McDonald's.

What was the real Sue like?

Scientists have learned a lot about Sue from examining her fossils. They know that she lived around 67 million years ago. They also know that Sue was very old, for a dinosaur at least, when she died. Hers is the biggest T. rex skeleton ever discovered, and some of her bones had started to grow together, which is a common sign of aging in reptiles. Scientists don't know how Sue died, but they do know that she suffered from many diseases and a few broken bones during her life. Another thing scientists know about Sue is that she was big! Sue was 42 feet long and 13 feet tall at her hips, about the size of a school bus. She weighed seven tons, slightly more than a full-grown African elephant. Sue had around 50 teeth, some of them nearly a foot long. By studying Sue's jaw bones, scientists think she might have had the strongest bite of any animal ever, including such modern-day predators as crocodiles, lions, and great white sharks.

What has Sue taught us about dinosaurs in general?

A lot! The completeness of Sue's skeleton has given scientists an unprecedented glimpse into the world of dinosaurs. Sue has provided lots of evidence of the close relationship between dinosaurs and modern-day birds. One example can be found in the shape of Sue's shoulder blade, which is long and narrow just as it is in birds. Sue's hind legs point



The real Sue on display at the Field Museum of Natural History in Chicago.

straight downward from the hip socket, just like a bird's, and her neck forms a distinctive S-shape, which is another trait shared by modern-day birds.

But a few mysteries still remain. A curious feature of Sue and of the T. rex in general is the size of the forearms, which are roughly the same size as our own. Scientists still puzzle as to what their function was. At one time, scientists thought that the arms had been useless, a curious evolutionary leftover from the T. rex's ancestors. But by studying Sue's bones, scientists found that the muscles in the tiny arms were extremely powerful, not what you would expect from a useless limb. Scientists also don't know what the skin of a T. rex (or any other dinosaur for that matter) looked like. They are typically shown with a grayish textured skin like modern-day reptiles, but they could just as well have been purple with orange spots—which would make Figment quite happy. Or, more realistically, dinosaurs could have been covered in feathers.

Despite the questions that still remain, the discovery of Sue has taught us much about the world of dinosaurs. The next time you're wandering through Dinoland, take a moment to appreciate the sheer wonder of the world's largest and most complete Tyrannosaurus rex skeleton. It probably won't make your journey aboard Dinosaur any less frightening, but it might help you appreciate these majestic creatures just a bit more!

Interview with Dave Smith Part 2

In Dave Smith's 40-year career with the Disney Company, he acted as the final authority on all matters of Disney history, and he had a vital part in spreading that Disney magic to countless smiling faces worldwide. In the final part of our interview, we continue to discuss the story behind the Disney archives.

Lou Mongello: Is it true that the archives do not contain things like attraction props? For instance, you don't have a 20,000 Leagues Under the Sea submarine, a Mr. Toad's Wild Ride car, or a Skyway to Fantasyland bucket, but you do have files for every theme park attraction, right?

Dave Smith: This has changed a bit in the past few years. As Bob Iger has said in some public statements, there is some thought that the company might want to create a museum one day. Three or four years ago, we were asked to collect more props, costumes, and set pieces from the movies and iconic things from the parks. We acquired more warehouses and more staff. We do have a lot more of those large pieces than we used to have. In the olden days, I think people thought we were like a museum, but we really weren't. People were coming to us for information and not to see things particularly. That lasted through our first 35 years or so. Today, we are getting more things, and we will have more of a museum collection eventually.

Is it a challenge gathering and archiving electronic media?

There is more of a challenge today primarily because there is more stuff to collect. This is always the problem with electronic media. As far as emails go, the company saves some of the email from the top executives, but in other departments no hard copies are made so nothing is archived. This is a problem that all archives in the world are facing.

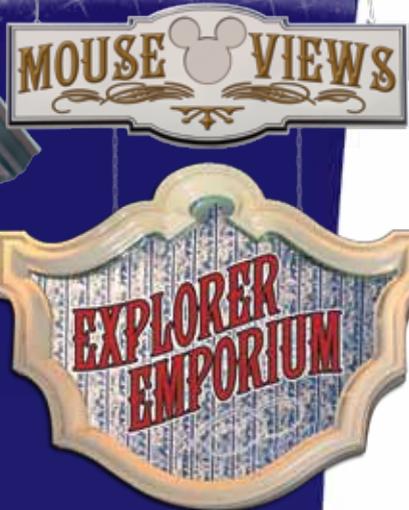
Although the purpose of the archives is to collect and preserve history, it's never been open to the public for research purposes, is that correct?

For the first 30 years or so, we were open to students and writers outside of the company. But the company grew so large, and the demands on our staff grew so great, that we didn't have the time to work with students and others who wanted to use our materials, so we had to stop it at that time. Today, we are only open to employees and Cast Members of our company.

Have you ever found anything during your 40 plus years where you said, "I can't believe I am holding Walt's paper clip" or whatever it might be?

I am still terribly thankful to Roy E. Disney, who brought us a tin box from his garage that had belonged to his grandfather, Elias Disney. That box had all of his important documents and papers in it, and one of the things I found in that box was a postcard from Walt when he was 15 years old to his mother. It had a drawing on the back, a beautiful drawing, which showed that he had art talent even at that young age.

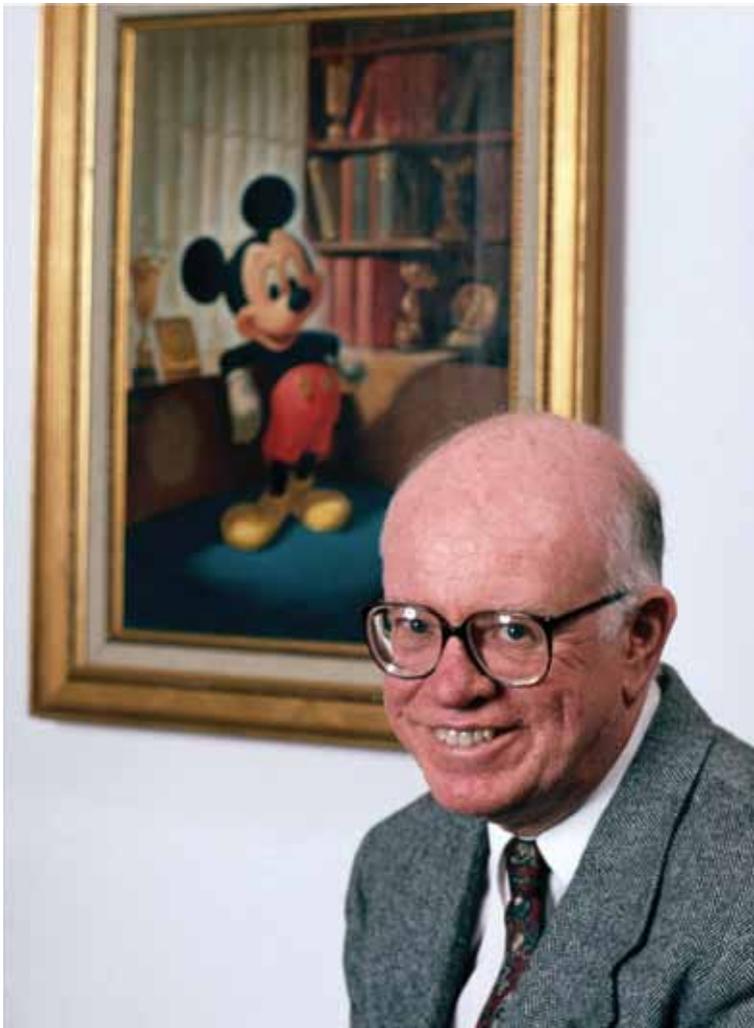
You also had a role in the development of the One Man's Dream exhibit at the Hollywood Studios. Can you tell us more about it?



by Lou Mongello



Lou Mongello is the host of the award winning WDW Radio podcast and the author of the definitive Disney trivia books, 'Walt Disney World Trivia' Volumes 1 and II. He is also the producer of the newly released Audio Guides of Walt Disney World, a CD series that gives you a personal tour of the happiest place on Earth. You can listen to the show and discover more secrets, rumors and facts at Lou's website: www.wdwradio.com



mentored them, and it is so gratifying today to see dozens and dozens of people throughout the company that I met when they were children, and now they are members of the company and serving the company well. A good example is Clay Shumacher, who is one of the current ambassadors of Walt Disney World. I met Clay when he was 13 years old.

Looking back, what was your biggest challenge you faced when selecting things for the archives?

The challenge is in realizing that you can't save everything and in trying to figure out which stuff should be kept. What will the employees of the company need to see in 10 years, and what might not be as important? You have to make ruthless decisions at times because you simply cannot save everything. That's always a challenge. It's always gratifying when you have made the right decisions but a bit daunting when you get rid of something that you shouldn't have.

As long as we are talking about your entire career, I would be remiss if I didn't mention that in addition to the archives, you also authored a number of books, including *Disney: The First 100 Years*, which you coauthored with Steven Clark

who is from D23, and *Disney A to Z*, which is the literal encyclopedia of all things Disney. Are you going to continue to write or update any of those books?

I am planning to update *Disney A to Z* because I feel that's something very important to the company as well as to fans. As most people know, I have been doing a monthly update of that on the Disney website ever since the most recent edition published in 2006. So I would assume that is going to keep up. It won't be as easy getting the information when I am not reading everything that is crossing my desk, but hopefully the archives staff will put aside the things that I need to keep that book updated.

Are you also going to continue the "Ask Dave" column? I know that a lot of people like the fact that they can reach out to you via the website and the newsletter.

I really enjoy doing the "Ask Dave" column, so I have offered my services to the D23 people to let them know that I would be willing to continue doing "Ask Dave," and they are glad to have me do that.

Walt Disney Imagineering designed the attraction, but they also came to us. We discussed various things from our collection that would be nice to have on display. Through the years, we have switched out some materials. Some of the old toys that were on display have come back to us, and we have gathered some different ones to put on display. All of the Disney fans who think they have seen One Man's Dream need to return because there are now some different things on display.

You started out in the company in a temporary position, and now, 40 years later, you are retiring. What was the most rewarding part of your career as archivist for the company?

The thing that I am most gratified for is something that most people probably wouldn't think of. Through the years, I have been contacted by young people who are passionate about Disney. In a lot of these people, I have seen the spark and the desire to work for the company and to uphold Walt Disney's traditions. I have encouraged these people and

Dinoland U.S.A. Hidden Mickeys

One of the most interesting settings for me in Walt Disney World is DinoLand U.S.A. in Disney's Animal Kingdom. Walk under the huge brachiosaurus and you're transported to a prehistoric landscape that's been transformed by Disney magic into an interactive playground, with dinosaurs and fossils to explore around every turn. While you're having fun, don't forget to study the Disney details, because Mickey is hiding in DinoLand U.S.A.! Here are a few of my favorite Hidden Mickeys here:

1. Just inside the "DINOSAUR" attraction entrance, on the right side of the queue, look at the tree at the far left of the painting. There's a classic Mickey on the tree trunk across from a lower right branch.
2. On the mural behind the counter in "DINOSAURS" photo-purchase area, a large red dinosaur has a small, dark classic Mickey on its lower neck. It's just below the angle of the jaw.
3. In the parking spaces across from "TriceraTop Spin," a classic Mickey can be found in the cement at the front of the second parking space from the horned dinosaur.
4. Speaking of the horned dinosaur near the parking space classic Mickey, a gold "Steamboat Willie" Cast Member pin is located on a spine on the dinosaur's upper back, near a large silver medallion. It's on the right side of the dinosaur as you face it from the front.
5. In the outside decorations of "Primeval Whirl," the sides of several meteors sport classic Mickey craters. One is above and to the right of the "Primeval Whirl" sign.
6. Another crater Mickey on the outside of "Primeval Whirl" is below the "Head for the Hills!" sign.
7. Two sideways classic Mickeys formed by bubbles are in the outdoor signs for "Finding Nemo-The Musical" that announce the show times for the day. One is in the bottom right corner of the signs, and another is under the second time disk from the left. These signs are posted on the walkway from Asia and on the walkway from the rest of DinoLand U.S.A.
8. At one end of the short "Cretaceous Trail" in the middle of DinoLand, you'll find a large dinosaur. Three dark spots on its middle back form a classic Mickey.
9. Upstairs in "The Boneyard" and to the rear left, in a fenced off archeology display, three coins on a table form a classic Mickey. They're in the shadows in the photo.
10. In a small display on the right side of the children's dig area in "The Boneyard," a fan and two hard hats form a classic Mickey.



by Steve Barrett



Steve Barrett is the author of three Hidden Mickeys Field Guide books (Walt Disney World, Disneyland, and the Disney Cruise Line) and "The Hassle-Free Walt Disney World Vacation" book, as well as an iPhone app for Walt Disney World Hidden Mickeys. You can check out more Hidden Mickeys at Steve's website: www.hiddenmickeysguide.com



Shooting on the Wild Side

If you ask me which Walt Disney World park is my favorite to take photos in, you might be surprised when I answer Animal Kingdom. But it's true. To me, the Imagineers, designers, and builders outdid themselves on the grandest of scales to transform several hundred acres of central Florida into an area where you truly feel like you are in another country. There's so much to photograph and enjoy that you just can't ever get enough, be it the African village of Harambe, the Third World decay and ancient ruins of Anandapur, or the lush overgrown jungle of the Oasis. Even though the Animal Kingdom touts itself as not being a zoo, you'll nonetheless find a wealth of exotic wildlife and beautiful animals to enjoy, some of which you may never see anywhere else.

What to Bring

There are several keys to getting great photos at Disney's Animal Kingdom. What you want to take photos of will determine what kind of equipment you will need to bring. If you're interested in wide-angle photos that show all of the scenery, a typical point-and-shoot camera will be more than sufficient. A standard camera or SLR lens will also be sufficient for photographing the many buildings, queue lines, Tree of Life, and other curiosities that you can find throughout the park.

However, if you want to be able to get some truly amazing photos of some of the magnificent creatures that inhabit the park, you'll need a lens that offers considerable reach.

My favorite lens-of-all-time for the Animal Kingdom is my Sigma 50-500 OS (optical stabilization). It offers the perfect range from "normal" to extreme telephoto. However, while a 50mm lens is sometimes referred to as a "normal" lens, it's not very wide. A lens that offers 16mm or so would be more ideal for some truly wide-angle scenery and landscape photos.

When shooting wide-angle, you'll often find it's easier than shooting telephoto because of the minimized chance for blurriness due to camera shake. If you recall, the longer the focal length you have in millimeters, the faster the shutter speed you will need to reduce the chances of camera shake. Camera shake is seen as blur in photos because the camera was not being held still while the photo was being taken. The longer the lens in millimeters, the more this effect is magnified, hence the need for faster speeds. Wide-angle shots have much shorter focal lengths, and as such the need for faster shutter speeds is reduced.

Shooting with a telephoto lens is challenging and will require more technique to have success. You must try to keep your shutter speeds high enough to remove the camera shake. To help with this, I use a combination of the Optical Stabilization in my lens and the "auto-ISO" setting on my Canon camera. The auto-ISO function will raise your ISO from where you had it to try and match your focal length in millimeters for each shot. It can range anywhere from 100-3200 ISO, and it will only go as high as it needs to for each individual shot. Because the light at the Animal Kingdom is constantly changing, this is a wonderful feature to use, one that I have just begun to take advantage of after ignoring it for far too long. Remember also that when you shoot with a long lens, it helps to properly balance yourself with you feet shoulder width apart, knees slightly bent, and stronger foot slightly back. (Think

Photo ©Tim Devine

MOUSE VIEWS

SHUTTERS & LENSES
PHOTOGRAPHY TIPS & TRICKS

by Tim Devine



Tim Devine is an avid photographer and the owner and webmaster of www.themagicinpixels.com, a website created for and dedicated to fellow Disney Photography Enthusiasts. In addition to a large gallery of photos you can browse, you'll also find tips, articles and equipment reviews to help you create magical photo memories of your Walt Disney World Resort vacation. Tim lives in South Jersey with his wife, Karen, and their son, Billy, and recently celebrated the birth of their second son, Ryan Christopher, on May 12, 2009. Be sure to check www.themagicinpixels.com for current information on Pixelmania! a festival of Disney photography, friends, and fun in Walt Disney World December 3 through 6, 2009.

athletic stance.) Take a deep breath before you shoot. Be nice and smooth with your finger on the shutter and don't jab at the button or move the camera.

What to "Shoot"

Photographing animals is largely the same as photographing humans from a compositional and technical standpoint.

You want to make sure that you focus on the eyes and that the eyes are sharp. The eyes are a critical element in the photograph. You must also be very patient and wait for the creature to position itself in a manner that makes for a nice photograph. Sometimes it takes quite a while, and you might need to come back later. When possible, your photos will look much better if you can get down to your subject's eye level, so don't be afraid to squat down or kneel down to get lower.

If you take your time on the Pangani Forest Exploration Trail and Maharajah Jungle Trek, you'll find some real treats, both in the animals themselves and the decor and scenery. For example, on the Jungle Trek, the decor and theming are so detailed and intricate that you'll

really feel like you're in an ancient, Third World palace in the country of Anandapur. Take the time to savor and enjoy the paintings on the walls, the props and artifacts along the trail, the prayer flags blowing in the wind, and the amazing animals themselves. You could easily spend more than an hour walking through the Jungle Trek and Pangani Forest, so plan accordingly and take lots of photos.

On the Kilimanjaro Safaris, because the safari truck is moving and bouncing so much, you need to make sure your shutter speed is fast enough to counteract the external motion. Focusing with a long lens can be difficult because every movement is magnified the more you zoom in. It takes patience and practice. Don't be afraid to take photos of the scenery on the safaris without any animals. The scenery it-



self is quite lovely and should not be overlooked. In particular, if you sit on the right side of the truck, you'll get an amazing wide-angle vista view of the African Savannah as soon as you make the left turn to enter that area—where the Angoli cattle, giraffe, and Thompson's gazelle roam. Trying to photograph animals on the left side of the truck while sitting on the right side is nearly impossible, so plan on riding multiple times, sitting on each side.

Finally, Extra Magic Hours at the Animal Kingdom are simply not to be missed if you enjoy nighttime photography. The park is stunning at night, and it's my favorite Extra Magic Hours, hands down, despite the lack of attractions at night. If you've avoided this because there aren't a lot of attractions open,

you owe it to yourself to walk through the park at night, and be sure to bring your camera with you. It really is a wonderful experience, and you can get some amazing photos that you will be proud of.

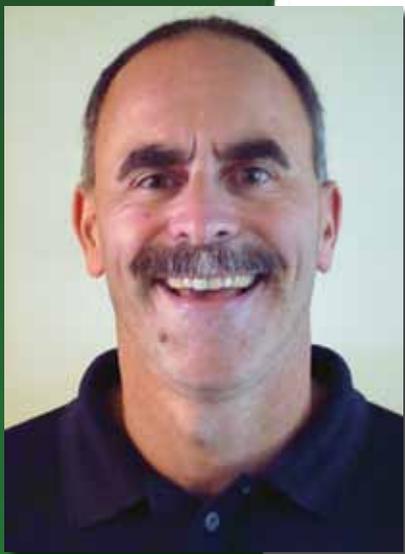
Keep shooting and practicing, and email if you have any questions! I truly love helping folks out and love to hear your feedback!



MOUSE VIEWS

PIN TRADING COLLECTING

by John Rick



John Rick founded the Central Jersey Disney Pin Traders in 2002. You can visit the website at www.cjdpt.com and contact him at john@cjdpt.com. John is also one of the Hosts of the Disney Pincast- the only weekly podcast dedicated to Disney Pins. It can be found at www.disneypincast.com. John and his wife Sheila live in central New Jersey.

