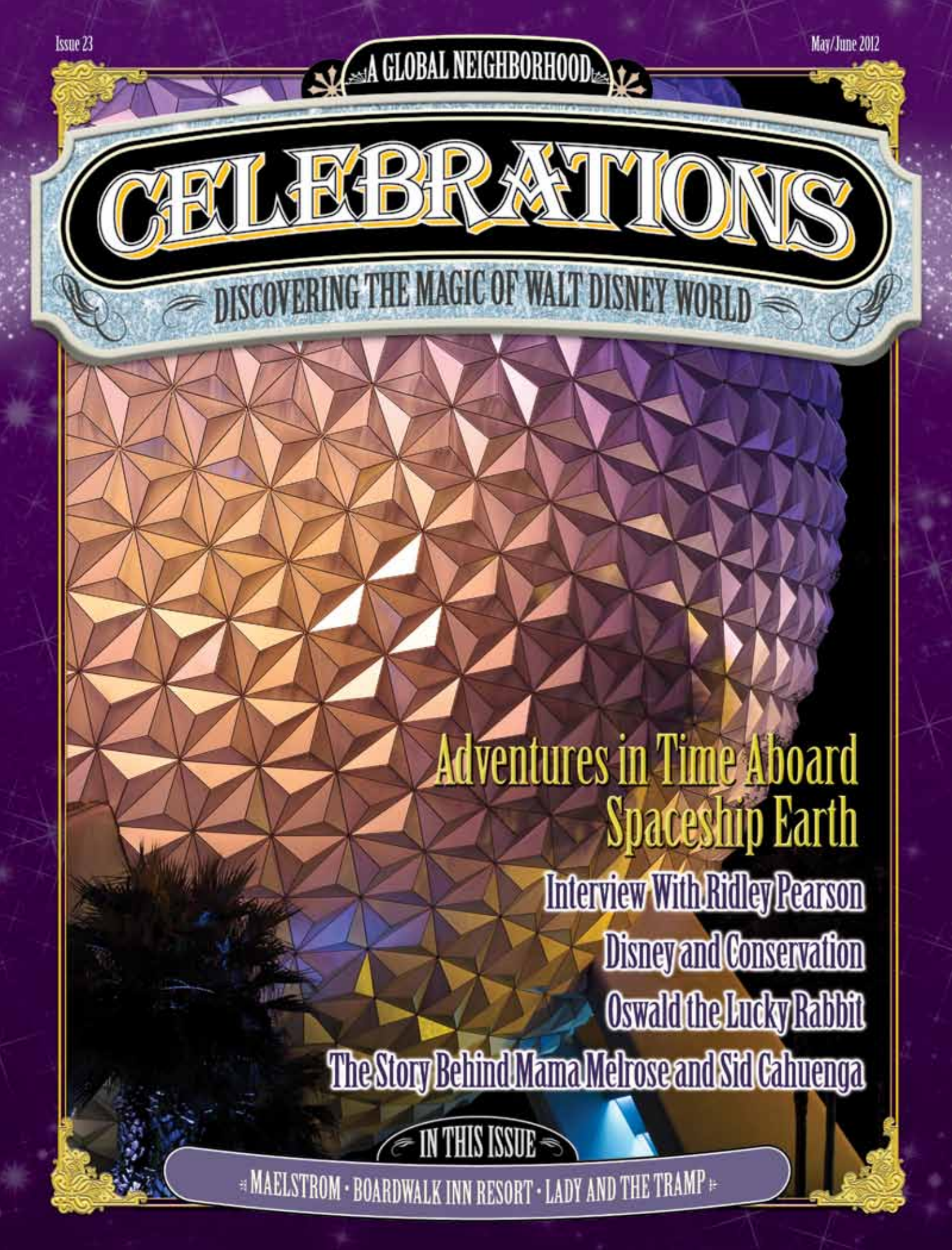
Issue 23

May/June 2012

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CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD



Adventures in Time Aboard Spaceship Earth

Interview With Ridley Pearson

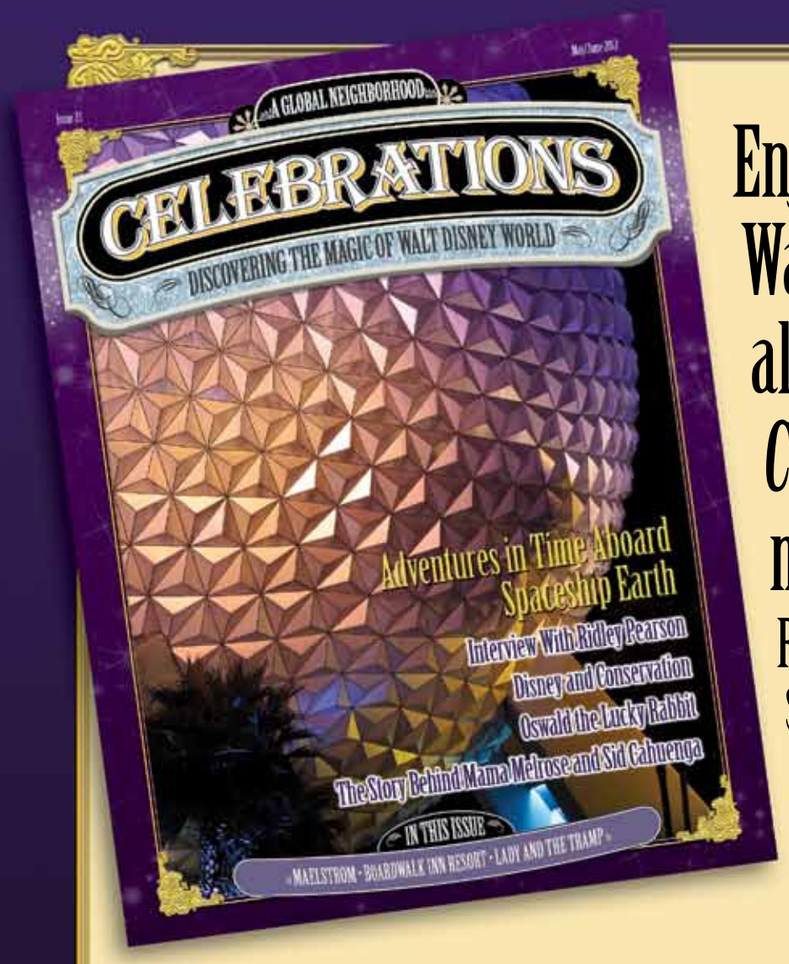
Disney and Conservation

Oswald the Lucky Rabbit

The Story Behind Mama Melrose and Sid Cahuenga

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MAELSTROM · BOARDWALK INN RESORT · LADY AND THE TRAMP



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The Good Old Days

As he was creating the magical world of Disneyland, Walt Disney faced many obstacles. Whether they were technological, logistical, or financial, the challenges were immense, and in many cases must have seemed insurmountable. A seemingly minor concern is one that still faces the parks today, and that is how to maintain the same level of excitement without falling into the trap of having things go stale.
A closely related challenge lay in the presentation of the future; how do you present a vision of tomorrow that doesn't become hopelessly outdated over time?

It was a challenge that Walt faced from the very beginning of his filmmaking career. Never one to rest on his laurels, he didn't believe in sequels. He was always anxious to break new ground, to open doors into new worlds. That policy may have become less strict over the years, but the challenge remains the same.
How do you keep the parks fresh and exciting, particularly to those who've seen and done nearly everything?

The answer is to innovate, to take chances, and to keep in mind that everything is about the Guest's experience. Whether it's the creation of a whole new land at the Magic Kingdom or a minor update to a beloved attraction, the Imagineers are always working to improve the show. There have been a few misses to be sure, but by and large the changes that have come to Walt Disney World over the years have been well worth it.

As we well know, people are creatures of habit, and often times the rumor of an upcoming change will send grumbles through the community, with a nostalgic outcry longing for the good old days when everything was "better." And sometimes they're right! But that's the chance that Imagineers take every day, and the few missteps are a small price to pay for the wonder and magic that continues to unfold before our eyes day after day, month after month, and year after year.

Tim Foster





CELEBRATIONS
DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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While every care has been taken to ensure the accuracy of the information in this publication, the passage of time will always bring changes in operating schedules, attraction openings and closings, and policies. The authors and publisher shall not be held liable for any information (valid or invalid) presented here and do not represent The Walt Disney Company.

Discovering the Magic

"When you're curious, you find lots of interesting things to do." – Walt Disney

Walt was right (again). His quote is applicable not just to our daily lives, but when you visit the Disney parks as well. How so? Because if you visit Walt Disney World with a renewed sense of curiosity each time you visit, you'll never know what you'll discover.

Some of the most wonderful experiences in Walt Disney World cannot be found on a park map, Times Guide, brochure, or advertisement. Some need to be specifically sought out, while others await possible accidental discovery.

Many are unexpected, overlooked, and (believe it or not) free. They range from small, unforeseen surprises (for example, the Fairies arguing over the color of Cinderella's dress in Castle Couture, or the sounds of vocal lessons being given above a shop on Main Street, USA) to more significant experiences.

For example, did you know that you (and the whole family) can take a free, one-hour tour of Wilderness Lodge's history, stories, and details? Or watch the Electrical Water Pageant from the beach of Disney's Polynesian Resort? Or look out over a darkened savannah at Disney's Animal Kingdom Lodge using night vision goggles to watch the animals? You can stop by the River Roost Lounge at Disney's Port Orleans Riverside Resort and sing, laugh, and be part of the free show that YeHaa Bob puts on for Guests of all ages five nights a week. Did you know that you can sing Karaoke at Kimono's at the Walt Disney World Swan or join in a campfire sing-a-long at Disney's Fort Wilderness Resort? The list goes on and on…

What is best about being curious at Walt Disney World is that you WILL find lots of interesting things to do beyond the attractions. And the exploration, quest, and reward of discovery makes the journey itself as exciting as the destination. If you think you've seen and done it all, there's always a new find just waiting to be encountered. Happy hunting!

Lou Mongello





Contributors



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



Jeff Heimbuch lives along the Jersey Shore, but his heart lies at the Disney Parks. Jeff is currently working on a book with Disney Legend Rolly Crump, and writes two weekly columns for MiceChat.com. He also co-hosts the Communicore Weekly VidCast.



John King is a novelist, poet, journalist, and scholar currently teaching at the University of Central Florida. Walt Disney World will always be entwined in his memories of Florida and his youth, as he and it came into being in the same year, 1971. Because Walt Disney World was new then, he felt that it was created just for him. However, he is happy to share Walt Disney World with you.



Donald Myers Jr. first trip to Disney in 1986 at age 4 forever sparked his passion for Walt Disney World. Don is not only a true Disney enthusiast, but also considers himself to be a "Disney traditionalist" as well. He loves the history of the resort and has a special place in his heart for all of the extinct attractions of Walt Disney World.

Letters



Mickey Artistry

Here is a picture of Mickey Mouse drawn by 12 year old Bret Skinner using using the instructions in the last Issue of *Celebrations Magazine*.

Brian Skinner





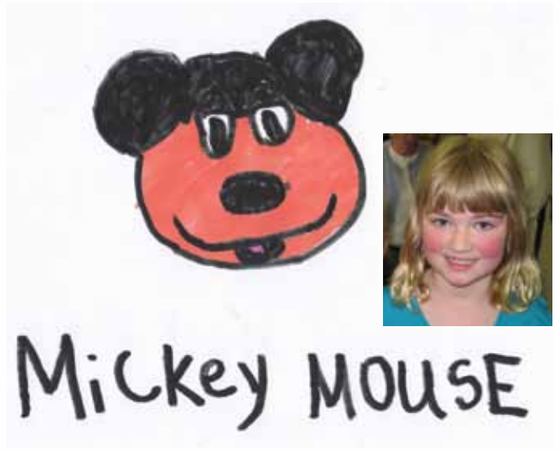
Attached is a photo of me (Jayne Phipps) with all 365 Mickeys drawn for me by my husband, Simon Phipps. This was the result of a project for Simon to draw me one Mickey a day for a whole year! (www.simonphipps.com/365mickeys) In amongst the 365 are 3 Mickey's that were drawn and coloured by myself and our two children Ethan & Molly.
Hope you enjoy the photo!

Regards,
Jayne & Simon Phipps

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

Here is Mickey that my 8 year old niece, Sydney Frederick created. She loves everything Disney just like me.

Tammy Sofonia



My daughters used the Mickey guidelines in the latest Celebrations magazine to draw these pictures. I hope you like them! Thank you again, for keeping the magic alive.

Gary Zerilli
Staten Island, NY



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Correction

As several readers pointed out, in our last issue we provided some misinformation regarding ticket options in our article, "Avoiding Ticket Trauma." Here's the deal: if you purchase a base ticket without the Park Hopper option, you will only be allowed to enter one park per day, you will not be able to use it to enter another park. If you attempt to visit a second park the computers at the turnstiles will reject the ticket stating it has already been used that day. Many people find that adding the Park Hopper option is the better way to go. For example, it will allow you to park hop so you can enjoy attractions in Disney's Hollywood Studios in the morning, then enjoy dinner at one of the restaurants in Epcot that same night.

Calendar of Events

Epcot International Flower & Garden Festival
March 7 – May 20, 2012
An eight-foot-tall floral Sorcerer Mickey topiary holds court at the entrance to the 19th Epcot International Flower & Garden Festival March 7-May 20. Standing atop a 12-foot-tall floral mountain cliff and towering above the park's front-entrance topiary bed, the commanding Sorcerer Mickey will direct a riot of color in the manicured shapes of dancing broomsticks, buckets, mushrooms, hippos, alligators and elephants straight from the classic Disney film, *Fantasia*.

Star Wars Weekends
Disney's Hollywood Studios
Every Friday, Saturday and Sunday from May 18-June 10
Star Wars Weekends is an annual special event at Disney's Hollywood Studios theme park that celebrates the legendary Star Wars Saga and the animated television series, Star Wars: The Clone Wars.
Have a memento signed by Star Wars celebrities attending the event! One autograph per Guest. A Disney's FASTPASS ensures your place in line at the celebrity autograph kiosk outside the Front Gate entrance. Grab a FASTPASS before the park opens, as quantities are extremely limited and are issued on a first-come, first-served basis. Once FASTPASS tickets have been distributed, stand-by tickets may be issued, although stand-by tickets do not guarantee an autograph.
At the end of each day, let loose with music, comedy and dancing at the Hyperspace Hoopla!

Sounds Like Summer Concert Series
Epcot World Showcase
Summer 2012
Summer just isn't summer without great tunes. So all summer long, Epcot has your ears covered with great entertainment from some of the world's greatest tribute bands, courtesy of the Sounds Like Summer Concert Series.
Get the family together and get into the groove with the songs you all know and love. Dance to classic hits and have a toe-tappin' good time under the skies of the open-air America Gardens Theatre in World Showcase.



Night of Joy
Magic Kingdom
September 7-8, 2012
Each fall, Night of Joy brings spirited and soulful entertainment to the Magic Kingdom theme park. During this contemporary Christian music festival, Guests can delight in live performances by music superstars across a variety of genres—including rock, pop and gospel.

A SALUTE TO THE EAGLES: Blasts from the past are in store at Epcot, where the curtain rises on popular rock-band tributes June 12 at the park's America Gardens Theatre in World Showcase. Each evening through July 30, "Sounds Like Summer" tribute bands like Hotel California drum up lots of nostalgia with hot tunes.

Photo ©Disney

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Disney News

A New Chapter Unfolds As Disney's Story Rooms Invite Walt Disney World Resort Guests to Magical Worlds of Film and Fantasy

Heartwarming and humorous tales from cherished Disney motion picture classics leap from the big screen and storybook pages in enchanting accommodations at Walt Disney World Resort.

The Royal Guest Rooms, re-imagined accommodations fit for a prince or princess, opened at Disney's Port Orleans Riverside in early March. This hidden jewel features 512 themed rooms where ornate beds are trimmed with dazzling crystals and gold accents, and "magical fireworks" swirl about.

The new Royal Guest Rooms immerse families in favorite Disney fairytales with fun and engaging features. Families will delight that Princess Tiana has hosted her royal friends from around the world in these elegant rooms and each special Guest has left behind a cherished memento to mark the visit. Guests will discover a treasure trove in the immersive room décor, from stars of favorite animated films such as *Aladdin, Beauty and the Beast,* and *The Princess and the Frog.*

The themed accommodations showcase playful artwork and majestic banners. Regal crowns from favorite Disney princesses are woven in the bedspread design. Dazzling fiber-optic effects create a magical surprise on the headboard. The bathroom sink design incorporates Genie's magic lamp from Disney's Aladdin as the faucet. Characters from beloved Disney*Pixar films can be spotted in the wallpaper border, plus richly appointed décor, drapery and custom linens fit for royalty, yet the rooms are moderately priced from $189 per night. Rooms sleep four. Call 407-W/DISNEY for booking.



The new Royal Rooms join the ever-popular Pirate Rooms, the first of "Disney Story Rooms" that debuted at Disney's Caribbean Beach Resort in 2009. The 384 themed rooms offer pirate ship beds, buccaneer accessories and swashbuckling décor.

"We are excited to build off the highly popular 'story room' concept by offering another very immersive and richly themed accommodation for our Guests," said Kevin Myers, Vice President Resorts, Walt Disney World Resort. "Storytelling is what Disney does, and these new room offerings clearly provide a great new Disney Resort option for our Guests."

Photos ©Disney



Four Seasons Breaks Ground at Walt Disney World Resort

Four Seasons Hotels and Resorts recently kicked off construction of its luxury resort at Walt Disney World Resort in a groundbreaking ceremony with joint venture partners Silverstein Properties and Dune Real Estate. The 444-room resort will create about 2,000 construction jobs and hundreds of resort positions when open.

"Travelers around the world know and trust Four Seasons, and Walt Disney World is the world's premiere family vacation destination," said Meg Crofton, president, Walt Disney Parks and Resorts Operations U.S. and France. "Together, our two companies offer a brand-new reason to visit and experience Central Florida."

With an opening anticipated in 2014, Four Seasons Resort Orlando at Walt Disney World Resort will feature several dining venues including a rooftop restaurant with views of Magic Kingdom Park; a 14,000 square foot spa; fitness center; three pools and a "lazy river"; sports and recreational facilities; as well as meeting and event space, and a business center.

Kathleen Taylor, President and CEO of Four Seasons Hotels and Resorts, spoke of the relationship with Disney: "Each of us is dedicated to creating a product of the highest quality and standards, something that will become a landmark here in Orlando and a destination unto itself for travelers from all over the world. It is truly a one-of-a-kind project and Central Florida will be a valuable addition to our family of resorts, particularly since this is a destination our guests already enjoy."

The development will encompass the existing Tom Fazio-designed Osprey Ridge 18-hole championship golf course, which will be renovated and subsequently managed by Four Seasons. The first Four Seasons in Central Florida is located within the Golden Oak residential community, created and master-planned by Disney.

Four Seasons first acquired the land from Walt Disney World in 2008 and is working closely with New York-based Silverstein Properties and Dune Real Estate Partners to develop the new resort.

Larry Silverstein, president and CEO of Silverstein Properties, recalled making the decision to back the project. "At the end of the day, it became apparent that the concept was right; that the team superb; the location first class; and the two names – Four Seasons and Disney – as good as you can get," he said. "The best."

Four Seasons is dedicated to perfecting the travel experience through continual innovation and the highest standards of hospitality, with 85 properties in 35 countries, and more than 50 projects under development.

Silverstein Properties, Inc. is a privately held, full-service real estate development, investment and management firm based in New York.



Mariah Carey Christens Disney Cruise Ship During Star-Studded New York City Ceremony

The Disney Fantasy, the fourth ship in the Disney Cruise Line fleet, was christened today during a star-studded christening celebration at the Manhattan Cruise Terminal.

On a night filled with celebrity performances from the likes of Jerry Seinfeld, Neil Patrick Harris, Nick Cannon and Heather Headley, it was Disney Fantasy godmother, Mariah Carey, who took center stage for the christening moment. Similar to the famed New Year's Eve celebrations in Times Square, Carey led the audience in a countdown that triggered a 6-foot tall bottle of champagne in the Atrium Lobby to erupt and shower onlookers with confetti and streamers as a traditional bottle of champagne broke against the ship's hull.

"The Disney Fantasy is a spectacular addition to our fleet and builds on the creativity, innovation and artistry that are hallmarks of the Disney Cruise Line," said Walt Disney Company President and CEO Bob Iger. "Like her sister ship, the Dream, the Fantasy will connect guests to iconic Disney characters and storytelling, creating unforgettable, one-of-a-kind vacation experiences for the entire family."

"At Disney Parks and Resorts, we strive to be the most trusted and highest quality provider of shared travel and leisure experiences in the world," said Walt Disney Parks and Resorts Chairman Tom Staggs. "From stem to stern, the Disney Fantasy was designed and built with the singular purpose of surprising and delighting our guests, helping them make memories to last a lifetime."

When the Disney Fantasy begins sailing on March 31, 2012, it will continue the innovative approach Disney Cruise line brought to family cruise vacations with a collection of new guest experiences specifically developed for the ship's seven-night itinerary.

Highlights include:

Technological Wizardry...

Animator's Palate on the Disney Fantasy brings the magic of Disney animation into the dining room with a new show called "Animation Magic." At dinner, families are encouraged to draw a character of their own on a specially designed placemat. Once the placemats are collected, the magic begins as Mickey takes to the screens and brings the guests' characters to life as they march across screens around the dining room and even step into scenes from beloved Disney movies side-by-side with characters such as Mickey Mouse, Jiminy Cricket, Cinderella and Snow White.

The Muppets are coming to the Disney Fantasy! Guests can join the world-famous Muppets for interactive adventure quest to find missing show props by uncovering clues via more than a dozen pieces of Enchanted Art around the ship. Guided by a map and holding a unique game card in front of select pieces of Enchanted Art, guests unveil games and clues to find the missing items. "The Case of the Stolen Show" is a self-paced adventure game that features several possible endings and multiple randomized events – so each time a guest plays, they have a different game experience.

Splashtacular Family Fun...

Soaring above the upper decks of the Disney Fantasy, guests will find the AquaDuck a 765-foot long, twisting-and-turning water coaster that has been a huge hit with guests sailing on the Disney Dream. Several new water surprises are set to debut on the Disney Fantasy including AquaLab — a water play area on the upper deck filled with a variety of water "experiments," created by Donald Duck's nephews, designed to drench, soak and saturate guests. This fanciful 1,800-square-foot space features pop jets, geysers, bubblers, falling water, squirting walls and more.

On Deck 13 forward, guests 18-years of age and older will find a new relaxing respite. Satellite Falls is a circular splash pool with benches and a gently falling rain curtain that provides cool comfort and is surrounded by ample deck space where adult guests can soak up the sun in loungers or relax in the shade under a canopy.



World-Class Entertainment...

The launch of a new Disney ship includes the premiere of two new Broadway-style stage spectaculars in the lavish Walt Disney Theatre. The signature show "Wishes" is a 45-minute musical journey about three best friends who discover the secret to being a grown-up is staying connected to their inner child. "Disney's Aladdin – A Musical Spectacular" is a fast-paced musical comedy where Aladdin, the "street rat" of Agrabah, meets a Genie who grants him three wishes, battles the evil Jafar and falls in love with Princess Jasmine.

