

PREMIERE ISSUE

CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

Star Light, Star Bright:
A Nighttime of Magic

Interview with
Richard M. Sherman

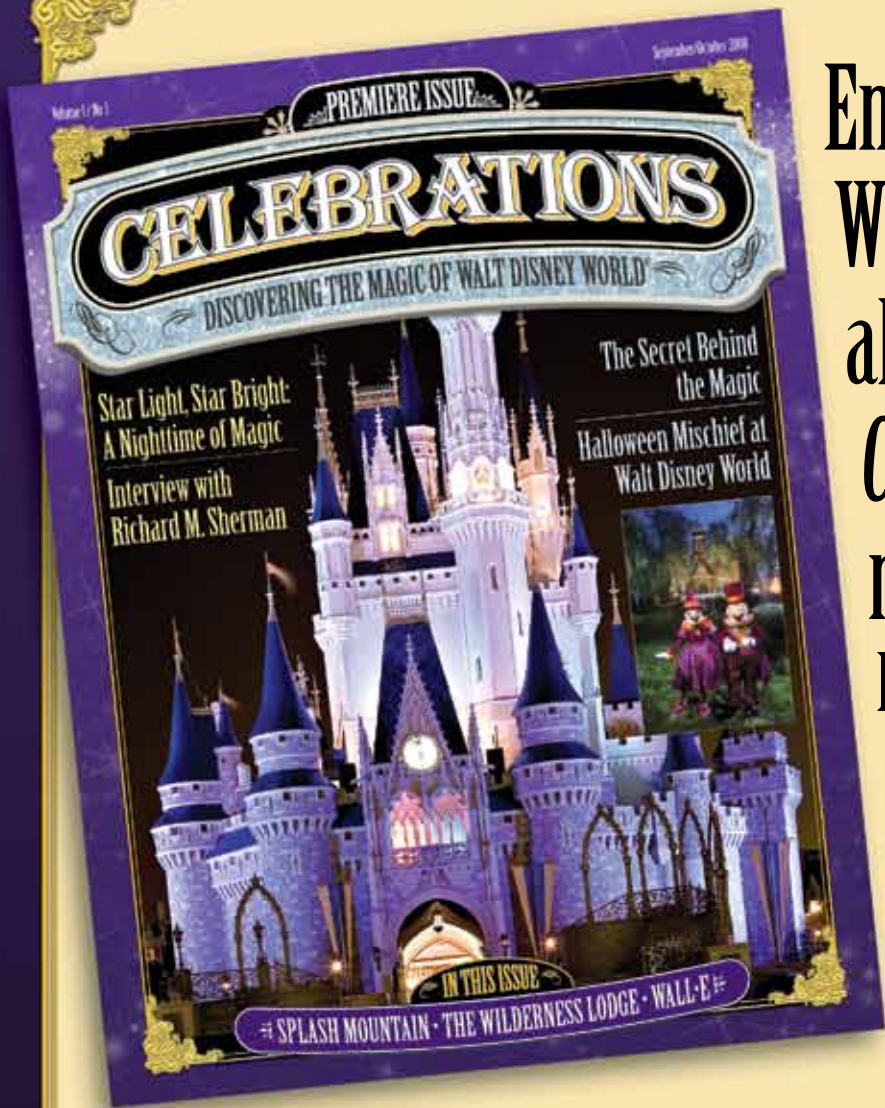
The Secret Behind
the Magic

Halloween Mischief at
Walt Disney World



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SPLASH MOUNTAIN • THE WILDERNESS LODGE • WALL-E



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On the Cover: Cinderella Castle at Night, photo by Tim Devine (www.themagicinpixels.com)

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Welcome to Celebrations!

Welcome to the inaugural issue of Celebrations magazine!

With each issue we will be exploring, sharing, and discovering the magic of the Walt Disney World Resort... a place filled with wonder, optimism (and good old-fashioned fun). When it came time to name the magazine, we thought long and hard about what to call it. What title would convey the joy and exhilaration that we experience when we visit the Magic Kingdom? Or the sense of discovery and innovation that comes when touring Epcot? How about the exotic adventures that await you at Disney's Animal Kingdom, or the glamorous world of movie magic that can be found at Disney's Hollywood Studios?

We thought about what makes our time there so special, and why it continues to draw a smile on our faces long after we've returned home. Our first thought was that the magazine would allow us to share the magic of Disney with our readers, but we soon realized it isn't about simply sharing; it's about reliving those memories with others... to revel in the magic together. It became clear that what we were really doing was celebrating the magic, and thus was born the name, Celebrations! Truth be told, 'celebration' is a word that is used quite often in the Disney universe...

and with good reason. To visit Walt Disney World is to celebrate imagination, to celebrate innovation, and to celebrate dreams. But most of all it's about celebrating together. So join us in our premier issue as explore the spooky chills of Halloween in the Magic Kingdom, the world of nighttime magic that occurs when the sun goes down, the beloved music of the Sherman Brothers, the thrills of Splash Mountain, the grandeur of the Wilderness Lodge, the futuristic adventures of Wall-E... plus a whole lot more (including a look at the secret behind the magic itself).

In future issues we will bring you stories and pictorials that will take us throughout the parks and resorts (and even back in time)... and we'll have lots of surprises and other goodies in store for you along the way. But remember, it's all about one thing...

Celebrating the Magic.

Enjoy!

Tim Foster





CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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Sharing the Magic

What is it? What is that “thing?” That which brings us back to Walt Disney World so often? That thing that makes us smile as we walk onto Main Street, U.S.A., clutch the hand of our spouse or child just a little bit tighter during Wishes or a parade, or laugh a little harder than we might otherwise while getting soaked on Splash Mountain? That what we refer to as the “Disney Magic?”