Saving the Earth: One Pin at a Time

"You've probably heard people talk about conservation. Well, conservation isn't just the business of a few people. It's a matter that concerns all of us. It's a science whose principals are written in the oldest code in the world, the laws of nature. The natural resources of our vast continent are not inexhaustible. But if we will use our riches wisely, if we will protect our wildlife and preserve our lakes and streams, these things will last us for generations to come."

—Walt Disney

The Walt Disney Company's commitment to the environment dates back to their origins and founder Walt Disney. His love and care for the environment was evident early on through the production of nature films, Walt's support of wildlife, and his ideas to incorporate conservation into the Walt Disney World Resort master plan.

The Walt Disney Company continues to operate in a manner upholding Walt's progressive ideals. In 1990, the company introduced "environmentality." It named Jiminy Cricket as the mascot to represent this initiative and serve as the official conscience for Cast Members and Guests alike. Jiminy's role as Pinocchio's conscience and best friend made him the perfect choice to lead Disney's environmentality initiative.

Disney has created hundreds of Jiminy pins through the years. Here I'll focus on those pins that were designed for Cast Members who excelled in Disney's environmentality initiative.



Our first pin is the Walt Disney World Animal Kingdom Environmentality Cast Award Pin, featuring Jiminy Cricket and Mickey Mouse. This pin has Mickey dressed in a custodial outfit. Mickey and Jiminy are standing next to the Tree of Life with a recycling symbol against a yellow background. Mickey has a pan in his right hand and a broom in his left.

1994 saw the release of our next pin, the Walt Disney World Gold Jiminy Cricket "E" Cast pin. This small pin was an environmentality award pin originally issued to select management Cast Members. It was to be worn on the Cast Member's costume or nametag. A very small number of these pins were also awarded with a silver finish, and both versions were retired quickly in favor of a different design. Because these pins could no



longer be worn on the Cast Member's costume, any Cast Member who wanted to continue wearing an environmentality award had to exchange this pin for the new design, enhancing its scarcity.

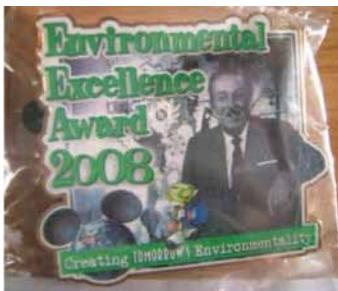
"I've Got Environmentality," proclaims Jiminy on our next pin. This pin is blue and green on a white background with polished gold accents. Beneath Jiminy reads, "I've Got Environmentality" and below that in very fine print it reads, "Every little bit makes a big difference."





This pin is the Walt Disney World 2007 Environmental Excellence Award. With an edition size of 350, Jiminy stands amongst bushes in front of a forest of trees as he tips his hat to Walt Disney World Cast Members who demonstrate environmentality. Beneath him is a brown banner that reads, "Environmental Excellence Award." In the midst of the trees, there's a green "2007."

With an edition size of 260, the Walt Disney World 2008 Environmental Excellence Award pin features Jiminy along with Walt. This is a photo pin, featuring Walt seated in front of a map of the "Florida Project" with Jiminy holding his hat just to Walt's left. There is also a globe with Mickey ears in the lower left corner of the pin. Green lettering on the left reads, "Environmental Excellence Award 2008." Beneath them is a green banner that reads, "Creating Tomorrow's Environmentality." This was an award for Walt Disney World Cast Members who demonstrated environmentality.



One of the earliest pins in this series is the 1999 edition of the Environmental Excellence Award. This Cast Member pin reads "1999" across the top, and Jiminy is holding a sign reading, "Environmental Excellence Award." The pin has a gold border, and the background is green that fades to yellow toward the center of the pin.

The 2004 Environmental Award was another Cast Member pin with an edition size of 9,000. This oval pin has a dangle element. Jiminy is a sliding element, and the dangle reads, "Environmentality is Making a Difference 2004." Jiminy slides left to right over a map of the world.



This next pin is the Walt Disney World Cast Exclusive Environmentality Begins with Me 2003 spinner/dangle. With an edition size of 7,000, the one-inch outer circle is light green

and reads, "Environmentality Begins with Me" around the top half and "2003" at the bottom. (The zeros in the year are little leaves.) In the center of that circle is the round spinner. One side has the same light green background, completing the phrase "and Continues with You" with two gloved hands holding our planet. The opposite side is a blue and green globe of the Earth. Beneath it all, a smiling Jiminy dangles from his umbrella. When you spin the center very fast, the image looks like the Earth with a nice big white smile!!



7,000 of the 2002 Jiminy Cricket Environmentality Cast Member Award were produced. It's a hinged

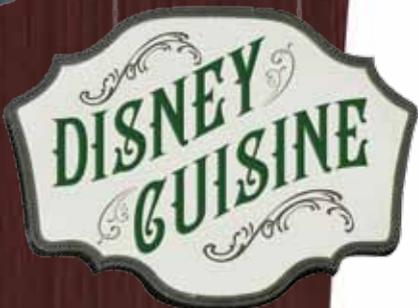
pin with a magnetic closure. It features a pin-on-pin Jiminy Cricket strolling on the cover of the book in front of a tree. The word "Environmentality" is down the book's spine, and in the bottom right corner is the year "2002." The pin opens to reveal a globe and the phrase "Let Environmentality Be Your Guide."

Completing our look at environmentality pins is the Cast Exclusive Award. The pin reads, "Thanks! For supporting Environmentality." There's a Mickey Mouse head profile in the "O" in the word "Environmentality." This pin was only awarded by managers to Cast Members for outstanding service to the environmentality program. It's beige and a very light green.



These pins clearly demonstrate the amount of emphasis the Walt Disney Company puts into its environmentality initiative.

By using one of the most iconic of all Disney characters, the pin team over the years has created many Cast Member exclusive pins that are highly sought after. On the rare occasion you see a piece of trash in a Disney park, pick it up and do your part to help Jiminy and every Disney Cast Member remember Walt's visionary ideals.



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.

Rainforest Cafe

In your search for animals at Disney's Animal Kingdom, don't forget to check out the animals of the rainforest—the animals of the Rainforest Cafe that is, including gorillas, elephants, butterflies, and lots of fish. This themed restaurant is at the front entrance to Disney's Animal Kingdom, and it has entrances both outside and inside the theme park. (There's also a second Rainforest Cafe location at Downtown Disney.) Rainforest Cafe is full of Audio-Animatronic animals, both inside and outside the restaurant. Rainforest Cafe serves breakfast, lunch, and dinner, and it's just a frog's hop away from all of the action inside the park.

The menu at Rainforest Cafe is quite extensive, with more than 50 menu items, including appetizers, soups and salads, sandwiches, burgers, seafood, chicken, pasta, and desserts. They even have a specialty menu with select items throughout the year. This restaurant certainly has something for everyone in your family.

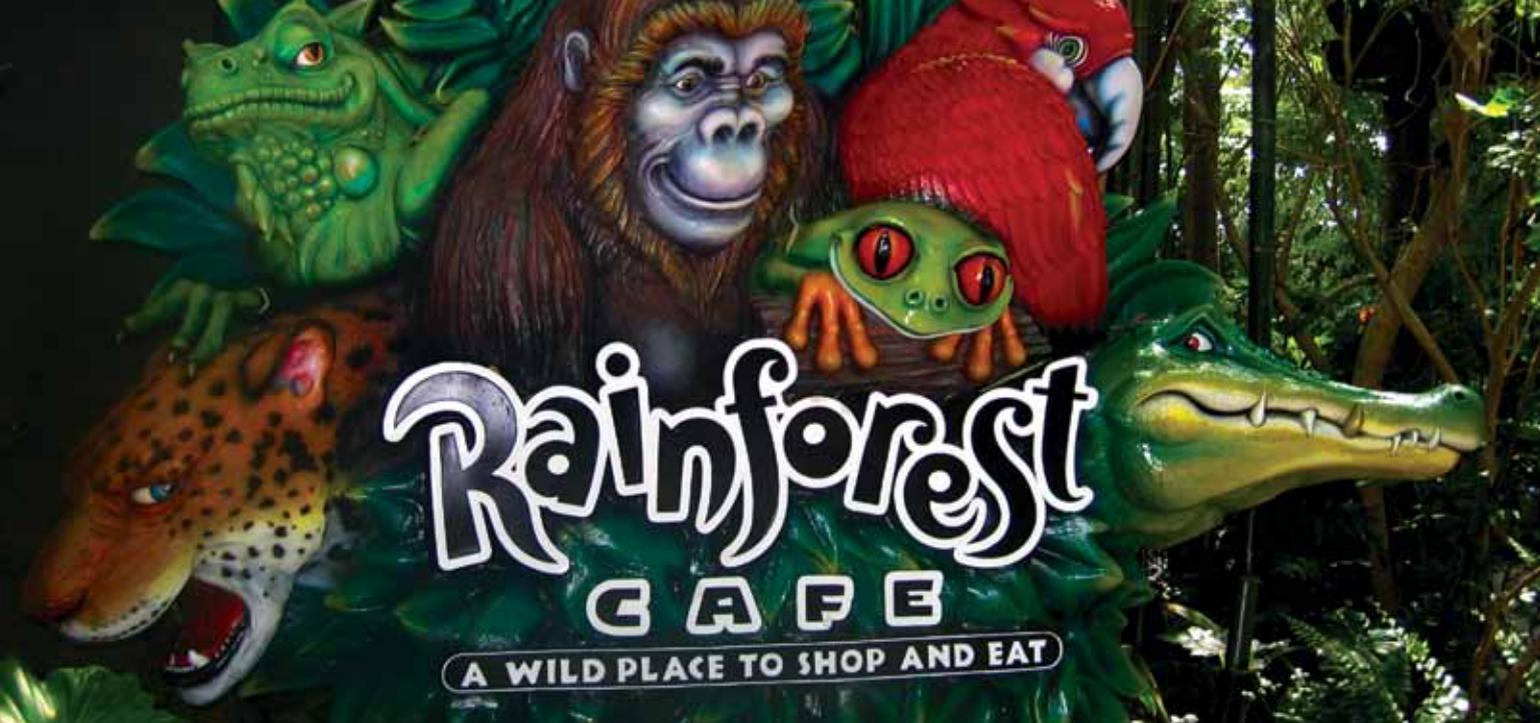
For appetizers, you can try buffalo wings, quesadillas, spinach and artichoke dip, Chimi-Cha-Cha, pepperoni pizza, or cheese sticks. Two of the specialties include the Onion Tower and Awesome Appetizer Adventure. The Onion Tower is stacked high with fried onion rings, which are served with Safari Sauce. If you're really hungry, you can try the Awesome Appetizer Adventure, which is perfect for two or more people. Three of us enjoyed this appetizer and didn't even finish all of it! This dish features some of the best appetizers, including Chimi-Cha-Chas, spinach and artichoke dip with tri-colored tortilla chips, cheese sticks, and chicken tenders. It also includes guacamole, marinara, and coconut curry dipping sauces.

For a lighter soup or salad for your meal, you can enjoy Jungle Safari Soup with zucchini, tomatoes, sausage, garbanzo beans, kidney beans, and spinach in a zesty broth with pasta and cheese. Some other soups and salads include Seaside Clam Chowder, Paradise House Salad, Jungle Chop Salad, Little Islander Caesar Salad, Big Islander Chicken Caesar Salad, Volcanic Cobb Salad, and China Island Chicken Salad. These are lighter meals, but still be prepared for a lot of food. Even these salads can be split between two people.

For entrées, you can enjoy some incredible hamburgers and sandwiches, which are each served with potato chips or Safari Fries, Paradise House Salad, Little Islander Caesar Salad, Seaside Clam Chowder, or Jungle Safari Soup for an up charge. The Rainforest Burger is a fried onion ring on top of a 100 percent beef burger on a toasted bun with pickles, lettuce, tomato, and cheese. You can also try a BBQ Bacon Cheeseburger with a Mojo BBQ sauce, Cheddar cheese, and bacon. If you love mushrooms, your taste buds will love the Canopy Burger with layers of bacon, mushrooms, and cheese. For a vegetarian burger, you can eat the Natural Burger, which is a meatless patty topped with guacamole, lettuce, and tomato on a toasted bun. For some other sandwich entrées, try Rumble in the Jungle Turkey Wrap, Bamba's Barbecue Wrap, or Blue Mountain Chicken Sandwich.

For a more hearty meal, Rainforest Cafe has several hot entrées. Two seafood specialties are Tribal Salmon, which is an Atlantic salmon fillet seared on a cedar plank and topped with a roasted hazelnut and Frangelico butter, and the Maya's Mahi Mahi and Coconut Shrimp with a fillet of mahi mahi grilled and topped with a mango salsa. You also get several Caribbean Coconut Shrimp with the Maya Mahi Mahi.

Rainforest Cafe has several meat entrées, including Primal Steak, Mojo Bones, and



Jungle Steak and Shrimp. The Primal Steak is a center-cut, choice New York strip steak, aged 21 days and char-broiled. The Primal Steak is then topped with steak butter and served with garlic mashed potatoes and roasted vegetables. The Mojo Bones is slow-roasted, St. Louis style pork spare-ribs, basted with a Mojo BBQ sauce and served with Safari Fries and coleslaw. My favorite entrée is the Jungle Steak and Shrimp with a char-broiled Flat Iron steak with Shrimp Scampi and Caribbean Coconut Shrimp.

The Rainforest Cafe is known for their pasta entrées, including Pastalaya and Rasta Pasta. The Pastalaya is shrimp, sautéed chicken, bell peppers, onions, and Andouille sausage tossed in a hot and Spicy Cajun sauce and served over linguini. This one is quite spicy, so have that water ready! The signature pasta dish is the Rasta Pasta, which is grilled chicken, penne pasta, walnut pesto, broccoli, red peppers, and spinach tossed with garlic Alfredo sauce.

For desserts, Rainforest Cafe has some incredible treats, including the popular masterpiece called the Sparkling Volcano. This huge dessert serves two or more people, and it's quite a celebration for all occasions, even just a visit to Rainforest Cafe. The chocolate brownie cake is warm and topped with vanilla ice cream, whipped cream, caramel, and chocolate sauce—and a huge sparkler. When the servers bring the Sparkling Volcano out to your table, they yell, "Volcano!" In a matter of seconds, everyone else in the restaurant is yelling, "Volcano!" It's a lot of fun!

Some other tasty desserts include the Tribal Cheese-cake with whipped cream, chocolate, and raspberry sauce and Chocolate Diablo Cake with dark chocolate cake layers

with chocolate filing and served with raspberry sauce and whipped cream. Both desserts are huge portions, so you might want to share with your table.

The Rainforest Cafe is one of the most popular restaurants at Walt Disney World. Call 407-WDW-DINE or the restaurant directly to book Advanced Dining Reservations. This restaurant is not on the Disney Dining Plan. Go wild with a meal at Rainforest Cafe!

Rainforest Cafe Rasta Pasta

- 1 (8-ounce) box bow tie pasta
- 1 teaspoon chopped garlic
- 2 tablespoons olive oil
- 1 cup chopped fresh spinach
- 1 cup broccoli florets
- 1 medium red pepper, roasted
- 1 cup grilled chicken, sliced into 1/2-inch wide pieces
- 1 cup prepared Alfredo sauce
- 1/8 cup prepared basil pesto
- 1 teaspoon Italian seasoning
- 2 tablespoons shredded Parmesan cheese

Cook the pasta according to the package directions. Drain well and set aside. In a 10-inch sauté pan, sauté the garlic in the oil. Add the spinach, broccoli, red pepper, and chicken; toss to combine. Stir in the Alfredo sauce and pesto; simmer for an additional 5 minutes.

Reheat the pasta if necessary under hot running water in a strainer; pour into a pasta bowl. Pour the Alfredo sauce mixture over the pasta. Sprinkle with the Italian seasoning and cheese.

Disney's Animal Kingdom: More Than Just a Half-Day Park

I've helped thousands of clients plan vacations to Walt Disney World. Many clients only plan to spend a half day at Disney's Animal Kingdom. "There's not that much to do there," they say.

This is an all-too common misconception. After I explain to them all that the park has to offer, clients often are surprised by how much there really is to see at the Animal Kingdom and why it's worth planning a full day at the park.

It's true that there aren't as many "rides" at the Animal Kingdom as the other parks at Walt Disney World. But as Walt Disney once said, Walt Disney World doesn't have "rides," it features "attractions." And make no mistake; the attractions at the Animal Kingdom are absolutely fantastic! My favorite is Kilimanjaro Safaris, especially when the park first opens and the animals are most active. It's the Jungle Cruise the way Walt really wanted it—with live animals. Sometimes the animals will come right up to you, sometimes close enough that you could reach out and pet them (but please don't try!). As with everything at Walt Disney World, Kilimanjaro Safaris has a great back story which starts in the queue. Be sure to look around for a hint of things to come. For thrill seekers, I recommend Expedition Everest, especially at night. It becomes an entirely different experience once the sun goes down, which is another reason to stay for the entire day. The animals may be sleeping, but there's still so much more to experience.

The Animal Kingdom is a park that begs you to take a deep breath and slow down to truly enjoy its offerings. If you spend all your time running from Expedition Everest to Dinosaur and then to Kali River Rapids or Kilimanjaro Safaris, you'll miss the incredible amount of detail that helps make the Animal Kingdom such an amazing park. Instead, slow down. Take your time. Put yourself into a completely different mindset. You're visiting a discovery park, not an amusement park. See what you can discover and learn as you go from land to land and trail to trail. If you slow down, you will find all those little details that help make a trip to the Animal Kingdom a memorable experience.

Begin with a stroll along the many trails that are located around the park. As you pass through the turnstiles at the entrance, you'll enter the Oasis where you can get a close-up view of a number of exotic animals, including anteaters and macaws. Beyond on the Discovery Island trails, you get a close-up look at the Tree of Life. Disney's artists and Imagineers worked for a year to create the sculptured tree that's the centerpiece of the Animal Kingdom. The Tree of Life Garden also is a great place to get some great photos.

Tigers, Gorillas, and Bats, oh my!

You'll discover plenty of majestic animals throughout Kilimanjaro Safaris, but there are just as many (if not more) animals to be found throughout the rest of the park, not to mention the beautiful scenery. Each of the Discovery Trails features different animals, flowers, and exotic plants that are a nature lover's dream.

As you make your way toward Africa, take a walk down the Pangani Forest Explo-

MOUSE VIEWS

DISNEY
TOURING TIPS

By Beci Mahnken
CTC-MCC



Beci Mahnken, CTC-MCC, is the founder, president, and CEO of MEI-Travel & Mouse Fan Travel. An authorized Disney Vacation Planner, Beci has more than 12 years vacation planning experience, specializing in vacation packages and cruises, with a team of more than 75 affiliates nationwide.

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

ration Trail to find hippos, gorillas, birds, naked mole rats, and more. If you really want to get a good look at the gorillas, stand on the suspension bridge just after you pass the glass-enclosed observation area. With a half-decent zoom lens, you can get some really good close-up photos of gorillas. But please be quiet. Cast members ask Guests not to make loud noises or to jump around so as not to agitate the gorillas.

If it's tigers you want to see, head over to the Maharajah Jungle Trek in Asia. It's best to come here early or late in the day to see the tigers up and about. Often during mid-day, the tigers are napping, especially in the warmer months. You can also see gibbons, giant bats, and all sorts of exotic plants; not to mention a wealth of incredible details.