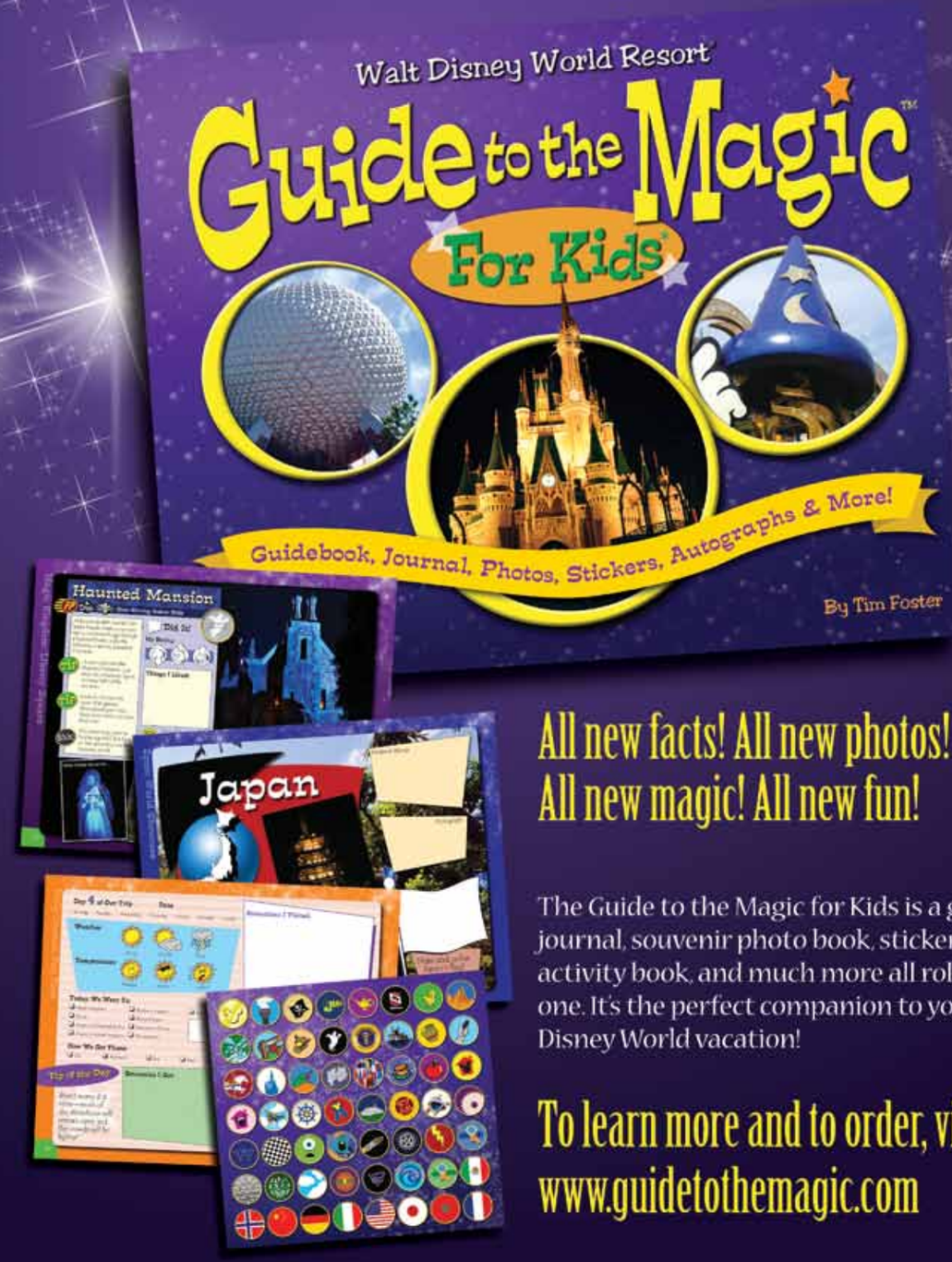
Club Hopping Across Europe...

Nightlife takes a European twist with Europa – an entertainment district of high-energy, sophisticated clubs and lounges inspired by the night spots of Italy, France, Ireland and London. Europa is a continent of adult nighttime fun without borders. La Piazza is a lounge that draws inspiration from stylish Italian plazas. Skyline is a chic bar that provides ever-changing birds-eye views of European cityscapes. O'Gills Pub is a rollicking Irish bar and Ooh La La is an elegant French champagne bar. The Tube transports guests to a vibrant metropolitan club reminiscent of swinging London.

The Disney Fantasy will sail from Port Canaveral, Fla. on seven-night Caribbean itineraries that alternate eastern (St. Maarten and St. Thomas) and western (Grand Cayman, Costa Maya, Cozumel). All itineraries will include a stop at Disney's private island, Castaway Cay. To learn more about Disney Cruise Line or to book a vacation, guests can visit www.disneycruise.com, call Disney Cruise Line at 888-325-2500 or contact their travel agent.

Photos ©Disney

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



All new facts! All new photos! All new magic! All new fun!

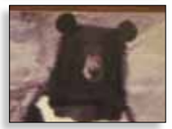
The Guide to the Magic for Kids is a guidebook, journal, souvenir photo book, sticker book, activity book, and much more all rolled up into one. It's the perfect companion to your Walt Disney World vacation!

To learn more and to order, visit www.guidetothemagic.com



















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

Look Out Below!

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.

As you wander throughout Walt Disney World, you'll discover a wealth of details and magical sights everywhere you look. From the soaring spires of Cinderella Castle to the mystical branches of the Tree of Life, a world of wonder unfolds above you. And as you walk about, the wonderfully detailed store fronts of Main Street, U.S.A. and the global architecture of World Showcase surround you. Yes, those magical Disney details are everywhere. Well, almost everywhere, right? Surely there's not much of interest on the ground? Hey, you're in Disney, of course there is! As you stroll through the parks and resorts, you may be surprised to learn that some of the cleverest details to be found are right under your feet.

Details Underfoot

Even the casual Disney visitor is aware of the wealth of details that the Imagineers infuse into every corner of the parks, whether it's the authentic fortress in Pirates of the Caribbean (can you hear the pirates digging for treasure in a distant cave?) or the whimsical inventions and lab equipment at Journey Into Imagination (be sure to keep an eye out for the shrinking hallway!). But many might not be aware of the treasures to be found underfoot.

On the most basic level, take a moment to see how the walkways are themed to the surrounding landscape. You may not have thought twice about it, but doesn't it seem odd that the various "streets" in Walt Disney World (Main Street, U.S.A., Streets of America, Sunset Boulevard, and Hollywood Boulevard, to name a few) come complete with sidewalks, even though you're welcome to walk down the middle of the road? Not to mention that there is very little traffic to be found? (Save for the occasional horse-drawn carriage!) Contrast this with the rugged dirt walkways on Tom Sawyer Island, Discovery Island, and the Maharajah Jungle Trek, or the wooden planks on the banks of Frontierland and the Yacht Club waterfront.

Most of the walkways throughout Walt Disney World are of course paved, but even then you'll find plenty of unique details. In Tomorrowland, notice how the paving incorporates a number of sweeping geometric shapes tracing out a map of the galaxy. Over at the Great Movie Ride, you'll find handprints and signatures of some rather famous visitors. (Here's a little secret for you: see if you can find Charlton Heston's signature. You'll notice that it appears to be misspelled as "Charton Heston.") In World Showcase, you'll discover a treasure trove of ground level detail. Each pavilion features courtyards and walkways constructed in a distinctive style unique to the host country. Look for cobblestones in the United Kingdom, stone slabs in Japan, and intricate brickwork in the American Adventure. Even at Chester and Hester's Dinorama at Disney's Animal Kingdom, you'll find that the ground mimics the wear and tear of a well-worn parking lot, the perfect place for in impromptu traveling carnival to set up shop!

Making Tracks

If you pay close attention to where you're going, you'll discover many locations in Walt Disney World that others have traveled. We're not just talking about people here, often times these fellow adventurers are of the four-legged variety. Over at the Wilderness Lodge, you'll find all sorts of critter tracks embedded in the pathways surrounding the resort. See if you can spot deer tracks, possum, and even the occasional bear! Over in Asia at Disney's Animal Kingdom, you'll find a mish mash of bicycle tracks crisscrossing the walkways, bicycles being a common form of transportation in this part of the world.

Speaking of tracks, here's an "under foot" detail that many people overlook. As you exit many attractions, you'll find yourself on a moving walkway that takes you out of the unloading area. The walkway will have footprints on it, but oftentimes the footprints are a bit unusual. For instance, those on the walkway at the Seas With Nemo & Friends feature a distinctive nautical design, while those at Pirates of the Caribbean include one shoe print and one dot. Why a dot? Why, that's the peg leg of the pirate that exited the fortress right before you of course!



Other Surprises

No matter where you go, you'll nearly always find something interesting on the ground! A stroll around the front of the Magic Kingdom will reveal a mosaic of personalized tiles that Guests could purchase at one time. Known as the Walk Around the World bricks, the story goes that they were to be a key component of a walkway that would follow the monorail tracks. You can see the remnants of this path in the walkway that heads over to the Grand Floridian…the one that ends rather abruptly in the middle of nowhere (incidentally, that's another well-secluded walkway that's perfect for "getting away from it all," but that's a story for another time!). While the bricks themselves sold out in the year 2000, it's still fun to walk among them and get a sense of the millions of people that have come before you to enjoy that Disney magic.

Epcot features the Leave a Legacy courtyard that serves the same purpose, and while those memories are up off the ground, you'll still see plenty of ground-level surprises here. For starters, look for the fiber optic pavers near the Innoventions pavilions. As the sun sets, the area comes alive in swirling, geometric patterns that fade in and out in a breathtaking variety of rainbow colors. Elsewhere, while you're in the United Kingdom, look for the playful hopscotch grids sketched out in chalk in front of the pavilion. You may also find a welcome message added by a friendly Cast Member.

Speaking of Cast Member magic, keep your eyes open as you exit Epcot at night. You may catch a faint glimpse of a favorite Disney character in the walkway around Spaceship Earth. Even more surprising, you may notice that the illustration fades out as quickly as it appears! A moment's notice will reveal the source of these whimsical drawings; Cast Members armed with nothing more than a bucket of water and a special mop who wander around sketching Mickey and friends under the futuristic glow of the giant geodesic sphere.

This is only the beginning of the many surprises you'll find under your feet. In past issues we've discovered the Lady and the Tramp heart engraved in the cement outside Tony's Town Square Restaurant, the giant dinosaur tracks in Echo Lake at Disney's Hollywood Studios, and the Mortimer stamp on nearby Sunset Boulevard. There's even a Figment signature carved into the pavement somewhere (for its location, check out the In Search Of… article on page 70 of this issue!). As you wander about, you're sure to make some discoveries of your own, but one thing's for sure; Disney magic is everywhere you look, even in the most unlikely of places!

Photos ©Tim Foster



The Exotic Marketplaces of Adventureland

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

Part of the fun, mystery, and adventure of exploring Walt Disney World is allowing yourself to be immersed in the theming, storylines, and environments in which attractions, dining experiences, and yes, even shops, exist.

Beyond the attraction stories themselves, many of the nearby merchandise locations are equally well-themed, and often contain their own, separate back story to be discovered. Whether it's the marketplace at Expedition Everest's Serka Zong, Main Street's Confectionary, or the Indiana Jones Adventure Outpost, the décor, merchandise, history, and level of detail make them worth exploring.

Just like Main Street, U.S.A., Adventureland appears to have its own set of residents, who might enjoy an evening in their rattan chairs, sipping a pineapple drink from the downstairs snack stand, and listening to the wonderful music that echoes in the distance. But the travelers that pass through Adventureland also need places to get supplies beyond the confines of civilization.

The first kiosk Guests reach when crossing the bridge is known, somewhat affectionately, as Bwana Bob's. Originally, this location was home to a ticket booth kiosk, as the Magic Kingdom still used the A through E system of ticket coupons. But in 1980, it became a merchandise shop known simply as the Adventureland Kiosk. In 1985, it was renamed Bwana Bob's, after the 1963 film Bwana Bob, starring Bob Hope, who coincidentally appeared as a Guest on the NBC TV special entitled "The Grand Opening of Walt Disney World," which aired on October 29, 1971. Introduced by singer Glen Campbell as the sprit of eternal youth, he rode into Disney's Contemporary Resort aboard monorail blue joined by two VIP tour guides. He introduced himself as Bob "Ex-Mouseketeer Hope" and even asked the girls to wait for him in, of all places, Adventureland.

Across from the Swiss Family Treehouse is the Island Supply Company, which was once home to another shop, the Tiki Tropic Shop, as well as another one of the Magic Kingdom's lost treasures, the Safari Club Arcade. The arcade closed in 1972 after just a few months of operation, and was the first attraction to permanently close in Walt Disney World. Reminiscent of Disneyland's Safari Shooting Gallery in Adventureland, it featured a number of electronic shooting games, where Guests could feel as though they were truly on safari, hunting virtual elephants, tigers, and zebras.

After the arcade closed, it was replaced by Colonel Hathi's Safari Club, a shopping emporium named after the elephant in the 1967 film, The Jungle Book. The store had a true tropical flair to it, and sold straw and rattan goods, wind chimes, handbags, shells, and summertime clothing.

Today, the quaint Island Supply Company is themed to, and is stocked with, everything one might need to truly relax in paradise. From props and signs telling us the tides and where one might rent a boat, to real-world souvenirs including tropical clothing nestled within rustic boats, Island Supply is a fun place to explore and shop.

If you follow the covered walkway past Island Supply, you will come upon the Zanzibar Trading Company – "Importers of Exotic Gifts from the Four Corners of the Globe." Just like the real Zanzibar that is located on an island off the coast of East Africa, it is a trading port of call, where one can find unusual gifts from around the world, as well as safari-themed character merchandise.

The store was originally known as Tropic Toppers, and sold hats similar to those worn by the Jungle Cruise skippers, as well as assorted straw hats, handbags, and other safari necessities. In 1988, it became the Zanzibar Shell Company, and later the Zanzibar Trading Company. You can still see the Zanzibar Shell Company name painted above the archways at the building's corner, under the Trading Company sign.

This small shop is filled with treasures that you can purchase, but there are others you must seek out. For example, look up on the high shelves to find decorative items such as urns with slightly charred tags that are ready to be shipped to a man by the name of "Sirius Burns, at the Ashes to Ashes Mortuary, on the Colony of Rura Penthe." If the name Rura Penthe sounds familiar to you, it may be because you remember it from the 1954 Disney film adaptation of Jules Verne's 20,000 Leagues Under the Sea. Rura Penthe was the name of the slave labor camp in which Captain Nemo himself was once imprisoned. (Fellow Star Trek fans will also remember that Rura Penthe was just the name of the Klingon penal colony that Captain Kirk and Dr. McCoy were banished to in Star Trek VI: The Undiscovered Country.)



Other items include a bale of cloves to be sent to Alakazimm, the Head Chef at the Sultan's Palace in Agrabah, the fictional home of Princess Jasmine from Disney's 1992 animated classic, Aladdin. Of course, it's no coincidence that you can meet Jasmine and Aladdin on the far end of this series of shops, next to the Agrabah Bazaar, a store that is adjacent to the Zanzibar Trading Company and sells safari-themed clothing, as well as carved wood items from other parts of East and North Africa.

At one time, the Agrabah Bazaar was simply a courtyard that had kiosks that sold Lion King products shortly after that movie premiered in 1994. Located directly across from the Sunshine Tree Terrace, this area was located at the entrance to the The Tiki Tropic Shop, which sold tropical clothing, Hawaiian shirts, and bathing suits and accessories after it had moved from its original Island Supply Company location. Today, that location is closed and used for storage and offices, and is located behind the doors where the Aladdin meet and greet area currently stands.

Next to the Tiki Tropic shop was the Traders of Timbuktu. While it still had the same marketplace-like feel to it, it sold some of the hand-carved items that one would find if they were to visit the western portion of the continent of Africa. It later sold Aladdin-themed merchandise including shirts, collectibles, and costumes for adults and children when it reopened in December of 2000, in anticipation for the new attraction (the Magic Carpets of Aladdin) being built in the plaza.

Today, between the Agrabah Bazaar and Zanzibar Trading Company, you'll find two signs on the rear wall over some closed doorways that read Elephant Tales. There was once a separate store that was located behind these doors, selling fine clothing, accessories, jackets, and glassware. Formerly, this area was home to the Magic Carpet shop, a small store that sold Middle-Eastern and Asian imports and whose showpiece was a two-foot tall replica of the Taj Mahal. The adjacent Oriental Imports store sold lanterns, hand-embroidered clothing, figures, and other accessories. Around 1988, it merged with the Magic Carpet shop to become The Elephant's Trunk.

Shopping experiences like this can be found throughout Walt Disney World's parks and resorts. The key is to take your time and look everywhere, as you never know what treasures you may discover. In future articles, we'll continue our journey of exploration through some more of Walt Disney World's boutiques, markets, and emporiums.

Photos ©Tim Foster

MOUSE VIEWS

HIDDEN MICKEYS

Hidden Mickeys in Asia, Africa and Discovery Island at Disney's Animal Kingdom

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

At Disney's Animal Kingdom, the guest is immersed in a nature-themed park experience enhanced with intricate detail and complete with live wild animals from around the earth, roaming their simulated natural environments right here in sunny Florida. While I'm enjoying Disney's wild attractions and wild animals, I stay alert for another elusive creature: the Hidden Mickey! Take a look at these Hidden Images from Disney's Animal Kingdom:

1. Along the Standby Queue for Expedition Everest, you'll enter Tashi's Trek and Tongba Shop. On the left side of the queue, before you exit the shop, light-switch devices in a glass case form a classic Mickey.
2. Further along the Standby Queue for Expedition Everest, you walk into the Yeti Museum. As you wind through the museum, look for a display on your left with a kettle which has dents in its side that form a classic Mickey.
3. The Yeti Museum also offers a classic Mickey in an "animal track." It's at the lower left of a tall glass cabinet display labeled "Documenting Bio-Diversity." Look near the top of the third paper from the left, above the label "Small Mammal Tracks."
4. The next to last display cabinet in the Yeti Museum has a photo of a bear with ears that look like Mickey's ears. The bear is on the right side of the cabinet, under the word "BEAR?".
5. On the back of The Tree of Life, and visible from the path between Africa and Asia, is an upside-down classic Mickey. Look above the eye of the hippopotamus to spot him.
6. Along the Pangani Forest Exploration Trail, to the left just inside the entrance to the building with the Naked Mole Rat Exhibit, a small box of Asepso soap on a shelf behind the desk lamp has a classic Mickey as the "o" in Asepso.
7. In the far left corner of the room with the Naked Mole Rat Exhibit, a backpack sports a small classic Mickey emblem on the left side.
8. As you're strolling along the Pangani Forest Exploration Trail, admire the awesome three-dimensional head of Jafar, which is carved out of a 25- to 30-foot rock. It stands to the right of the first section of the first suspension bridge past the gorilla viewing window.
9. Inside the Creature Comforts shop on Discovery Island, black classic Mickeys are on the backs of several large beetles that decorate some of the store's merchandise stands.
10. Inside the Island Mercantile shop on Discovery Island, a classic Mickey made of spots is on a lower cell of an orange and blue bumblebee honeycomb on an inside post. It's on the right rear wall opposite the entrance doors closest to the walkway to the Oasis. Now that's an imaginative Hidden Mickey!

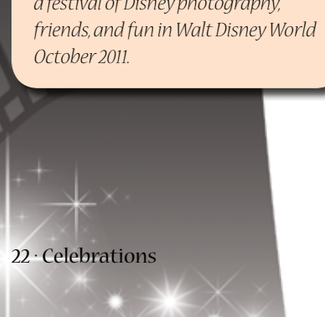


Photos ©Steve Barrett



Photo Magic at World Showcase

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 October 2011.

If you are looking for photo opportunities that feature incredible amounts of detail and imagination, World Showcase is a place like none other. The creativity of the Disney Imagineers, along with the rich cultural and architectural traditions of many foreign lands, come together in a celebratory festival of humanity. With so many different designs, colors, styles, and symbols to photograph, World Showcase could keep you busy for days just taking in the sights and, of course, taking lots of photos.

Because World Showcase is so large, featuring eleven countries plus the Outpost, this edition of Shutters and Lenses will be narrowed down to Mexico, Norway, and China, with more to come in future installments.

For me, the highlight of the Mexico Pavilion is the ancient Mayan pyramid that stands tall behind the San Angel Inn on the other side of the waterway that takes Guests through the Gran Fiesta Tour. I absolutely love the colors on both the block work and in the sky, and they combine to create a lovely nightscape in the back of a busy street market inside of the pavilion.

For some really spectacular images of the pyramid, making a reservation for the San Angel Inn is very beneficial. If you can get a table that is on the railing overlooking the water, you are really in luck as you will be able to use long exposures to maximize image quality. As you will recall, when taking photos in low light you can either open up your lens (smaller f/number) or raise your ISO to create faster shutter speeds in order to be able to handhold your photos, or you can use longer, timed exposures to get the best image quality. While the former method will certainly work and allow you to easily get some handheld photos, the tradeoff is images that appear noisier and have less apparent sharpness. If you don't want to set up a tripod to make some timed exposures, simply place your camera on the table and get the same overall benefit. I have placed my backpack on the table with my camera on top of it, using the self-timer to trip the shutter and have gotten some fantastic images that way.

Another fun offering in the Mexico pavilion is the extremely popular Mariachi Cobre, the group of talented musicians that entertain Guests both inside and outside of the pavilion. Photographing the Mariachi Cobre outdoors in good sunlight is easy enough, but taking pictures of them inside of the pavilion can be very challenging. If you simply try to turn on your flash and point it straight at the band, you will get very harsh light with dark background that has little detail. If you have "faster" lenses, this is the time to use them. Open up the aperture a bit and raise your ISO to a comfortable level and be sure to keep your hands steady as you take the picture. As an added benefit, you will get some motion blur from the performers' hands moving; just be sure to not confuse motion blur (can be desirable) with camera shake (results from poor technique or bad camera settings).

The Norway pavilion features what is arguably one of my favorite features in all of Walt Disney World, the Stave Church. Featuring an often overlooked gallery inside of the Church, the details and architecture of the building are just beautiful. There are many ways to photograph the Church from full-length straight on shots to three-quarter angle shots to tightly-cropped detail shots. Inside of the Church,

Photo ©Tim Devine



there are full-sized figures representing some of the most important and influential Vikings from Norwegian history: Erik the Red, King Olaf, and Rögnvald the Raider.

You can use these figures to practice your portrait photography skills. Erik the Red, for example, can be photographed in a head and shoulders type of framing or he can be photographed in a full-length style. Rögnvald the Raider, complete with his battle helmet and weapons at the ready, can look even more menacing when photographed up close and in tight. Of course, these are just examples of what you can do, but be cautious not to capture reflections in the glass that protects the figures of the brave Norwegians.

The China pavilion is just beautiful. On a clear day, with blue sky and puffy white clouds, you can get some of the most amazing photos from anywhere in Walt Disney World. There are many different ways to photograph the Temple of Heaven, such as straight on with the walkway and railings leading into the middle of the frame where the Temple emerges to a three-quarter composition over the water, using the water lilies and lotus blossoms as foreground scenery in the image.

Once you are done photographing the exterior of the Temple (you DID remember to zoom in on the corners, paintings, carvings, symbols, and other details, right?), you can go inside to the Tomb Warriors exhibit, which I think is amazing. The exhibit is so large that there are many, many different ways to photograph it. The lighting is dim, so faster lenses and higher ISOs will be of benefit. Start with a wide-angle lens to get your wide, establishing shots, then zoom in and try to capture the individual details on some of the statues, as each will have variations in facial expression, pose, and dress. Using a monopod or even using the security ropes and poles around the figures to help hold the camera steady works very well in this situation.

Of course, in any of these three pavilions, how you choose to frame and capture the scene is your choice and will be based on your own preferences and style. Grab your camera, get over to Epcot, and get to work!

The Magic in Pixels invites all Disney Theme Park photography buffs to the fourth annual Pixelmania, scheduled for December 6-9, 2012 at Walt Disney World. Pixelmania is The Magic in Pixels signature annual event featuring lots of photographic instruction, get togethers, surprise guests, and prizes at a relaxed and enjoyable pace while enjoying the magic of the Disney Parks with lots of fellow photo enthusiasts.

Have you been to The Magic in Pixels recently? TMIP just received a fresh coat of paint and has never looked better. Be sure to stop by and see the all-new photo gallery, which is better looking and more feature-filled than ever before!

Also, please be sure to send in topics that you would like to see covered in Shutters and Lenses!

MOUSE VIEWS

PIN TRADING COLLECTING

Walt Disney World Resort Pins: The Perfect Souvenir

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.

Perhaps one of the most common things I hear from people just beginning to explore the world of Disney Pins would be, "I picked up a pin from the resort that I stayed at during my trip." This strengthens the notion that Disney pins are tangible long-term souvenirs that give families the opportunity to re-visit WDW memories long after their trip has come to an end. This brings us to the theme of this issue's article. I thought it would be fun to look at just a small sample of the countless pins that have been and continue to be designed for each and every WDW resort. Most of the Disney resort pins are open edition, which allows for large production runs and restocking when necessary. The majority of the pins detailed here were/are open edition pins.



On our first trip to WDW, my wife and I stayed at the Coronado Springs Resort, which was only four months old. Although it has undergone considerable transformation since then, it is still for me one of the best themed and architecturally designed of all the Disney Resorts. This first pin was released in July of 2003. It was open edition and part of a series of new pins for the various WDW Resorts. This pin features a pin-on-pin Mickey dressed in his hiking outfit, climbing down from a rope over a Mayan background design of Disney's Coronado Springs Resort. If you look closely, you may spot a Hidden Mickey just over Mickey's left shoulder. This pin also includes the "Disney's Coronado Springs Resort" text in a rectangular box just below Mickey's feet.



July 1996 marked the 10th Anniversary of Disney's BoardWalk Resort. This occasion was commemorated with a Limited Edition pin featuring Mickey Mouse with his surrey bike. If you have visited the BoardWalk area, perhaps you have seen families biking in the surreys that are for rent there. Disney Design Group Artist Rachael Sur created the artwork for this pin. Mickey's turn of the century attire showcases an era when Atlantic City, New Jersey was the place to be. In addition to the "10th Anniversary" text, the top of the pin also includes "Disney's Boardwalk Resort."



To coincide with the re-theming of this resort's pool area in 2008, Disney released this next open edition pin. Dressed as a pirate, Mickey is featured with the logo for Disney's Caribbean Beach Resort. Steve Zollman of the Disney Design Group designed the pin, and "Captain Mickey" is a pin-on-pin element.