Like the other parks, Animal Kingdom offers special tours and experiences, including the new Wild Africa Trek. Reservations are now being accepted. In this new tour, Guests will be able to see parts of the Animal Kingdom most people never see, and you're brave enough you can clip onto a life-line and step to the edge of a cliff for some amazingly close views of the hippos and crocs.

If you're not interested in a special tour but want to get a look at some backstage action, hop on the train to Rafiki's Planet Watch. You can check out a whole host of great exhibits, meet lots of characters, and even see Disney veterinarians providing care to some of the resident animals.

Time to Eat!

Now that you're planning to spend the entire day at the Animal Kingdom, you'll probably want to think about getting something to eat. The Animal Kingdom offers several wonderful restaurants, including the Yak & Yeti Restaurant, the Tusker House Restaurant, and the Rainforest Cafe. Each has a wonderful theme and offers unique cuisine. If you're not in the mood for a full sit-down meal, you can visit one of the many counter-service restaurants or try the new Picnic in the Park. For more information on this new dining option, ask at Guest relations or at the kiosk outside the Island Mercantile shop. Beyond the full- and counter-service restaurants, you can buy wonderful African or Asian cuisine at kiosks sprinkled throughout the park. The Animal Kingdom is all about discovery, and that includes the food.

Bring on the Show

Yet another reason to spend a day in Animal Kingdom is the live entertainment. There are lots of shows and impromptu performances to choose from in just about every



land. I highly recommend Finding Nemo—The Musical and the Legend of the Lion King. Both shows are performed several times a day, though you will want to get in line early to get a good seat. For Finding Nemo—The Musical, I strongly suggest being in line at least a half hour early to get a seat closer to the stage. Beyond the big stage shows, you can experience Cast Members performing native dances and music throughout the day. The Cast Members are great performers, and they often wait after their performances for a few photos.

As we've learned, the Animal Kingdom is all about discovery, and there's no bigger discovery than finding a human creature made completely of vines. In fact, that's her name—DiVine. You can sometimes find this elusive creature hiding along the walkway to Africa from Discovery Island. What makes DiVine so amazing is how Guest after Guest can walk right by her, not noticing her standing there among the trees and jungle. If you really want to see DiVine (and she's definitely worth seeing), ask a Cast Member when she might be on stage. She's hard to catch, so be sure to have your camera ready if you do find her.

The Animal Kingdom really is a full day (or even multi-day) experience. Because there are so many live events and live animals, a trip to Disney's Animal Kingdom is never the same experience twice.

Until next time—Kwaheri!





MOUSE VIEWS



By J Darling



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

You can find her music at www.jdarlingmusic.com and on Myspace at www.jdarlingmusicmyspace.com. Her blogs are available at www.jjourneybook.blogspot.com.

Into the Jungle with Tarzan!

In November 1962, Disneyland's Adventureland became the home of the first Swiss Family Treehouse. The walk-through attraction took Guests back to the adventure of the Robinson family and gave them a glimpse of what life might have been like as part of the Robinson household.

Moving Forward

Though the attraction is still a beloved feature of the Magic Kingdom's Adventureland and Disneyland Paris's park, in May 1999 Disneyland's version was repurposed, expanded, and replaced with a new adventure. By June 23, 1999, the tree, which is known as a *Disneyodendron Semperflorens Grandis*, meaning "large ever-blooming Disney tree," grew about 10 feet. The 450 branches were laced with vines and new, more jungle-feeling leaves. It became Tarzan's Treehouse, an interactive exhibit recounting the life of Tarzan the ape man, as seen through the eyes of the Disney Imagineers.

The house itself is based on the shipwreck house that Tarzan's parents built in the beginning of the film. During Phil Collins's astoundingly evocative song "Two Worlds, One Family," Tarzan's family is shipwrecked in Africa and forced to make a life out of their unfortunate circumstances. Remnants of the ship make up the main living area of the house; however the dwelling includes several other rooms to help tell the story.

Climbing the first set of stairs, Guests cross a suspension bridge about 60 feet above Adventureland. Guests who stop to enjoy the view will be rewarded with an unparalleled overview of New Orleans Square, Tom Sawyer Island, and Frontierland's Big Thunder Mountain. Continuing on, Guests run into one of the villains of the story: Sabor, the leopard. Crouched in the bamboo poles of a small hut high in the trees, the creature growls at Guests passing by. (Go ahead, try to pet the kitty, but don't say I didn't warn you!)

From here, all the stairs go down. Along the way, bronze storybooks detail the story. Guests pass huts depicting different stages in Tarzan's life. In one heart-warming scene, a life-sized Kala cradles baby Tarzan. Observant Guests will notice that there are no bedrooms. Apparently Tarzan just hung out here and slept with his ape family.

At the base of the tree is a laboratory, which was no doubt set up by Jane's dad. There are ropes to swing on, cranks to turn, tree trucks to reach into, and experiments to witness. Each is worth discovering as the adventurous Guest is rewarded with sound effects from the treetops.

Looking Back

Celebrations readers who recall the beloved Swiss Family Treehouse won't be disappointed either. Just look a little closer. While the new attraction is sure to engage younger Guests, adults who recall the adventures of *The Swiss Family Robinson* might find the music playing in the laboratory familiar. It's the polka tune from *The Swiss Family Robinson*. A few of the sight gags from the original tenants remain as well. Look for the beam that reminds taller Guests to "Mind Thy Head." The ship

Photos © David Bales

wheel in the treehouse is a remnant that the Robinson family left behind, as is the stove at the base of the tree. Jane seems to be very well read on the previous tenants as well. Within the treehouse is a copy of *The Swiss Family Robinson*. (Hint, look where Jane is sketching.)

Guests who visited the house when it first opened might remember Squirt, the Audio-Animatronic elephant calf playing in the stream near the attraction's exit. Squirt (aptly named because he squirted unsuspecting Guests, wagging his little body with glee all the time) has found a new home. It seems he's wandered into the Jungle Cruise, where his behavior has improved, under the guidance of the jungle's "head" salesman, Sam. See if you can spot him.

Oddly enough, Belle and the Beast must have visited the treehouse somewhere in the summer of 1999. They seem to have forgotten to take Chip and Mrs. Potts with them. Or maybe Jane's dad is examining them? Either way, they're in the laboratory.

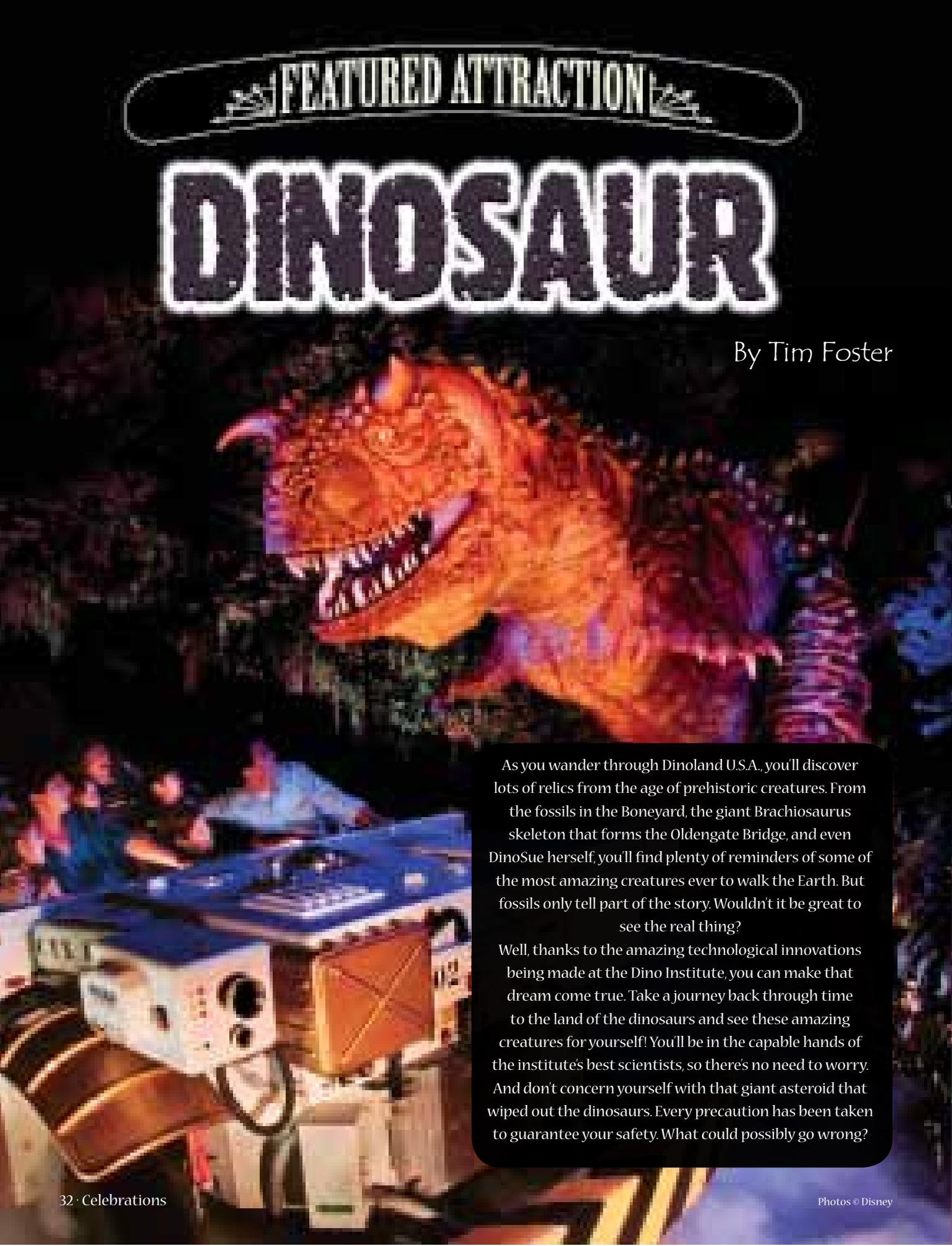
There's rarely a line for this attraction, and it's a wonderful way to spend some time soaking in the details in the parks. Additionally, this attraction offers an ingenious way to burn off the sugar in a Churro or a Dole Whip. Despite its 90-foot width, 150-ton weight, and 42-foot root depth, this tree isn't one of Disneyland's most technologically advanced attractions. But within the 306,000 leaves lies a timeless tale worth spending some time with.



FEATURED ATTRACTION

DINOSAUR

By Tim Foster



As you wander through Dinoland U.S.A., you'll discover lots of relics from the age of prehistoric creatures. From the fossils in the Boneyard, the giant Brachiosaurus skeleton that forms the Oldengate Bridge, and even DinoSue herself, you'll find plenty of reminders of some of the most amazing creatures ever to walk the Earth. But fossils only tell part of the story. Wouldn't it be great to see the real thing?

Well, thanks to the amazing technological innovations being made at the Dino Institute, you can make that dream come true. Take a journey back through time to the land of the dinosaurs and see these amazing creatures for yourself! You'll be in the capable hands of the institute's best scientists, so there's no need to worry. And don't concern yourself with that giant asteroid that wiped out the dinosaurs. Every precaution has been taken to guarantee your safety. What could possibly go wrong?

Your adventure begins in the venerable Dino Institute, a well respected center of learning and research. Built to handle the expanded scientific needs of the newly found discoveries in this land, the institute also boasts a museum where you can discover some fascinating finds and learn more about the world of dinosaurs. You'll find exhibits on fossils, different varieties of dinosaurs, their modern day relatives, and a depiction of the asteroid impact that scientists believe wiped out the dinosaurs. (You might want to pay special attention to this exhibit.) But the real action happens deeper inside the institute, where research on Chrono-Tech is taking place. You and a number of other privileged Guests will soon board your specially designed CTX Time Rover and travel 65 million years back in time to the land of the dinosaurs. Before your journey, you'll receive a briefing on your upcoming adventure from the esteemed Dr. Helen Marsh, who will detail your mission parameters, namely to study some real, living dinosaurs.

All seems well until you're just about to enter the loading area. Then another scientist, Dr. Grant Seeker, tells you your real mission. Instead of sending you back to see the dinosaurs, he wants you to bring one back to the present day! And he has just the candidate, an Iguanodon that he's tracked especially for the return trip.

There's just one problem, however. It's not so much where the Iguanodon is but *when* it is. You'll need to go back in time to moments before a huge asteroid crashes into the Earth. Not to alarm you, but this very asteroid caused the massive extinction of the dinosaurs. Piece of cake, right?

Well, needless to say, your trip is a fast-paced race

against time, with ferocious dinosaurs pursuing you at every turn and asteroid fragments exploding around you. Will you find the Iguanodon in time? Will you make it back? (Well, of course you'll make it back, but you might have some company!)

The Beginning of Time

This thrilling attraction was an original at Disney's Animal Kingdom, opening on April 22, 1998, and at that time called Countdown to Extinction. During the year 2000, Disney released the film *Dinosaur*, which chronicled the adventures of Aladar and Neera, two Iguanodons who travel with a herd of dinosaurs seeking out their breeding ground. The film was very popular, and the Animal Kingdom attraction was quickly renamed "Dinosaur" to better tie in with the film. An Iguanodon statue was added to the front of the show building, replacing the original Styracosaurus. The movement of the vehicles was modified to be somewhat less intense—though it's still a wild ride! The attraction was also given a less frightening soundtrack. For instance, in the original soundtrack, you could hear the thunderous roars of the Carnotaurus following you after your first encounter, implying that you were being chased. Now you'll hear those same roars off in the distance, leading you to believe you've escaped—though you shouldn't count on that!

Today, despite being overshadowed by nearby Expedition Everest, Dinosaur remains one of the most intense thrill rides in all of Walt Disney World. The sheer terror of encountering these ultra-realistic (and loud!) dinosaurs is matched only by the wild and turbulent race against time.



Hidden Mickeys & Secrets

As you enter the building, look at the painting on the right. You'll find a Hidden Mickey in the trunk of the tree on the right side of the painting. (You can see this Mickey on page 21!)

When you begin your quest aboard your Time Rover, look to the left for a white board with some scribbled notes. On it, you'll find a drawing of an asteroid complete with Mickey ears.

As you're looking for your ride photo at the conclusion of your tour, take a peek at the mural behind the counter. One of the dinosaurs has a Hidden Mickey on its lower neck.

Look for the pipes over your head as you approach the Time Rover vehicles in Dinosaur. The red pipe has the chemical name and formula for ketchup. (*Lycopersicon lycopersicum* is also known as the tomato.) The yellow pipe has the chemical name and formula for mustard, and the white pipe features the chemical formula for mayonnaise!

Touring Tips

You must be 40" tall to ride. Be warned that Dinosaur is one of the more turbulent rides at Walt Disney World. The sudden jolts, bouncy terrain, and sharp turns will really toss you around hard. If you have back problems or other medical conditions, you'll want to be especially cautious.

This is a FastPass attraction. Even though Dinosaur is one of the biggest thrill rides in the Animal Kingdom, lines are rarely as long as those for Kali River Rapids and Expedition Everest. If lines are 20 minutes or less, you can save your FastPass for a busier attraction. If you visit early in the morning, you'll likely encounter little or no line.

As you approach the asteroid impact zone for your horrifying encounter with the fearsome Carnotaurus, you'll see lots of flashing lights. Smile if you can—or scream your head off—you're getting your picture taken! You can view your photo at the end of the ride and purchase a souvenir picture if you'd like.



Little Known Facts

When the attraction opened, the dinosaurs were the largest Audio-Animatronic figures created—a distinction formerly held by the dinosaurs in Epcot's Universe of Energy Pavilion.

Speaking of the Universe of Energy, Bill Nye the Science Guy (who stars in Ellen's Energy Adventure), also provides the narration in the queue/exhibit area. He must really like dinosaurs!

Dinosaur uses the same ride technology as Disneyland's Indiana Jones Adventure: Temple of the Forbidden Eye.

Did you ever wonder what the meaning was behind the name of your Time Rover? CTX stands for Countdown to Extinction, the attraction's original name.

Even though the original *Styracosaurus* outside of the attraction building was replaced by an *Iguanodon* to better tie in to the *Dinosaur* film, a *Styracosaurus* does figure into the movie. Eema is one of the trio of elder dinosaurs befriended by Aladar.

To support the incredibly large and sophisticated dinosaur Audio-Animatronics, their dino-size bases were built clear through the structure down to their own large foundations in the ground.

Facts and Figures

Total number of dinosaurs you'll find during your adventure: 19 (Here are a few: *Styracosaurus*, *Alioramus*, *Parasaurolophus*, *Velociraptor*, *Cearadactylus*, *Saltasaurus*, *Iguanodon*, and *Compsognathus*.)

Ride duration: 3:05 minutes

Number of Audio-Animatronics: 11

Number of Guests per ride vehicle: 12

Number of screams per vehicle: ? (Unfortunately, we don't have numbers that high!)

FEATURED FILM

Tangled

By Joe Essaf



Walt Disney Pictures reached a special milestone this year. In 1937, the company's first full-length animated feature, *Snow White and the Seven Dwarfs*, was released, introducing a brand new method of storytelling. In 2010, *Tangled*, the tale of a castle-bound teenager and the world's greatest thief, continues the tradition by being the studio's 50th full-length animated feature to hit the silver screen.

With the technological leaps made over the past few decades, it was tough for John Lasseter and the rest of the Walt Disney Company to decide how *Tangled* should be made. Should it be a traditional, hand-drawn animated film like the classic Disney fairytales? Or should it be a more modern computer-generated film, influenced by Pixar's works? From these two different approaches, a marvelous marriage was made: a combination of the principles of both!

Tangled interwove the magical detail and believability of traditional animation with the impressive technology of computer-generated imagery (CGI) to create a new level of immersion. *Tangled* features some of the best human animation ever created, as well as extra attention to subtle details such as skin texture, fabrics, and of course the characters' hair, giving the film a traditional hand-drawn animated quality. This was accomplished by bringing in one of the top animators in the industry: Glen Keane, who created some of the most memorable hand-drawn animated characters of all time, including Ariel, the Beast, Aladdin, Pocahontas, and Tarzan.

Keane's keen attention to detail is apparent throughout *Tangled*. For example, because Rapunzel has lots of hair (probably the most hair that's ever appeared in any animated feature!), it naturally plays an important role in the film. Said Keane, "In the case of Rapunzel, her hair is a constant reminder that she has incredible potential. She was born to rule a kingdom, but she's being held back in this tight place. It seemed the more you hold her back, the more it has to get out. Even her hair is pushing out."

Keane knew that Rapunzel's hair had to be animated just right. To do that, Keane drew strands of ideas from the hair of each of his past characters. For example, Pocahontas's hair blew in the wind, as a symbol of her spiritual side trying to communicate to those living in a material world. Ariel was always swimming around her floating red hair, and her hair symbolized how she was stuck in-between her undersea home and where she wanted to be.

The overall visual concept of the film was created by art director Dave Goetz, co-art director Dan Cooper, and production designer Doug Rogers. One key location in the film, the tower, needed to be a very comfortable, friendly looking place for the trapped girl. The designers knew that if the tower looked too scary or undesirable to live in, Rapunzel (a very smart girl!) would have left it much earlier. Another visual element in the film is that everything is very saturated to give a heightened sense of reality.

Tangled weaves together memories from the days of classical hand-drawn animation and invigorates it with the introduction of modern CGI. With a whole lot of hair and a tower full of personality, *Tangled* is a remarkable film that's completely worthy of being the 50th animated feature from Walt Disney Pictures. 





Little Known Facts

- The hero in *Tangled* was originally going to be called Bastian. His name was later changed to Flynn, a nod to Errol Flynn who is known for his role as a bandit in *The Adventures of Robin Hood*.
- Clay Aiken was once poised to be the voice for Flynn during pre-production in 2005.
- David Schwimmer and Burt Reynolds were originally going to be a part of *Tangled*, but they were cut in the pre-production phase.
- The movie was made to have a three-dimensional painting visual style. Artists took inspiration from French artist Jean-Honoré Fragonard, even transforming his painting "The Swing" into 3D on a computer to better understand how to pull off the style.
- Glen Keane credits Kyle Strawitz for achieving the desired painterly look of the film. Strawitz took the cottage from *Snow White and the Seven Dwarfs* and made it into a 3D CGI setup for Keane. After seeing that it kept the traditional properties even with its computer styling, Keane saw that

- the painterly effect could be achieved for the whole film.
- Keane pushed for the film to be at its roots, "a traditional hand-drawn film, but in 3D." He held a seminar called "The Best of Both Worlds," inviting animators from both traditional and 3D to understand how to combine the two.
- California's Yosemite was a major source of inspiration for the artists, who took a two-day trip there and shot more than 150 video clips for later reference.
- *Tangled* is the first Disney "princess" film to get a PG rating.
- The production crew put in more than 2,000 Mario Kart races to relax throughout the creation of the film.
- Ten women from the crew let their hair grow out while creating the film. Later, they each cut off 10 inches of hair and donated it to a charity group that makes real hair wigs for the ill.
- Think ten inches is a lot of hair? Rapunzel's hair was 70 feet in length and modeled with more than 100,000 individual strands.
- Keane's daughter, Claire, painted the murals that adorn the inside of Rapunzel's tower.

Tangled is Walt Disney Studio's most recent release, destined to become a classic. Lou Mongello spoke with Oscar-winning composer Alan Menken, one of the greatest melody writers of our times who wrote the music for *Tangled*.

Lou Mongello: What was your musical inspiration for *Tangled*? Certainly it differed a great deal from *The Hunchback of Notre Dame*, although that movie also dealt with a character trapped in a tower.

Alan Menken: For the musical inspiration, when I thought about Rapunzel, her hair, and her quest for freedom, I thought about folk rock. On a gut level, I went to a Joni Mitchell song called "Chelsie Morning," and I also went to Cat Stevens. I wanted to write a score that captured the feeling of freedom from the 60s—and the innocence.

One of my big concerns with this project was, "How do we deal with this someone in a tower who wants to get out of the tower?" One fundamental difference [between *Tangled* and *The Hunchback of Notre Dame*] is that Quasimodo looked out over Paris and thought, "I wish I could be part of that" whereas Rapunzel looked out of her tower and thought, "I really can't leave here. It is too dangerous." Rapunzel was completely brainwashed by Mother Gothel into believing that the world is too dangerous for her to go out into, and she must never go out of the tower. She would sing about how great everything was in the tower, and [with our score] we would fill in for her that she had to get out of this tower.

When you compose a song like "When Will My Life Begin," is there added pressure because the music from this film is going to define who this character is?

I wouldn't call it pressure, but there is a definite debate that ensues among everybody in the production. The same thing happened with *Enchanted* and "True Love's Kiss." Defining that genre and tone is so much a matter of dealing with everybody's preconceived conceptions. Certain animation directors love to have choices, and they constantly ask, "What else ya got? What about something more like this? What about something more like that?" After awhile, that begins to obliterate the initial gut level confidence. At a certain point, I said, "I really want to go back to that first song that I wrote that felt most right to me." So I wouldn't call it pressure, but I would call it a strong collaborative process.

When you're writing a song in 2010 for a different generation with different tastes and popular musical styles, do you approach the film with that in mind?

Really all I think of is that I am going to write the story of Rapunzel. I don't think "next Disney classic" nor "awards." Now, that said, the directors are considerably younger than me and considerably younger than other directors I have worked with, so naturally there's that dynamic in the room. The more I go on, the more I'm the old man in the room. This is a funny position to be in because I think of myself as a kid in this business.



FEATURED FILM

TRON

L E G A C Y

By Joe Essaf

"One of the underlying elements of the story is technology. It's so exciting to realize all the things that you can do. But what's happening with technology is that it is developing so fast that we haven't really developed any ethics to go along with it, or knowledge of what some of the ramifications of this technology will be. So that's also a theme that TRON: Legacy deals with."

— Jeff Bridges.

TRON: Legacy is the sequel to the 1982 Disney film *TRON*, which was a groundbreaking venture combining digital computer-generated imagery (CGI), 70mm live-action filmmaking, and hand-drawn animation in a way that had never been conceived before in film history. Just as that film marked a great change in the way movies were made 28 years ago, so does *TRON: Legacy* for a new generation of filmmakers and audiences alike.

TRON: Legacy is a father-and-son story set in the digital world of the Grid. Kevin Flynn (Jeff Bridges) is the leading technological visionary who created it. Kevin had previously attempted teleportation, and he ended up in the Grid, from which he escaped and resumed his life. Kevin then regained control of Encom, which is a videogame company that he and his friend Alan Bradley founded. Kevin

married and had a son, Sam, and everything was going fine. But before long, Kevin began secretly working on teleportation once again, returning to the Grid often. One day, Kevin mysteriously disappeared, and Sam set out on a journey to find out what happened to his father.

TRON: Legacy was created with the intent of making the audience feel as if they too are in the Grid. The director incorporated real-world elements such as glass, concrete, and steel to the sets to make it believable when the digital effects were added in. The crew had one of the widest varieties of workers, bringing in people who specialized in architecture and automotive design, many of whom had never worked on films before. Technological advances like those used for *Avatar* were combined with live sets and CGI to create a visual feast. Mix in a fantastic story that everyone can relate to, and *TRON: Legacy* becomes one great ride through an immense digital world not so different from our own.

Haven't seen the original *TRON*? No worries. "*TRON: Legacy* is technically a stand-alone film," says producer Sean Bailey. "You can come to this movie clean and enjoy it, and the story will hold up for what it is."

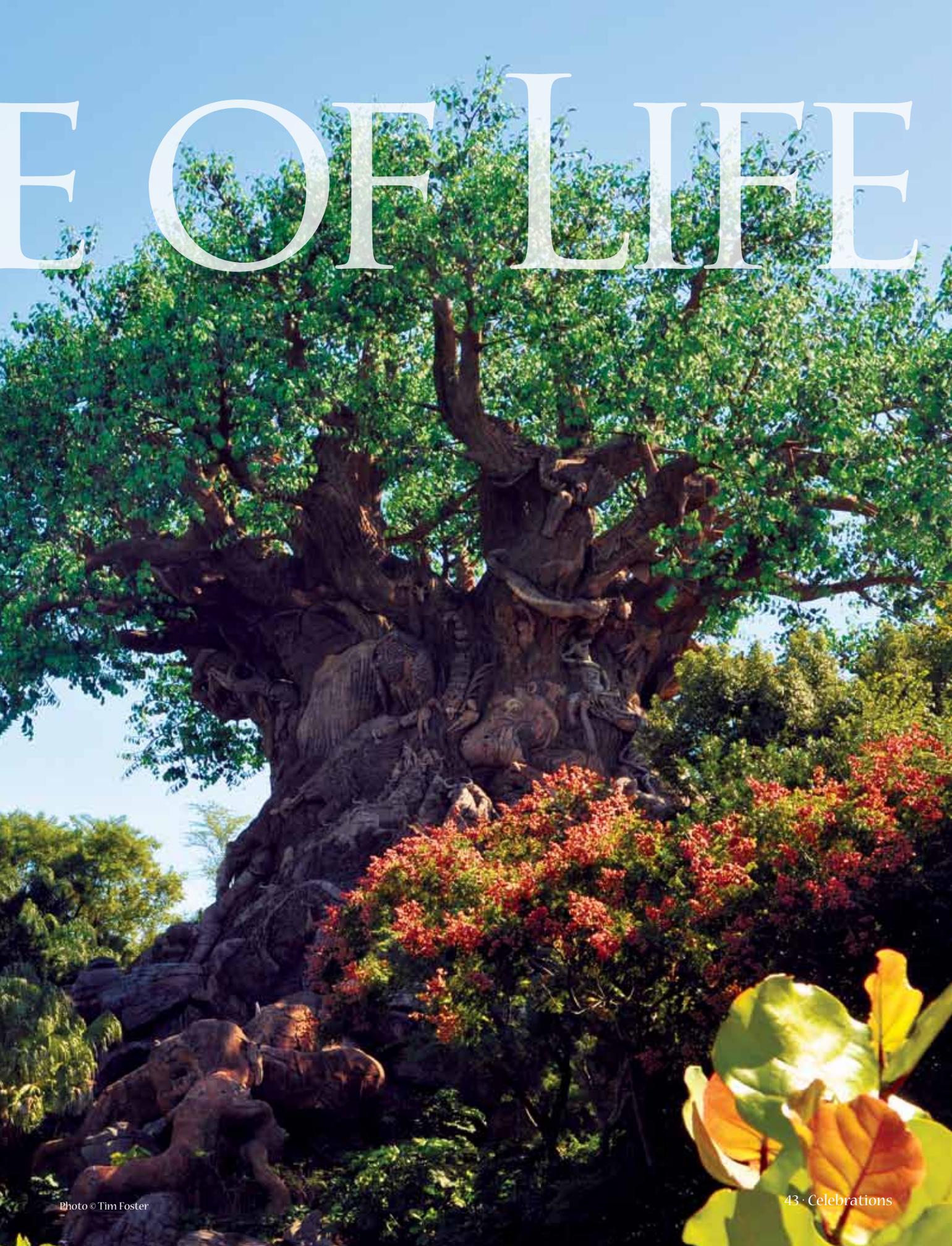


THE TREE

Disney's Animal Kingdom is a celebration of the natural world, a place where you can discover many of the wondrous creatures that inhabit the Earth. From Africa to Asia and many places in between, you'll journey through some of the most exotic and beautiful environments that you've ever seen. But for all the animals and tranquil pathways, the centerpiece of the Animal Kingdom is a unique creation that will inspire and amaze you. Join us as we take a closer look at the symbol of Disney's Animal Kingdom, the Tree of Life.

by Jay Reagan

E OF LIFE



Much like its theme park predecessors, Disney's Animal Kingdom needed a central icon that Guests would be drawn to upon first sight. But the Imagineers charged with this task wanted so much more; to them the Tree of Life is the Animal Kingdom. Keeping with the themes of the Animal Kingdom, this incredible piece of artwork celebrates the richness and diversity of life found on our planet.

As the centerpiece of the new park, nestled in the heart of Discovery Island, Imagineers wanted the Tree of Life to look like it was the first thing that grew there. Everything else on the island was designed so that it would appear to have been recently built; you won't find any traces of ancient civilization here. Attentive Guests will also notice that the waterfall flowing from the side of the tree supplies water to many of the animal habitats of Discovery Island, suggesting that the animals found their habitat after the tree was grown. All of this helps to reinforce the notion that the Tree of Life was the beginning of life for the island. But the tree is much more than a backdrop to a lush and vibrant landscape; it's a majestic piece of artwork in its own right, a wondrous symbol of the gift of life.

Treasures Revealed

As you first approach the Tree of Life, you can't help but marvel at its sheer size. The enormous tree towers over its surroundings at a mighty 145 feet, and boasts a base diameter of 50 feet with a root and canopy system extending to a diameter of 170 feet. But as you get closer, the true magic of the Tree of Life begins to reveal itself as you start to make out the multitude of animals carved into the massive structure. The carvings blend together into a majestic tapestry, symbolizing that every animal has their own special place on Earth. An astonishing 325 animals can be found among the roots, trunk, and branches of the tree, and while that seems like a lot (and it is!) it was still a very small number compared to the number of species that inhabit our planet. Artists quickly realized that it would be impossible to represent every

animal on Earth, so the decision was made to carefully choose animals that were different from one another in features, size, shape, location, and even time of existence, to capture the idea that there are many wondrous forms of life on Earth.

A great amount of thought was put into the locations of the carvings on the Tree of Life. Within the roots of the tree, you will find a greater percentage of insect carvings. Carvings of dinosaurs and dinosaur fossils are mostly found in areas where the bark of the tree has peeled away, as if they were unearthed by excavation. Sculptures flow into one another perfectly like a mosaic puzzle. Some animals are hidden in the shadows at certain times of the day, with different animals seeming to appear as the day goes on. The features of some animal carvings are integrated into the structures of the tree itself, further symbolizing the connection of all living things. For example, the narrow wings of birds and the trunk of an elephant flow directly into the nearby branches.

Planning was a crucial stage in the creation of these awe-inspiring images. Imagineers and artists worked out the locations of the carvings ahead of time, using numerous miniature models. Fabricated from blocks of foam, these models ranged from miniature recreations of the tree itself to individual animal carvings. This preplanning was crucial because the plaster used in the actual carvings hardened fairly quickly; it was critically important that the sculptors know exactly what they were doing and where they were doing it. Each of the 20 sculptors, led by Character Plaster Production Designer Zsolt Hormay, was able to carve a six-to eight-square-foot area per day, with each area being the size of a typical medium-sized carving.

"Growing" the Tree of Life

The carvings found throughout the tree are indeed a remarkable sight, but they are no less impressive than the structure that lies beneath. From start to finish, the process of constructing and detailing the Tree of Life took just over two years, and what



a process it was! Even before construction began, Imagineers were faced with the problem of making the structure sturdy enough to withstand Florida's hurricane winds. It also needed to safely support a full canopy of branches while providing an interior space.

The original plan for the trunk was a basic building disguised as a tree. A few large, strong branches would emerge from the top of the building, which would then attach to a large geodesic dome. The exterior of the dome would be decorated with leaves and small branches, disguising the fact that there was a dome at all.

But soon a new concept emerged, proving that great ideas can come from anywhere. An Imagineer was watching an educational program about offshore drilling and noticed that the structure of the oil rig looked vaguely similar to that of a tree trunk. By modifying the engineering plan of one of these rigs, Imagineers were able to create a support skeleton that could withstand the elements while still maintaining the appearance of a tree. Better still, the skeleton allowed a large interior space within the trunk without compromising the structure. Other important constructional features included the huge expansion joints attached at the beginning of each major branch, which allowed them to safely sway in strong winds.

Before the idea of a theater was settled upon for the interior space, a number of other concepts were considered. One idea called for a means of ascending to the canopy of the tree. There would have been a small overlook at the very top, providing Guests a breathtaking view of Discovery Island. Another idea was the Roots Restaurant, which would have been a fine eatery located within the roots and trunk. Eventually, these ideas were put aside in favor of a large theater.

Once the decision was made, there was still the matter of creating the show itself. It was Michael Eisner who pointed out that bugs often live within and under trees, and that coincidentally Pixar would

be releasing a movie about bugs the following year. The film, of course, was *A Bug's Life*, and Imagineers went to Pixar to find out more about the characters. Thus was born *It's Tough to be a Bug*, a fun-filled 3D movie/Animatronics show that went into development after construction had started on the Tree of Life—talk about a last-minute decision!

The final step of construction was the painstaking process of creating the exterior details. Numerous shades of brown and green were used to paint bark that looked like the real thing, even at a close distance. The 102,583 leaves were fabricated with varying degrees of translucency, allowing them to mimic the way sunlight shines through real leaves. Once the leaves were created, they were each attached by hand to the 7,891 ending branches. To ensure that the tree was proportioned correctly, careful studies were done from various angles throughout its construction. These combined efforts and techniques resulted in a structure that blurred the border between fantasy and reality.

(Almost) All Paths Lead to the Tree of Life

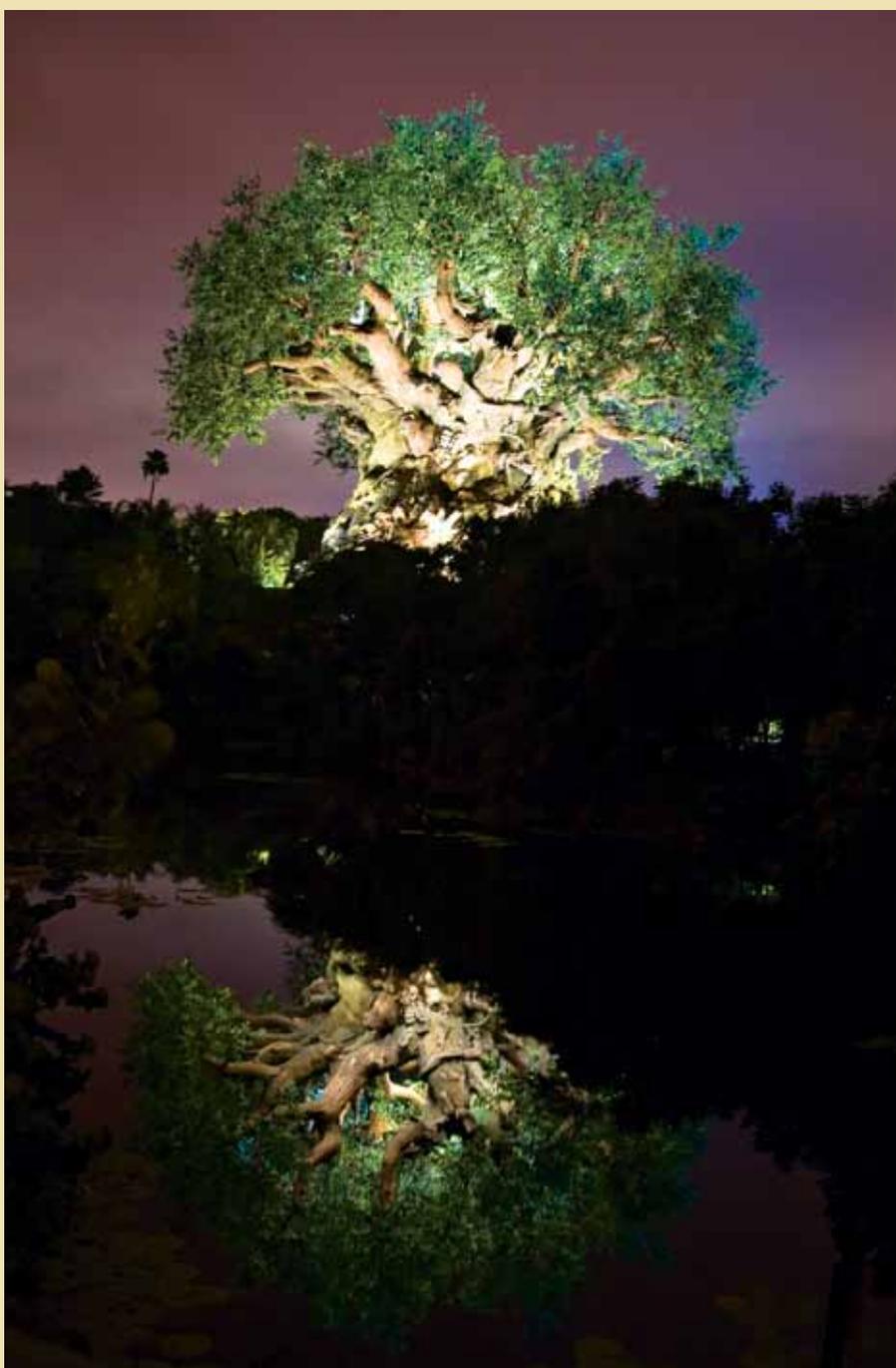
The area surrounding the Tree of Life is home to the Discovery Island Trails, allowing Guests to meander into the Tree of Life Gardens. Here, Guests can examine the Tree of Life at a close distance while enjoying the surrounding wildlife. If you like viewing the tree's carvings in the queue for *It's Tough to be a Bug* (and who doesn't?), you'll be glad to know that there are even more carvings to be found along the trails. You can also walk beneath the waterfall tumbling from the tree and follow its path as it flows through the gardens, past the Flame Tree Barbecue restaurant, and into Discovery Lake.