Steve Zollman also created our next pin, again in 2008. It was open edition release and features Mickey and Stitch portrayed as the Tiki statues at Disney's Polynesian Resort. The "Mickey" is designed as a Free-D element. The Free-D element really helps to convey the idea of the real-life carved statues.



Chip and Dale take a canoe ride at Disney's Wilderness Lodge in our next open edition pin. Released in January of 2007, Chip and Dale are featured as a pin-on-pin element. Both chipmunks have feathers sticking out of bands around their heads. They face each other and are saluting. There is one acorn pictured on either side of the canoe. The bottom reads "Disney's Wilderness Lodge." Look for the dark silhouette of the lodge highlighting the background of this pin.



This next pin is unique in its presentation. Its release date is unknown and features Alice behind a Tiger Lily in the flower garden from Alice in Wonderland. Along the bottom of the pin is the text, "Disney's Grand Floridian Resort and Spa" in blue. Rose, Daisy, Violet, and Larkspur are the other flowers on the pin. What makes this pin so unique is the way that the flowers are presented. They are rendered just as they would have been in the book.



Chip and Dale enjoy a nap on a pile of acorns in the great outdoors at Disney's Fort Wilderness Resort and Campground in this open edition pin released in December of 2007. This pin features the chipmunks and the acorns as a pin-on-pin element. There are trees in the background. The Fort Wilderness Resort & Campground logo is on the bottom of the pin.



With an edition size of 500, this limited edition pin commemorates the 40th anniversary of Disney's Contemporary Resort and features Mickey Mouse. It was released October, 1, 2011 and features Mickey standing on one foot with his hands raised. Behind Mickey is the Contemporary Resort and Monorail. The resort logo is at the top of the pin. The bottom of the pin reads "40th Anniversary" with the guest relations Mickey icon being the "0." The resort's windows are attractively highlighted with blue glitter fill.



2006 saw the release of this pin for Disney's Yacht Club Resort. Mickey and Minnie fly a kite at Disney's Yacht Club Resort in this Open Edition pin. This pin features Mickey, Minnie, and the kite as a pin-on-pin element. There is a lighthouse in the background and "Disney's Yacht Club" is included in an oval shaped area at the bottom of the pin.



To round out our sampling, I thought I would include a pin of an "Extinct" Disney Resort. The resort now known as Port Orleans opened in 1992 as Dixie Landings before it was renamed and combined with the French Quarter. Although this pin's actual release date is not known, it is an older silver-colored pin featuring Mickey and Minnie Mouse. Both are walking, arm-in-arm, to the left. Mickey wears an old-time Southern-style blue dress suit with a maroon-rimmed white hat. Minnie is dressed in a frilly yellow dress with maroon bow and yellow hat. It is a very nice, ornate pin, which, because of its early origin, is a true Cloisonné pin.

Looking for that perfect souvenir from your Walt Disney World vacation? Consider purchasing a resort pin. There are unique pins designed for each of Disney's wonderfully themed resorts. Lightweight and easily packed in checked bags or carry-ons and fairly inexpensive to purchase, they're the perfect way to recall your Disney vacation memories for years to come!

MOUSE VIEWS

DISNEY CUISINE

Culinary Entertainment at Teppan Edo

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.

Walking through the Japanese Pavilion at Epcot, you may be mesmerized by the Taiko drummers or blue-roofed pagoda and walk by one of the most popular family restaurants at Disney. Tucked away on the 2nd floor in the Japanese Pavilion is a restaurant called Teppan Edo. The menu is served Teppan-yaki, where the Teppan Chef cooks your meal right in front of you on a large grill table. It is truly entertainment while you dine!

Teppan Edo has six beautiful dining rooms, which make your dining experience more intimate. Your party will dine around a large table with the grill in the middle. The Chef prepares your entree and side dishes right in front of you, so you get a first hand culinary experience.

The design of the dining rooms at Teppan Edo features smooth lines, dimmed lights, and neutral colors, making the dining experience relaxing and warm. The splashes of red color brighten the room and draw your eyes to the table and grill highlighting the appetizing entertainment. For a restaurant in the middle of Epcot, it provides a relaxing break from the hustle and bustle of the park.

To whet your appetite, you can try Kirin beer from Japan, sake, or one of the other specialty beverages. You can even try one of the many tea selections (hot or cold) or sodas including Coke, Diet Coke, or Sprite.

To begin your meal, you can sample an appetizer like Wafu Ribs, Tuna Salmon Sensation, Assorted Tempura, Gyo no Negi-maki, Edamame, Miso Soup, or a Garden Salad. The Wafu Ribs are braised pork ribs with sake, soy, and ginger. The Tuna Salmon Sensation is a sashimi tuna, salmon, and avocado with a sesame, saki, and soy dressing. If you would like a dipping appetizer, the Assorted Tempura is a selection of shrimp, chicken and vegetables with a tempura sauce. The Gyo no Negi-maki is beef wrapped with onions and served with hickory sea salt. The appetizers range in price from $3.00-9.50.

If you are craving sushi, you have lots of selections at Teppan Edo. You can try the Sushi Roll Sampler with California Roll, Spicy Tuna Roll, and Sukiyaki Beef Roll, or the Sushi Sampler with tuna, salmon, shrimp nigiri, and California Roll. You can also try the Spicy Tuna Sushi Roll, California Sushi Roll, or Grilled Crispy Sukiyaki Beef Roll. The Grilled Crispy Sukiyaki Beef Roll features Sukiyaki Beef, sesame seeds, seaweed, and sushi rice. The sushi ranges in price from $7.50-9.50.

The entrees are all prepared in front of you by the Teppan Chefs. Besides the amazing meal, the Chefs are ready to make you laugh with the onion volcano or astound you with knife tricks. The Chefs are truly amazing!

For your entree, you have several selections. All of the entrees are served with vegetables (grilled to perfection), Udon noodles, and rice. You can select Filet Mignon, Sirloin Steak, Hotate, Kajiki Maguro, Ebi, Ton, Tori, or Yasai for your entree. For fish entrees, you can try the Hotate, which is cold water scallops. The Kajiki Maguro is swordfish steak and the Ebi are large shrimp. For other meats, the Ton is pork loin steak and the Tori is chicken. Teppan Edo also offers Yasai, which is a vegetarian dish featuring fresh seasonal veggies.

If you cannot decide which entree you prefer, try one of several combination entrees including Nihonbashi, Asakusa, and Ueno. The Nihonbashi features Sirloin Steak and chicken. The Asakusa is Sirloin Steak and shrimp. The Ueno is chicken with shrimp. The entrees range in price from $16.95-29.95. For the younger appetites, they can enjoy chicken, shrimp, or vegetables for their entree. The kids menu is $9.00-13.50 per entree.



For dessert, you can savor Chocolate Ginger Cake, Green Tea Pudding, or Soft Serve Ice Cream. The desserts range in price from $4.50-6.50.

Be sure you practice your Japanese with your server and Chef during your meal. One of my favorite experiences at Epcot is talking and learning from the Cast Members in World Showcase. During your meal, be sure you talk with the Cast Members about the Japanese culture or their experience in the United States.

Teppan Edo is a popular table service restaurant. Advanced Dining Reservations are highly recommended by calling your travel agent or 407-WDW-DINE. This restaurant is on the Disney Dining Plan and is (1) sit down/table service meal. Gratuity is paid after your meal. If you have dined at Teppan Edo, share your experience with me on Twitter at www.twitter.com/wdwfan.

Bring a little of Teppan Edo home with you. Try my two favorite dipping sauces from this popular restaurant, including the Ginger Sauce and Mustard Sauce. Pull out the grill and make your own version of a Teppan Edo night with two amazing recipes.

Ginger Sauce from Teppan Edo in Japan at Epcot

Ingredients:

6 ounces onion
1 ounce ginger root
3 ounces soy sauce
6 ounces water
Pinch of parsley flakes
1/2 lemon
1 ounce rice vinegar

Prepare:

1. Place onion, ginger root, soy sauce, water, parsley flakes, lemon and rice vinegar in blender.
2. Blend all ingredients on high until well blended.
3. Serve with grilled chicken, steak, scallops or shrimp.

Mustard Sauce from Teppan Edo in Japan at Epcot

Ingredients:

1 ounce onion
1/2 ounce dry powder mustard
3/4 ounce Sesame Seeds
4 ounces soy sauce
1 ounce vegetable oil
6 ounces water
1 ounce heavy cream

Prepare:

1. Place onion, mustard, sesame seeds, soy sauce, vegetable oil and water in blender.
2. Blend all ingredients on high until well blended.
3. Stir slowly in heavy cream.
4. Serve with grilled chicken, steak, scallops or shrimp.

Photo © Tim Foster

MOUSE VIEWS

DISNEY TOURING TIPS

Paradise Found: Castaway Cay

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 over 12 years vacation planning experience, specializing in vacation packages and cruises, with a team of over 75 affiliates nationwide. Visit: www.MouseFanTravel.com or follow her on twitter @beci_mousefan

While several cruise lines offer private island stops, Disney takes the concept of a tropical getaway to a whole new level with Castaway Cay.

This private retreat, exclusive to Disney Cruise Guests, is located approximately 225 nautical miles from Port Canaveral, Florida. At just over two miles wide and three miles long, this little slice of heaven is the perfect combination of quiet relaxation and family activities to meet anyone's definition of paradise, and can be experienced on most of Disney's Caribbean and Bahamian itineraries.

A Little (Very Little) History

Castaway Cay, pronounced "key" and formerly known as Gorda Cay, has a colorful past, including rumors of pirates who frequented the islands in the 1700s, as well as some questionable legal activities as recently as the 1980s. But all that changed when Disney purchased the island and spent 18 months developing it to reflect Disney's show standards. The Imagineers came up with a whole back-story that resulted in a theme based on a castaway community, and it really is an oasis of sorts.

On a side note…the island was used to film the scene where Tom Hanks first sees Daryl Hannah in the movie Splash.

That Was Then, Fast Forward to Now

Today, Castaway Cay offers something for every visitor. From the moment you step off the ship onto the dock (that's right ladies & gentlemen, no tendering!) you are immersed in the magic of Disney as it meets the beautiful white sand beaches, tropical breezes, and yes, umbrella clad beverages of the Bahamian islands.

This port stop offers all the activities you would expect from a day at the beach. You can choose to find the perfect spot in the sand and take advantage of the umbrellas and beach chairs for a day of sun worshiping. Or you can rent an inner tube for a lazy day of floating on the lagoon that borders on the family beach where everyone is welcome to spend the day. Lunch is served there too, so no need to return to the ship for your midday meal. And no need to get out your wallet for food either, because lunch is included.

If your idea of a perfect day of water fun requires something more then bobbing in the water on a float, there are plenty of options for you. Paddle boats, kayaks, and aqua trikes are available to rent starting at $8 and up (at the time of this article) for 30 minutes of fun.

Snorkeling is one of the most popular activities on the island. Rent your gear and follow the lagoon's Discover Trail for beginners. For more experienced swimmers, check out the Explorers Trail. You may even capture a sighting of a Hidden Mickey or one of the nautilus sub vehicles from the old 20,000 Leagues Under The Sea attraction at the Magic Kingdom.

There are two water play areas here, including Pelican Plunge, located just off the beach. Pelican Plunge is a 2400 square foot platform with two twisting water slides. You'll also find Spring-A-Leak, a water play area that is fashioned after an old beach dwelling that's tons of fun for the kids.

If you're in the mood for something more adventurous, you can sign up for one of several shore excursions, or Port Adventures, as Disney calls them. These excursions include parasailing, fishing, kayaking, and watercraft ski rides.

With only 55 or so of its approximately 1000 acres developed, Castaway Cay offers many opportunities to commune with nature. You can rent a bike or walk one of the nature trails. If you are a runner, ask about the early morning 5k that's available as soon as the ship docks.

You can also get up and close and personal with one of over 40 stingrays that call the island home. After an orientation, you'll get to snorkel with the stingrays for about 30 minutes. Kids age five and up are welcome to participate, making it a wonderful family adventure.



Photo © Disney

Getting Away From It All

Adult Guests (18 years or older) can board a tram and escape to the northwestern corner of the island and enjoy the surf, sun, and sand of Serenity Bay. Here you can relax and recharge with a massage in an ocean view, open-air cabana, have a drink at the Castaway Air Bar, or simply relax with the peace and quiet of a good book and no kids around. Food is also served on this beach so there's no need to make a journey back to satisfy your hunger.

For the Kids

Teens can make their way over to the Hide Out, a special area just for them where they can get away from us pesky adults. Little ones can enjoy Scuttle's Cove, a fun-filled place where Disney counselors put together a number of organized activities just for kids. There's even a giant whalebone excavation site that's sure to keep even the most active child busy.

The Number One Castaway Cay Tip

Book a private cabana! Disney has added 20 cabanas on Castaway Cay, with some located on the family beach with a breathtaking view of the lagoon and your Disney ship, and others scattered along the peaceful shores of Serenity Bay.

These 325 square-foot retreats feature plenty of privacy and luxury with comfy padded chairs, chaise lounges, a ceiling fan, a shaded deck, a hammock, a fresh water shower, and a safe to lock up and store your valuables when you head for the water. There's even an area with a pull-around curtain for some privacy if you want to change into your beachwear.

You'll also find a refrigerator that's stocked with a variety of soda and water, and you'll also be provided with a set of towels and a basket of sunscreen products. But wait, there's more! As a cabana Guest, your float, snorkeling, and bike rentals are included.

At a starting rate of $499 for the family beach and $399 at the adult beach, a cabana isn't exactly cheap. But as a veteran of almost 25 Disney cruises, I can honestly say my private cabana day was one of the most relaxing days I have had on a cruise to date. One thing to keep in mind: you can always link up with friends and share the cost as well. The cabanas are limited, so be sure to ask about their availability when you book your cruise.

How magical is Castaway Cay? Even though there are many fantastic ports to discover on a Disney cruise, if the Disney ships just sailed to Castaway Cay and stayed there for the length of the cruise, it would still make the trip worthwhile.

MOUSE VIEWS

DISNEYLAND MAGIC

Big Thunder Mountain: California Style

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.

Hold on to your hats and glasses, 'cause this here's the wildest ride in the wilderness!" Every return Guest knows what comes next – the first few chugs of a Big Thunder Mountain train launching into a delightfully hair-raising roller coaster experience. Guests may return over and over to Big Thunder Mountain, which draws crowds during nearly any season. But Guests aren't just in line for "the wildest ride in the wilderness." The story behind Big Thunder Mountain is so rich, Guests can ride over and over for years without seeing everything and fully piecing together the story behind this remarkable classic attraction.

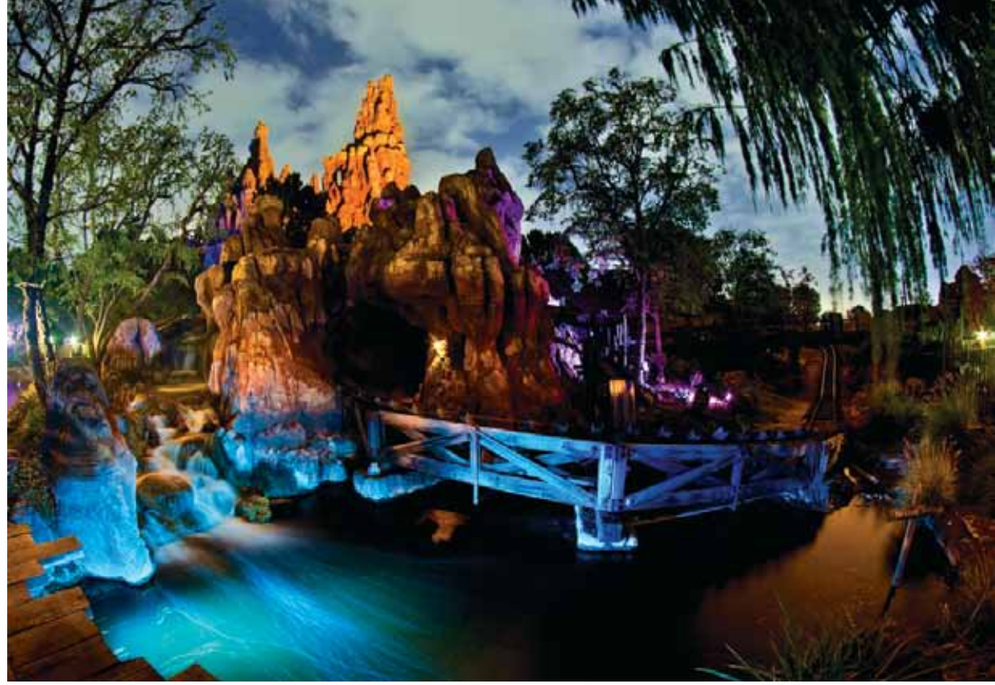
The Story Behind the Mountain

Before Big Thunder Mountain rose to prominence, this area of Frontierland included a horse-drawn stagecoach attraction, pack mules, a covered-wagon style attraction, and a possible predecessor, The Rainbow Caverns Mine Trains. The Rainbow Mountain Stage Coach attraction carried Guests on a slow paced tour of the desert of the southwest, followed by Conestoga Wagons, and, yes, even a group of pack mules. Guests could get an edutaining view of The Living Desert by taking any of those classic modes of transportation, or by taking a ride on a mine train car. The mine train cars were decidedly quicker than any of the other ways to see the Living Desert, and also took Guests through the Rainbow Caverns. Inside the Rainbow Caverns were multicolor glowing pools of water, and a beautiful soundtrack accompanied the visits. All these attractions were designed to do what Walt Disney was known for with his Real Life Adventures – to educate and entertain. When the Rainbow Mountain Stagecoach and Conestoga Wagons hung up their wheels in the 1960s, the Mine Carts lasted a bit longer but took on a different name – The Mine Train Through Nature's Wonderland. Though the horses got to retire, the pack mules stayed on. The Mine Train Through Nature's Wonderland can be summed up as the Jungle Cruise of the desert. Showcasing animals and environments of the American deserts, the town of Rainbow Ridge was born.

Now, legend has it that the mountain was a peaceful place for the natives in the area, even though it was cursed. It seemed as long as the balance of nature was respected, the curse wasn't troublesome. When the miners moved in and began to desecrate the mountain, the curse began to awaken. When the miners brought dynamite into their process, the curse of the mountain fully awoke.

The mountain began rumbling. The mountain shuddered so violently that bleached bones of an ancient dinosaur were unearthed from the bowels of the peak. The mine trains that carried the ore from the depths of the mine to the town became erratic, racing around the mountain as if possessed. The local wildlife sensed the curse awakening and attempted to thwart the miners by doing what they could to rid the area of TNT. While most of the miners evacuated out of fear of the mountain spirits' wrath, a few people stayed in the town of Rainbow Ridge, and can still be heard drowning their sorrows in the Saloon and chatting with the show girls there.

Such an elaborate story required equally elaborate Imagineering. Designed by Tony Baxter (who also designed Splash Mountain, Indiana Jones Adventure, and the Finding Nemo Submarines, just to name a few), the attraction remains largely unchanged from its opening day layout, a true testament to its timeless storytelling. To date, Big Thunder Mountain has been part of the Disneyland mountain range for over 30 years.



Hang On!

The attraction takes Guests for a ride in, out, and around the still-angry mountain on runaway mine trains. Their whistles can be heard from Tom Sawyer's Island (a.k.a. Pirate's Lair at Tom Sawyer's Island) to the edge of New Orleans Square, beckoning Guests to explore the cursed peak. While the story behind the attraction sounds intense, the attraction itself is more fun than frightening. It's a perfect attraction for roller coaster lovers, as well as those who enjoy a tamer form of entertainment. Big Thunder Mountain is often referred to as a milder version of Expedition Everest, making it a great attraction to introduce younger Guests (who meet the 40" height requirement) to the world of roller coasters. The runaway cars themselves offer encouragement to riders through their clever names. Guests can ride in the U.B. Bold, U.R. Daring, U.R. Courageous, I.M. Brave, I.B. Hearty, and the I.M. Fearless. Big Thunder's name itself is a nod to the Mine Train Through Nature's Wonderland (the Mine Train car was named Little Thunder).

In true Disney tradition, the legacy of the past attractions was not forgotten in the conception, design, and execution of Big Thunder Mountain. 2780 feet of steel tubular track takes Guests through a revised version of the Mine Train's Rainbow Caverns (sans the beautiful, relaxing soundtrack). Attentive Guests will notice how the story unfolds – beginning with an earthquake in one cavern and a TNT riddled landscape. Around one curve, Audio-Animatronic skunks, tortoises, and a billy goat try to gain control of the dynamite shed. Coyotes howl a warning to the unwary runaway mine train that whistles in reply. Rattle snakes (of the decidedly non-venomous Disney variety) rattle their tails menacingly at the train. Stacked rocks teeter towards the train (in another homage to The Mine Train Through Nature's Wonderland). Long abandoned mine equipment (much of which is actual antique equipment) is scattered about on either side of the track all over the mountain. By the time the trains touch down with a watery splash carrying them through the rib cage of a large T-Rex, laughter from Guests (and the few townsfolk who stuck it out in Rainbow Ridge's Saloon) erases any sense of fear.

In Big Thunders all around the world, a similar story plays out. In Disneyland Paris, Big Thunder uses an earthquake, much like its California cousin. In the Magic Kingdom, the mountain grew angry and used a flash flood instead of a great earthquake to try to rid itself of the miners in its town, Tumbleweed. Big Thunder Mountain in Tokyo attempted to rid itself of miners by tsunami.

Even though Big Thunder Mountain in Disneyland, California, is a popular attraction, lines move quickly. Fastpass is also available during peak seasons. Offering a smoother ride than the Matterhorn, add this attraction to the Not-To-Be-Missed list and follow the story of the miners of Rainbow Ridge. It's well worth the wait. Thrill seekers – ride this after dark for a real treat!

Photo © Tom Bricker

FEATURED ATTRACTION

MAELSTROM

A High Seas Norwegian Adventure

By Don Myers, Jr.



"You are not the first to pass this way... nor shall you be the last. Those who seek the spirit of Norway face peril and adventure... but more often find beauty and charm."

Welcome to the Land of the Midnight Sun! The Norway pavilion brings to life one of the most beautiful countries on Earth, where glaciers and fjords flow through a breathtaking landscape and a rich, vibrant history. You'll find a reproduction of the 12th century Gol Stave church in the heart of the pavilion, alongside a medieval castle complete with the crest of King Christian IV, who reined Denmark-Norway from 1588 to 1648. Those with a sweet tooth can visit the Kringla Bakeri og Kafe, designed in the style of the Setesdal Valley of Southern Norway (setr means homestead or farm). Here you'll find delicacies such as lefsa and the oh-so delicious (and popular) school bread. But as you wander back into the interior of the pavilion, you'll start to hear the unmistakable sound of crashing water. The source of the cascading sound becomes clear as you reach the back of the pavilion, when you come across a beautiful waterfall tumbling down a rocky façade. This is the home of Maelstrom, one of the premier attractions in all of Epcot, and certainly the greatest adventure to be found on this side of World Showcase Lagoon.

The adventure begins as you board your Viking craft beneath a larger than life mural that depicts Norway's history and diverse cultures. Darkness envelopes you as you make your initial climb. An ominous voice warns you of dangers ahead, and suddenly the blackness is pierced by a dazzling beam of light. As you move in closer, it becomes clear that the beam of light is emanating from the eye of a regal Viking figure. Could this be a tribute to the mighty Odin, the Norse god who gave his eye in exchange for wisdom? There's no time to contemplate, as your boat plunges down a small fall and back in time. This is 10th century, a time when the Vikings ruled the perilous sea. Firelight dances around the clearing, and between the flickering shadows you can see a gathering of grizzled warriors waiting to board their majestic vessels. You'll then see a distant view of these ships as they set off in the teeth of a fierce ocean storm.



The scene suddenly changes as you float into an eerie swampland. It soon becomes clear that you're not welcome here, as a three-headed troll emerges from the mist and fog to inform you of your intrusion. According to Norse mythology, trolls dwell in isolated mountains, rocks, and caves, and are rarely friendly. Suddenly, another troll rises from the shadows to cast a spell on the now-doomed vessel. Hold on tight; you're about to "disappear" from Troll Country for good via a waterfall exit, backwards no less!

You are swiftly transported to the desolate and chilling landscape of the Arctic north, complete with several polar bears (the largest land predator in Norway) and a grouping of playful penguins. It is here that, for several months out of the year, the sun never rises, keeping this landscape frozen underneath an eternal canopy of brilliant stars. It's an oddly tranquil scene, but don't let the aura of peacefulness fool you. A bit further down the waterway, you find yourself back in Troll Country. And remember that waterfall you saw as you entered the building? You're now poised to plummet down the falls backward; you might want to hang on! A fearsome troll seems ready to push you over the edge, but at the last moment your fortunes change and your ship is magically propelled forward out of harm's way.