The animals found on the Discovery Island Trails are a diverse group, representing all the beauty and variety found in nature. See if you can spot the Galapagos tortoise, the ring-tailed lemur, or the red kangaroo. You'll also find porcupine, axis deer, river otters, a variety of bird and fish species, and much more. The animals found along the trail are occasion-

ally swapped out for new species, giving you a new reason to visit the trails each trip. Entrances to the Discovery Island Trails can be found throughout the island; be sure to explore the area to find every path.

On a subtler note, soft and simple background music plays throughout the Tree of Life Gardens. Ambient noises, such as bird and animal calls, were added to the background music to further enhance the atmosphere of the surrounding area. Many of the music tracks are based on natural processes and features found throughout the Earth. You'll hear tracks inspired by rain, waterfalls, sunsets, and even seasons. Very basic instruments were used to create these tracks. By making the music subtle, Imagineers were able to add to the ambiance of the area without taking away from the tree and the surrounding wildlife.

The Tree of Life serves as a reminder to cherish and celebrate the grandeur of the Earth and the creatures that inhabit it. The tree is both an engineering and artistic marvel. Imagineer Joe Rohde goes so far as to call it the most impressive artistic feat accomplished by Imagineering since the creation of Disney-



land's Sleeping Beauty Castle. It's the combined effort of thousands of creative minds; a love letter to the diversity of nature and the majesty of life. For a central icon in a theme park about animals, you can't get any better than that!

The Animals of the Tree of Life

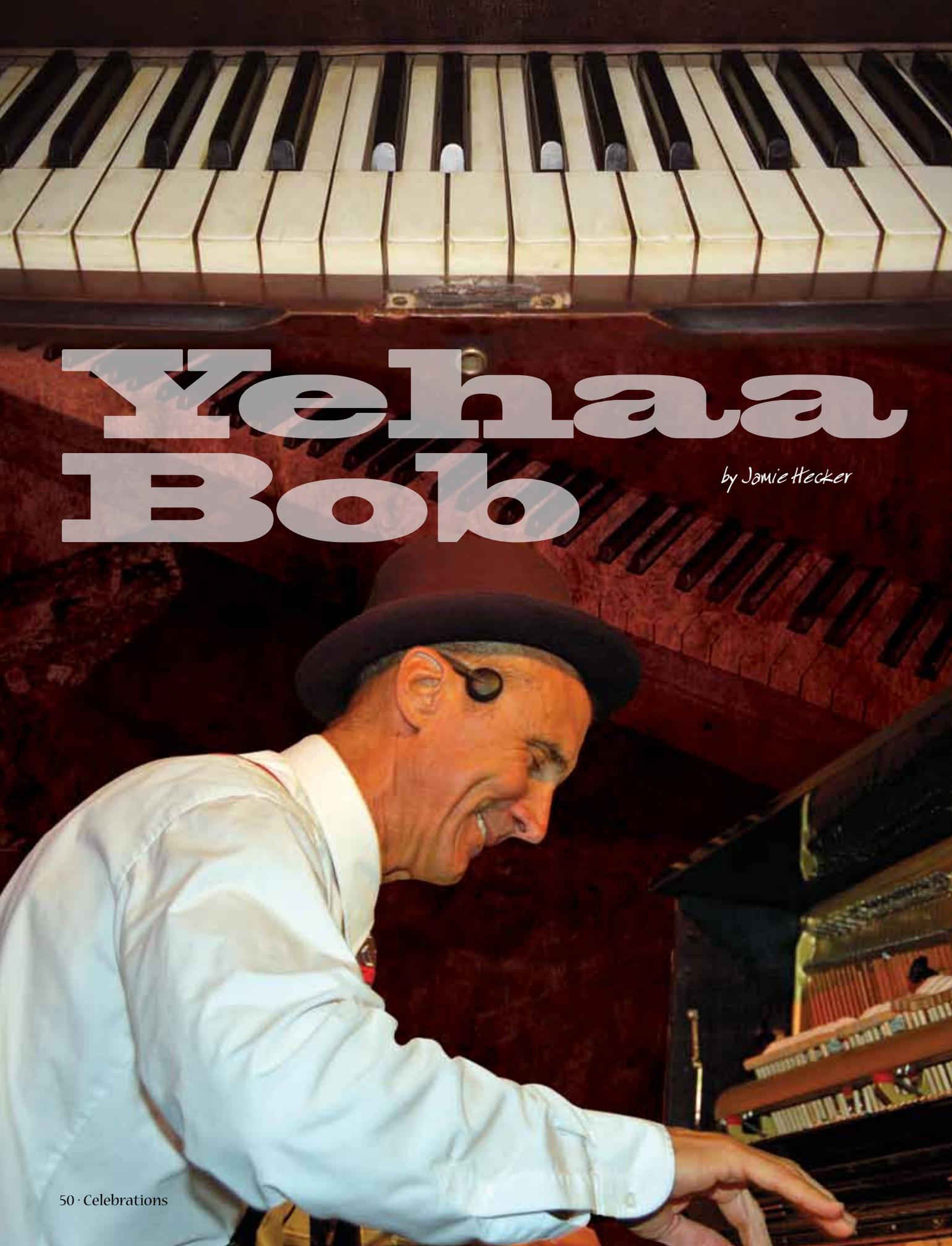
Here are just a few of the animals you'll find carved into the Tree of Life, can you spot them all? Some of them may be a bit elusive so be sure to look carefully!





When chimpanzee expert Dr. Jane Goodall visited Disney's Animal Kingdom during its construction, she wondered if there was a carving of a chimpanzee on the Tree of Life. At the time, a chimpanzee carving was not planned; however, Goodall's interest prompted the artists to create a carving of David Greybeard. David was one of Goodall's most famous chimpanzee subjects. The carving, located just at the entrance of the Tree of Life Theater, pays tribute to both him and the research of Jane Goodall.





Yehaa Bob

by Jamie Hecker

When people think of Walt Disney World, the first thing that usually comes to mind is the wealth of classic attractions. From haunted houses to interplanetary space missions and everything in between, you're certain to find something that will set your imagination soaring. The same holds true of the shows you'll discover. You can dance to the pop energy of High School Musical or clap along to the country fun of the Hoop-Dee-Do Musical Revue. If Broadway is your style, you can marvel at the Beauty and the Beast stage show or plunge into the big blue world of Finding Nemo. As with most things at Walt Disney World, you'll also find lots of hidden treasures. One of those treasures can be found at the River Roost Lounge in Port Orleans Riverside in the person of Yehaa Bob.

Since 1997, Yehaa Bob (Bob Jackson in real life) has been performing a fun-filled, high-energy show that's a blend of boogie-woogie, ragtime, and popular favorites from the fifties to today. Dressed in his distinctive matching colored baggy pants and bowler hat, Bob also sports a festively colored tie, red suspenders, and a crisp, white shirt. His color choices vary but are almost always bright, typically red, blue, or yellow. Bob is quite a sight, given his tall and slender frame. Conversely, the stage is simple, with an upright black piano modified with rockers on its feet, just like a rocking chair. Yehaa Bob doesn't sit still much during his show, and neither does his piano. An evening with Yehaa Bob is a very active experience!

The show starts well before Yehaa Bob sits down at the piano. Bob begins the evening by walking around the lounge, introducing himself and asking Guests their names and where they are from. You'll find that he has quite the memory; don't be surprised if he calls on you by name during the show! Bob has a sly sense of humor, and he disarms Guests with quips such as, "Did you have a good day today? Well, that's coming to an end now."

As a pianist, Yehaa Bob is top notch. His fingers fly up and down the piano as he nimbly performs ragtime favorites such as Scott Joplin's "The Entertainer," better known as the theme from *The Sting*. Bob's equally deft as he tickles the ivories playing Rimsky-Korsakov's "Flight of the Bumblebee." He asks the audience to challenge him to play faster and faster, which he naturally does. As a performer, Bob's an audience favorite, capable of including every adult and child into his act. Where else on Disney property can you stand on your chair to sing and be part of a show, or perform in a kick line just like the Rockettes? Combine these ingredients, and you're guaranteed a night of fantastic entertainment!

Bob caters his song list to his audience, because no two audiences are the same. One night, the audience might be a collection of snowbirds transplanted to Florida for the winter, interested in golden oldies. If children dominate the crowd, then expect to hear "Bingo" the dog or the calisthenically challenging "Heads, Shoulders,



Knees and Toes." For adults, Bob features favorites from The Beatles to Billy Joel. More often than not though, Bob's audience encompasses all generations. Every song he performs is well known, allowing Guests to easily sing along with lyrics that they know so well. Who doesn't remember the words to Elton John's "Crocodile Rock," Queen's "We Will Rock You," or Billy Joel's "Piano Man"? What's that you say? You don't remember the words? No worries, Bob is more than happy to coach you on what to sing. Guests in the audience might be tired from a long day of trekking around the parks, but Bob gets them standing and singing in harmony with "My Bonnie Lies Over the Ocean," as the men and women alternate standing on every B word. Sounds simple, but as everyone sings "Bring back, bring back, bring back my Bonnie to me," the room turns into quite a rollicking scene. One of Bob's trademarks is his bugle, which is called into action after each song. Be prepared to yell "Charge!" and to stand and

beat your chests like Tarzan. (Did we mention that there's lots of audience participation in this show?)

Yehaa Bob isn't shy about making jokes at his own expense. For example, Bob has a nearly bald head that he mops after each song. After he removes his bowler and dries the sweat off the top of his head, he shouts out, "Are you sure I'm not messing up my hair?"

Not all the jokes are on Bob though. A recurring joke throughout the evening involves Bob asking newly arrived Guests where they are from. No matter what the answer, Bob coaches the Guests to proclaim that that's their home city too. The audience erupts on cue when Bob asks, for example, "Is anyone else from Chattahoochee?"

The piano is Yehaa Bob's main instrument, but he can also turn it into a percussive device, banging the keyboard cover against the piano or tapping the piano top in time with the song he's singing. Additionally, Bob frequently punctuates his medleys with a shrill whis-

tle and a "How am I doin'?" cry. Fans of Mickey's Toontown Fair and Disney animation are familiar with the concept of squash and stretch, which gives objects in motion a more fluid appearance. The same idea applies to Yehaa Bob, as he twists his body on and around his piano bench. His facial contortions are priceless, and they're prominently featured in the many photos he poses for with Guests. Bob's poses aren't what could be considered traditional. He's not sitting there next to you; he's hovering over you, or looking into the picture frame sideways, or extending his arms sideways as if he's trying to swim away.

Yehaa Bob's one-man cabaret show has entertained thousands of Guests at Walt Disney World, and it should continue to do so for years to come. Visit Bob and his show the next time you're at Port Orleans Riverside. Just don't be surprised if all the other Guests are from your hometown too. 🐻



DEPARTURE		from	to
SASSAGOULA STEAMSHIP		St. Louis	
ARRIVAL	10:00 A.M.		
DEPARTURE	9:00 P.M.		

COMMODITY BOARD	
ORIGIN	DESTINATION
NATCHEZ	VIDALIA
VICKSBURG	ST. LOUIS
CAIRO	MEMPHIS
ORLEANS	





The Story of

DINOLAND U.S.A.

by Ryan Wilson



Tucked away in the corner of Disney's Animal Kingdom, far from the wintery blasts of Expedition Everest and the wet and wild adventures of Kali River Rapids, is a unique land that transports you back through the mists of time. A place of wondrous discovery, Dinoland U.S.A. is home to many life-size recreations of some of the most fascinating (and coolest!) creatures ever to walk the Earth. From the Brachiosaurus and Triceratops to the Carnotaurus and the granddaddy of all dinos, the Tyrannosaurus rex, Dinoland is a dream come true for dino lovers of all ages. But Dinoland U.S.A. is much more than a collection of Audio-Animatronic re-creations and thrilling attractions. This is a land filled with whimsical details, inside jokes, and one of the most elaborate backstories ever developed at Walt Disney World. So grab your pick axe, don your paleontologist's helmet, and come along as we explore the prehistoric playground of Dinoland U.S.A.!

Every journey needs a destination, and in our case we'll be traveling to the fictional land of Diggs County, located along the equally fictional Highway 498. Right away, we encounter our first little inside joke, as the highway number is a sly reference to the month and year that Disney's Animal Kingdom opened, April 1998. But what about Diggs County itself? Well, as the story goes, Diggs County was a sleepy little community for much of its early years.

Back in the 1930s, it was said that the town was made up of nothing more than a gas station and fishing lodge. For almost two decades, anglers came to Diggs County looking for the biggest catch of their lives in the deep cool waters of nearby Discovery River, or at least the story of the one that got away. Things were quiet for many years as Diggs County maintained a tranquil existence. But that was to change forever in 1947.

The legend goes that was the year a monstrous Tyrannosaurus rex skeleton was discovered, putting in motion a series of events that would transform this small corner of the world into a paleontologist's delight. By 1950, the dig site had grown considerably, and the Dino Institute was founded, taking up residence in the one-time fishing lodge to act as a workplace and a makeshift museum. The town became quite a tourist destination as well, and roadside gimmicks began to spring up to compete with the scientific attractions. As more and more fossils were discovered, the Dino Institute outgrew its modest facilities and moved into a more suitable structure in the 1970s, where it resides to this day. But what of the original structure? This will be the first stop on our journey, the famed Restaurantosaurus!

A New Find, A New Home

In the 1930s, recreation and vacation didn't mean plugging into the latest video game or hanging on for dear life in the grips of the newest rollercoaster. Back then, the great outdoors offered more than enough interaction and thrills to make anyone's heart thump a little harder. In central Florida, the activity of choice was fishing, and why not? For those plying the waterways in their dinghies or trawling the shores casting their lines, there was no better way to enjoy the natural wonder of the outdoors, and there was no better place to settle in for the evening than a quaint fishing lodge.

Long before dinosaurs were found in Diggs County, the fishing lodge's plank board building offered a warm place away from Florida's temperamental storms. Inside the lodge, near the large stone fireplace, anglers could swap stories about how big their catch had been—had it not gotten away. For the fishermen who were able to reel in their slippery fish, the lodge offered plenty of wall space to mount the prizes.

But everything changed in 1947. What had once been a quiet lodge for fishermen became the home to paleontologists and researchers seeking fossils and looking to authenticate their finds. Once the lodge was officially transformed into the Dino Institute a few years later, thanks to corporate grants and private funding, the sleepy lodge became the base of operations, housing offices, barracks, and a cafeteria creatively called "The Restaurant." (Who says paleontologists don't have a sense of humor?)

As time marched on, the facility became more and more cramped. Additions were made, including the institute's first publicly displayed exhibits as well as a maintenance garage, but the needs of the organization finally outgrew the tiny space. In the latter half of the 1970s, the Dino Institute expanded into a more modern space down the street. The fishing lodge was donated to the professors and graduate students for their dormitory and restaurant. Remember that sense of humor we alluded to earlier? Well, freed from the rigors of laboratory procedure, the residents of the one-time lodge let the hijinks fly! To this day, signs of the student's whimsy are everywhere: tire swings, awards, bulletin board announcements, hand-painted grease dinosaur prints, and laundry hanging out of the second story windows. But the grad students' crowning achievement was their tradition of adding "-osaurus" to any and every word they could, including the Restaurant's marquee. (Now you know why it's called Restaurantosaurus!)

Today, the entire history of the fishing lodge can be seen throughout the building. From those first early mounted fish to the Air-stream trailer, dusty museum displays, and shenanigans of over-worked graduate students, each piece tells the fascinating story of the fossil once known as the “fishing lodge.”

Where It All Began

The site of the original *Tyrannosaurus rex* find, dubbed the Boneyard, immediately became a hotbed for paleontologists. As it turned out, the T. rex was only the tip of the iceberg. In the days following the discovery, paleontologists and amateur fossil hunters turned the once-quiet area into a flurry of exploration and excavation. Since that time, the operation has taken on a more formal approach with the graduate students and professors of the Dino Institute taking the lead.

Today, the maze of scaffolding, chutes, tools, and fossils seems like a hopeless jumble. As fossils were discovered, the excavation set-up had to accommodate the needs of the specimens, including chutes to transport them to the ground level

and proper clearances to make sure none of the outlying bones were damaged. Among the various remains discovered in the Boneyard were a Hadrosaur, Triceratops, Sauro-pod, Theropod, and even a mammoth.

Even now, case notes accompany many of the active dig areas, and they offer information about the species itself as well as observations about the potential life and death of the creature. Hand scribbled notes from professors to students, and vice versa, can be found throughout the quarry. These notes, while always polite, show how professors move their students’ hypotheses to include concepts or ideas they had not previously considered, as well as occasionally showing the (sometimes humorous) stubbornness of the stu-



dents. For visitors, these case notes contain specific insights into the lives and times of dinosaurs, while also providing a glimpse into the fascinating world of paleontology.

The cobbled together structures, supports, and shade found throughout the Boneyard offer many vantage points from which all of Dinoland can be seen. Take, for example, the large *Brachiosaurus* that strides the gap between the two major dig sites of the Boneyard. This prehistoric long-neck has been dubbed the Oldengate Bridge. Measuring 52 feet tall and more than 80 feet long, this vegetarian dinosaur wasn’t originally from the Boneyard. Although its original home is in Colorado, it will always have a special home in the hearts of the people of Diggs County.

The Ultimate Research Facility

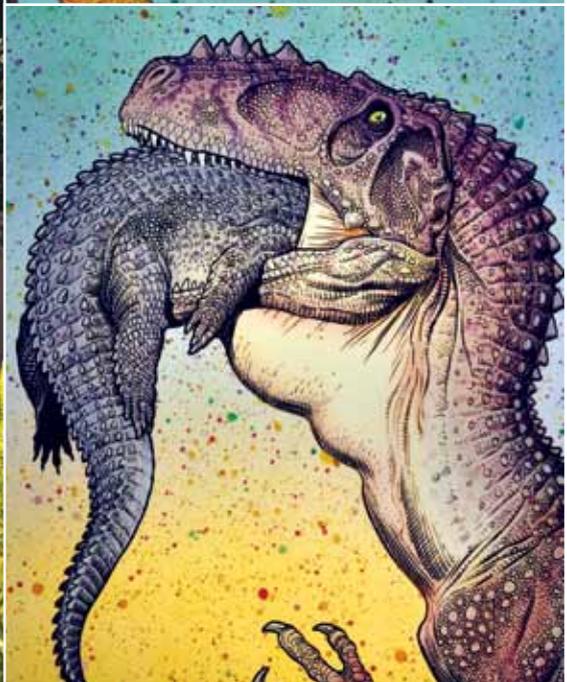
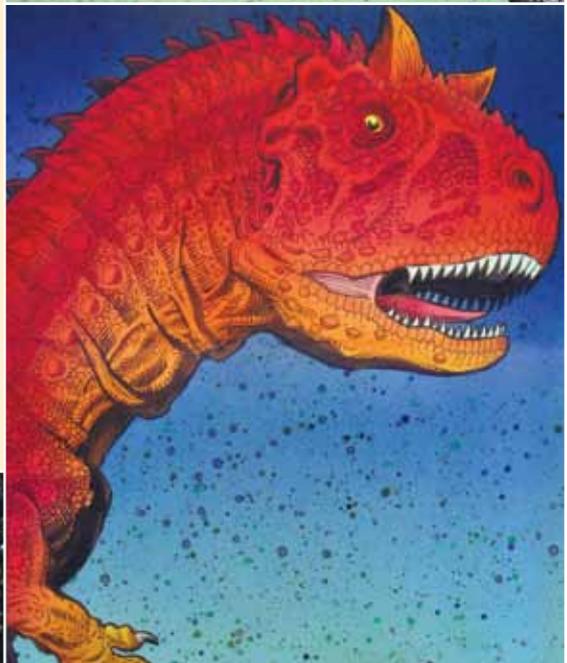
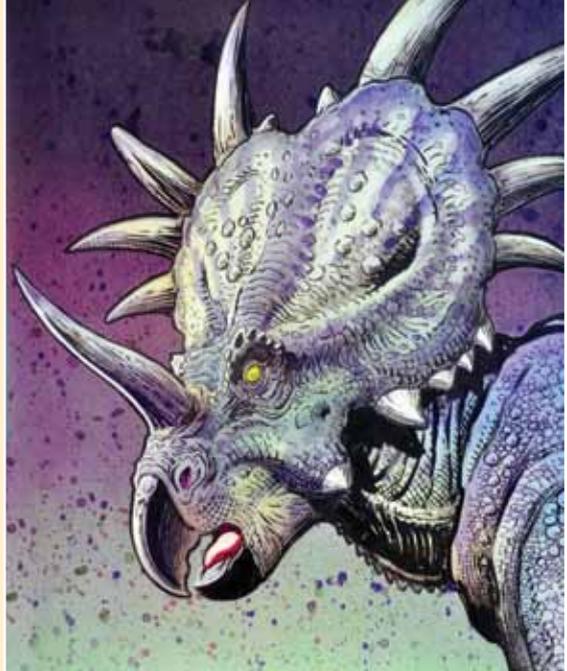
The Dino Institute we see today was conceived as a contemporary facility more in line with the image of a museum and the institute's standing in the scientific community. Its exterior exhibits, as well as the operations found inside, made the Dino Institute unparalleled in the field of paleontological research.