After an exhilarating but short drop, you find yourself in the shadows of a modern-day oil rig in the frigid North Sea, with sea water splashing all around you. It's a thrilling sight, and soon the choppy waters of the North Sea give way to the calm docks of a quaint Norwegian harbor town. As your vessel pulls into the docks, you can breathe easy, as the voyage has finally come to a safe conclusion.

After a short wait, you'll enter into a theater that plays host to "The Spirit of Norway," a must-see film that showcases the beauty and history of Norwegian in great detail. The film opens with a tranquil shot of a Viking ship on display in a quiet museum. This is the Oseberg ship, discovered in 1904 at the Oseberg farm near Tønsberg in Vestfold county, Nor-

Photos © Tim Devine



way. The ship itself dates back to 800 (and perhaps earlier), and is on display at the Viking Ship Museum, located in Oslo (which is where this scene was filmed). Interspersed with this quiet scene are loud sequences of a Viking ship crashing through storm-driven waves, a modern-day fiery oil rig, and the thump-thump of a large helicopter passing overhead. The mood quickly changes from chaotic to tranquil, as you visit a peaceful harbor town. It's reminiscent of the one you just strolled through after your exit from the ride vehicle, and serves as a nice transition into the film's next clip, which depicts a Norwegian practicing the sport of ski-jumping. We then travel to Oslo's main thoroughfare, Karl Johan, to witness the Constitution Day Parade. It's here that you begin to realize what brings the spirit of Norway to life... its people. The parade shot is followed by a montage of clips that showcase the country's natural beauty.

Rumors of a new film have been circulating for some time, and a preliminary version (produced by Norway) even made the rounds on the internet. Whether a new film is on the way remains to be seen, though new film or not, the beauty of Norway is a sight you'll not want to miss. The movie serves as the perfect companion to the attraction. Where Maelstrom shows off the fun and fabled side of Norway, "The Spirit of Norway" focuses on the real people and places that bring this wonderful country to life. If you want to get the full experience (and you should), be sure to stay and watch the movie. You'll be happy you did.



World Showcase is full of hidden gems. Some of them you may have to search for, but this is not the case for Maelstrom. This one-of-a-kind attraction is right in plain view, and has stood the test of time for nearly a quarter-century. So whether you're interested in the history of the Norwegian culture, or just looking for a little adventure, Maelstrom has something to offer for everyone. But try to remember to stay clear of the trolls; they don't like intruders!

Maelstrom Touring Tips

- Think of the boat ride and the film as components of the same attraction. You'll see that many Guests head straight through the theater once the doors open, but don't make that mistake! The film is wonderful, and you'll get a real sense of the culture and natural beauty of this proud nation.
- Take advantage of FastPass! This is the only headliner attraction in World Showcase, and crowds can get sizable. The lines rarely get overly long, so a good strategy is to pick up a FastPass and visit nearby China. Be sure to watch the film (it's stunning, though that's a story for another time), and take some time to explore the tranquil paths and to browse through the many shops. By the time you're done, your FastPass time should be close at hand.
- Another FastPass strategy is to wander over to Norway right as World Showcase opens (no need to rush). Grab a FastPass but get in the stand-by line, which shouldn't be that long yet. When you've ridden, your FastPass time should be near, so you'll be able to hop right back on again.
- Be aware that you may have a short wait at the conclusion of ride as you wait for the current showing of "The Spirit of Norway" ends. Take the opportunity to explore the Norwegian fishing village; you may be surprised at what you'll find!





Maelstrom Secrets and Little Known Facts

- Maelstrom is one of only two "dark rides" featured in World Showcase (the other is the Gran Fiesta Tour, located inside the Mexico Pavilion).
- The gigantic mural in the attraction's queue spans from the floor to the ceiling, covering a height of approximately twenty feet!
- Maelstrom's ride vehicles are designed to resemble the 10th century ships used by the Vikings, including renowned Norwegian explorer Erik the Red.
- At one point in the attraction, the ships travel down the falls and into the "North Sea." The real North Sea serves as a vital connecting point between Norway, Sweden, Denmark, Germany, and Great Britain.
- "The Spirit of Norway" film is actually longer than the attraction itself by approximately fifteen seconds.
- When the pavilion opened on June 3, 1988, there were two very important Guests on hand: the Prince and Princess of Norway! Crown Prince Harald and Crown Princess Sonja were both in attendance to observe the pavilion's inauguration, and a plaque was even made to mark the occasion. The plaque can be seen hanging on the wall as you are leaving the theater.
- A pair of Hidden Mickeys can be spotted in the giant mural in Maelstrom's queue. If you're facing the mural, look to the far left. There's a Viking ship with a red and white striped sail. If you look real closely at the Vikings, you'll notice that one of them is wearing a pair of mouse ears. Another Hidden Mickey can be found on the cruise ship director's uniform (she is just to the right of the mural's center). The Hidden Mickey can be spotted just above her clipboard. This isn't your classic tri-circle Mickey though. Instead, it's a profile shot of Mickey from the side!
- The Hidden Mickey fun continues once you've boarded your ship. Just before that pesky troll emerges to send you on your final plunge into the cold waters of the North Sea, take note of the vines on the stone archway. The room is well lit, so you should be able to spot the vine easily. If you carefully study the vine, you'll discover that one of the leaves on the vine forms a classic tri-circle design.







Photos © Tim Devine

FEATURED RESORT

Disney's BOARD WALK

By Don Myers, Jr.

Welcome to the BoardWalk Inn, where you'll be whisked back to an old-fashioned Atlantic Coast boardwalk town reminiscent of the early 20th century. Inspired by the Jersey resorts of the 1920s, 30s, and 40s, this Epcot resort transports you back to an era of carnivals, seaside entertainment, and Victorian nostalgia. From the outside, the Inn boasts a striking comparison to Atlantic City circa 1940. In fact, if you look at a picture of the Inn and compare it to an old shot of A.C., you'll find that the two are hauntingly similar, with everything from the striped awnings, white picket balconies, and string lighting to roofs topped with flashy signs and flagged turrets. But this is just the beginning. Once you enter the majestic lobby you'll find hard wood flooring, as well as chandeliers and other period-style lighting fixtures. The color scheme is bright and warm, with various shades of white interspersed with a very light shade of sea foam green. Majestic pillars and high ceilings are prevalent throughout the lobby, and tables and chairs have been created from cherry-wood. You'll find an assortment of interesting period furniture throughout the Inn, including a circular sofa, chairs with vibrant floral patterns, and tuxedo sofas (a style of sofa invented in the 1920s in Tuxedo Park, New York). There's even a miniature carousel on display in the lobby, as well as several small-scale models of the roller coasters that used to rule the Eastern Seaboard back in the day. You'll even find some old-time arcade games scattered here and there throughout the resort. In the background, listen for the familiar tones of the "Big Band" era playing throughout the lobby, tying it all together (think Tower of Terror, minus the dust!). This musical style fits the Inn like a glove, having been extremely popular in the 20s, 30s, and 40s.

The theme continues inside the rooms, where you'll discover cherry-wood furnishings, lots of white, and various splashes of other colors like sea foam green, pastel yellows, or even light pink. You'll also find that the beds have headboards with tall wooden posts, just as they would have looked in Atlantic City back in the 1920s.

The rooms at Disney's BoardWalk Inn can accommodate up to five Guests. If you happen to be traveling with more than five individuals in your party, there are other options available. The Inn offers a wide variety of Deluxe Club Level Rooms and Club Level Suites that can accommodate up to six Guests, and there's even a 2-bedroom Club Level Suite that can sleep nine. You can also opt for a stay at Disney's BoardWalk Villas. The Villas are located directly across from the Inn, with the Guest check-in building serving as the divider between the two areas. All together there are 583 Villas at the BoardWalk, with four room types available for booking. Included in these options are the 2-bedroom Villa that can accommodate up to six Guests, as well as the 3-bedroom Grand Villa which can sleep twelve.

But as nice as they may be, Villas and Club Level Suites are not exclusive to the BoardWalk, as they can be found at several other resorts on property. So here's something that's truly unique to Disney's BoardWalk Inn: Garden Suites. All together, there are just fourteen Garden Suites at the Inn. Of the fourteen, eleven of them have their own courtyards. These beautiful gardens come complete with a private en-





Photos © Tim Foster

trance, and each one is enclosed by a white picket fence to ensure further privacy. The courtyards lead right to your two-story suite, and the three suites that do not have the private entrance courtyards come equipped with their own private balcony.

Beyond its convenience to Epcot and Disney's Hollywood Studios (both a walk or short boat ride away), one of the biggest positives the resort has to offer is the BoardWalk itself. Imagine having an entire entertainment district brimming with shopping and dining options right outside your resort room. With six shops and nearly a dozen restaurants, there's certainly no shortage of fun and entertainment to be found. Plus, if you're staying at the Inn, you've got it all right there at your fingertips. No car, boat, or bus ride to deal with. You simply walk out of your hotel room and pick a place to relax and enjoy!



The excitement of the BoardWalk can be a nice feature, but sometimes you just want to find a quiet little spot where you can sit and relax. Here you'll find plenty of places to unwind, starting with the patio off the main lobby where you can settle into a nice comfy chair and kick back. This area overlooks the Inn's courtyard and is a great place to take in the scenery. Another courtyard can be found in the interior of the resort, as a hallway leading away from the lobby ends at an outside entrance that opens up to a grand exterior staircase. From there you can take a peaceful stroll through a beautifully manicured landscape and get an up-close glimpse of the Garden Suites. A quiet lounge sets right off the lobby, with a nearby staircase winding its way down to ground level. The lounge is warm and inviting, with dark wood and large, comfy chairs. You can even try your luck at an old-fashioned board game if the mood should strike you!

If you're looking for a little recreation around the Inn, look no further than the Luna Park Pool. This is the main feature pool at the BoardWalk and is one of three pools found at the resort. For the theme of the Luna Park Pool, Imagineers have built an amusement park/carnival atmosphere with an aquatic twist. You'll find oversized clown faces with bright orange hair and elephants complete with water squirting trunks. And of course, things wouldn't be complete without a water slide! Dubbed the Keister Coaster Water Slide, this baby's appearance is reminiscent of the wooden giants that could be found up and down the Atlantic coastline back in the early twentieth century. But there's no creaking cars here, just a 200-foot long water slide that sends you plunging into the cool waters of the Luna Park Pool. The other two pools at the resort are "quiet pools." One of the pools is located in the Inn section, while the other can be found in the Villa section.

Disney's BoardWalk Inn has it all. Its Crescent Lake locale puts it snugly between two of the four Theme Parks. Whether it's morning, noon, night, or late-night, there's a shopping, dining, and entertainment district with something for everyone...and it's literally steps from your room. Plus, you've got the elegance and privacy of the Garden Suites. So if you've ever wanted to leave the 21st century behind and go back to those summer days along the Atlantic Coast, head on over to the Epcot resort area and dive into the seaside nostalgia of Disney's BoardWalk Inn!

Secrets & Little Known Facts

- For the design of the Inn, Disney turned to renowned architect Robert A.M. Stern. This was not the first collaboration between the Disney Company and Stern, as he had also been the brains behind the design of Disney's Yacht Club and Beach Club Resorts back in 1990. In addition, Stern was also the architect behind Disney's Newport Bay Club and Disney's Hotel Cheyenne for Disneyland Paris in 1992.
- The work between Disney and Stern didn't stop after the completion of the BoardWalk. In 1997, Stern would unveil the master plans for the nearby town of Celebration, Florida. Also, Stern designed the Disney Ambassador Hotel for Tokyo Disney Resort in 2000.
- Make sure to look for the whimsical chandelier in the lobby. That's the "Hippocampus Electrolier" (Hippocampus is a mythological creature; electrolier is a chandelier for electric lamps), and it weighs 3,000 pounds! The unique piece of art is finished entirely in 22-karat gold leaf, hand-cut Austrian crystal and custom-blown glass. The crystal globe at the bottom of the chandelier is a time capsule scheduled for opening during the 50th Anniversary celebration of the Walt Disney World.



- The Luna Park Pool was named after an amusement park on New York's Coney Island. Luna Park operated from 1903 to 1944, when a series of fires sealed the amusement park's fate.
- Tuxedo Park, New York may have served as the origin for the design of the tuxedo sofa, but it's far from the village's most popular invention. Tuxedo Park was also the birthplace of the iconic suit with the same name...the tuxedo!
- The Garden Suites have a little birdhouse at the entrance to each private courtyard. The birdhouses are a nice feature, but they serve a very important purpose. Each one has their respective room number on it, so that way Guests will know which courtyard is theirs.
- The carousel on display in the lobby is not a re-creation made for the Inn...it actually is an authentic piece from the 1920s! The carousel was created on New York's Coney Island by carousel designer M.C. Illions.
- There are five Convention Centers at WDW Resort hotels, and one of them just happens to be located at the BoardWalk Inn. The Conference Center features 20,000 square feet of indoor space, as well as two outdoor pavilions. As impressive as that sounds (and it is), it actually makes the BoardWalk's Conference Center the smallest of the five.
- When it comes to Hidden Mickeys around the BoardWalk, the hunt is on at almost every turn. The adventure begins in the lobby, where you'll find several objects on display, including a painting and a carousel horse. Look closely at the trees on the right-hand side of the painting (which hangs right over the middle Registration Counter) and you'll discover that the foliage of one of the trees is a classic Mickey head! Now venture over to the white carousel horse with brown spots and carefully study those spots. Two of them form the classic tri-circle Mickey. One can be found on the horse's neck, while the second is located on his hind-end.
- There are even more Hidden Mickeys to be found in the lobby, as several of the lighting fixtures have been topped with classic mouse heads. Also, be sure to look for Hidden Mickeys on the lights around the elevators in the Villa section. You'll also find Hidden Mickeys in the paintings hanging in your Guest room; it's always fun to see who can be the first to spot them!
- Finally, if you're out for a stroll on the BoardWalk itself, be sure to stop inside Kouzzina. You'll find a tri-circled Mickey has been cleverly hidden in one of the lighting fixtures there. Look for it near the front entrance, directly above the highest wine shelf. While you're there, venture next door to Seashore Sweets. Take a close look at the sign out front of the two girls eating ice cream, and you'll discover that a Hidden Mickey has been placed in the clouds!

Photos © Tim Foster



A classic love story unfolds as a lovely young pedigreed cocker spaniel named Lady, who lives a pampered life, finds herself falling romantically for Tramp, an amorous street-smart pooch without prospects. Although they have fun together on several dates, including a sentimental spaghetti dinner by moonlight at Tony's restaurant, their relationship is strained not only by Lady's loyalty to her human family and their newborn baby, but by Tramp's devil-may-care attitude that eventually gets Lady in trouble and tossed into the dog pound. However, good-hearted Tramp redeems himself by saving the baby from potential harm and thus wins Lady's love and the affection of her human family.

Lady and the Tramp was Disney's 15th animated film, released in 1955. The roots of this timeless classic go back to 1937, the same year as the release of Walt Disney's first full-length feature, *Snow White and the Seven Dwarfs*. It was then that writer Joe Grant, who created the Evil Queen, sketched out an idea based on the antics of his pet Springer Spaniel Lady. (Now you know where the name came from!) Walt was intrigued by the concept and gave Grant the go ahead to develop the story further. However, the results were deemed too unexciting, and the concept bounced around the studio for many years. It wasn't until Walt came upon a short story written by Ward Greene titled "Happy Dan, the Whistling Dog." The story featured a cynical mongrel mutt, and Walt realized that this was just the ingredient that Grant's concept needed. But the film was destined to go through many changes before it was completed. The names of the characters shuffled around quite a bit; Tramp for one ended up with his name only after going through a series of rejects including Homer, Rags, Bozo, and even Mutt! It was Walt Disney himself, in fact, who gave Tramp his final name. There was some trepidation among the studio workers that Tramp might have a less-than-wholesome connotation, but since the name received Walt's blessing is was decided that all was well. The Siamese cats were originally named Nip and Tuck before switching to their more familiar monikers, Si and Am.

The biggest change, however, came when the decision was made partway through production to release the film in CinemaScope. (Just a year before, Disney had released the classic film *20,000 Leagues Under the Sea* in the new format, providing audiences with a thrilling wrap-around experience. *Lady and the Tramp* was the first animated feature to utilize the new technology.) The new format provided viewers with a much wider screen, but unfortunately it meant that many of the backgrounds already made had to be repainted. Additionally, many scenes had to be recomposed to make proper use of the additional screen space. As beautiful as the new format turned out, it was realized right before the film's release that many theaters weren't equipped to project the film in CinemaScope, so a second version was quickly assembled for distribution to conventional theaters.

The film is shown from the viewpoint of its canine cast of characters, and because of that *Lady and the Tramp* features some unique curiosities that separate it from other Disney films. For one, the faces of the adult characters are rarely shown, and the selection of the owners' names (Jim Dear and Darling) was based on Lady's perception of them. Further, models were built and used as a reference for the interior shots, with photographs taken at "dog-level" to get the right perspective.

Curiously, one of the most endearing scenes in the film, and indeed one of the most famous scenes in animation history, nearly found its way on the cutting room floor. Walt Disney initially rejected the infamous spaghetti dinner scene as being more silly than romantic. Thankfully, Frank Thomas animated the scene beautifully, and the results won Walt over. You can see a reproduction of this classic cinematic moment inside Tony's Town Square Restaurant in the Magic Kingdom. If you head to the back of this quaint Italian eatery, you'll see a number of windows lining the rear wall. One of them (near table #21 for those of you who are counting!) looks out over a scene of, you guessed it, Lady and the Tramp enjoying their romantic spaghetti dinner!

Buon appetito!



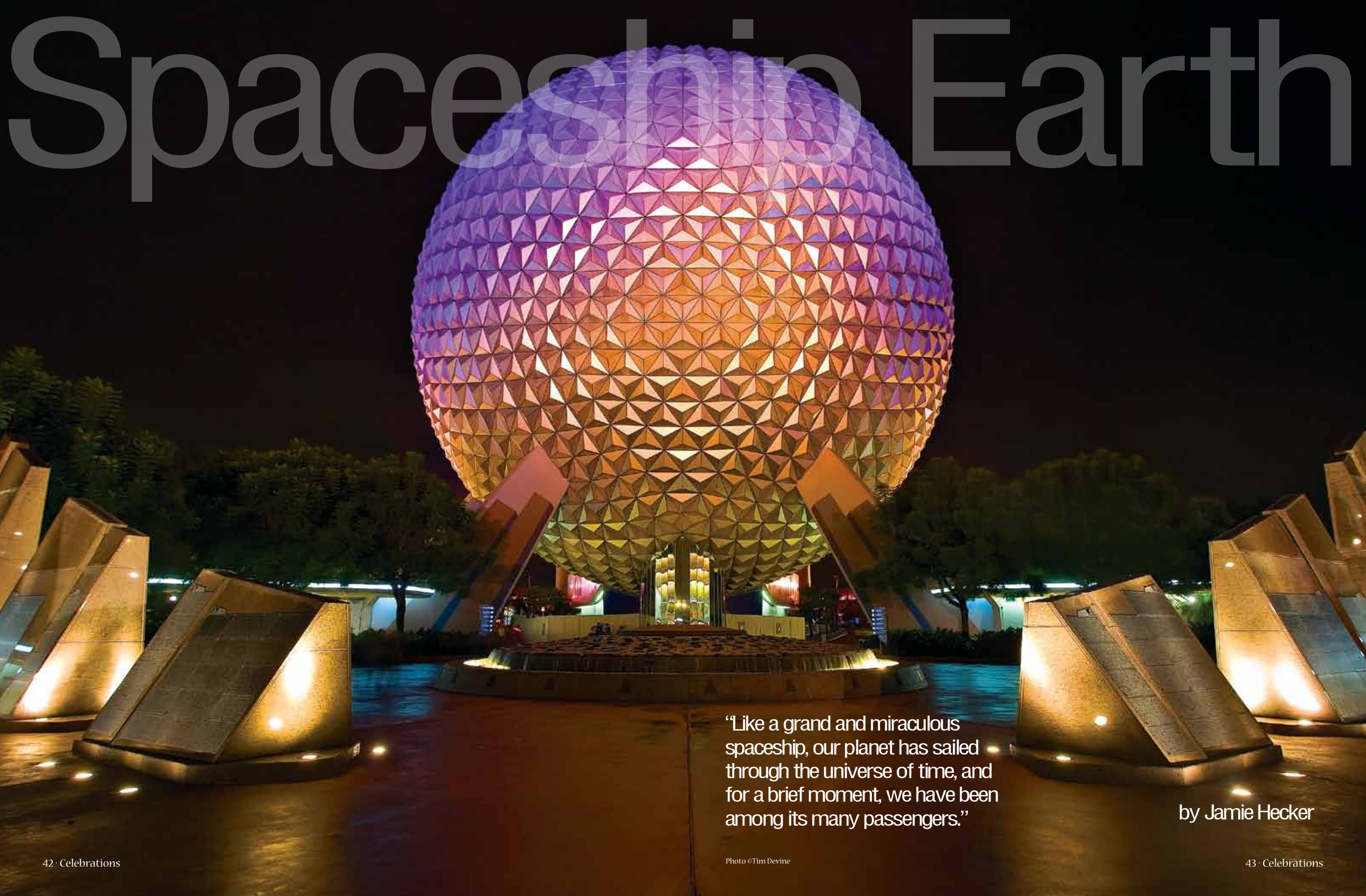




Artwork ©Disney



Spaceship Earth



"Like a grand and miraculous spaceship, our planet has sailed through the universe of time, and for a brief moment, we have been among its many passengers."

by Jamie Hecker

Photo ©Tim Devine

Rising like the sun on a new day, Spaceship Earth greets Guests at Epcot, Walt Disney World's most ambitious theme park. It tells the story of communication, the keystone of civilization and the bedrock of progress, in a manner that only Disney can do. The narrative begins with scratchings on a cave wall and continues to the digital age of invisible zeros and ones floating through the ether.

Walt Disney conceived the idea of a grand city, a community of tomorrow that would showcase the best of industry and commerce. Although he didn't live to see his dream come true, his ideas and concepts, blended with the artistry of classic World's Fairs, led to the creation of EPCOT Center. Sitting at the entrance of Epcot is Spaceship Earth, a shimmering beacon that draws Guests forth to explore this land of discovery and innovation. The beauty of its structure is that it connects with Guests on many levels. From a distance, it's a massive icon, visible from all corners of Epcot and parts beyond. It's particularly enchanting at night, when it's masterfully lit by ever changing colors. Up close, Spaceship Earth offers a warm intimacy to Guests, allowing them to explore underneath its complex geometrical patterns. To photographers, Spaceship Earth is a paradise, offering a nearly endless variety of angles and perspectives for the camera lens. Spaceship Earth is on par with Cinderella Castle as the most photographed icon at Walt Disney World.



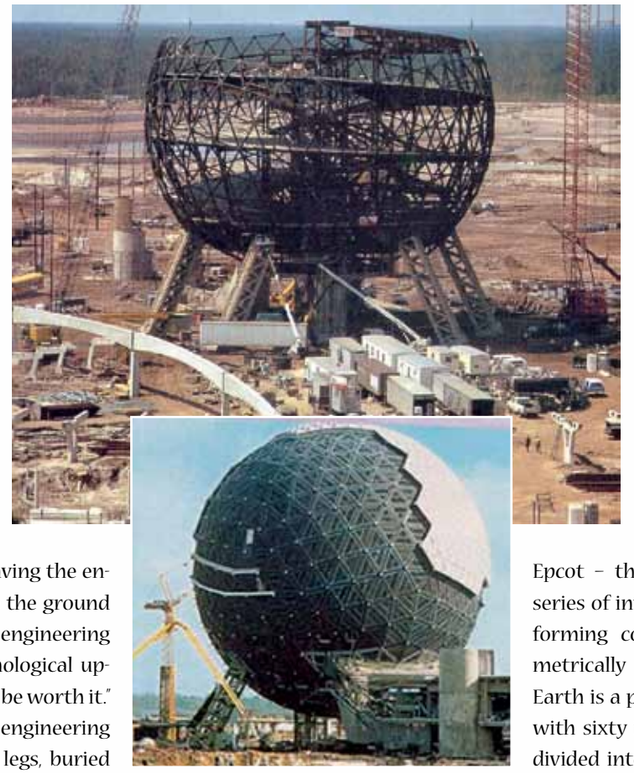


Creating an Icon

Without Walt to guide the process, Epcot was instead developed through the fertile minds of WED Imagineers (now WDI, Walt Disney Imagineering, renamed after Epcot opened). Disney Legends Marty Sklar, John Hench, and Herbie Ryman played instrumental roles in the development of the park and its wondrous attractions. Early concept artwork by Ryman featured Spaceship Earth as a planet-like structure, with the support legs sprouting in symmetrical form. It eventually evolved into the design championed by Hench, featuring a unique exterior surface of thousands of triangular panels in a distinctive geometric form. Architectural guidelines dictate that form should follow function. However, for Disney Imagineers, the architectural process follows a different curve; John Hench espoused the concept that form should follow feeling. "Images are expressed as forms, of feeling, and feeling is a heightened form of life," he said. With this philosophical background, Epcot and its environs were designed to bond with Guests on an emotional level. Ryman's design philosophy is to be "specifically vague." His renderings were done to put the soul of the object on display, and let the audience see it in their own way.

The concept of Spaceship Earth, both its physical structure and the notion that humans control their destiny, comes from the sharp mind of American inventor, architect, philosopher, and futurist R. Buckminster Fuller. In 1967, Fuller penned the book "Operating Manual for Spaceship Earth," outlining the notion that our planet is a starliner and we are on an amazing trip through space and time. However, our challenge is to manage this journey with the finite resources we have on Earth. Fuller was also fascinated with the architecture of geodesic domes. Conceptually, geodesic domes rely on a complex web of self-bracing geometrical shapes, with the tetrahedron as the most efficient form. The larger the dome, the stronger it becomes. Better yet, it's not reliant upon internal supports, since all sides of the dome extend to become the top. Fuller envisioned domes as the solution for humanity's housing needs. The logical extension of a geodesic dome is the geodesic sphere, a complete orb constructed of interconnected geometrical braces. Buckminster's geodesic sphere and his essay "Spaceship Earth" became the underpinnings of Epcot's premiere attraction. The challenge would be how to construct it and how to tell the story.

The first hurdle was to transfer the concept of a geodesic sphere from the drafting table to the construction site. Measuring in at 180 feet tall and sixteen million pounds, Spaceship Earth had to be constructed in a manner that was practical, safe, and able to house the intricate show ride within. Initial engineering reports weren't optimistic that the sphere could be supported with a leg structure, and that despite its geodesic construction technique it would be too heavy for the pillars. Said WED project designer Gordon Hoopes, "We wanted to create an atmosphere for our Guests that raises their spirit and kindles an excitement for the human experience in the future. We knew that having the entire sphere raised above the ground would cause substantial engineering problems but the psychological uplift for our Guests would be worth it." John Hench solved the engineering riddle. Six symmetrical legs, buried hundreds of feet into the ground, would support a table within the sphere. Approximately three-quarters of the sphere would rest atop the table, and the remaining one-quarter would hang below. With this engineering breakthrough, construction of Spaceship Earth could begin. Engineering studies were done, including a wind tunnel test at the Massachusetts Institute of Technology upon a 1/16th inch to one-foot model. The scale model withstood 110 miles per hour winds in this test, giving Imagineers further confidence in the sphere. From beginning to end, it would take twenty-six months to complete.



Spaceship Earth actually consists of two spheres, one inside the other. First is the inner sphere, fabricated into a grid of interlocking steel beams. Nascent computer-aided design (CAD) techniques were used to ensure that precise measurements and cuts were performed. This massive sphere is sealed with a watertight neoprene membrane. Running along the metaphorical equator of this structure is a series of gutters that collect rainwater, assuring that Guests below the structure can remain dry during Florida's downpours. The rainwater is diverted to a holding pond, where it is cleansed of pollutants before proceeding into the World Showcase lagoon. There is a two-foot gap between spheres, to allow for occasional maintenance on the inner sphere. The second sphere is wrapped around the interior structure, and this is the instantly recognizable element of Epcot – the seemingly countless series of interconnected triangles, forming complex patterns. Geometrically speaking, Spaceship Earth is a pentakis dodecahedron, with sixty isosceles triangle faces divided into sixteen smaller equilateral triangles. Theoretically, Spaceship Earth would consist of 11,520 isosceles triangles forming 3,840 unique points. However, some triangles don't exist, to allow for the practicalities of the leg supports and doors. As constructed, Spaceship Earth has 11,324 triangles.

The exterior panels went through a number of changes during the design phase, to determine their pattern and color. John Hench signed off on what is now the geometric design. An original idea was to have the triangular panels constructed from a reflective glass; the panels would produce unique daytime reflections from the sun and at night they would be backlit from long-lasting sodium light bulbs housed between the spheres. This approach, however, was scuttled after consideration of the costs, particularly the necessary mainte-

nance that would be needed for the panels. Fiberglass or metal panels were next considered, with a specialized reflective coating. Imagineers considered coating the panels with satellite images of earth, so when completed it would appear as a general representation of our planet. The final concept called for a machine-like metal look, and Alucobond was the material of choice. Alucobond is two layers of aluminum sandwiched around a layer of polyethylene plastic and chemically bonded. It's a space-age material, appropriately enough invented in 1969, the year man first walked on the moon. A benefit of Alucobond is its self-cleaning quality in the rain. With the material chosen, the next decision was the color. Metallic gold was the initial choice, but dropped when Imagineers factored in the Florida heat and sunshine, which would retain heat inside the sphere and cause a blinding reflection to Guests below. Instead, silver was chosen, softened by opting for brushed Alucobond panels. The triangles, attached to the inner sphere of Spaceship Earth via hidden rods, are one inch apart to allow for contraction with weather changes.

A Journey Through Time

An awe-inspiring show building is worthy of a riveting show. Spaceship Earth magnificently tells the story of human communication, about how man has progressively advanced and will continue to do so into the future. The original script was championed by Marty Sklar, the former president of WDI and currently its international ambassador. Further, he's the only Imagineer who has been involved with the development of every Disney theme park, after working closely with Walt on the development of Disneyland. He worked on the show script with Ray Bradbury, noted essayist and science fiction writer. Bradbury's early career intersected with Walt's and he described his relationship with him as a "quiet friendship." For Bradbury, it was an honor to be able to assist WDI with Spaceship Earth. His task was to distill the evolution of communication into succinct and recognizable segments, and to pull them all together with a captivating script. Bradbury and WDI consulted with outside field experts, including the Smithsonian Institution, the University of Chicago, and Annenberg School of Communication at the University of Southern California. "Ray Bradbury did some very brilliant writing for a very broad concept which became the underpinning for everything we had done in Spaceship Earth," said Sklar. The original script and scenes are in large measure still intact, with necessary updates done periodically to accommodate changes in current technology.



Presently, Guests begin their journey on Spaceship Earth from the simple outdoor queue directly underneath the sphere. Before entering the sphere, Guests walk past a large mural painted by Claudio Mazzoli. The breathtaking piece of artwork is a wonder in itself, depicting the history of mankind from cave dwellers to astronauts. Once inside the sphere, Guests are directed to the omnimover ride vehicles. This is a slow-moving system that allows for continuous operation, with the track system winding up and into the sphere on a helix-like layout. Appropriately enough, the omnimover ride vehicles for Spaceship Earth are known as time machines. At full capacity, the attraction can accommodate nearly 2,800 Guests per hour.

The thirteen-minute trip begins with a steady ascent, first traveling through a time portal. We briefly have the opportunity to enter some personal information into the touchscreen panel in our time machine, including our native language and where we live. Next, we have our photo taken, temporarily set aside for later in the journey. Soon the regal voice of dame Judi Dench comes into focus, setting the stage for our voyage through time. Up first is a two-dimensional scene of prehistoric man hunting larger prey, working as a team and using simple gestures to communicate. The next scene demonstrates one of man's earliest forms of communication, cave paintings. Although rudimentary, they effectively passed along stories to future generations. This is the first scene to use Disney's famous Audio-Animatronic characters, and Spaceship Earth features A-100 models, the current generation of Audio-Animatronics. Newer programming and construction techniques allow for more fluid and lifelike movements of the figures. The next time shift takes us to the age of the Egyptians, inventors of hieroglyphics. Here too we see the creation of papyrus, a crude paper that allows communication to be mobile. Staying in the ancient Middle East, we next see Phoenician merchants. Their tool in the progress of communication is a common alphabet, allowing disparate cultures in the region to read and write a common language. The ancient Greeks are on display next, featuring a scholar teaching young pupils the new field of mathematics. The foundation of Spaceship Earth's complex outer geometric patterns was born here. We then come across a scene depicting the Roman Empire. Its vast network of roads, which spanned from north Africa to England, allowed for a relatively swift delivery of information. The next time shift takes us into the Dark Ages, following the fall of Rome. It seems that all written records have been lost following the destruction of the Library of Alexandria burns. Not all hope is lost, Dench implies, since copies of books and records were kept in other Middle Eastern libraries. Islamic and Jewish scholars are seen recreating lost manuscripts. Dench playfully points out that it's the first "backup system," speaking to the sensibilities of younger generations of Guests among us who are growing up in a digital age. Moving forward, we see European Monks continuing the efforts of written communication. A major breakthrough occurs with Johannes Gutenberg's invention of the movable type printing press. Written communication can now be reproduced quickly and effectively, spreading information further and faster. It's the Renaissance period in Europe that affords us the next evolutionary step in communication. Music, art, theater, and architecture explode with advancements, as man's thirst for knowledge seems to know no limits. Michelangelo is magnificently depicted creating his masterpiece on the Sistine Chapel ceiling.



With each passing scene in Spaceship Earth, the breakthroughs in communication are occurring faster. We now enter the industrial revolution, showcasing how steam power is used to bring the printing press into the modern age. The age of invention is around the corner, bringing us into present day. The telegraph is shown, with a deft technician skillfully and rapidly tapping short and long beeps for his encoded message. We see the marvel of the telephone, again accelerating the ability to communicate. Radio, film, and television quickly come into focus, sharing knowledge faster, bringing us all closer and shrinking our planet. Our nearest celestial body is featured next, as we witness, through the prism of a typical American family, man's first steps on the moon as Neil Armstrong famously states, "That's one small step for man. One giant leap for mankind."



The electronic information age comes quickly, showcasing computers that speak our new international language. The first computers are behemoths that fill a room. Just as our planet has figuratively shrunk with

Photos © Tim Devine



advancements in communication, the computer too is eventually reduced in size. The next scene is set in a makeshift lab in a California garage, featuring a young man experimenting with electronics. It's no one in particular, but rather an amalgam of the early pioneers of the personal computer era. We now pass through a tunnel of lights as the inspirational musical score rises in crescendo, and are delivered to the apex of Spaceship Earth. It is here that we are given the unique perspective of our real spaceship Earth, as the top of the sphere becomes a planetarium with our beautiful blue planet taking center stage. Our time machine then rotates 180 degrees to allow for a comfortable descent.

We now get to determine our own future, having seen how centuries of progress and innovations have advanced mankind to the present day. During the descent, the touchscreen in front of us comes to life, asking us a series of questions to shape our possible future. Some questions include: What are you most interested in - home, work, health, or leisure? Are you a planner, or do you like to wing it? Where would you like to live in the future – the city or the country? Based on your specific answers, you are presented with a playful video of 'you' in the future. Remember the photo that was snapped of you at the beginning? Now, through facial recognition tools, it's superimposed onto an animated character that presents to you a customized "what if" video of what may come to be. When all is done, the closing line perhaps says it best: "The end. Or, should I say, the beginning…of your future!"





Once Guests complete their wondrous journey from Spaceship Earth, they disembark into the post show arena sponsored by Siemens, aptly named Project Tomorrow. The centerpiece of the open room is another sphere, a projection of Earth. This unique fabric screen is a globe inflated from within to hold its form. Icons on the screen represent the locations around the world from where Guests have traveled (Now you know why you entered your home town at the beginning of your journey!). Several interactive attractions are here as well, including Doctor Bones, a 3-D game that lets Guests create a virtual human body, and Power City, a shuffleboard-like game that allows Guests to manage the power resources of their metropolis.

Spaceship Earth Throughout the Years

The current version of Spaceship Earth debuted in early 2008, following a major update. The update was facilitated by the new and current sponsor, Siemens. The refurbishment included a dynamic and moving score by Bruce Broughton, the addition of the current generation Audio-Animatronics, and the inclusion of several new scenes, such as the early computer room and California garage. The interactive element was introduced as well for the descent. This is the fourth iteration of Spaceship Earth. Version one began on opening day, October 1st 1982 and ran for four years. Its narrative was very poetic in nature and was voiced by television actor Larry Dobkins, who offered the intriguing "where have we come from, and where are we going?" introduction. In 1986, Spaceship Earth was retooled with a new script, music, and narrator - America's most trusted man, Walter Cronkite. The script, written by Imagineer Tom Fitzgerald, was broad in scope but still capable of speaking to younger Guests in a meaningful way. New in this version was the timeless "Tomorrow's Child" song heard during the vehicle's descent, which featured videos of children of the world, symbolically representing our future. In 1994, Spaceship Earth was again updated, with Jeremy Irons' rich tenor lending a gravitas to Spaceship Earth with his narration, updated again by Tom Fitzgerald. This version included a scene depicting a global video chat between kids in America and Japan. Though at the time it seemed like a plausible scenario that was still years away, in present day it's very real. The descent also included a number of static scenes depicting video conferencing, virtual reality schools, and a fiber optic city.





All four versions of Spaceship Earth are replete with amazing detail. The page from the Bible that Gutenberg holds is an authentic recreation the genuine article, on display at the Huntington Library in California. The hieroglyphics carved into the wall on the Egypt scene are genuine, including the speech given by the Pharaoh. The rapidly tapped telegraph code is a recreation of the May 10, 1869 announcement of the "golden spike" at Promontory Point Utah, the milestone event linking the eastern and western railroads of the United States. It's a detail within a detail! Michelangelo used a complex conveyance system to bring buckets of paint up to him on top of the scaffolding, meticulously recreated for Spaceship Earth. Careful observers may note that Michelangelo is painting with his left hand, but in previous versions he used his right. This wasn't a clumsy oversight by the Imagineers, but rather a tribute to Michelangelo's ambidextrous abilities.

As serious as Spaceship Earth is, there's room for a few self-referential winks. Earlier versions of the attraction included brief scenes from the early and mid 20th century that included movie clips from Snow White and the Seven Dwarfs, 20,000 Leagues Under the Sea, and Steamboat Willie. The television set scene used to feature Walt himself, introducing his Wonderful World of Color show. Also in the previous versions was the WDP Radio booth representing, of course, Walt Disney Productions.

When Spaceship Earth opened in 1982, the original sponsor was the Bell System, which morphed into AT&T following the dissolution of Bell. AT&T remained as the sponsor of Spaceship Earth until 2004. During these

Photos © Tim Devine

two decades, the post show went through a number of changes as well. It was originally known as Earth Station, and housed the Epcot Guest Relations facilities. WorldKey kiosks were available, allowing Guests to speak with Cast Members via rudimentary video chats. These kiosks were the only way to make dining reservations at the World Showcase Pavilion restaurants, until they were removed in 1999. Earth Station was rebranded as the Global Neighborhood in 1994, and again as the brightly colored New Global Neighborhood in time for the Millennium.

While multiple changes over the years have occurred within Spaceship Earth and its post show, the iconic exterior has remained mostly intact. The notable exception was the construction of a 257 foot tower adjacent to the geosphere, added in 1999. The tower featured Mickey Mouse's hand extended from a red sleeve, holding a magic wand. Connected to the wand was the number 2000, to celebrate the upcoming Millennium. The wand tip featured a five-pointed star with decorative starbursts. Multiple red stars were aligned on the top of Spaceship Earth, as if the wand was casting a charm.

One unique addition was required for the wand: the Federal Aviation Administration stipulates that structures over 200 feet tall must have a warning beacon, to alert low-flying aircraft. It's for this reason that the Hollywood Tower of Terror and Expedition Everest are only 199 feet tall; the addition of a flashing red light to either of them would ruin the show. However, having a blinking red light on a wand seemed perfectly normal, so at the very tip of the highest wand starburst was a daylight strobe and a nighttime red warning beacon.

Following the fifteen month Millennium celebration, the wand was updated by removing the year 2000 and replacing it simply with 'Epcot.' This structure remained in place until the summer of 2007, when the entire structure was carefully removed piece-by-piece. When Epcot celebrated its 25th anniversary on October 1st, 2007 Spaceship Earth's exterior was exactly how it appeared on opening day.



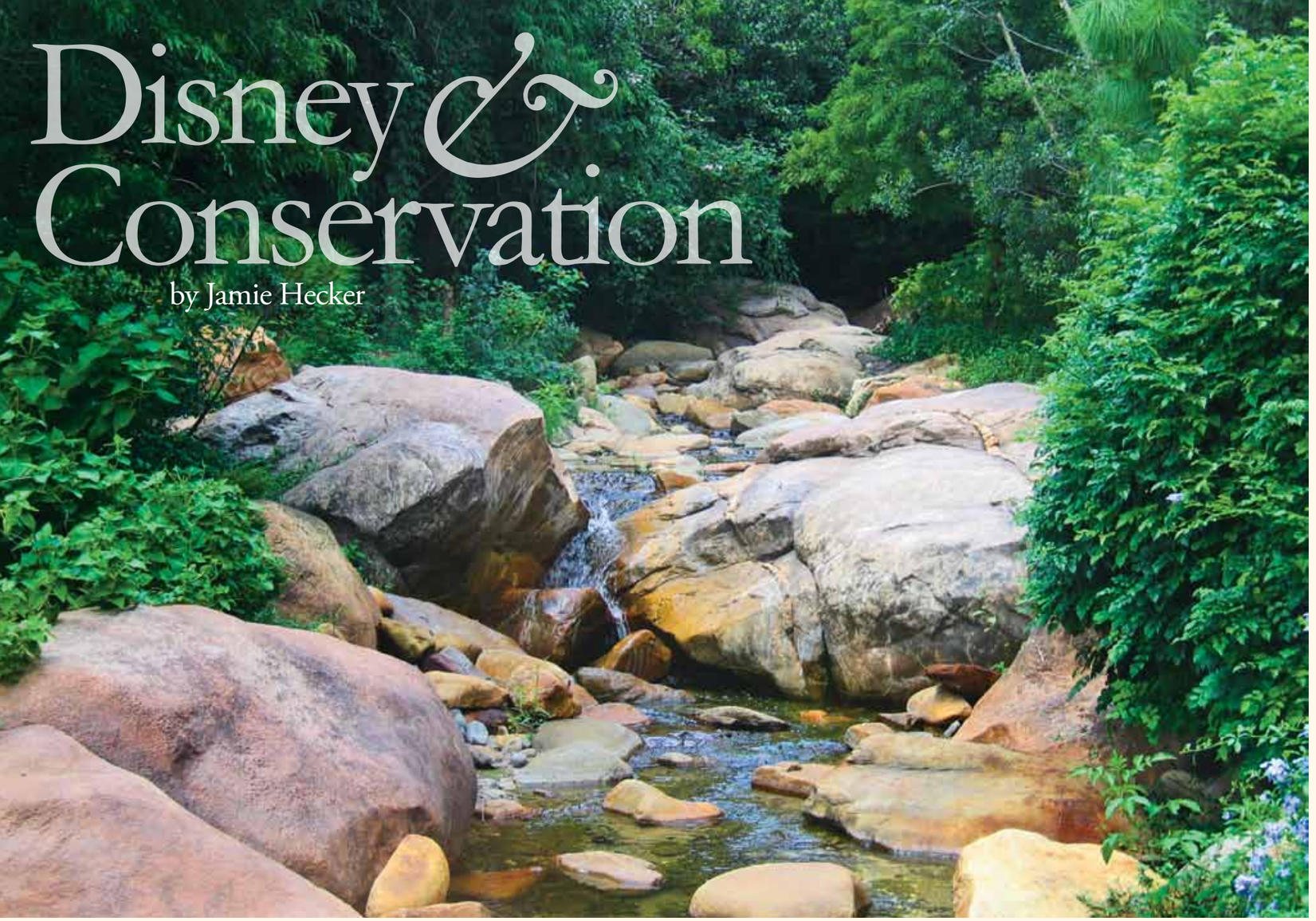
It's not possible to separate Epcot from Spaceship Earth; the two mutually represent and reinforce each other. Spaceship Earth perfectly encapsulates all the promise and grandeur of Walt's Epcot vision - a shining orb, brilliant in both form and function, showcasing futuristic design and construction techniques. Its interior is no less dramatic, succinctly tracing mankind's rich and amazing communication arc. Ray Bradbury's salient words from 1982 about Epcot still ring true today: "Everyone in the world will come to these gates. Why? Because they want to look at the world of the future. They want to see how to make better human beings. That's what the whole thing is about. The cynics are already here and they're terrifying one another. What Disney is doing is showing the world that there are alternative ways to do things that can make us all happy. If we can borrow some of the concepts of Disneyland and Disney World and Epcot, then indeed the world can be a better place."



Photos © Tim Foster

Disney & Conservation

by Jamie Hecker



It's a beautiful morning at Walt Disney World as you enter the Magic Kingdom, where multiple joyous sights and sounds greet you at once. One particular fragrance wafts in your direction and you recognize it as the unmistakable smell of freshly baked cookies at the Main Street Bakery. As you take in the delightful aroma, you're jolted briefly back into reality as you wonder to yourself, "Did I turn off the oven before I left the house?" A few more thoughts quickly jump into your head; "Did I turn off unnecessary lights and lower the thermostat? Did I remember to take the recycling to the curb?" You quickly remind yourself that you're on vacation as you casually walk past a trashcan and recycling container nestled between the finely manicured bushes.

But even though conservation may be the farthest things from your mind, the reality is that the Walt Disney Company and Walt Disney World have made great strides to ensure that you can be environmentally conscious and active while on vacation, even if you're not aware of it. Disney coined the phrase "environmentality" as a means to express the core values of its environmental efforts. The three tiers of this concept are conservation, education, and action, and all are on prominent display across Disney properties worldwide. Consider the following examples: solar panels straddle the rooftop of the Walt Disney Studios in California, creating a source of clean, renewable energy. The trains at Disneyland operate on a cleaner-burning soy-based biodiesel fuel, Disneyland's central bakery utilizes tubular skylights to create natural illumination within the facility, and a wildlife conservation fund has been set up that's dedicated to aiding our planet's most needy species. An entire theme park – Disney's Animal Kingdom – was created to put the concept of environmentality into motion. The Walt Disney Company has appeared regularly on the World Economic Forum's list of the Global 100 Most Sustainable Companies, allowing the company to receive the coveted EPA "Energy Star Partner" label.

Conservation Yesterday and Today

The roots of conservation run deep within the Walt Disney Company. Walt Disney himself championed the natural world with his True Life Adventure series, starting with the Academy Award winning documentary Seal Island in 1948. Other enlightening entries included the Prowlers of the Everglades, The African Lion, and The Vanishing Prairie. The company's contemporary response to its heritage of preserving nature on film is the DisneyNature film series. Established in 2008, it spotlights a visually stunning and thematically rewarding film each year, released on Earth Day (April 22nd). African cats and our vast oceans have been featured, and this year we'll see up close the life of an orphaned simian in Chimpanzee. Like the previous DisneyNature films, a portion of the proceeds from the opening weekend box office receipts will go to support a worthy environmental cause. In the spirit of the chimpanzee, the Jane Goodall Institute is this year's beneficiary.

A visit to the parks offers you a firsthand opportunity to see conservation practices in action, although it may not always be obvious. That park map and times guide you picked up when entering the park? They're made from 100% recycled material and printed with a soy-based ink, which is more environmentally friendly and easier to recycle. You can return the favor by tossing your used material into the recycling bin back at your hotel room. If you're busy shopping at the parks or Downtown Disney – and who isn't? – take comfort with the knowledge that your plastic shopping bag is gentler than its predecessors. Since 2010, the merchandise bags have been made from low-density polyethylene, which release roughly 60% less carbon dioxide during production. Even better, the bags are also made from 100% post-consumer materials. Of course, you're at Walt Disney World to enjoy the attractions. Picture, if you will, the exterior of the Twilight Zone Tower of Terror. During its recent refurbishment, the 199-foot tall building was coated top to bottom with a low volatile organic compound (VOC) paint. Low VOC paints, being used more and more on property, reduce harmful emissions by more than two-thirds. Nighttime activities at Walt Disney World create lasting memories, especially with the return of a Disney favorite, the Main Street Electrical Parade. The parade floats now boast more energy-efficient LED lights, replacing the traditional incandescent light bulbs. In fact, LED lights have been installed all over the Walt Disney World property, saving over 20% in power consumption.

Some elements of the parks put conservation and the environment on center stage. It's a natural fit for Epcot to host pavilions that express themes of conservation and sustainability, given the park's edutainment philosophy, especially in Future World. Appropriately enough, there's an impressive array of solar panels atop the Universe of Energy Pavilion, which provide some of the necessary energy required to power the attraction inside. Over at the Land Pavilion, Living With the Land imparts a meaningful message of agricultural challenges and accomplishments, including the unique approach of hydroponics. Nearby is the Circle of Life: An Environmental Fable film, featuring Timon and Pumbaa from The Lion King in a cautionary tale about the ramifications of unchecked development. Next door to The Land is The Seas with Nemo and Friends, a dedication to life below the waterline. Here, you can see firsthand the citizens of the oceans within a 5.7 million gallon saltwater aquarium and the delicate balance of life it holds. A favorite attraction at the pavilion is the manatee exhibit, where you'll find several manatees that are being reha-

Photo ©Tim Foster

bilitated back to health under the watchful eye of the Disney Animals Programs team. Disney has an impressive history of taking in injured manatees, giant but gentle mammals that are actually an endangered species in Florida. When they are back to full strength they are returned to the ocean.