The grounds surrounding the facility have three unique features: a sculpture garden, the skeletal remains of a Tyrannosaurus rex, and the Cretaceous Trail. The sculpture garden, with its lifelike, bronzed, sculptures of leaping dinosaurs, brings these creatures to life in ways never imagined. The fossilized remains of the T. rex DinoSue stand at the entrance to the new institute like the old guard of scientific discovery. Nearby, are the living fossils of the Cretaceous Trail. Vegetation that has existed since the time of the dinosaurs and other plants once thought to be extinct thrive all along the trail.

Inside, the Dino Institute uses a variety of exhibition techniques to bring the prehistoric era to life. The first display reminds visitors that even though dinosaurs are extinct, many of their features can be seen in today's creatures. On an opposite wall, a mural depicts several theories of how the dinosaurs became extinct. A larger hall features more fossils, murals, and recorded narrations to tell the tales of the creatures who can no longer speak for themselves.

In the basement, it's clear that the funding the Dino Institute received was put to good use. Building upon the work of the Chrono-Tech project, the Dino Institute created the CTX Time Rover. These vehicles can now be found in the Dino Institute's Sub-Basement Research Facility, allowing visitors the unique opportunity to step back in time and see the dinosaurs in their natural habitat.

From its dusty roots in a fishing lodge to today's lush gardens and time-traveling breakthroughs, the Dino Institute continues to offer its guidance in paleontological study, no matter what corner of Dinoland it occupies.





Fun and Games

Back in the 1930s, when Diggs County was known only for its clear water and abundance of fish, the only other establishment was a gas station named after its owners, Chester and Hester. The small service station did a slow business until the discovery of the first fossils in 1947. Sensing an opportunity, Chester and Hester's turned into a roadside attraction for Dinoland's newfound tourist population.

The first changes were made to the inside of the station, where dinosaurs of every shape, size, and material began filling the crevices throughout the establishment. Comics and movie posters depicting dinosaurs lined the walls, toy dinos were hung from the rafters, and a plethora of other dinosaur figures created the roadside attraction that came to be known as Chester and Hester's Dinosaur Treasures. Even though the automotive services of Chester and Hester's were no longer used, many items were left about as reminders of the slower days before the dinosaurs came to Diggs County. The remnants of its service station days haven't gone to waste; today you'll find license plates turned into hedge planters, gas pump nozzles crafted into dinosaur art, and old tires transformed into planters.

As Diggs County grew and thrived, so did the roadside dreams of Chester and Hester's, and a fair sprang up overnight in the Dinosaur Treasures parking lot. Complete with carnival games, snack trucks, and wild rides, the fair was named Chester and Hester's Dino-Rama. It sought to put some fun back into fossils and lure visitors off of the 498 before they reached the Dino Institute. Later, when word came down from visitors of the Dino Institute about the CTX Time Rovers and their ability break through the time

barrier, Dino-Rama created its own flashy spin through time with the carnival-like Primeval Whirl. The ride wasn't actually able to send tourists back in time like its scientific counterpart, but the swirling time machines of Primeval Whirl still inspired plenty of smiles.

As we look back, it's ironic that a service station with the sole purpose of selling fossil fuels now uses fossils themselves to promote its business. As more and more tourists come to visit the preserved bones of Diggs County's ancient inhabitants, Chester and Hester's will continue to find ways to pull these visitors into their roadside fantasy world.

From the zany world of colorfully illustrated dinos serving up laughs in Dino-Rama, to the serious business of unearthing the immense specimens in the Boneyard, each space in Dinoland tells a different tale, and each tale is an integral part of the whole story. Without Dinosaur Treasures, how would Guests realize how serious the Dino Institute really is? And without the antics of the graduate students, how would visitors know the significance of the finds in the Boneyard?

Dinoland U.S.A. is a prime example of the Imagineers' skill at creating immersive stories that transport Guests into exotic, far-away landscapes. You'll find all the tricks of the trade here, everything from lush prehistoric vegetation and calming color schemes to elaborate building design and well-crafted music. Other lands in the Animal Kingdom take you to different destinations, but it's here in Dinoland U.S.A. that you can travel to a land before history, a land before mankind, and a land that's filled with some of the most fascinating creatures the world has ever seen—with a healthy dose of whimsy along the way!

Bringing the Big Blue World to Life

Finding
Nemo—
The Musical
Story by Glenn Whelan
Photos by Tim Devine







"It's kind of fun to do the impossible."—Walt Disney

One of Walt Disney's most famous quotes shows that he was never one to shy away from a challenge, and that same can-do spirit is alive and well today in Imagineering. You'll find the impossible brought to life throughout all of Walt Disney World. Where else can you encounter a ferocious Yeti, time travel to the land of the dinosaurs, or come across a vine coming to life?

Tucked away in Dinoland U.S.A. is another fine example of Disney doing the nearly impossible, transporting you to the big blue world of *Finding Nemo*. At the *Finding Nemo—The Musical* stage show, you'll join Marlin, Dory, Crush and friends as they search for that elusive clownfish and bring one of the most beloved films in Disney/Pixar history to life.

Creating an Undersea World

When *Finding Nemo* was released, it continued Pixar's trend of unsurpassed quality. As with every other Pixar film, *Finding Nemo* combined cutting-edge technology and masterful storytelling to create a movie that critics and audiences fell in love with. Moviegoers applauded the powerful

emotions of the film even more than the startling imagery.

With the tremendous success of the film, it was inevitable that Nemo would find a home at Walt Disney World. Today you can explore the oceans with Nemo at the Seas with Nemo & Friends pavilion in Epcot. Long before the hydro-lators, plans for the Living Seas included a short ride into the aquarium guided by lovable animated sea creatures. But bringing the characters to Walt Disney World was one thing; recreating the memorable film onstage was an entirely different story. Fortunately, Disney Creative Entertainment, the theatrical and technical live entertainment production division of Walt Disney Imagineering, was more than up for the task.

Bringing the Big Blue World to Life

One of the earliest challenges was in setting up a suitable venue. What was the best way to recreate the undersea world of *Finding Nemo*? Providing scuba gear to thousands of Guests was obviously out of the question, but fortunately the Theater of the Wild, former home to the Tarzan Rocks! theatrical thrill show, was there to play host to the new musical. An extensive renovation took place in 2006 to enclose

the theater, which among other things gave the show's designers much more control over lighting—essential for recreating an undersea environment. (The addition of air-conditioning was also a welcome benefit of the enclosed space, not only for the 1,500 Guests that the theater could accommodate but for the performers as well.) Even though the light designers were able to use much of the equipment from Tarzan Rocks!, they needed to come up with some creative innovations to allow the audience to believe that they were underwater. One of the methods they used was to cast several rays of light across the stage and to keep them in continuous motion, re-creating the play of sunlight as it dances through the water. (Notice that these rays never hit the floor.) The downstage walls are made from translucent Lexan and backlit with LEDs to create an array of interweaving ripple patterns, used to great effect during the "Just Keep Swimming" sequence. The use of color was also important. When you think of the ocean, you naturally think of the color blue, but in fact you'll find a wide range of colors playfully bouncing around on the seabed. Lighting Designer Beverly Emmons visited the fish reef environments at the Natural History Museum, where she was able to observe how colors—ranging from purple and magenta to gold and green—refracted in the water so they could be faithfully reproduced onstage.

Lighting the characters also provided some unique challenges. Because they would be puppets controlled by onstage performers, special care was taken to focus the light on the puppets themselves and to minimize the intensity of light at the performers' feet—not the usual objective when lighting a stage show!

Projected video effects would also be critical in creating the undersea environment. Projection Designer Jan Hartley traveled to Hawaii for a one-week underwater shoot to capture beautiful images of light dappling under the water. She later combined them with clips of waves, underwater environments, scene elements from the Seas with Nemo & Friends, and even a closed sea anemone. Using rear projection as well as eight projectors placed over the central cross aisles, the result was a video montage that would play throughout the show to create an immersive environment that would frame the performers.

Adapting the Story to the Stage

The next challenge was to compress the story into a theme park-friendly 30 minutes—and to make it sing. Although *Finding Nemo* the movie wasn't a musical, it was de-



termined from the beginning that the stage show would be. For the musical journey, Disney turned to Robert Lopez, fresh off his Tony Award-winning success of the Broadway musical Avenue Q, and his wife, Kristen Anderson-Lopez. Many of the songs were inspired by lines from the film, including "(In the) Big Blue World," "Fish Are Friends, Not Food," "Just Keep Swimming," and "Go With the Flow."

The Lopez's work is simple yet powerful, beautiful yet funny, eclectic yet smart. After hearing "Big Blue World," you'll be happily humming it for the rest of the day. So well integrated is the music to the show that it surprises some people to recall that the songs didn't appear in the film. "(In the) Big Blue World" proved so successful that Imagineers requested the song from Disney Creative Entertainment for use in the final scene of the Seas with Nemo & Friends attraction in Epcot.

The next challenge came in trying to decide how to bring the film characters to life. What sort of costumes would be required? Would props be necessary? The creative team

didn't have to look too far for a solution. Another Disney film classic, *The Lion King*, had been re-created as a live show in Fantasyland's Legend of the Lion King and more famously as an award-winning Broadway production. The beloved characters from the film were brought to the stage through the use of puppetry, and it was decided that the same solution would work well here. Michael Curry, co-designer of the puppetry used in the Broadway version *The Lion King*,

was brought in to create the puppets for *Finding Nemo*. The puppets are beautifully crafted, but just as astonishing is the manner in which they are brought to life. Marlin, Dory, and Nemo are easily the busiest puppets in the show, and also among the simplest. The acting skills of the puppeteers are incredible to behold as they express a wide range of emotions through puppets that have simple articulating mouths and eyes that open and close, everything ranging from happiness and sadness to distrust and fear. Nigel the pelican is perhaps the most imposing puppet in the story, dominating the right corner of the stage. A unique challenge was faced in bringing Mister Ray to life, namely, how to flap his giant wing-like fins.

The solution was to incorporate a tricycle into the design so that the fins would flap with each turn of the trike's pedals.

Some of the show's larger costars require more than one puppeteer. The sharks—Bruce, Anchor, and Chum—are so big that they require two puppeteers to bring them to life, one to control the head and the other to follow behind with the silky body. Crush is perhaps the most impressive puppet

on stage. It takes several puppeteers to bring him alive, and he's also designed to carry two other performers on the top of his hard shell.

The task of bringing all of these elements together on-stage fell to Peter Brosius, Artistic Director for The Children's Theatre Company (CTC) since 1997. No stranger to family entertainment, Brosius and the CTC won the 2003 Tony Award for Outstanding Regional Theatre, the first

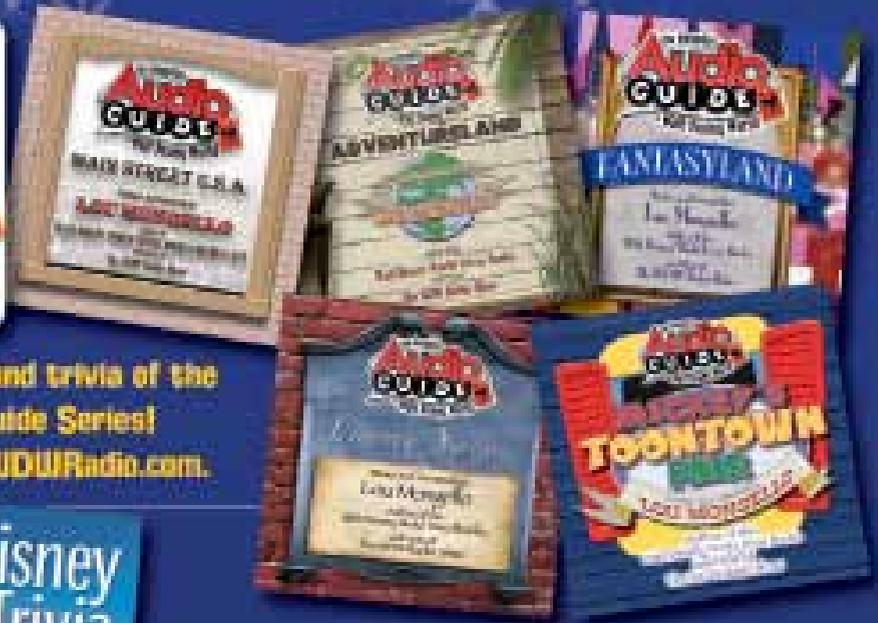
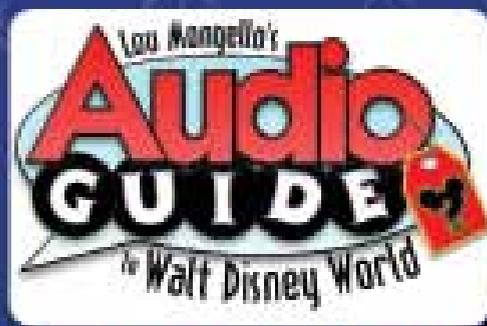
time ever that a youth theater was bestowed this honor. Throughout the show, Brosius explores size and scale. With a stage of more than 6,000 square feet (three times the size of a typical Broadway musical stage), Brosius certainly had a lot of room to play with. Through the show's prologue and introduction of Nemo and Marlin, only a small portion of the stage is used, providing a small window into the life of a family of clown fish. But when Nemo expresses his desire to grow up quickly into a bigger world, the stage opens with a beautiful musical flourish. At times, the stage can be opened up to super widescreen, as when a huge group of sea turtles dominate the stage.

Finding Nemo—The Musical transports

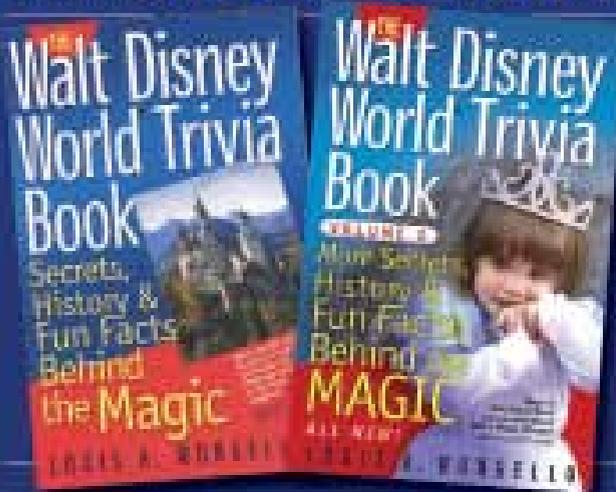
Guests to a magical world under the sea. It took an amazing group of people to bring this heartwarming story to the stage, and an amazing film to provide the inspiration. Creating the show was a daunting task, but no matter what the challenge, the creators and performers could always take comfort in the philosophy behind a father's quest to save his son, "Just keep swimming."



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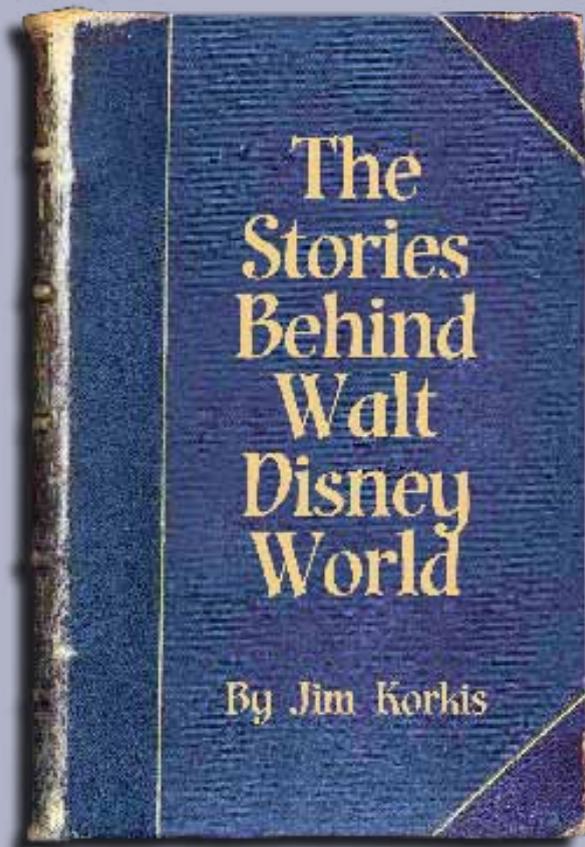
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The Plaques of Pleasure Island



When Pleasure Island opened in 1989, the Disney Imagineers developed an elaborate storyline for every building and hoped that part of the fun for Disney guests would be discovering the clues to the mysteries like a scavenger hunt.

They placed twenty-six quasi-historical plaques around the island to tell the illustrious and illusionary past of the fictional Merriweather Adam Pleasure. However, as businesses changed (such as when the Fireworks Factory restaurant became the Wildhorse Saloon, and later Motion), the plaques were removed so that by the end of 2010, less than a half dozen plaques still remained.

As a final farewell to a beloved nighttime location for Disney Guests for almost two decades, here is the text for all twenty-six original plaques telling an intricate backstory that no longer exists.

PLEASURE ISLAND—(entrance plaque on the bridge by the ticket booths): Founded 1911

An unverifiable, anecdotal, purely subjective, theoretical alleged purported history. Also, ersatz. A living monument to "the wise fool, the mad visionary, the scoundrel, the scalawag, and the seeker of enjoyment," Merriweather Adam Pleasure, who purchased the island in 1911. Pleasure's profitable canvas manufacturing/sail fabricating empire, founded on this site, provided him with the capital to indulge his lifelong interest in the exotic, the experimental, and the unexplainable. Known as the Grand Funmeister, Pleasure disappeared during his 1941 circumnavigation of the Antarctic. His sons, Henry and Stewart, took over the island and the Pleasure enterprises. Their mismanagement led to bankruptcy in 1955; Hurricane Connie hit that same year, and Pleasure Island was abandoned. In 1987, archaeologists uncovered the site and its remains, and a large scale recla-

mation project was begun. In 1989, the new Pleasure Island was re-opened and dedicated to the legacy of Merriweather Adam Pleasure: "Fun for all, and all for fun!"