A Kingdom Devoted To Conservation

The company's environmental tenets are on full display at Disney's Animal Kingdom, which celebrates the majesty of our winged, prehensile, and four-footed friends, both real and imaginary. It's only fitting that the park opened on Earth Day, April 22nd, 1998. Conservation and ecological themes resonate throughout the park: the "two week" Kilimanjaro Safaris tour highlights the importance of wildlife protection on the African continent, and our river rafting expedition on the Chakranadi River on Kali River Rapids brings the reality of deforestation into sharp focus. The environmental and conservation message is perhaps best exemplified by the activities at Rafiki's Planet Watch and the affiliated Conservation Station. Here, you can learn how Disney takes care of the many animals at the park, and also learn some common sense steps you can take with you back home for animal habitats. To understand just how important the wildlife is within Disney's Animal Kingdom park, consider this: balloons are not for sale, nor are plastic straws or lids used for sodas. These materials pose a significant health risk to any animals that may inadvertently digest them. Presently, biodegradable paper straws are available for use.

Perhaps the furthest reaching tool that Disney's Animal Kingdom has brought to us is the Disney Wildlife Conservation Fund (DWCF). When the park first opened, Disney created the DWCF as a means of supporting flora and fauna. On the ten-year anniversary of the park, it was announced that the DWCF would undergo a name change to better reflect its global aim; it's now the Disney Worldwide Conservation Fund. Over the history of the program, nearly $18 million has been awarded to over 600 conservation programs worldwide. Park Guests can directly support this program through the purchase of specially designated pins and unique merchandise at Disney's Animal Kingdom and the Animal Kingdom Lodge. Proceeds from select "pressed penny" machines also support the DWCF. Some recent examples of DWCF funds in action include specific grants to the National Audubon Society for shorebird conservation in the Bahamas, the Jane Goodall Society to assist the re-introduction of the mandrill into the wild in the Republic of Congo, the Nature Conservancy for efforts to increase the Red-Cockaded woodpecker in Florida, and the World Wildlife Fund for education and outreach programs in West Africa to protect chimpanzees.

Behind the Scenes

Disney's Animal Kingdom may represent the visible end of the conservation spectrum at Walt Disney World, but there are plenty of environmental efforts that aren't always seen by Guests. Disney maintains a large fleet of vehicles necessary to keep its operations humming along. A portion of the vehicles feature hybrid engine technology, reducing the overall need for fossil fuels. Electric golf carts are used extensively within resorts as a healthy alternative to traditional gasoline-powered vehicles.

Walt Disney World offers convention facilities at The Contemporary and Coronado Springs Resorts. When the vast square footage of conference space isn't in use, automatic sensors dim the lights and lower the air conditioning settings. Select stoplights on property are now being served by solar-powered panels to power more energy-efficient LED lights, reducing the overall energy usage of the stoplights. Most fitting of all is the amount of Walt Disney World property that will remain in its natural state. Roughly one-third of Walt Disney World is reserved as a dedicated wildlife conservation area, such as the natural wetlands around the Treehouse Villas.

Supporting the environment and championing conservation is as easy as staying at a Walt Disney World resort hotel. All twenty-three hotels are officially "green" certified by the Florida Green Lodging Program. To achieve this status, hotels must conform to conservation standards in five categories: water conservation, education and awareness, waste reduction, energy conservation, and air quality. Next time you're staying in a Disney resort, take note of the energy-efficient CFC light bulbs, the low-flow faucets and showerheads, and the self-explanatory green receptacle for papers, plastics, and glass. The room key and PhotoPass card you use while on vacation at Walt Disney World is likely recycled, and is easily recycled after your trip is over. In fact, over five million plastic room keys are recycled annually.

Disney has a robust recycling program in place at Walt Disney World. In addition to recycling containers in every hotel room, there are numerous glass and bottle recycling containers throughout the parks. But what about recyclable materials that are tossed into trash bins? All trash on property is taken to the South Service Area and is hand sorted, with recyclable materials being set aside for further sorting. Eighteen thousand tons of materials are recycled each year and sold for reuse to outside vendors. Not only is Disney proficient at recycling, but selling the material nets an additional $100,000 a month for the Company.

Water, Water Everywhere

Water is the most abundant resource on our planet, covering two-thirds of its surface. However, it's still a vital resource that needs to be carefully monitored. With four theme parks, dozens of resorts and, of course, two water parks at Walt Disney World, managing the water resources is a daunting proposition. Fortunately, Disney is up to the task. Since the early 1990s, Disney's water usage has remained consistent, despite the steady increase in the number of parks, resorts, and Guests. The first philosophy is to use less, by encouraging Guests to voluntarily reuse towels rather than run them through an unnecessary wash cycle. Low flow devices across the resort further reduce the volume of water use. Disney goes the extra mile to reclaim water for innovative uses. Each day, approximately ten millions of gallons of wastewater are treated at a mammoth facility on Disney property. The treated, or "gray" water, is 90% pure and is sufficient as potable water. However, it is instead used for other needy elements of the resort, such as irrigation water for the intricate landscaping, the 110-acre tree farm, the many golf courses, and even for the beautification work of cleaning streets, sidewalks, and buses. Reclaimed water accounts for thirty percent of the resort's overall needs and nearly all of its irrigation requirements. Disney is so efficient with its reclaimed water program that in 2005 it was named Customer of the Year by the WateReuse Association "for being a consumer, advocate and promoter of reclaimed water since the early 1990s."

What To Do With All That Food

Every day there are thousands of Guests and Cast Members at the parks, all with an appetite. Plenty of food is prepared but unfortunately not all of it is served. Given its perishable nature, the unused portions can quickly go to waste. To ensure that as little as possible goes uneaten, Disney partnered with the Second Harvest Food Bank of Central Florida to create the Disney Harvest Program, which donates prepared but unserved food to needy individuals. Each month, fifty thousand pounds of food is directed towards thousands of local citizens through various nonprofit organizations, including homeless shelters, after-school centers, and soup kitchens. Disney has even taken this a step further by donating $500,000 to Second Harvest to help with new construction of its facilities. The extra funds will allow Second Harvest to triple its cooler and freezer capacity, ensuring that it can accept and deliver thousands of pounds of additional food.

Beyond the Parks

Disney isn't just committed to the nutritional welfare of its Florida neighbors. It's also committed to preserving the local environment beyond the boundaries of Walt Disney World. For proof, look no further than nearby Lake Russell for The Disney Wilderness Preserve, located just twenty miles south of the Magic Kingdom. In the early 1990s, Disney purchased over 8,000 acres of former ranch land and donated it to The Nature Conservancy as an offset to additional development at Walt Disney World. Under the tender care of the Nature Conservancy, this property has been gradually returned to its natural state. Visitors can hike along several trails on the property, and can learn more about the local wildlife and the wetlands by visiting the Walt Disney Imagineering-designed welcome center. This facility features geothermal heating, cooling elements, and solar panels on the recycled corrugated steel roof.

Conservation, recycling, and smart water usage all prevail at Walt Disney World. Kermit the Frog at Disney's Hollywood Studios isn't the only thing green at Disney. You can be too, and everyone comes out ahead!

Photo ©Tim Foster

A Celebrations Interview with Ridley Pearson

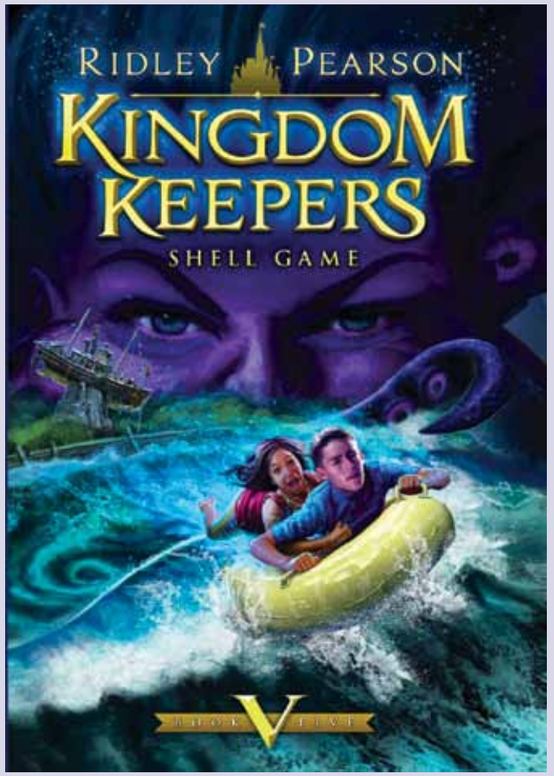
BY JOHN KING



On April 3rd, Ridley Pearson's Shell Game, the fifth installment of The Kingdom Keepers series of novels, will appear in bookstores. In The Kingdom Keepers series, five children—initially hired as models for holographic tour guides at Walt Disney World—mysteriously find themselves in a battle to save the parks from the Overtakers, a group of Disney villains who have materialized into the real world and want to take control of the parks and their power. When Kingdom Keepers IV: Power Play concluded, the Keepers were planning to follow the Overtakers onto a cruise on the Disney Magic, to prevent the Overtakers from capturing the ship, and with it the one leader who could unite all of the goodness of the Disney pantheon of heroes. Shell Game takes the adventure out of Walt Disney World and onto the high seas, and the tropical setting of Castaway Cay. Ridley Pearson kindly agreed to discuss with Celebrations this latest installment of the Kingdom Keepers, and what this novel series means to him.

Disney seems to have given you unprecedented access to backstage areas of the theme parks, and unprecedented freedom in how you depict them, especially the scenes of mayhem as the Overtakers try to capture the Kingdom Keepers. (The scene from the first Kingdom Keepers book, in which the dolls of It's a Small World swarm a boat, is one of my favorites!) Could you talk about your working relationship with Disney?

I had the unique honor of being asked by Disney Books if I could come up with a suspense thriller for younger readers that could win approval from Disney attorneys. At the time I was (and still am) an established crime writer for adults. This was one of those challenges I felt it nearly impossible to turn down. I put on my thinking cap and came up with several different outlines, one of which…incorporated a new kind of guide…a teenage holographic host (while at a seminar, I had seen a small hologram-generating disk that worked off natural light.) The advantage of using teenage holograms was that whatever happened in the parks after dark was happening to live projections, not to children. This concept won the approval of the attorneys. The challenge then was to make the novels realistic, not just a bunch of made up malarkey (one thing I was known for in my crime novels was the thorough research in the books). So I went back to my editor at Disney Books, Wendy Lefkon, and asked her for unrestricted access to their theme parks. She didn't exactly laugh at me, but I had the sense I was asking for a lot. About a month later I received a phone call from Wendy telling me Disney had granted me access to their theme parks, and that I would be allowed to enter the parks after closing for private tours of the attractions and the facilities. From that phone call forward, I knew I had the makings of an unusual and new book series. Thankfully, it turned out I was right! Without Disney's willingness to take a chance on me the Kingdom Keepers series would never have happened.



What were some of the highlights of researching Shell Game?

In constructing the master pan for the series, one of the early challenges was how to move the five teenage hosts from Walt Disney World on the East coast to Disneyland on the West coast. I had wanted to involve Disney on Ice, but for various legal reasons this was not to be. As time wore on in the series, that challenge intensified. From my very first Disney cruise line experience, I knew one of the books would be set aboard a Disney cruise ship. Only as my research began aboard the ships did fate, or luck, step into the picture. At the close of an early research cruise aboard the Disney Magic, Disney hosted a dinner party for me with an officer of the ship and several Disney executives, one of whom heard of my problems with the Disney on Ice difficulties and brought up that the Magic was going to take a rare cruise through the Panama Canal to Los Angeles. The Kingdom Keepers now had a way to reach the West coast! I was able to take that cruise–conducting research the whole way–including stops at Castaway Cay, Nassau, Aruba, the Panama Canal, Costa Rica, and multiple stops in Mexico. I was lucky enough to be shown every area of the ship, many of which were out of bounds for most crew and Cast Members. All that research went into a small notebook I keep incredibly well protected! From the notebook, both Kingdom Keepers V and Kingdom Keepers VI found their stories.

You mentioned elsewhere that Splash Mountain is your favorite Magic Kingdom ride. What is your favorite part of a Disney cruise?

It's impossible to say what the best part of a Disney cruise



is, because from the moment you enter the ship you enter an entirely new world. The staterooms are so nice you are tempted not to leave; the meals are so good you never want to stop eating; the entertainment is so pro you never tire of it, and the excursions are incredible. Of all these: maybe the people watching?

I remember how central the now-defunct Virtual Magic Kingdom was to the first Kingdom Keepers novel. Right now Fantasyland is changing a lot, and the Sorcerers of the Magic Kingdom game lets Disney Guests pursue quest-like activities in the park, like the characters of the Kingdom Keepers. Do you ever get anxious about how rapidly the reality of Walt Disney World can change, or do you see the books as chronicling how Walt Disney World has changed in the relatively short time you've been writing Kingdom Keepers books?

The fun part about a project like this is that the books are allowed to evolve as the parks evolve. One of the most limiting factors for an author is a static environment; characters and story lines need room to grow. So, it's terrific fun to watch as some of the Kingdom Keeper books become historical landmarks, while others seem to point, if not guide, the parks into a new present, and intriguing future.

In the previous Kingdom Keepers books, you had the expansive setting of Walt Disney World to set the story in. Because Shell Game is set in the relative confinement of a Disney cruise, however, the setting would seem to place different demands on you as a storyteller. Did the change of setting change the dynamic of telling an adventure story, and if so, was it challenging?

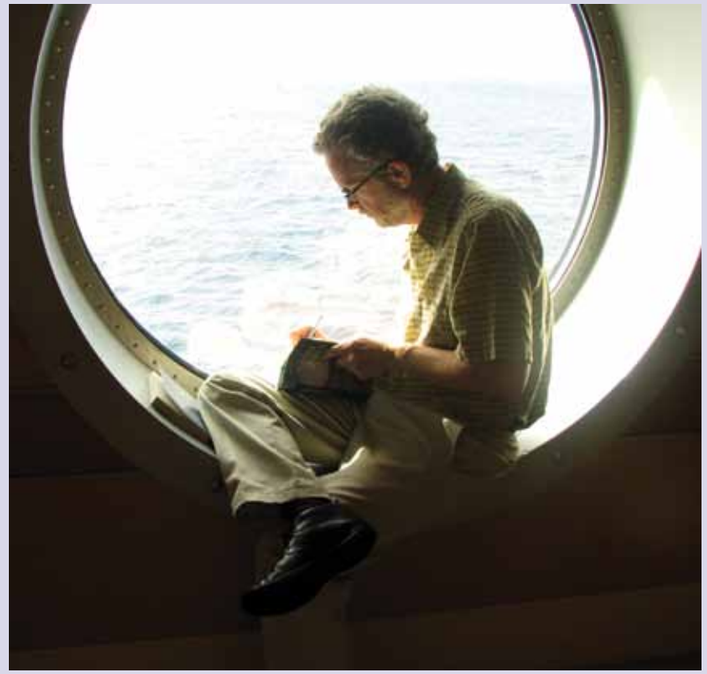
By all means, moving the story to a confined setting increases both the stakes and the risks. Since, as an author, I do not want the series to stagnate, the challenge of moving the setting to the ship was welcome, both in that it challenged me as a writer, and it challenged the Kingdom Keepers in terms of their survival.

One of the thrills of this series of books is seeing familiar Disney characters emerge into the reality of the story, out of their original imaginative context in films. When Finn meets Ariel late in KK4, there was an extra charge in the storytelling. In Shell Game, you introduce a very special Disney character into the story. Could you tell us how you felt writing Mickey Mouse into the story, and how you approached his characterization?

Being the icon of all Disney icons, Mickey was a character I avoided for a long time. But having outlined the series and knowing the role he played in the last several books, I was required to bring him into the fold. Believe me, it wasn't easy, and it's something I do with great trepidation. But the fact of the matter is, readers of the series will see I'm not really dealing with Mickey anyway. (Now, you have to figure out what that means!)

One of the reasons why the Kingdom Keepers books seem so successful is that you don't write down to kids. You were a successful novelist before publishing any young adult fiction, and your foray into this genre began with Dave Barry, in a series of books about a boy who refuses to grow up. I've heard you say that the Kingdom Keepers characters correspond in age and in some cases the interests of your own daughters. While your standards for storytelling don't seem to have changed, could you talk about the challenges and surprises of writing while attuned to the thoughts and emotions of children?

One correction: I was a good to six to eight months into the Kingdom Keepers project prior to my partnership forming with Dave Barry. It just happened that the way it worked out, because of delays during the attorney-vetting process, that Starcatchers was published first. But I, and Dave and I, believe that story and character are at the heart of all good written entertainment. If you "write down" to an audience they will throw your book across the room. The only real difference in writing the "younger reader" books is that if they were made into a film, they would be rated PG or PG-13, whereas my adult books would be rated R. Having kids this age is just such a blessing because it gives me insights I would not otherwise have (and I honestly doubt I wouldn't be writing these books if I didn't have kids in the first place).



Who were your mentors as you were learning to become a writer?

It's a long list that include a veteran TV screen writer, a retired TV director who served as my agent early on, a number of editors, and people like Dave Barry, Stephen King, and Scott Turow. I would not be published nor continue to be published without the guidance of many, many people.

I am sure your Kingdom Keepers books have inspired some young readers to want to write stories themselves. What advice would you give to young writers who might want to publish novels of their own someday?

Read, read, read, and write, write, write.

You've announced that the Kingdom Keepers will end with the seventh novel, but hinted that there might be more Kingdom Keepers-related books after that. Is there any more recent news you can share about that?

No not at this time. But the rumors are correct.

How has writing the Kingdom Keepers books changed your life?

Writers create worlds where the imagination is set free to roam. Sometimes that world is down the street, or inside your home. Sometimes it is a world of hope or despair. As writers, we buy into our own creations. What has been compelling about the Kingdom Keeper series is the ability to set it in a world that already exists; a world that's filled with imagination: the realm of Disney. It is such an honor to be given the access I am given, to be allowed to "push" the boundaries of what's already there. I strive to treat the material with the respect and even reverence it deserves. I hope to embellish one's Disney experience––not ever attempting "to improve" or even come close to what is already there.

For me, this world, this series, continues to excite me as a writer, to take me places I've never been (but have dreamed about going, creatively), to give me license to open my imagination, and to travel to new and unusual places with people (my characters) I've come to love and feel as friends, and enemies. I'm ever grateful to my readers and to Disney to let me take this ride.



Oswald the Lucky Rabbit

"I hope we never lose sight of one thing – that it was all started by a rabbit."

Story by Jeff Heimbuch

That's one of Walt Disney's most famous quotes. Quite striking and humbling, isn't it? Walt never forgot his humble roots. He knew that, by a stroke of luck, an animated rabbit by the name of Oswald helped him buil...

Wait. What?

That's NOT the quote? Are you sure? Because I'm pretty sure that's how it went…in an alternate universe. In that universe, events unfolded differently, and a little known character named Oswald the Lucky Rabbit was the one to rise to Mickey Mouse-like stature.

But since we're over here and not over there, just what happened to make Oswald disappear from the Walt Disney Company for almost 80 years?

I'll tell you what happened. Business happened.

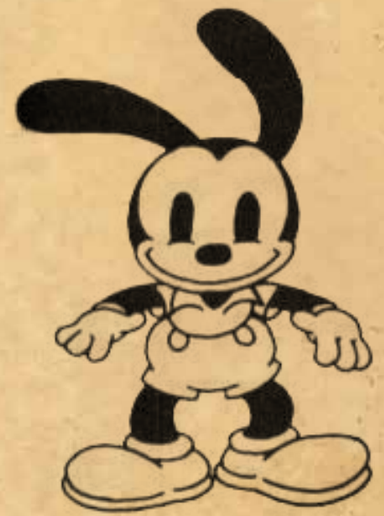
In 1927, shortly after his Alice Comedies, Walt Disney contracted with Carl Laemmle, head of Universal Studios, to produce a new cartoon series for Charles Mintz and George Winkler called Oswald the Lucky Rabbit.

After an unsuccessful first attempt called *Poor Papa*, Walt and Ub Iwerks produced *Trolley Troubles*, which proved to be a great launching pad for the series. The team went on to produce a total of 26 Oswald shorts for Universal.

The series was a huge success, and both parties knew it. It even produced the first 'Disney' merchandise, including a stencil set, a candy bar, and a pushpin button.

In a fateful and infamous trip to New York City in 1928, Disney went to Mintz to ask for a bigger budget. Mintz instead demanded that Disney take a 20% budget cut, and to make matters worse, he informed Walt that he didn't own the rights to the character - Universal did! This came as quite a surprise to Disney. Mintz had also begun to hire some of Walt's animators in case he had to continue the series without Walt himself.

Walt knew he couldn't produce quality cartoons with a severe budget cut, and he also didn't want to work under such a sneaky tyrant as Charles Mintz. So he left Universal and established his own studio, taking along with him Ub Iwerks and Les Clark, two of the few animators who remained loyal to his vision.



Around this time, as the story goes, Walt took a train back to California from New York and during the trip came up with the idea for a cartoon mouse. The rest you probably know (And if not, you can read more about the origins of the world's most famous mouse in the 14th issue of Celebrations!).

Photos and artwork ©Disney

But that wasn't the end of Oswald.

Mintz shortly opened his own studio and continued to produce Oswald cartoons, but his animation skills were not on par with those of Walt Disney, despite having many of Walt's animators on his payroll.

Universal boss Carl Laemmle wasn't happy with the new Oswald cartoons and Mintz was soon fired. Laemmle decided to produce future Oswald cartoons on the studio lot, and offered Walter Lantz (best-known as the creator of Woody Woodpecker) the job. Lantz, an honorable guy, asked for Disney's blessing. Now that the Mickey Mouse shorts were becoming popular, Walt didn't have a problem with the other Walt taking over Oswald. The two Walts even became good friends.



Lantz produced 142 of Oswald's 194 short films. During that time, he gradually changed Oswald into a different character. He gave the character white gloves, shoes, a shirt, and other things to set him apart from Disney's original version. By 1935, Oswald had emerged as a realistic looking rabbit, with white fur replacing his old black fur. Oswald now looked less like a cartoon, and more like an actual rabbit.

Lantz also gave Oswald a voice. Many people voiced the role over the years, including animator Bill Nolan, actor Mickey Rooney, and even Lantz himself. June Foray provided the voice of Oswald for his final short, *The Egg Cracker Suite*.

Other than a few cameo appearances over the years, that short was the end of Oswald's screen career.

But Oswald continued to appear in comic books during his time at Universal and in a series of one-page features for DC Comics' 1935 comic, New Fun. Eventually, Oswald made it to Dell Comics' New Funnies, where in 1948 he adopted two bunnies, Floyd and Lloyd.

However, Oswald soon faded from even the comics, except for those produced overseas and in Mexico, where Oswald's adventures continued well into the 1970s.

The Return of Oswald

In 1986, Disney had purchased ABC and its assets, including ESPN. In 2004, Universal had merged with NBC, forming a corporation called NBC Universal that still retained the rights to Oswald. In 2006, NBC had acquired the rights to Sunday Night Football, previously owned by ESPN. Sportscaster Al Michaels wanted to join his former broadcast partner John Madden on NBC, but was still under contract to EPSN. It was around this time that Disney CEO Bob Iger wanted to bring Oswald back into the fold, and the time was right to strike a deal. In exchange for releasing Michaels from his contract with EPSN, NBC would return to Disney some minor assets that included the rights to Oswald and Walt's original 26 Oswald cartoons.

"As the forerunner to Mickey Mouse and an important part of Walt Disney's creative legacy, the fun and mischievous Oswald is back where he belongs, at the home of his creator and among the stable of beloved characters created by Walt himself," said Iger.

"When Bob was named CEO, he told me he wanted to bring Oswald back to Disney, and I appreciate that he is a man of his word," said Walt Disney's daughter Diane Disney Miller. "Having Oswald around again is going to be a lot of fun."

And so, the rabbit came home.

However, despite being home again, Oswald wasn't thrust immediately back into spotlight. Instead, Disney slowly reintroduced him with merchandise such as shirts and figurines, and with a DVD set of his original cartoons. Oswald's big comeback was in late 2010, when he appeared as a main character in the Epic Mickey video game.

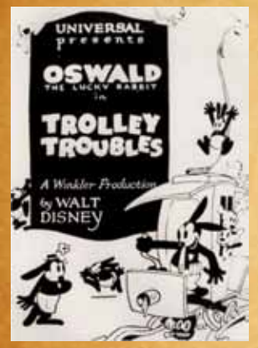
In the game, Mickey is transported to the Wasteland, a world of forgotten Disney creations that was crafted by the wizard Yen Sid (from Fantasia). After Mickey replaced Oswald, the (un)lucky rabbit had become the first resident of this new world, and eventually its benevolent ruler. Over time, though, Oswald came to resent Mickey's popularity, especially when Mickey accidentally released the Shadow Blot into the Wasteland. The two must work together to overcome the Shadow Blot and restore the Wasteland to its former glory.

This was a great way to reintroduce Oswald to a modern audience, especially because it used a bit of Disney history to make it happen. Oswald's appearances in the parks have been few, as Disney is being careful not to introduce him haphazardly. Though appearing in the parks the days his rights were reacquired, he is not currently among the characters you can meet and greet. But the future is bright for Oswald, and as the weeks and months pass we will be sure to see more of this long-forgotten character, the one who truly started it all.





Oswald's Disney Filmography



1927

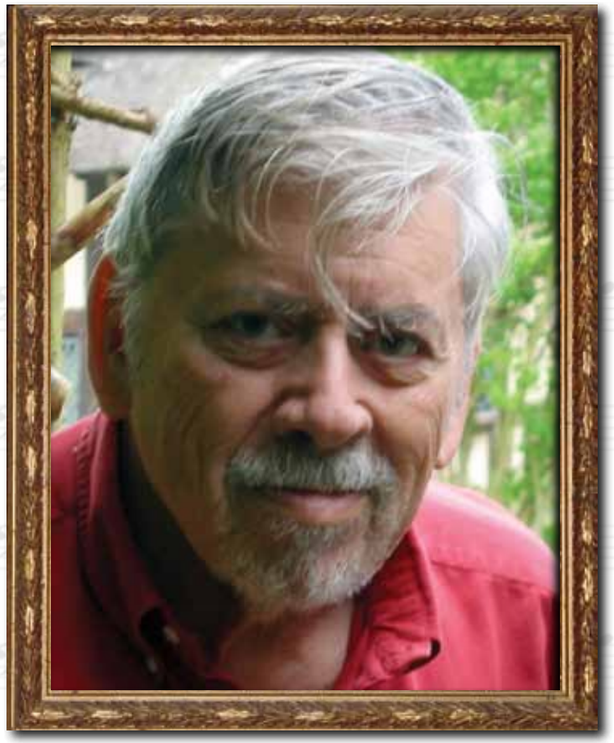
Poor Papa
Trolley Troubles
Oh, Teacher
Great Guns
The Mechanical Cow
All Wet
The Ocean Hop
The Banker's Daughter
Harem Scarem
Rickety Gin
Neck 'n Neck
Empty Socks
The Ol' Swimmin' 'ole
Africa Before Dark



1928

Rival Romeos
Bright Lights
Sagebrush Sadie
Ride 'em Plow Boy
Ozzie of the Mounted
Hungry Hoboes
Oh, What a Knight
Sky Scrappers
The Fox Chase
Tall Timber
Sleigh Bells
Hot Dog

Photos and artwork ©Disney



Robert B. Sherman
1925-2012
The Man, The Music, & The Legacy

by Lou Mongello

On March 5, 2012, the Disney family lost a dear friend; beloved songwriter Robert B. Sherman. Along with his brother Richard, the Sherman Brothers penned countless songs that shared positive messages in the world of family entertainment spanning multiple generations. They have been synonymous with Disney music in classic films and theme park attractions since the early 1960s.

Born on December 19, 1925 in New York City to Russian-Jewish immigrants, Robert Sherman was the son of songwriter Al Sherman, famous for his Tin Pan Alley hits such as "You've Got to Be a Football Hero." He encouraged his sons to write songs, with the advice to "keep [them] simple, keep it singable and sincere… and make it original."

The pair soon began composing songs for original Mouseketeer Annette Funicello, including the 1959 hit "Tall Paul." The following year, their #1 hit "You're Sixteen" reached the top of the Billboard charts, and hit the same mark again with Ringo Starr's remake in 1974. They soon caught the attention of Walt Disney, who personally hired the duo for his studio.

After working on such projects as *Zorro, The Parent Trap, The Absent-Minded Professor,* and *Summer Magic*, they contributed to their first animated feature, *The Sword in the Stone.* But it wasn't until *Mary Poppins*, which brother Richard called, "a giant, giant step forward for us," that the two were put in the position of writing musical films. *Mary Poppins* "...was the perfect cast, the perfect creative team… And Bob and I were lucky enough to be the songwriters. We really loved working on it and helping with the story; because that's what we did…each song had a story. A part of the story was being told through the song. I think the key to a really good musical is if you don't have the songs, you don't have a picture. And people didn't even realize they were hearing songs performed when they were doing it because it was so woven into the film."





Following that 1964 "magnum opus," the brothers worked on films such as *That Darn Cat!, Winnie the Pooh and the Honey Tree, The Jungle Book, The Aristocats,* and *Bedknobs and Broomsticks.*

With the blessing of Walt Disney, the pair left the Walt Disney studios briefly to work on other film projects, including the 1968 classic *Chitty Chitty Bang Bang*, as well as *Snoopy Come Home, Charlotte's Web, Tom Sawyer* and *Huckleberry Finn.* Brother Richard explained, "…that's the kind of a man Walt Disney was, he just gave us this permission, he said 'it'll be good for your career to do an outside picture.' And so we did "Chitty Chitty Bang Bang," which was a huge hit for us. Yes, it was, again, a tribute to the genius and the kindness of Walt Disney."

Their credits read like a "best of" list from Disney films, television shows, and attractions, including such other timeless classics as the music from *The Tigger Movie*, and Disney theme park attractions such as "it's a small world," the Carousel of Progress ("There's a Great Big Beautiful Tomorrow"), Epcot's Imagination Pavilion ("One Little Spark"), The Tiki Tiki Tiki Room and countless others.

Throughout their 50-year songwriting career, the Sherman Brothers were recognized with nine Oscar nominations, including two awards for *Mary Poppins*, were inducted into the Songwriters Hall of Fame, received 24 gold and platinum albums and several Tony nominations, were pinned with a National Medal of Arts, and received a star on the Hollywood Walk of Fame. Their music helped to inspire Disney's renaissance in animation from the late 1980s through the 1990s. *The Little Mermaid* and *Beauty and the Beast* composer Alan Menken said the Sherman brothers' legacy "goes far beyond the craft of songwriting…There is a magic in their songs and in the films and musicals they breathed life into."

Robert moved to London in 2002 to pursue personal passions that included painting, poetry, and a series of short stories.

Their personal and professional story was told through a film produced by their sons in the 2009 documentary, "The Boys: The Sherman Brothers Story."

Commenting on Robert's passing, Richard Sherman said, "My brother Bob was a poetic soul with limitless imagination and talent. He was my loyal friend all through the years. We were fortunate to have been blessed by two great men, our key inspirations—our father, Al, who teamed us up and taught us the craft, and Walt Disney, who provided us with an opportunity to realize our greatest dreams. Bob will be lovingly missed by all of us in his family."

Disney CEO Bob Iger said, "One of the world's greatest songwriters and a true Disney legend, his legacy will endure forever through the magic of his music... Robert, along with his brother Richard, wrote many of Disney's most memorable and beloved songs, which continue to enchant millions of people around the world to this day."

The music of Robert and Richard Sherman continues to help people realize that the world we live in truly is a small one, the true meaning of why we should "feed the birds," and the importance of "flying a kite" with our families. We will miss you.

Sherman Brother photos ©Disney



MAMA MELROSE AND SID CAHUENGA

Many of the locations at Walt Disney World have a back story created by Disney Imagineers to help explain a theme. Sometimes those back stories are strongly connected with fictitious characters and their adventures like Merriweather Adam Pleasure for Pleasure Island or Colonel Ezekiel Moreland for the Wilderness Lodge.

Disney's Hollywood Studios is home to several almost-true individuals, including the colorful Mama Melrose and Sid Cahuenga. Their stories explain why an Italian restaurant in a seemingly out of the way location in the back of the park exists and why there is a wildly decorated house rather than a classic 1940's building at the entrance to Hollywood Boulevard.

Actually, Mama Melrose's story began even before the park opened, and just like in a Hollywood movie from the 40s, she was called in at the last minute to fill in for a superstar who was unable to appear for the big premiere.

In 1989, Disney Legend and iconic puppeteer Jim Henson was in final negotiations with the Disney Company to sell the rights to his famous Muppets characters as well as to become a creative consultant, especially on a Muppet Studios area at the new Disney-MGM Studios.

Jim Henson's Muppet*Vision 3-D attraction was just the beginning of what would have been an intriguing area at the back of the park that would have included a Great Muppet Movie Ride, live shows, parades, and more. Everything would have been themed to the Muppets, who would have inhabited that backlot section. In addition, everything would have subtly parodied the concept of classic Hollywood in the rest of the park. As detailed in our last issue, one of the features of the area was to be an interactive restaurant, The Great Gonzo's Pandemonium Pizza Parlor.

The passing of Henson in early 1990 and the on-going contractual disagreements between the Henson family and the Disney Company meant that, among other things, the restaurant was never built.

The Creation of Mama Melrose

In its place, and utilizing some elements that had already been designed, Disney Imagineers conceived of a different Italian restaurant with a Hollywood theme filled with memorabilia, and so was born Mama Melrose's Ristorante Italiano. Disney CEO Michael Eisner at the time was enamored with the idea that everything at a Disney theme park would have a back story, so the restaurant had to have a story to explain why it was there.

According to the official storyline developed by the Disney Imagineers, a young girl in a small Sicilian village in Italy fell in love with the magic of Hollywood movies while she worked in her father's restaurant. Her father loved her dearly and shared with her all his special secret recipes that made his restaurant such a favorite place for people to eat. At the age of sixteen, she sailed to America and found a movie career as "a stand-in for actresses with names like Gina, Sophia and Anna."

While she waited with the other extras between scenes, she cooked up Italian dishes with a little California flavor for her friends. Realizing that her dreams of stardom were not coming true, she opened her own Italian restaurant on the back lot, with the encouragement of her many friends who had enjoyed her home cooked meals. The new restaurant provided meals for a variety of Hollywood types, everyone from the actors and the film crew to the producers and directors. Her flamboyant approach to life reminded the Hollywood studio moguls of the town's eccentric Melrose Avenue, so they nicknamed her "Mama Melrose."

It was so descriptive that eventually everyone knew her by that name, and today no one can recall what her actual name might have been.



The restaurant became the location "where Italy meets California in the heart of the Backlot." The building was originally a warehouse that was used for storing film equipment, with an exterior façade that was used for shooting films based in New York City's Little Italy. Using what little funds they had, Mama and her friends converted the interior into a family restaurant, which explains why the interior still has industrial-looking light fixtures, high ceilings with clearly visible air ducts, brick walls covered with graffiti, and floor boards worn from the repeated movement of heavy film equipment.

To make the massive space appear more inviting (while working within her limited budget), Mama decorated the restaurant with whatever she had available: Hollywood memorabilia that she gathered during her years in the film business, and numerous items from Italy in order to remember and honor her family back home. Over the years, those items multiplied as friends in the film business and relatives from home continued to send her things to display.

That's the reason that the interior is such a mishmash of everything from Italian paintings, Hollywood posters, records of famous Italian singers, pennants of California sports teams, license plates, and cooking utensils. It suggests the home of a mother who accumulated many knick knacks as physical reminders of so many memories. Mama wanted to commemorate both her Italian heritage and her love of her new home of Hollywood.

Because of its proximity to popular filming locations, it became a popular hangout for Hollywood celebrities. Many of their photos dotted the lobby's walls.

In actuality, these were autograph portrait cards produced by the Disney Company for the "Star Today" program

Photos ©Tim Foster



that was offered during the first year the Disney-MGM Studios were open. (Today, those pictures have been re-matted to block out the Disney MGM logo that was prominent on the lower part of the card.)

The concept behind the "Star Today" program was to reinforce the idea that theme park Guests had come to Hollywood and were in the midst of a real working film studio. Almost every day, a celebrity would make an appearance at the theme park. That appearance often included a motorcade parade down Hollywood Boulevard with the star in the back seat of a vintage automobile waving to the crowd gathered on the sidewalks.

Sometimes a handprint ceremony might be included for an addition to the forecourt of the Chinese Theater. More often though, the main event was a "Star Conversation" at the Theater of the Stars (located where the entrance to Sunset Boulevard is today) where the star of the day would talk and answer questions from the audience. The portrait cards were created so that some lucky Guests could collect autographs, with the celebrity signing their name in the big white space beneath their black and white headshot.

While some of these stars were only there for one day, some were booked for several days in a row. On May 1, 1989, the very first "Star Today" was the always delightfully charming original Mouseketeer Annette Funicello.

The Story of Sid Cahuenga

Mama was not the first made-up character to add to the glamour and allure of the Hollywood That Never Was but Always Will Be. She was preceded by the beloved Sid Cahuenga.

Sid Cahuenga's One-of-a-Kind Antiques and Curios shop, the home of Tinseltown Treasures at the front of Disney's Hollywood Studios theme park, has been a familiar site to park Guests since opening day in May 1989.

While the shop primarily sells autographed photos of celebrities and memorabilia today, it originally sold items such as Disney movie posters, black and white portrait photos of Walt Disney, pressbooks from Disney films, and more.

In fact, for sixteen years up to 2005, Guests had the opportunity to meet and have their pictures taken with the friendly Sid Cahuenga himself. Actually, Sid was talented performer Danny Dillon whose signed and framed photo now hangs prominently just inside the establishment's front door.

Dillon, who passed away at the age of eighty-two, was a talented impersonator who spent the last years of his life at DHS doing his impersonations of classic stars like George Burns, Bob Hope, and Bing Crosby. He wasn't limited to just appearing at his shop. He sometimes did impromptu performances inside the Brown Derby restaurant or along the sidewalks of Hollywood Boulevard.

The role of Sid Cahuenga was created especially to showcase Dillon's talents, although there is also an elaborate back story to the fictional character. The name "Sid" was inspired by iconic showman Sid Grauman who owned and operated Grauman's Chinese Theater on Hollywood Boulevard, as well as other popular movie theaters. The name "Cahuenga" came from Cahuenga Boulevard, a major cross street that leads directly into the heart of Hollywood.

According to the Imagineering-created back story, Sid Cahuenga was a big movie fan. With his wife, they relocated from the Midwest to the Hollywood of the 1920s, where they bought some land and built their small home. It was built in the California Bungalow residential style that was very popular at the time.



Unlike other buildings at Disney Hollywood Studios, it is not based on any particular building, but is still faithful to a style associated with that time period. Some have claimed that the shop is a tribute to the famous Janes House built in 1903 on Hollywood Boulevard that was eventually converted into a store, but that structure is clearly a Queen Anne style, which is very different. However, the story behind the Janes House influenced the story of Sid Cahuenga's shop about a Hollywood residence that was turned into a business after other commercial structures were built around them.

After Sid and his wife built their house, Hollywood grew even larger, and suddenly, new stores, restaurants, offices and more towered around the tiny home. Real estate developers tried desperately to buy the now valuable property from Sid but he continually refused. He and his wife did not want to move and they liked their new situation in the heart of all the expanded activity.

With a steady stream of tourists and shoppers now filling the street, Sid decided to make some extra money by displaying his collection of movie memorabilia he had accumulated over the years. He placed the items for sale on his front porch. Just like an expensive garage sale, Sid put out posters, props, lobby cards, costumes, autographed photos, and more. He was so successful that he expanded his business by transforming a few rooms in the front of his house into a store. He propped up items on bureaus, tables, and even the fireplace.

He realized he needed to replenish the one-of-a-kind items he was selling, so he got a large flatbed truck, which he often parked next to his home. He would use the vehicle to buy surplus items from the studios or rummage through dumpsters behind the studios to recover items that had been thrown away. He had made many friends in the twenty years he had lived in Hollywood, and some of those stars were only too happy to sign photos or give things to Sid which he promptly put up for sale. Sid and his wife made a good living for decades but the 1940s was the height of his business success.

Today, many Disney fans and even some of the Cast Members who work in these locations are unfamiliar with these colorful tales that added a taste of old Hollywood to the wonders of a unique Disney theme park. Some people even think that Mama Melrose and Sid Cahuenga were real people from Hollywood's past and, in a way, thanks to the cleverness of Disney Imagineers, those characters are as real as Santa Claus.

Photos ©Tim Foster

Lou Mongello's Wayback Machine

Every Night Was New Year's Eve at Pleasure Island

As The Vacation Kingdom of the World expanded beyond the boundaries of the Magic Kingdom and its two original resorts, Disney was looking ahead to serve not just Guests, but future residents of Lake Buena Vista (yes, a residential community was planned, but that's another story for another day…).

So, on March 22, 1975, the quaint Lake Buena Vista Shopping Village opened about five miles south of the Magic Kingdom. As time went on and plans for a community were shelved, the Village expanded its offerings with more shopping and dining experiences.

In 1989, a major addition had come to what is now Downtown Disney. Its name was Pleasure Island, and it was a pretty major expansion into the realm of adult-only nightlife, featuring a wide variety of nightclubs and shops.

The XZFR Rockin' Rollerdrome was a roller-skating club (drinking and roller-skating don't mix, kids), which lasted only a short time before being replaced by the Rock 'n' Roll Beach Club. This club occupied three floors, and featured live rock bands and a dance floor. The upper two floors featured video games, pool tables, and bars set in a surf-club themed environment.

The legendary Adventurers Club was modeled after a 1930s-style British explorers club that immersed Guests in an interactive environment where the props were as active as the characters that roamed the floors and themed rooms.

The Neon Armadillo featured live bands performing country and western music and was replaced in 1998 by the BET Soundstage, an R&B/hip-hop dance club.

A Guest favorite was the Comedy Warehouse. The venue originally featured scripted comedy (including a show called "Forbidden Disney" which included an audience promise called the "Oath of Secrecy"), though it eventually became an improvisational comedy club.

The new wave video club Videopolis East opened with Pleasure Island and was renamed Cage in 1990. But starting in 1994, I personally spent many an evening at the rethemed venue known as 8TRAX, where 70s and 80s dance music brought me back to the days of parachute pants, Hypercolor shirts, and…I digress.

Mannequins Dance Palace was one of the hallmarks of Pleasure Island, a high-energy dance club complete with a revolving dance floor. The club was unique in that you could only enter via an elevator on the ground floor. The high-tech lighting, sounds systems, and special effects made it the place to be, be seen, or just people-watch.

Of course, in addition to places to dance, drink, and sing, there were venues to shop and dine. The Empress Lily, Fireworks Factory, Merriweather's Market, Pleasure Island Jazz Company, Sweet Surrender, Wildhorse Saloon, Jessica's of Hollywood, and the Avigators Supply were just a few of the unique offerings that came and went throughout the years.

With nightly New Year's Eve parties and live music and entertainment performed on the West End Stage outdoors, the party atmosphere was what defined Pleasure Island. Merged with the Lake Buena Vista Shopping area in 1995, nightly New Year's Eve parties lasted until 2005, and just three years later, in July 2008, the announcement was made that the 120-acre Pleasure Island would close to make way for a new generation of entertainment for the entire family.

The Adventure's Club, 8TRAX, Mannequins Dance Palace, the BET Soundstage Club, Motion, and the Comedy Warehouse shut their doors on September 27, 2008.

Some buildings have been razed, while the T-Rex Cafe and Paradiso 37 restaurants have been added, as well as a number of shops such as Orlando Harley-Davidson, Curl by Sammy Duvall, and Fuego by Sosa Cigars. Today, the future of Pleasure Island seems uncertain. Previously announced plans for a Hyperion Wharf district have been shelved, while the addition of "Apricot Lane Boutique" and "Splitsville," (a 50,000-square-foot bowling alley and entertainment venue), shows progress toward making the formal Pleasure Island an upscale entertainment center for the entire family.

Me? While I'm always excited about what the future will hold and the experiences it will bring, I sometimes walk past the shuttered elevator doors of Mannequins or the sphinx outside the Adventurers Club and wish for just one more New Year's Eve party on the streets of Pleasure Island…

Funnmeister, you are missed, my friend.

Explore All of the Wonder That Walt Disney World Has to Offer with Lou Mongello

Lou Mongello's Audio GUIDE to Walt Disney World



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Wandering the World

Offbeat Adventures and Unusual Discoveries



by Ray Harkness

When we last parted ways, my companion and I were meandering the trails of Discovery Island trying to see who could spot the most animals carved into the Tree of Life.

At this point, we decided to head to Asia to see if Expedition Everest would have a tolerable wait. Unfortunately, or fortunately depending on your perspective, the Anandapur Ice Cream Truck crossed our path to Everest. For those who have been following these Wanderings for a while, you will know that my companion hasn't found an ice cream purveyor she didn't like. So, we stopped and purchased some fabulous soft-serve ice cream.



Since ice cream isn't allowed on Expedition Everest, we decided to wander in the direction of Harambe Village. As we were walking I got frustrated with all the ice cream dripping down my hand so I asked if we could stop and sit. Once we found a place to sit we decided to take a moment and drink in all the beauty of our surroundings. Suddenly, I noticed movement in the corner of my eye. I looked but didn't see anything. Then I saw the movement again. This time I asked my companion if she saw something. As we both looked, a vine started gracefully stretching out into open space as if it had a life of its own. The one vine was followed by another and then another until what I could only describe as a living vine was standing in the walkway. The movement was graceful in an almost giraffe-like manner as it stretched into the sky. It was obvious that this living foliage was a female as soon as you gazed into the angelic face that peered out among the leaves.

It's amazing how when I am at a loss for information, there happens to be a person nearby who holds the key. A Guest happened to hear us pondering about this living plant and let us know that she's known as DeVine. Due to her camouflaging, she's often overlooked by Guests.

Apparently, DeVine was created in the late 1990s by Priscilla Stephan, a performance artist. As the demand for DeVine increased, more artists were needed to don the stilts and leafy attire. There are now around ten possible DeVines who stun Guests with their grace and stealthiness.

Priscilla has hung up her vines and assumed the role of the creative director of Living World Entertainment, a company she created to help manage all these living vines and other performance art creations revolving around nature.

So, fellow Wanderers, even when you are rushing along the well-traveled path, something may just walk into your path to let you know that you really haven't seen it all. When it happens, don't be afraid to stop and enjoy the discovery. Wherever you were going will still be there when you get there.

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

BY THE NUMB3RS POLYNESIAN RESORT

2 Number of stories the resort was going to be, according to the original concept. Guest rooms were going to surround small streams, a waterfall-fed pool, a health club, and a skin-diving lagoon.

40 Length, in feet, of the war canoe that Guests could once rent for use on the Seven Seas Lagoon.

8 Number of longhouses present when the Polynesian first opened. Three more have since been added, bringing the total to eleven.

1 Number of longhouses that have retained their original name over the years. The changed longhouses, namely Bali Hai, Bora Bora, Hawaii, Maori, Moorea, Oahu, Pago Pago, Samoa, Tahiti, and Tonga became, respectively, Tonga, Niue, Samoa, Rarotonga, Tahiti, Tokelau, Rapa Nui, Tuvalu, Aotearoa, and Hawaii (note that some names were reused, though assigned to different buildings). The only one to remain the same? Fiji.

1974 The year (December 29, to be exact), that John Lennon signed the documents that officially broke up the Beatles, executed while Lennon was on vacation at the Polynesian Village Hotel.

1 Cost, in dollars, to ride the Ports O' Call, an Excursion Steamer that used to navigate the Seven Seas Lagoon and Bay Lake. That's the cost for adults; kids could ride for a mere 50 cents!

18 Diameter, in feet, of the giant, semi-circular firepit located in the 'Ohana restaurant.

1863 Size, in square feet, of the two-story King Kamehameha Suite, located on the marina side of the Tonga Longhouse on the first and second floors. This compares to the standard guest room size of 476 sq. ft., making itself one of the biggest standard rooms on property. Better save up; a one-night stay in the two bedroom, 3 1/2 bathroom suite starts at $2275 per night!