Placed here by the Pleasure Island Historical Society.

THE EMPRESS LILLY—The Floating Arts Palace: 1886

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

LILLY PLAZA—1922

Originally a turnaround for the limousines of guests visiting the Pleasure family houseboat. The plaza was remodeled for the July 4, 1937, debut of the 118-member Pleasure Island Philharmonic Concert Band conducted by Maestro Don G. O'Vanni. The P.I.P.C.B. concerts on this site ended with a piece Mrs. Isabella Pleasure commissioned, the haunting "Fugue for Triangle, Piccolo and Steampowered Riverboat Whistle."

PORTOBELLO YACHT CLUB—Pleasure Family Home: 1918

Island founder Merriweather Pleasure built this home for his family who lived on their beloved island for 20 years. Here, Mrs. Isabella Pleasure hosted hundreds of tea socials, garden parties, and croquet tournaments, featuring fine food and uninhibited conversation. As she often said, "If you don't have something nice to say, come sit next to me!" Restored in 1989 as a joint effort of the Walt Disney Company and the Levy Restaurants.

PORTOBELLO ROSE GARDEN

Mrs. Isabella Pleasure, wife of island founder Merriweather Pleasure, spent 20 years and several hundred thousand dollars attempting to crossbreed a "true blue" rose. Like others before her, she had to be content with variations on the color lavender. Mrs. Pleasure's garden, first planted in 1919, was recreated in 1989 from notes in her journals and diaries.

BRIDGE—Originally constructed 1914

This bridge stood until 1943, when young Stewart Pleasure, son of island founder Merriweather Pleasure, piloted the family showboat directly into the graceful span connecting Pleasure Island with the mainland. Stewart supervised the rebuilding of the bridge in 1944, but destroyed it

again on September 2, 1954. The current bridge was built from the 1914 plans by the Walt Disney Company.

MERRIWEATHER'S MARKET—M.A. Pleasure's Original Sail-making Factory: 1912

Foundation and wellspring of the considerable fortune of island founder Merriweather Adam Pleasure. Once a month during the full moon, Pleasure could be seen on the roof of this building, chanting to the goddess of the tides to keep his various enterprises afloat. Pleasure Island's first sail was completed here December 18, 1912. After the assembly of the last sail on June 4, 1931, perfectionist Merriweather Pleasure insisted that the factory be preserved intact. The building was devastated by Hurricane Connie in 1955. Restored in 1989.

MANNEQUINS—Pleasure Island Canvas Works Fabrication Plant: 1912

Second building erected on the island, this actually housed Merriweather Pleasure's famous canvas fabrication works. In the 1930s, it was converted to a soundstage for Invincible Pictures, then into a design studio and workshop for various Pleasure projects. Most notable of these was a huge locomotive powered by a combination of steam and magnetic power. A colossal turntable was installed to facilitate the work on this revolutionary product, called Maxwell's Demon, that was intended to revolutionize world transportation. It didn't. For further unverifiable information on the life and times of Pleasure Island, refer to the theoretical historical plaques located at the island's entrances.

THE ISLAND DEPOT—Pleasure Island Administration Building: 1913

Originally a wooden shack housing Pleasure Island's paymaster/accountant/bookkeeper, telegraphy office, mailroom, first aid station, and social center, the first building on this site (constructed in 1913) burned to the ground in 1933 during a party celebrating the repeal of Prohibition. A subsequent building erected on the site was blown apart by a savage 1944 typhoon. Refurbished 1988-1989. The complete and dubious history of Pleasure Island is inscribed at each island entrance.

FIREWORKS FACTORY—Fireworks Laboratory and Storage Bunker: 1922

Island founder Merriweather Pleasure had a passion for pyrotechnics. In 1922, he persuaded China's premier fireworks inventor, The Bang Master, to immigrate to Orlando. The Master's lab and storage bunker were built on this spot, and for the next four years Orlando's citizens enjoyed stupendous Independence Day aerial displays. On July 3, 1927, a

stray spark from Pleasure's pipe set off an explosion that was heard in Tampa, 82 miles away. Mrs. Pleasure insisted that the wreckage of the factory be preserved as a reminder of "Pleasure's Folly." Renovated as a joint venture by the Walt Disney Company and the Levy World Company.

CHANGING ATTITUDES—Pleasure Perfect Upholstery: 1923

Six full-time seamstresses worked here to refurbish the interiors of the custom yachts in the Pleasure Island Dry Dock. In 1934, the shop was responsible for stuffing the head of a rare Mongolian Yakoose for the Adventurers Club. This profitable sideline ended in 1943 when a war time shortage of kapok put taxidermy on the endangered species list. Further information on the incredible doings at Pleasure Island from 1911 to the Present Day is inscribed on the ersatz historical plaques at all island entrances.

DOODLES—The Machine Shop: 1937

Built as a custom tool-and-die shop for fearless flyer and Island founder Merriweather Pleasure's "X-Thing" project. His granddaughter, Katie, converted it into Katie's Kustom Kars, the first female owned and operated auto customizing shop in the Southeastern United States. Katie, a.k.a. Doodles, closed the shop in 1954 to join the Air Force as a test pilot for the only customized X-1 ever built.

XZFR Rockin' Rollerdom—Building X: 1937

Island founder and UFO enthusiast Merriweather Pleasure built his experimental "X-thing" here. Pleasure himself designed this super amphibious aircraft that could harness the power of the wind. The "X-Thing" flew only once—Sept. 1, 1940—with Pleasure himself at the controls. The test flight is shrouded in mystery, but upon landing Pleasure began broadcasts to outer space. Beamed from the roof of this building, the international Morse Code messages repeated "W-E-L-C-O-M-E." Further information on the incredible doings at Pleasure Island from 1911 to present day may be found inscribed on the quasi-historical plaques at all Island entrances.

REEL FINDS—(Hammer and Fire - shop that featured titanium jewelry, stoneware, and wall hangings) Fittings Foundry: 1923

The bronze foundry for Pleasure Island Yacht Refurbishing Inc. was built in 1923. Unique custom fittings, individually cast at great expense, were required to achieve the "pleasure principle" of lavish but functional ornamentation of sailing vessels.

Further information on the illustrious and illusionary past of Pleasure Island may be found upon the plaques at

each island entrance.

YESTEREARS—Remains of Pleasure Island Ltd. Chandlery and Tool Crib: 1924

One of the many support facilities for the cornerstone of Island founder Merriweather Pleasure's commercial empire, Pleasure Canvas and Sailmakers, Ltd. A 1944 hurricane sheared off the front of the building, sending a million (more or less) bolts, screws, linchpins, lugnuts, and spanner wrenches into the depths of Lake Buena Vista. The silly saga of Pleasure Island is told in its imprecise entirety at each island entrance.

SUSPENDED ANIMATION—Navigational Pleasure Graphics Ltd.: 1924

Island founder and graphics connoisseur Merriweather Adam Pleasure rocked the art world when he lured R. North Camilpoter, America's premier gold leaf stylist, to Orlando. Camilpoter spent his days peacefully hand-painting the bows of the yachts Pleasure refurbished. When Hurricane Charlotte damaged the building in 1944, only three years after his patron's demise, the graphic artist was too dispirited to rebuild. History buffs: The incredible and unverifiable story of Pleasure Island is summarized for your entertainment at each island entrance.

AVIGATORS SUPPLY—Pleasure Shipping and Receiving: 1924

Island founder Merriweather Pleasure had this building constructed to facilitate his business refurbishing ships and yachts. It later became a clearing house and depot for the booty from his global adventures. In 1939, Pleasure befriended a group of native Floridian stunt pilots, the "Avigators" who operated a short-lived import/export business here from 1949-1951. The entire history of Pleasure Island is misrepresented on the plaques located at each entrance to our island.

SUPERSTAR STUDIOS—Mrs. Pleasure's Music Parlor
Composed: 1929

Built to store island matriarch Isabella Pleasure's gargantuan collection of 78 rpm Italian opera records. Immediately upon her passing in 1949, her two sons sold her collection (valued at \$475,000) to an Orlando junk dealer for \$150. Refurbished by the Walt Disney Company and Star Trax Enterprises in 1989. Find the fabulous fable of Pleasure Island and its founding family on the plaques at each entrance to the island.

VIDEOPOLIS EAST/CAGE—Artificial Intelligence Lab: 1929

Built for Island founder Merriweather Pleasure's son Henry, the "mad genius of Lake Buena Vista" and Henry's life

work, the Pleasure Cellular Automaton. Henry died thinking his experiments in artificial intelligence had failed. But when the building was reopened in 1987, the automaton was alive and thriving. In fact, it directed the refurbishing of its home and designed the sophisticated computer hardware that shows itself to best advantage. The complete and purely subjective saga of Pleasure Island is synthesized on the ersatz historical plaques at the Island's entrance.

LOMBARD PROMENADE–1929

Designed by Island founder and incurable romantic Merriweather Adam Pleasure after a trip he and wife Isabella took to San Francisco. They both fell in love with the city's back-and-forth boulevard, Lombard Street. Isabella wanted a photograph as a souvenir, but Merriweather insisted on recreating the street itself. It later became a favorite site for the legendary, day-long hide-and-seek tournaments organized by the Pleasure grandchildren.

The fabled follies of Pleasure Island and its founding family are recorded on the historical plaques at each island entrance.

COMEDY WAREHOUSE–Power Station: 1912

This building became a storage facility when Pleasure Island was electrified in 1928. Six years later, the power station became home to the Pleasure Island Thespian Players, founded by and featuring Isabella Pleasure, wife of island founder and drama enthusiast Merriweather Pleasure. The players specialized in elaborate Central Florida Historical Pageants, including the seminal "Song of the Seminole." After Mrs. Pleasure's death in 1949, the building was closed and the players disbanded. Since its restoration by the Walt Disney Company, this site is again a warehouse, storing strange notions, again attractions and ideas slightly ahead of their time.

NEON ARMADILLO–The Greenhouse: 1927

Constructed to house the vast array of exotic desert plants collected by island founder, a globe-trotter and amateur cactogogist Merriweather Pleasure. Pleasure regarded the Greenhouse as his personal Eden. He nurtured his "prickly pals," as he called them, with fanatical devotion. After Pleasure's disappearance in 1941, his Greenhouse was sealed off. When it was reopened in 1989, scientists discovered a huge and happy family of armadillos. The inhabitants were immortalized in neon by the Island renovators.

ADVENTURERS CLUB: Founded 1932

This imposing building was designed to house the huge personal library and archeological trophy collection of is-

land founder and compulsive explorer Merriweather Adam Pleasure. Pleasure won the plans in a game of dominoes and attributed them throughout his life to noted architects Sir Edwin Luytens, Charles Rennie Mackintosh, and Eliel Saarinen. The building became the headquarters for the Adventurers Club, Pleasure's zany band of globe-trotting friends. Exotic souvenirs of the members' outlandish expeditions and riotous adventures were displayed on the walls. After Pleasure vanished at sea in 1941, the Club was sealed until it was opened to the public for the first time in 1989.

WEST END PLAZA: 1941

Island founder and stargazer Merriweather Adam Pleasure was convinced during the sole flight of his "X-Thing" aircraft that he could make contact with alien beings. Working feverishly, Pleasure completed the world's first and only Alien Landing Platform on July 4, 1941. His wife, Isabella, immediately laid claim to it for her beloved Pleasure Island Philharmonic Concert Band. Much to Merriweather's disgust ("How can 'they' land when that blasted band is playing?") this became home base for the P.I.P.C.B.

THE PLEASURE ISLAND AMC 10 THEATERS–Pleasure Canvas Works, Fabrication Plant No. 12: 1922

Originally constructed to house Island founder Merriweather Pleasure's burgeoning canvas fabrication business. Hoping to discover and patent a cheap, clean, abundant, renewable source of power, Pleasure had the building refitted in 1938 as a laboratory for testing "thermomagnetics"—a process designed to harness the earth's magnetic force. The success of the experiment was proven in 1940 when the facility blew sky high with no visible, provable use of combustibles. Pleasure commanded that the ruined superstructure and outbuildings remain as testimony to "the awesome power of the planet". Rebuilt jointly by American Multi-Cinemas, Inc. and the Walt Disney Company. Opened in 1988.

LOOKOUT POINT, PLEASURE ISLAND–Defense League: 1941-44

Son of Island founder Merriweather Pleasure, "Paranoid Henry" Pleasure camped up here every single night from December 8, 1941, to V-J Day. He was convinced that the Axis powers were plotting an assault on America by coming ashore at Pleasure Island, which was then—and remains—80 miles from the Atlantic Ocean. In his nearly four years of vigilance, Henry fired his musket only once. He mistook a family of herons for the leading edge of an invasion force. The herons escaped unharmed.



Disney's Animal Kingdom

"You know, we have the Magic Kingdom. We should have Disney's Animal Kingdom."

— Michael Eisner, former Walt Disney Company CEO

That statement (okay, maybe coupled with years of discussion and surveys of Disney Guests) might have been the catalyst for Disney's first foray into a completely new theme park based around animals. The park would not be a zoo, (remember the "Nauhtazu" tagline associated with the park when it first opened?), because Disney's economic analysis of zoos revealed that zoos often didn't do well financially. But the park would be based on Disney's longstanding synergy with animals—from the True-Life Adventures series that ran from 1948 to 1960, to Walt's desire to create an attraction starring live animals. An animal-themed park seemed destined to succeed, despite the economic evidence to the contrary.

A Park Is Conceived

Let's turn the Wayback Machine to January 1990. Disney Chairman Michael Eisner had a meeting with Joe Rohde, whose work on the Adventurers Club in Pleasure Island in Downtown Disney is still legendary. Rohde pitched the idea to Eisner of a park that would have three essential, equal components: a traditional Disney theme park, an Epcot-style pavilion, and a very nontraditional zoo. Eisner was sold. He encouraged Rohde to flush out the idea further, using storytelling, theatrics, and emotion, and then Eisner punctuated the meeting with the aforementioned quote. Just like that, Disney's Animal Kingdom was conceived.

Rohde had just 12 weeks to assemble a team and return with a more solid concept. But when the Disney Decade was announced, including a list of new theme parks slated to open before the year 2000, Disney's Animal Kingdom was not on that list. Undaunted, Rohde and his six-member team set up shop in a small office trailer.

Rohde and his team quickly realized that beyond animals, this new park would have to be about people—and their

emotional reactions and attachments to animals. It wasn't going to be a zoo. It wasn't going to be a park about education or issues. It was going to be a park about love.

Yes, love. Rohde and his team believed that people's love for animals developed in three stages. The first stage is a child's love of animals as pets, in fairy tales, and in stuffed animals. The second stage, adolescence, is a love for the physical experience of animals and the sense of adventure they represent. As adults, our love of animals is more respectful, intellectual, and mature. It's about appreciation and understanding.

Zofia Kostyrko, the Animal Kingdom's senior concept designer, said, "We assumed that nobody is indifferent to animals. Everyone has strong feelings about them, usually positive ones. We chose love. We never found it strange, unusual, or weird, because it was true. Love as an idea became a skeleton for everything else."

A Structure Is Built

That concept of love formed the framework for the park's layout. The childlike love became the theme park and fantasy elements, the adolescent love would be the zoo and safari that would dominate the landscape, and the adult love became those "Epcot-like pavilions."

Rohde's three elements of park, pavilion, and nontraditional zoo lead to the rough, quick sketches of what would eventually turn into the park's layout. Each of the elements of love was also represented in early drawings. Continuing with the same basic hub-and-spoke principle that was the hallmark of the Disney parks that preceded it, a central icon would be at the center of the park, with more experiences and themes radiating from it.

The next time Rohde and his team met with Eisner, they presented him and Disney Company president Frank Wells with a foam board covered in colorful 3" x 5" index cards. It included some concepts that were never realized, including a fanciful topiary castle, a three-tiered carousel attraction as the park's icon, and a giant zoo-like pavilion with interactive attractions.

Rohde and his team kept moving forward, designing el-

ements they were already familiar with—theme parks—while bringing in the best minds in zoology, landscape design, and architecture.

A site to the far west of the Walt Disney World property was chosen, and the master plan was designed from the center out. Starting with the central icon, the safari, river, lands, and backstage areas were sketched and mapped out.

Then the hard part began. Disney's commitment to authenticity was paramount in every aspect of the park, and almost immediately Rohde and his (now much larger) team took their first of six trips to Africa to research the safari and surrounding area. Artists and designers documented every part of their journey on paper, photo, and video. Many of their real-life experiences formed the basis for the stories, landscapes, and details of Disney's Animal Kingdom.

A Plan Comes Together

By early 1991, attractions were in the design phase, the master plan was set in place, and artists were creating spectacular sketches of every corner of the park. Imagineers were figuring out how to make the theme park look and feel authentic—while keeping Guests safe.

By January 1992, Rohde and his team moved their headquarters into a former bowling alley. They kept four bowling lanes intact for some much needed downtime, of course.

As the park evolved and grew, Rohde was the hub of the busy creative process. But CEO Eisner was also very much involved. Like Walt Disney, Eisner was fascinated by and in love with the creative process. In fact, Eisner is quoted as saying to team members and Frank Wells after a brainstorming session that, "I want a dinoland, and I want it to be called DinoLand..."

Other valued members of the team weren't from the Disney Company at all. The company brought in the best and most respected minds in zoology and conservation to be part of an advisory board that would be involved in the park's development and offer feedback on individual details as well as overall mission. One of the board's early suggestions lead to the Disney Wildlife Conservation Fund, which was established in 1995 on Earth Day (April 22) as a global award program for the study and pro-

tection of the world's wildlife and ecosystems. In 1998, as Disney's Animal Kingdom opened, the fund made its first grants. Since then, it has supported more than 800 projects with more than \$14 million in grants to organizations and individuals working in 110 countries. The advisory board also suggested changing the name of the "Preservation Station" to the more proactive "Conservation Station."

Over time, as happened numerous times before and would happen many times thereafter, the park evolved. Along the way, some concepts fell off the drawing board, and other new concepts such as the Oasis were born. For example, analogous to the Magic Kingdom's railroad that surrounds the park, Disney's Animal Kingdom's Discovery River would flow around the park's central hub.

By fall of 1993, giant scale models of the park were built. The model for Africa took up two conference rooms! Scripts were being written, props procured, and time and materials were scheduled. Research was still ongoing in Africa, Asia, and other parts of the world. The design process was at its most hectic pace, simultaneously dealing with both grand plans and minute details.

The logistical challenge of building the park was just about to begin. This included infrastructure to roads and buildings, contractors, equipment, on-site offices, landscape installation (remember, the plants need time to grow; they were creating an African savanna in Florida), and even timing of construction with more than 2,600 construction workers on site on any given day.

But that's another story for another time...



Wandering the World

Offbeat
Adventures
and Unusual Discoveries
by Ray Harkness



As we ended our last installment, my companion and I were getting schooled on geography and how the Inventor's Circle is not the geographical center of Walt Disney World. We decided that we had a couple directions we could go, but the call of the Land Pavilion was too strong. So that's the direction we headed.

As we navigated the sea of strollers crammed into every nook and cranny along the ramp leading up to the doors into the pavilion, we were still debating on what we would do once we were inside.

As was anticipated, Soarin' had a wait that was too long to warrant us standing in line, interactive or not. So we made a hook to the right and walked onto Living with the Land. This attraction embodies edutainment, but I can't pass up a trip through the greenhouse.