Photo ©Tim Foster



How Much Do You Know About Spaceship Earth?

by Tim Foster

1. **What type of animal is the group of cavemen attacking in the first scene?**
   - A. A saber tooth tiger
   - B. A Tyrannosaurus Rex
   - C. A wooly mammoth
   - D. A bear

2. **What can be seen in the distance in the Egyptian papyrus-making scene?**
   - A. The Sphinx
   - B. The Pyramids
   - C. A palace
   - D. A boat

3. **What band is featured in the poster hanging in the garage in the scene showing the creation of the personal computer?**
   - A. The Beatles
   - B. The Mamas and the Papas
   - C. Fleetwood Mac
   - D. The Bee Gees

4. **In the scene depicting a family watching the landing on the Moon, there is a stack of albums next to the TV. Which artist recorded the album that's in front?**
   - A. The Sherman Brothers
   - B. Frank Sinatra
   - C. The Beatles
   - D. The Monkees

5. **What lettering is currently on the microphone in the radio studio scene?**
   - A. WDW
   - B. WDI
   - C. WED
   - D. DIS

6. **What year is the movie cinema scene set in?**
   - A. 1940
   - B. 1944
   - C. 1922
   - D. 1936

7. **How many students are sitting on the ground in the Greek scene?**
   - A. 2
   - B. 3
   - C. 4
   - D. 5

8. **In the retired scene that showed two kids videoconferencing, what sport did the girl in Japan play?**
   - A. Baseball
   - B. Soccer
   - C. Gymnastics
   - D. Basketball

9. **What is the headline of the newspaper being printed?**
   - A. Civil War Over
   - B. Lindy Did It!
   - C. FDR Wins!
   - D. Man Lands on the Moon

10. **In the new computer lab scene, what color shirt is the woman with the boots wearing?**
    - A. Yellow
    - B. Red
    - C. Blue
    - D. Green

11. **In the cave painting scene, what was the clan leader wearing on his head?**
    - A. Feathers
    - B. Horns
    - C. Antlers
    - D. A lion's mane

12. **In the Renaissance scene, what is the artist painting?**
    - A. A still life of fruit
    - B. A self-portrait
    - C. A landscape
    - D. The Mona Lisa

13. **How many telephone operators are working at the switchboard?**
    - A. 2
    - B. 3
    - C. 4
    - D. 5

14. **What scene element is no longer shown in the segment that depicts Rome and its network of roads?**
    - A. Fire
    - B. A chariot in the distance
    - C. A horse
    - D. A statue

15. **One of the retired scenes featured on your descent showed a mother videoconferencing with her young daughter. What was the mother singing?**
    - A. Happy Birthday
    - B. When You Wish Upon a Star
    - C. Row Row Your Boat
    - D. A lullaby

Quiz Answers

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

ANSWERS

KIDS KORNER (pages 78–81)

WHERE AM I?
1. The Norway pavilion in World Showcase
2. The Haunted Mansion
3. Mission: SPACE
4. The Jungle Cruise
5. Spaceship Earth
6. Journey Into Imagination With Figment

MICKEY HUNT
1. Main Street Cinema shop
2. Mickey's Star Traders
3. The Magic of Disney Animation
4. The trail leading to Camp Minnie Mickey
5. Mickey's PhilharMagic
6. Old sign for Mickey's Toontown Fair

CRISS CROSS

			J	A	S	M	I	N	E
					M	A	T	E	R
					S	L	E	E	P	Y
		B	E	L	L	E				
				R	A	F	I	K	I
				A	X	I	O	M	
			B	R	U	C	E			
				W	H	E	E	Z	Y
	A	N	T	O	N	E	G	O	
					A	T	T	A	

BRAIN BUSTERS
2000 (To commemorate the Millennium celebration)

FIND THE DIFFERENCE



1. The edge of the desk is straight.
2. The telephone is missing.
3. There are some extra lights.
4. The panel is gone.
5. A light is missing.
6. Her skirt is longer.
7. There is an extra bar on the chair.
8. There are more extra lights.
9. There is an extra stack of paper.
10. The lights are a different color.

FIND THE DIFFERENCE BONUS ANSWER
Two

WORD SCRAMBLE
1. Planets
2. Electric Umbrella
3. Fountain
4. Mouse Gear
5. Seagulls
6. Pyramid
7. Greenhouse
8. Nemo

MYSTERY QUEST (pages 82–83)

SECRET SYMBOLS
1. Hopscotch grid in front of the United Kingdom pavilion.
2. Photo spot in front of the Canada pavilion.
3. Restaurant Marrakesh sign in the Morocco pavilion.
4. Logo for the Mistukoshi Department Store in the Japan pavilion.

WHERE AM I?
1. Inside the Mitsukoshi Department Store in the Japan pavilion.
2. In the Fez House at the Morocco pavilion
3. The United Kingdom pavilion.
4. In the courtyard at the France pavilion.
5. By the exit of O, Canada!
6. Display inside the Morocco pavilion.
7. In the toy store in the United Kingdom (where you can meet Winnie the Pooh and friends).
8. In the exit gift shop of Impressions de France.

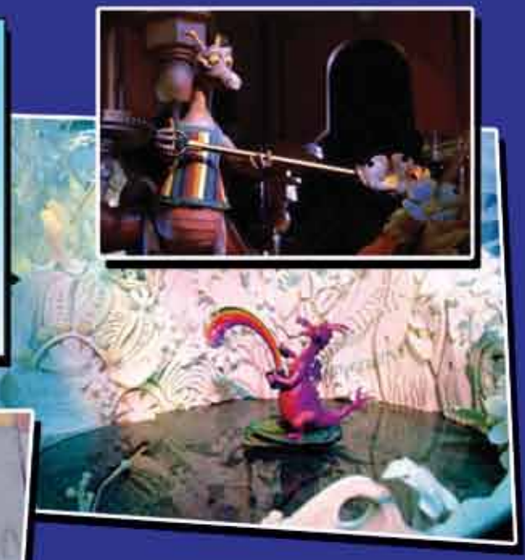
In Search Of... Figment's Autograph

by Tim Foster



One day I found myself wandering about Epcot, and my thoughts turned to a colorful chap that I had the pleasure of meeting on a number of occasions, a fellow named Figment. Judging by the many images of him I saw on t-shirts and caps worn by my fellow travelers, it seemed like he had achieved a certain degree of fame. With that in mind, I thought it prudent to seek him out to collect an autograph…surely it would be of some value. I recalled that he held court in a small building in the Imagination Pavilion, so I wandered over to collect his signature. Sadly, I found that the building was closed and that Figment no longer appeared there, but I was sure I could find him nearby.

I thought I would venture into the pavilion as it seemed logical that he would be found inside. I recalled that in years past Figment could be found undertaking numerous artistic endeavors, including painting. If memory serves, Figment excelled at filling drab, white sketches with swashes of vibrant rainbow colors. If I was correct, I was certain that he wouldn't mind putting those drawing skills to work in signing an autograph for my scrapbook. Perhaps he would even include a caricature of himself! Unfortunately, as I wandered inside I was informed that Figment's paint studio and other imaginative rooms were no longer here. Instead, the building was now home to an institute of higher learning.

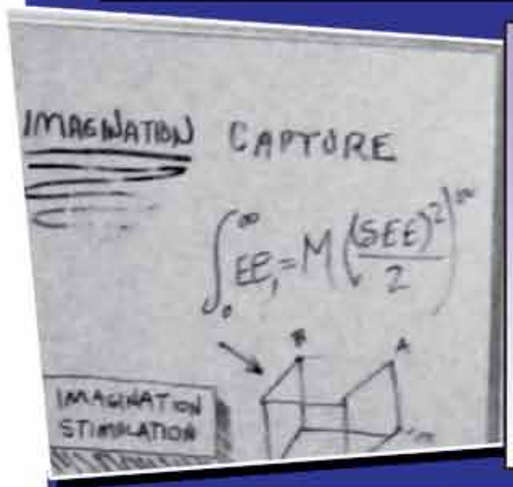




I thought I might have better luck over at the Hollywood Studios, and what better place to start than in the shadow of the Great Movie Ride, where some of the most colorful personalities signed their names in the famous cement pavers that filled the courtyard. Unfortunately, the only lovable creature that I could find was a clever frog named Kermit. I recalled, however, that he ran around with a zany cast of characters, and that one of them might have something in common with our favorite purple friend.

I knew that Kermit and his pals put on a show in a nearby theater, so I went over to investigate. Sure enough, I came across a chap named Gonzo, an interesting creature that sounded awfully familiar. I didn't get a chance to talk to him personally, but as I asked around I learned that Gonzo's voice was supplied by an individual named Dave Goelz, who coincidentally provides the current voice of Figment. (I also learned that the actor who first portrayed Figment was none other than Billy Barty, well known for his portrayal of Sigmund in the children's TV show "Sigmund and the Sea Monsters," who sadly passed away several years ago). I searched high and low and did succeed in finding Gonzo's scribbled name on a crate, but I had no such luck in tracking down Figment's autograph.





It was clear that my best bet was to return to Figment's home, so I made my way back to the Imagination Institute. I eventually found myself in an odd room called the Sight Lab, and for a moment it looked like I was going to be forced to undergo an eye exam. Thankfully, Figment suddenly appeared and rearranged the letters to spell F-I-G-M-E-N-T. Interesting I suppose, but not exactly the autograph I was seeking. My attention was suddenly drawn to a white board to the right of the lab equipment, and in the darkness I could barely make out a series of mathematical scribbles. Some notes jotted down by Figment himself? I stayed behind to examine the board, but after a few moments I sadly realized that his autograph was nowhere to be found among the arcane symbols and formulas. However, in the upper right corner I noticed an odd equation that seemed vaguely familiar. Having studied special relativity at great length, I was very familiar with the equation $E=mc^2$. It seems as though some enterprising lab worker (perhaps Figment himself?) came up with a variation on the famous formula to explain the relationship between seeing and imagination. Curious, but not exactly what I was looking for.

Continuing on, the tour soon took us to Figment's house, and what a strange house it was! It was filled with lots of zaniness, but I was too distracted to get caught up in the craziness. I was too focused on obtaining the purple dragon's signature, and my heart skipped a beat when I noticed several bottles of a bizarre substance called Figment Pigment on the ceiling. A bit later, Figment reappeared, clad in a bizarre costume, and was in possession of a large pen which I surmised had been dipped in the aforementioned Figment Pigment. I called out for an autograph, but my words were drowned out by a chorus of Figments singing a very catchy tune, "One Little Spark." I noticed that the actual sheet music was floating nearby, but I was too dejected to join in.





Dismayed, I wandered outside and started to wonder if I would ever get Figment's autograph. I took a stroll around the glass pyramids, wandering among the leaping fountains, past the upside-down waterfall, and continuing on into the open area to the right of the pavilion entrance. It was a quiet area with no one around, and I noticed a gate leading behind the building. I thought I'd discovered a new hidden trail, but stopped short when I realized that it was restricted. Before I turned away, however, I noticed something on the ground. A familiar name, engraved in the cement. This was it! The autograph I had been seeking! I took a quick rubbing and hurried away, fully aware that I was not to wander into this area too far. But it was no matter, my treasure was secure, and I suddenly felt the urge to sing "One Little Spark." To myself, of course.

Kids Korner

Where Am I?

Where can you find these secondary attractions?

1. The Stave Church
2. The Pet Cemetery
3. Space Base
4. Shrunken Ned's Junior Jungle Boats
5. Body Builder
6. Imageworks

Mickey Hunt

Mickey Mouse is the most famous resident of Walt Disney World, and he sure like to get around. Can you figure out where all these Mickeys are?







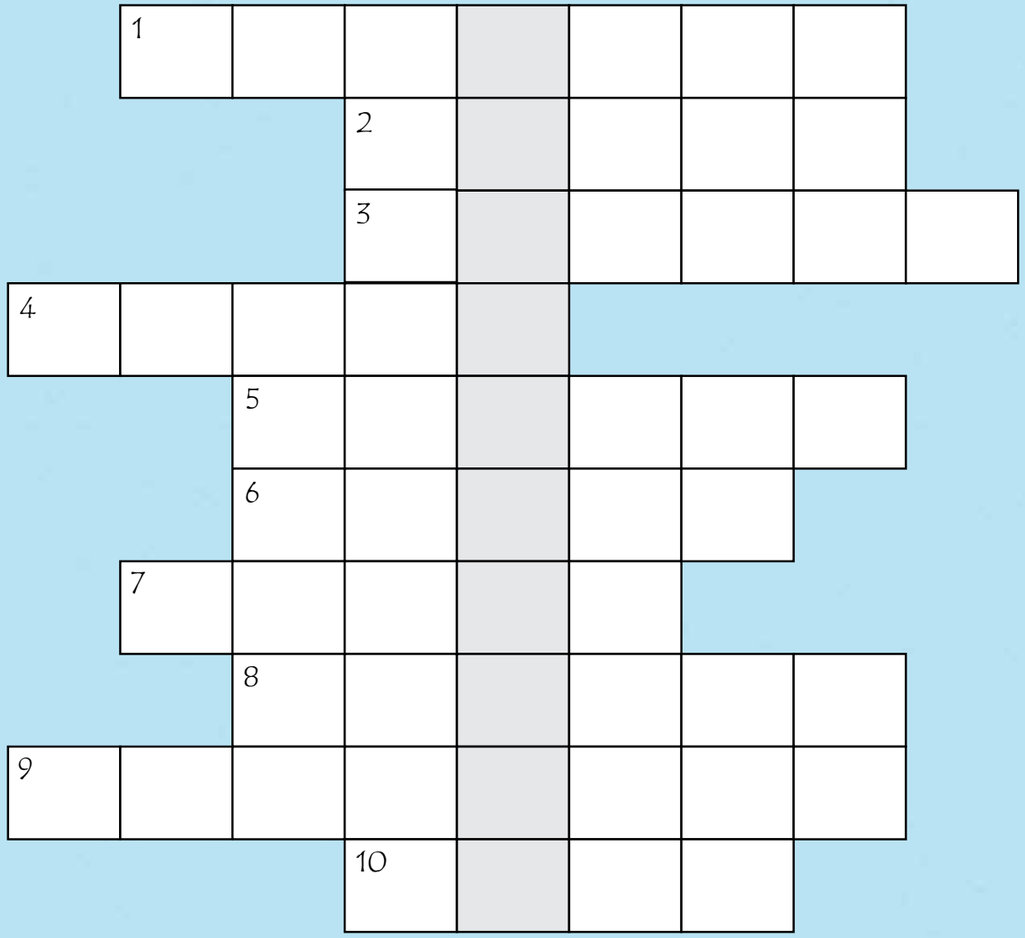






Criss Cross

Using the clues below, fill in the names of these Disney characters in the spaces provided. When you're done, the shaded column will reveal the name of a famous Disney villain.



1. Her best friend was a tiger.
2. His dream was to ride in a helicopter.
3. His dream is, well, to dream whenever he can.
4. Her favorite pasttime is reading.
5. He sings about squash and bananas.
6. This machine is in charge of Eve's spaceship.
7. He's trying to stay away from seafood.
8. He was destined to be sold at a yard sale.
9. His favorite dish is a peasant stew.
10. This princess is known for being blue.

Answers on page 75

Kids Korner

Brain Busters

At one point a giant number was placed on the top of Spaceship Earth. What was the number?

Find the Difference

The time machine must have gotten the computer operators at Spaceship Earth rather dizzy. Can you spot the 10 differences in the photos below?



_____

_____

_____

_____

_____

_____

BONUS QUESTION
How many people are in the computer room scene? (Audio-Animatronic people that is!)

Word Scramble

See if you can unscramble the names of these things you can find in Future World in Epcot.

1. SLAPENT ☐☐☐☐☐☐☐
2. CRILCETE LAUBLERM ☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐
3. NUNTAFIO ☐☐☐☐☐☐☐☐
4. SUMOE RAGE ☐☐☐☐☐ ☐☐☐☐
5. SLUGSALE ☐☐☐☐☐☐☐☐
6. DRYMIPA ☐☐☐☐☐☐☐
7. SHUNEOGREE ☐☐☐☐☐☐☐☐☐☐
8. OMEN ☐☐☐☐

Answers on page 75



Ask Maredith

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

Do you have a favorite "hidden treasure?"
If I tell you about it will it remain hidden?? There are so many things you can overlook at Walt Disney World – have you ever tried pulling on the rope at the Indiana Jones Stunt Show Spectacular, or answered a phone on Main Street, U.S.A.? My favorite Hidden Treasure, though, is DeVine in Disney's Animal Kingdom...see if you can find her on the path between Africa and Asia.

Do you have any tips for finding the animals on the Tree of Life?
The best way to find them all is to follow all the trails around the base and the lake. Some animals are so big you can only see them from far away, while some are so small that you have to be up close. Also, check out the tree at different times of the day, some animals hide in the shadows of the morning sun and peek out in the afternoon!

What's your favorite scene in Spaceship Earth?
Spaceship Earth is my favorite place to sit back and relax in Epcot. :) Riding through the scenes can be so much fun that you forget you might be learning something. The new scenes are pretty cool, I like to see the old computers. But my favorite scene is in the Renaissance area, with Michelangelo painting the ceiling. The monk sleeping on the job is a close second. Don't forget to keep an eye out for all the Hidden Mickeys too!

MYSTERY QUEST

DISCOVER THE SECRETS OF WALT DISNEY WORLD

WORLD SHOWCASE WEST

JAPAN • MOROCCO • FRANCE
UNITED KINGDOM • CANADA

SECRET SYMBOLS

Where can you find these cryptic inscriptions?



1



2



3



4

DID YOU KNOW?

The hedge maze in the United Kingdom pavilion was inspired by the Somerleyton Hall Maze, created by William Andrews Nesfield in 1846. The original maze is regarded as one of the finest in all of Britain, and is one of the main features of a garden which covers 12 acres.

One of the early concepts for the Canada pavilion included a main street (similar to Main Street, U.S.A. and Hollywood Boulevard), with shops and restaurants on either side. One side would have represented French Canada, while the other would represent English Canada.

From a certain angle, it is possible to see the top of the Tower of Terror behind the Morocco pavilion. Because of this, care was taken in designing the Tower of Terror so that it would blend in unobtrusively with the Moroccan architecture.

Tokyo Disneyland was once home to an attraction called "Meet the World." This attraction, similar in concept to the Carousel of Progress, told the story of the history of Japan (the attraction closed in 2002). The attraction was originally part of the plans for the Japan pavilion in Epcot but never realized. Other concepts for the Japan pavilion included a roller-coaster similar to the Matterhorn, but themed to Japan's Mt. Fuji.

Marrakesh, the fourth largest city in Morocco, is home to the Koutoubia Mosque, the inspiration for the prayer tower at the heart of the pavilion. The real tower has four copper globes at the top, as opposed to the three that adorn the Epcot replica. According to legend, the fourth globe (made of gold) was added soon after construction by the wife of ruler Yaqub el-Mansur as compensation for her failure to keep the fast for one day during the month of Ramadan. The version you see in Epcot is faithful to the original, at least according to legend.

WHERE AM I?

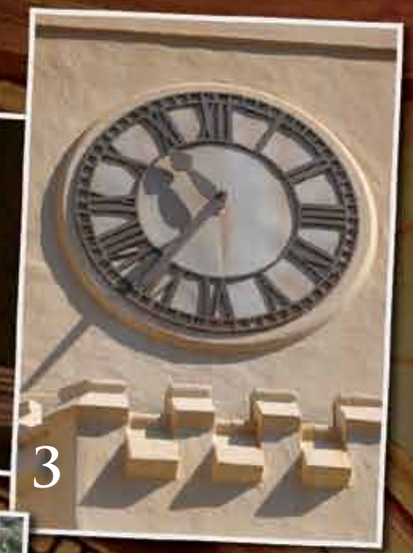
Can you determine where these photographs were taken?



1



2



3



4



5



6



7

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



8

Answers on page 75

Tim & Lou's TOP 10

Top 10 Things You Didn't Know About Cinderella

1. Cinderella is well known for her glass slippers, but were they always glass? A popular tale is that her slippers were originally made of fur, and the notion that her slippers were glass came from a mistranslation of an early French manuscript.
2. Not so fast. The supposed mistranslation stems from a version written by Charles Perrault in 1697. The story as written includes the phrase "pantoufle de verre," which means glass slipper. However, many assume he meant "pantoufle de vair," meaning fur slipper. But did he? This supposed fact has been examined at length, with some concluding that it was indeed a mistranslation, and others deciding that he really meant "glass slipper" after all.
3. Too confusing? You can always opt for the Grimm Brothers version of the tale, which had Cinderella wearing gold slippers!
4. The actual tale goes back much farther than 17th century France. About 400 versions of the story have been documented, with the earliest going all the way back to the first century B.C. Examples have been discovered in the early literature of China and Vietnam, and a variation was included in the One Thousand and One Nights collection of stories (also known as Arabian Nights). A version of the famous tale was also a sub-plot in Shakespeare's King Lear.
5. The Disney film was released in 1950 and represented a return to feature length animation for the studios. The last major release had been *Bambi* in 1942, with World War II and other factors forcing Disney to release six package films made up of various shorts in the intervening years.
6. The film cost $3 million to produce, more than double the final budget for *Snow White and the Seven Dwarfs*.
7. The Disney film was based primarily on the version by Charles Perrault, but there is one major difference between the original story and the film. In Perrault's version, Cinderella attends two balls, leaving the first before midnight strikes. She loses her slipper the next night when she returns to attend a second ball. In the film, of course, there is only one ball.
8. Cinderella's voice was provided by Ilene Woods, who actually won the part after Walt Disney heard the demo recordings of her singing "Bibbidi-Bobbidi-Boo," "A Dream Is a Wish Your Heart Makes," and "So This is Love." He was so enthralled with her voice that he asked her to take on the title role, beating out over 300 actresses who were vying for the part.
9. The vast majority of the film was produced using live sets and actors as visual references. The part of Cinderella was performed by Helene Stanley, who would go on to supply live action references for *Sleeping Beauty* and Anita Radcliff in *One Hundred and One Dalmatians*. So if you ever thought those three Disney damsels looked similar, now you know why!
10. If it weren't for Cinderella, Disneyland and Walt Disney World might never have come into existence. At the time of the film's release, the studio was in financial straits. The production of *Cinderella* was a big gamble, and if it had bombed the studios would likely have closed. As with all fairy tales though, this story had a happy ending, and the enduring success of *Cinderella* propelled Disney to new heights and new innovations.

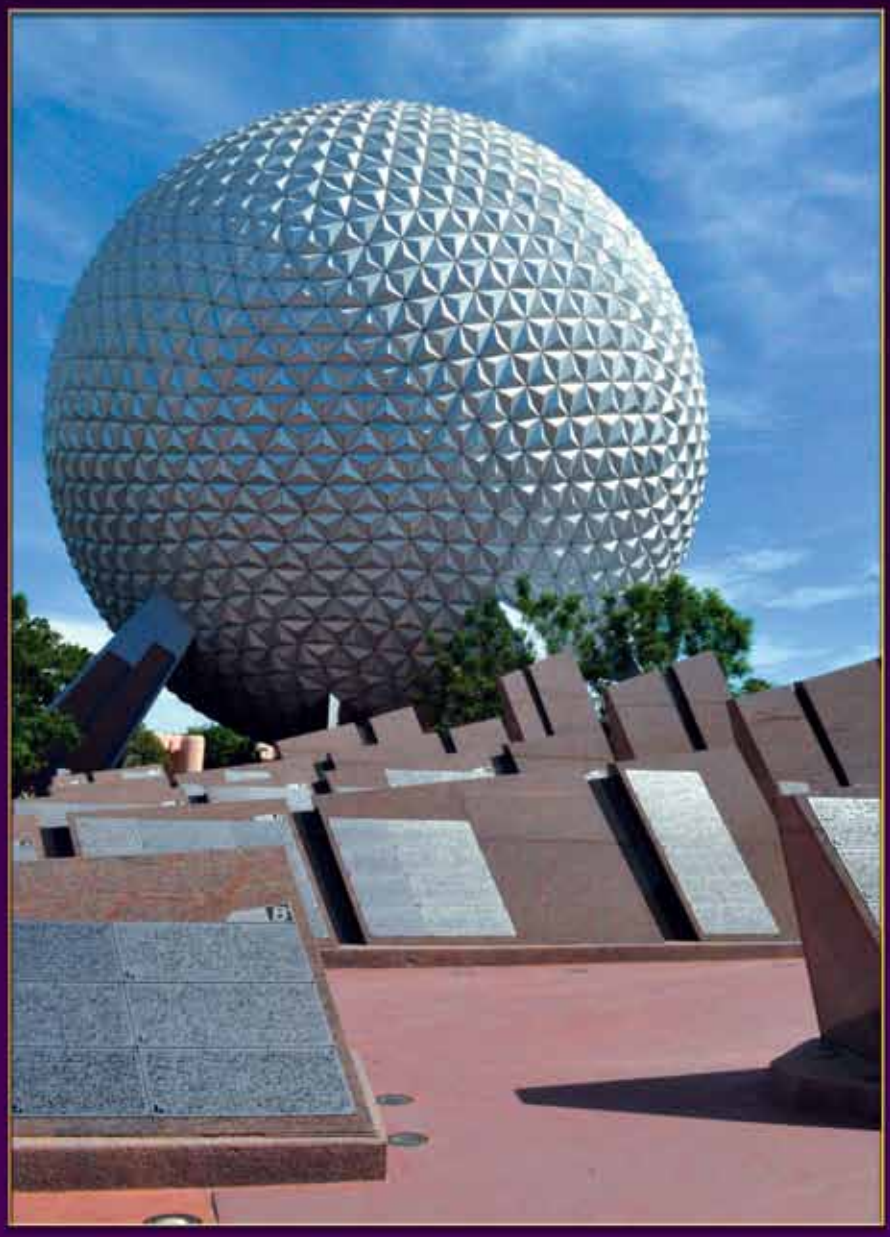


Artwork ©Disney



***Keepsake Image**: "Time Gateway" · Photography by Tim Devine*

Back Cover Photography by Tim Foster



"Like a grand and miraculous spaceship, our planet has sailed through the universe of time. And for a brief moment, we have been among its many passengers. From the very beginning, we have always sought to reach out to one another ... to bridge the gaps between us ... to communicate."

- Spaceship Earth, narration by Jeremy Irons