After enjoying the attraction, we were wandering around looking for a restroom when we noticed a sign at a desk near the exit to Soarin' that talked about the Behind the Seeds tour. After a brief conversation with the Cast Member manning the desk, we discovered that this was an hour-long walking tour costing \$16 per adult and \$12 for kids ages three through nine. After you factor in discounts you receive for being an Annual Passholder, Disney Visa Holder, Disney Vacation Club member, etc, that's a deal too good to not take a look. Plus, we were told that unlike other tours at Walt Disney World, cameras are allowed on the Behind the Seeds tour.

After meeting up with our guide, a Cast Member who's also a horticulturist, we made our way into a room where we were educated on the use of "good" bugs to control the presence of "bad" bugs. A few volunteers (in our case some kids), were given small containers of ladybugs and told to hold onto them because they

would be needed later.

From this point, we went through various "rooms" where we learned different things. In one room, we were informed how they "root" cuttings by using a special gel they created that catalyzes root growth. In another room, we learned about different planting techniques that don't use soil. After that, we were given handouts with some information about alternative growing techniques and websites we could visit to learn more and to purchase kits for setting up our own growing systems at home.

When we got to the room where cucumbers are grown, our volunteers were asked to release their ladybugs. Then we were each given a little zip-top baggie with cucumbers in them that had been grown in special molds so when they're cut, they make tri-circle Mickey cucumber slices. They're edible hidden Mickeys!

In another room, we learned about different spices that they grow in the greenhouse and also pineapples and bananas. We next got up close and personal with the tank holding the tilapia they farm. We witnessed the feeding frenzy that ensued when we fed the hungry fish.

In addition to being a lot of fun, the Behind the Seeds tour is highly educational, which could serve as a double bonus for families with school-age children at Walt Disney World (in case you need an idea for a report the kids could work on for school!).

Fellow wanderers, remember that not everything off the beaten path is free. In some cases, it's worth every penny to pay the toll to go down that path less traveled.

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





BY THE NUMB3RS

Wildlife Express Train

- 10** Speed of the train in miles per hour
- 1.2** Length of the trip in miles
- 50** Number of people who can sit in each car
- 5** Total number of cars on the Wildlife Express Train, for a capacity of 250 passengers
- 33** Width of the track, in feet (That's quite a bit smaller than the typical 4.7 feet you'll find on standard railroads. While unusual, this width is used more commonly in southeast Asia, and it's only slightly wider than that found on East African railways. Additionally, its diminutive size is in keeping with the scale of the park's surroundings, not to mention that it was easier to fit into some of the tight turns you'll experience.)
- 7** Length, in minutes, of the trip to Rafiki's Planet Watch
- 5** Length, in minutes, for the return trip—all downhill!
- 1898** Year that the first Aspinwall side-tank 2-4-2 was built, the inspiration for the engines used on the Wildlife Express
- 2-4-2** Bet you were wondering what that was! (That number combo refers to the wheel configuration of the locomotives, namely two leading wheels on one axle, followed by four powered wheels on two axles, and finally two trailing wheels on the last axle.)
- 1997** Year that the trains themselves were built



How Much Do You Know About Disney's Animal Kingdom?

by Jennifer Bright Reich

1. How many different areas is Disney's Animal Kingdom divided into?

- a. 7
- b. 6
- c. 5
- d. 8

2. What is the name of the river in Kali River Rapids?

- a. Discovery River
- b. Chakranadi River
- c. Mekong River
- d. Yangtze River

3. What are the ride vehicles on Dinosaur called?

- a. DIS-1998 Time Bandits
- b. WLT Range Rovers
- c. CTX Time Rovers
- d. DDR-2000s

4. What is name of the mountain you race through on Expedition Everest?

- a. Forgotten Mountain
- b. Lost Mountain
- c. Mount Everest
- d. Forbidden Mountain

5. Which animal can you find living in Habitat Habit?

- a. Pygmy marmoset
- b. Blue-nosed mandrill
- c. Cotton-top tamarin
- d. Squirrel monkey

6. Where can you find a set of xylobones?

- a. In the queue of Expedition Everest
- b. The Boneyard
- c. Cretaceous Trail
- d. It's Tough To Be a Bug

7. How tall is the Tree of Life?

- a. 12 stories
- b. 14 stories
- c. 15 stories
- d. 13 stories

8. The animals at Affection Section have independent pens for sleeping at night with ...

- a. heaters, fans, and lighting
- b. must-see TV
- c. midnight snacks
- d. their trainers

9. Which of these animals won't you find on the Discovery Island Trails?

- a. Abdim's stork
- b. Indian Pygmy Goose
- c. Eyton's whistling duck
- d. Galapagos tortoise

10. Which of these games won't you find at Chester & Hester's Dino-Rama?

- a. Bronto Score basketball game
- b. Dino Whamma mallet strength game
- c. Leapin Lizards water squirt game
- d. Mammoth Marathon racing derby game

11. What are the glasses in It's Tough to be a Bug called?

- a. Dino-binos
- b. Flick's fantastic spectacles
- c. 3-D glasses
- d. Bug-eye glasses

12. How many Guests can fit in a raft at Kali River Rapids?

- a. 10
- b. 8
- c. 12
- d. 11

13. What is the name of the baby elephant who was taken from his mother on Kilimanjaro Safaris?

- a. Dumbo
- b. Little Red
- c. Baby Blue
- d. Pumbaa

14. What are the names of the four audience sections in the Festival of the Lion King show?

- a. Giraffe, warthog, lion, elephant
- b. Lion, elephant, giraffe, hyena
- c. Warthog, lion, elephant, hyena
- d. Elephant, giraffe, warthog, antelope

15. What is the name of the proposed section of the Animal Kingdom that was never built?

- a. Aviary Island
- b. Under the Sea
- c. Australia
- d. Beastly Kingdom

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

ANSWERS

KIDS KORNER (pages 78-81)

WHERE AM I?

1. Journey Into Imagination with Figment
2. The Seas with Nemo & Friends
3. Maelstrom
4. "It's a small world"
5. The Many Adventures of Winnie the Pooh (Bonus points if you also said the pet cemetery outside the Haunted Mansion!)
6. Spaceship Earth

DINO HUNT

1. Outside the Dinosaur attraction building
2. Dinosaur Gertie's Ice Cream of Extinction at Echo Lake in Disney's Hollywood Studios
3. Ellen's Energy Adventure in Epcot
4. Overlooking the entrance to Chester and Hester's Dino-Rama
5. Cretaceous Trail in Dinoland U.S.A.
6. Atop TriceraTop Spin

MENAGERIE MYSTERY



BRAIN BUSTERS

Iago and Zazu

FIND THE DIFFERENCE



1. A dot is missing.

2. The arrow is now yellow.
3. A character is missing.
4. The tube is wider.
5. A light is missing.
6. Skippy's nose is bigger.
7. There is an extra band.
8. The writing is upside down.
9. The platform is gone.
10. 'Security' is spelled wrong.

FIND THE DIFFERENCE BONUS ANSWER
Level 3

WORD SCRAMBLE

1. Jasmine
2. Iago
3. Sultan
4. Prince Ababwa
5. Jafar
6. Abu
7. Rajah
8. Genie

MYSTERY QUEST (pages 82-83)

SECRET SYMBOLS

1. The Dawa Bar
2. Sign for Kilimanjaro Safaris
3. Harambe Wildlife Preserve sign seen on the Pangani Forest Exploration Trail
4. Entrance to the Affection Section at Rafiki's Planet Watch
5. Carving on the entrance columns to Africa

WHERE AM I?

1. Sign hanging from the Mombasa Marketplace
2. Entry mural to Rafiki's Planet Watch
3. The queue of Kilimanjaro safaris
4. Bicycle next to the Mombasa Marketplace
5. Termite mound sign in the Pangani Forest Exploration Trail
6. Sign on the wall next to the Kusafiri Coffee Shop and Bakery
7. Crate found in the Pangani Forest Exploration Trail
8. Jeep license plate at the exit of Kilimanjaro Safaris

In Search Of...

Pipa the Talking Trashcan

By TIM FERRIS



I was casually wandering through Tomorrowland one morning, finishing a delightful blueberry muffin and looking for an appropriate container in which to discard my napkin. I came across an innocuous looking trashcan and was about to deposit my refuse when a voice asked me what I was doing. I turned but saw no one, then I quickly realized that it was the trashcan that was talking. I walked away at a brisk pace (okay, I ran), and when I calmed down, a passerby told me that was Push, the talking trashcan that inhabits the area. I mentioned that I would now think twice about discarding trash in this locality, but I was told to be careful because another one was lurking about!



Now I was intrigued. I decided that I needed to find this second talking trashcan, if for no other reason than to know which two to avoid. I wandered over to Epcot to see if it was there. I searched high and low, but I couldn't find anything—except a maddening thirst. Looking for a cool drink of water, I headed over to a water fountain by MouseGear. Imagine my surprise when it spoke! What was happening? Thinking that water might be the clue I was looking for, I headed for the Living Seas Pavilion.



Sadly, everyone there seemed more preoccupied with finding this chap named Nemo than with my dilemma, but I continued to search. I found myself in a darkened room with a movie screen on one wall. An image of a giant sea turtle appeared before me, and I absent mindedly wondered aloud if he could help me. Much to my amazement, he answered me. How could this be? I asked him if he knew the whereabouts of the second talking trashcan. He replied, but I didn't understand what he meant by "Grab some shell."



Thinking that this might be some sort of special effect, I went over to the Hollywood Studios to see if I could find any clues. I wandered by Star Tours because you can often find mechanical things talking there, but no luck. I continued to search, and I was having little success when I happened upon this rope. Misreading the sign, I gave it a tug, and wouldn't you know it talked back! Will this madness never end?



Speaking of madness, I raced over to the MuppetVision 3D theater, thinking I might have some luck over there. I didn't see anything unusual (well, not that unusual), but in asking around I did uncover a curious find. It seems that several years ago, something called the Muppet Mobile Lab could be found back at Epcot. It was a two-wheeled science-lab vehicle that looked like a mad scientist's spaceship. Manning the controls were Dr. Bunsen Honeydew and Beaker, and amazingly they talked to passersby as they set off foggers, flashing lights, moving signs, confetti cannons, and spray jets. Sadly, the Muppet Mobile Lab is no longer here; lately it's been traveling between Hong Kong, Tokyo, and New York. But I did hear a rumor of a new version coming soon. The same source also divulged a curious fact: This was not the first machine of its kind.

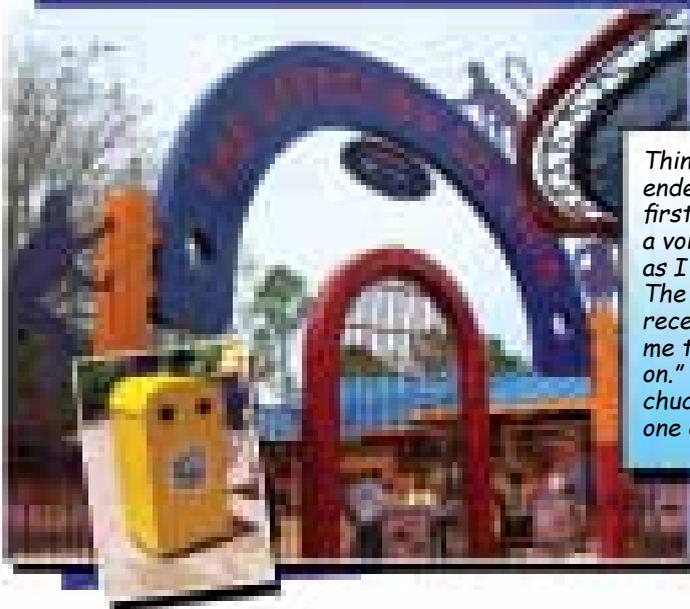


I learned that the first free-roving Audio-Animatronics figure (a curious term) was called Lucky the Dinosaur, who prowled the grounds of Disney's Animal Kingdom and the faraway California Adventure (with further stops in Hong Kong). Like the Mobile Lab, Lucky could talk to curious onlookers all by himself, though he was never far from his handler, Chandler the Dinosaur

So off to the Animal Kingdom I went, unsure of what I would find. As I searched high and low for a talking trashcan, a rustling noise startled me. Turning quickly, I didn't see anything, but then I noticed an odd movement in the foliage. A vine seemed to be moving all by itself, though thankfully this apparition didn't speak. She (I later learned that this was DiVine) simply pointed to a waiting train.



Thinking the vine knew something, I boarded the train and ended up in a strange land called Conservation Station. At first, all I could see were lots of cuddly animals, but suddenly a voice behind said, "Excuse me, sir." "Pardon me," I muttered as I turned around, and then my jaw fell. There it was! The second talking trashcan! I introduced myself, and the receptacle said, "Yes, I am Pipa, and my companion, Push, told me to expect you. By the way, that is one wild shirt you have on." "But how?" I muttered, not seeing any eyes. Pipa simply chuckled and rolled away. That was quite enough mystery for one day.



Kids Korner

Where Am I?

On which attractions would you find these unusual animals?

1. A purple dragon
2. A talking starfish
3. A polar bear
4. A blue hippopotamus
5. A well dressed toad
6. A woolly mammoth

Dino Hunt

Now's your chance to go on a real dinosaur hunt. Can you figure out where you'll find each of these Walt Disney World dinos?



Brain Busters

Who are the new managers of the Enchanted Tiki Room?

Find the Difference

Things are going haywire again over at the Prisoner Teleport Center (we're pretty sure it's Stitch's fault). Can you spot the 10 differences in the photos below?





BONUS QUESTION
What is Stitch's prisoner classification?

Word Scramble

Unscramble these characters from the film *Aladdin*.

1. NIJMASE

□□□□□□□

2. OGAI

□□□□

3. TALSUN

□□□□□□

4. CEPNIR AWABBA

□□□□□□ □□□□□□

5. AFRAJ

□□□□□

6. BUA

□□□

7. AHRAJ

□□□□□

8. EEING

□□□□□

Answers on page 75



Ask Meredith

In each issue, our Kids Korner columnist will answer questions that are too tough for the grown-ups! If you have a question for her, send it to: askmaredith@celebrationspress.com.

Do you have a favorite place at the Animal Kingdom to take great animal pictures?

Just one favorite?? That's a hard one. The tigers in the Maharajah Jungle Trek can be fun at dinner time, and it is exciting if you can catch the baby Gorilla in the Pangani Forest Trail...but I seem to spend the most time hanging out with the Meerkats. :) They are always moving around, checking things out, and it looks like they are posing for the camera!

Is there a character you like that you haven't seen in the parks?

I'm always on the search for a new character to meet at the parks. For the longest time I couldn't seem to catch up with Jiminy Cricket, but I finally met him this past Earth Day! I really wish that some of the characters from older movies would come back for a visit, like Megara from *Hercules*. Also, I look for Mickey and his friends in different costumes...like Mickey in his

colonial outfit by the American Adventure. But most of all, I would love to see Figment again - I only met him once when I was 5!!

Who is your favorite Disney villain?

I like (or is it don't like?) Captain Hook. He's so mean and always trying to capture Peter Pan, but he is so funny doing it. Plus, one time when I visited him at Adventureland, he kept holding his nose and pointing at me like I smelled. Since I was dressed up like Tinker Bell, I think his was calling me "Stinker-Bell"...can you believe it?!

What do you think of Duffy the Disney Bear?

I love Duffy!! Isn't he the best? I started collecting the original Disney Bear when I was 5. My first one was a pink bear and now I have 14!!! I was very excited when I first heard I could meet Duffy at the parks, I make sure I visit him every time I go to Epcot. He's got to be a very special bear to such a good friend of Mickey's. :)

MYSTERY QUEST

Discover the Secrets of Walt Disney World

AFRICA

SECRETS OF AFRICA

Africa was home to one of the early headliner attractions at the Animal Kingdom, Kilimanjaro Safaris, where Imagineers created an entire African village named Harambe. In keeping with the idea of creating a self-contained, all-inclusive African environment, the Imagineers spent countless hours in the planning and construction of Harambe. The authentic buildings, exotic landscaping and attention to detail immerse guests in the safari experience long before they arrive at Kilimanjaro Safaris.

13 Zulu craftsman from Kwazulu-Natal, South Africa, were brought in to make the thatched roofs located on the buildings throughout Africa.

The fictional village of Harambe is based on the ancient Kenyan town of Lamu. Harambe (so the legend goes) was once a hub for the gold and ivory trade, but is now a bustling tourist village.

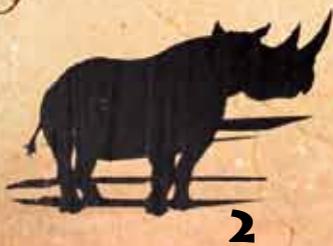
Harambe is actually a Swahili word meaning “coming together”.

The largest tree replanted in Disney’s Animal Kingdom (weighing in at 90 tons!) can be found right here in Africa.

Planting the trees and plants in Kilimanjaro Safaris was a challenge. Planting patterns were based on what designers thought Guests would experience. Paul Comstock, principal landscape architect, laid out the plant bed lines on a motorcycle (using spray paint) riding at the same speed as the ride vehicle, “because guests will experience the landscape at that speed,” he said. The rutted safari road also is part of the landscape design. Imagineering’s design team matched concrete with the surrounding soil, then rolled tires through it, and tossed stones, dirt and twigs into it to create an appropriately bumpy experience duplicating a remote African road.

Secret Symbols

Where can you find these cryptic inscriptions?



Where Am I? Can you determine where these photographs were taken?



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





Top 10 Things You Didn't Know About Timon & Pumbaa

1. The comic duo made their debut in the 1994 film *The Lion King* and have since gone on to star in two additional direct-to-video films as well as their very own TV series.
2. They are also the stars of their very own Walt Disney World attraction: The Circle of Life film in the Land Pavilion.
3. Did you know that Timon and Pumbaa have last names? Something African perhaps? You might think so, but their last names are actually Berkowitz and Smith!
4. Unlike real meerkats, Timon is able to walk about on his hind legs. Real meerkats walk on all fours, although they do occasionally stand on their hind legs to survey their surroundings.
5. Timon was voiced by Nathan Lane while Pumbaa was performed by Ernie Sabella. Lane and Sabella were originally cast as the hyenas Banzai and Shenzi, played by Cheech Marin and Whoopi Goldberg in the film. The crew loved their performances and thought that the duo would be even better as Timon and Pumbaa. The two would later costar in the film *MouseHunt*, with Sabella in a minor supporting role.
6. "Pumbaa" means ignorant, lazy, or careless in Swahili. It's not very flattering, but unfortunately it's an apt description.
7. What about Timon? As it turns out, his is one of the few

characters from the film whose name has no meaning in Swahili. It's actually a Greek name, taken to mean "he who respects."

8. Timon and Pumbaa are featured in the "Wild About Safety" program that shows Guests how to stay safe and enjoy their Walt Disney World visits. Predictably, Pumbaa is usually shown as the one who is getting into trouble, whether it's for not stowing his valuables or for not standing behind the yellow line.
9. Timon and Pumbaa's signature song, "Hakuna Matata," is named for a Swahili phrase that means, you guessed it, "no worries." In the film *MouseHunt*, Ernie Smuntz (Nathan Lane) bows to a sheik who is ready to bid for his home and greets him with the words, (wait for it!) "Hakuna matata!"
10. Despite Pumbaa's embarrassing claim to fame as being the first Disney character to be, ahem, excessively gassy, it's in fact the meerkat who tends to be on the stinky side in real life. Meerkats don't make good pets because they will scent mark the home, as well as the humans inside! Now who's the one who's "down hearted"?







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

- Walt Disney