You can't see it...can't touch it. Yet to many of us, it's something almost palpable. It's like love, or time, or even something as simple as happiness – it has no physical manifestation, but you know it's there. And like any good emotion, you can definitely feel it.

And it's that sense of magic, wonderment, and childlike innocence that I know I get each and every time I step foot in the parks (although I confess that it starts as soon as I see the archway on World Drive), that led me to being a part of Celebrations Magazine.

While the web sites, podcasts, and online communities are incredible ways to reach and interact with like-minded Disney fans, there is something about the idea of a magazine that appealed to me from the very beginning. We're still a very tactile people, and the ability to hold something tangible in your hands, to look at the photos, to turn a page, and even keep on a shelf to look back on in the future is something that I know many of us still enjoy.

This magazine will also afford us the opportunity to explore the world of Disney in new ways, and with the help of people who you have come to know, trust and respect. We hope it will have something for everyone – from the first-time visitor, to the Disney “expert” and die-hard fan who considers the parks almost a “second home.” And most of all, we want the magazine to be interactive, and you to be a part of it. We invite and encourage you to send us your questions, comments, photos, article ideas, stories, memories or anything you would like to share.

This magazine began not just with this first issue, but with “one little spark” of an idea some time ago. Tim and I are incredibly excited about what Celebrations Magazine is now and will be in the future, and hope that it helps to bring a little bit of that “Disney Magic” to you and your family for many years to come.

And now, it is with “deepest pride and greatest pleasure” that we give you Issue Number One of Celebrations Magazine. Thank you, and hope you enjoy it...

Lou Mongello



Contributors



Jennifer Bright Reich is a writer, editor, copy editor, and creator of www.DisneyWithKids.net, helping people traveling to Walt Disney World with kids save money, time, and sanity. Jennifer has contributed to more than 150 books and written more than 100 magazine and newspaper articles. Jennifer has traveled to Walt Disney World seven times, and she and her husband were married in the Wedding Pavilion in 2002. She lives in Hellertown, Pennsylvania, with her husband and their three- and one-year-old sons, who all anxiously await their next trip.



Ray Harkness thanks Disney for saving his marriage. As a self-proclaimed workaholic, vacation was a 4-letter word. After being shown the joys of a vacation by his lovely wife, he now cannot imagine being away from work if it doesn't involved a Disney resort. He and his wife, Nancy, have logged almost 50 days in the parks since 2006. When not touring the parks, Ray writes for his blog Grumpy's Hollow under the name Grumpwurst (grumpyspace.blogspot.com). He also spends quality time in the gym training for bodybuilding competitions.



Like so many of us, Glenn Whelan came to Disney very early in life. His connection began through the unusual route of the often underappreciated live-action films. However, "True Life Adventures", "Johnny Tremain" and "Follow Me, Boys!" took a secondary role after the opening of Walt Disney World. On a professional level, Glenn spent many years in the corporate world, then recently turned to writing as well as a new career with Rollins College located in Winter Park, Florida. You can read his blog at: www.passamaquoddy.blog.com

Letters



Our First Issue

I am SOOO excited to receive the first edition of your new magazine. I didn't even finish reading the newsletter before I logged on and ordered it. I have 3 copies of your Guide to the Magic for Kids and I've also completed Lou's Disney Trivia books and if this is anything like yours and Lou's books...it will be AMAZING. I especially love that there is a Kids Corner section. My boys love Disney and we'll be going in the fall. So, it will be great to read this magazine with them before our trip.

Sincerely,

Dawn Steinfeld

I am so excited about your new magazine! Since the loss of DISNEY MAGAZINE I have had withdrawal pains. It also appears to be an actual paper magazine vs an internet magazine. I am an old fashion reader, I want to hold the magazine in my hands and while I read I make notes and highlight areas then save them in a special box or share with someone.

Good Luck and I am truly looking forward to CELEBRATIONS!

Ric Woods

A WDW and DISNEY CRUISE veteran

30+ visits and 7 cruises

Toledo, OH

Where Have You Gone, Mr. Toad?

I can't wait to get my first issue of Celebrations! I'm even more excited to see all of the people who are contributing. Will you be answering reader's questions? If so, I have one for you: Why did they close Mr. Toad's Wild Ride? I remember riding it when I was a kid, and while I adore the new Winnie the Pooh ride I was curious as to why they closed Toad.

Dave Corrigan

Thanks for writing, Dave! To answer your first question, yes, we will be adding a feature where you the reader can "ask the experts" questions on any topic; history, trivia, travel...whatever is on your mind! Regarding Mr. Toad's Wild Ride, you'll find a

profile of the beloved attraction in Lou Mongello's Wayback Machine on page 68. But why did it close? We'll let Lou take it from here:

"I have to say that it may have been two factors: First, let's face it - Toad wasn't really a "classic character" along the lines of some of Fantasyland's other residents like Peter Pan, Cinderella, Dumbo, etc. And also, I'm sure someone realized along the way that Winnie the Pooh merchandise might be just a little more popular than a Toad plush (although I'd give anything

for one of those!). There may have been other factors, too, but I suspect that those were the primary reasons." Thanks Dave, and keep those questions coming!

The Best Ride in Disney?

Here's a picture you might enjoy! After returning to our resort late one night (we were the only ones on the bus), our driver told us he would take a memorable souvenir photo for us... one that no one else likely had. He told me to give him our camera... and hop behind the wheel of the bus! Sure enough he took this great picture (but no, I didn't get to drive!).



Like all the other Cast Members, our driver was great. We were so impressed that he went out of his way to make our trip extra special...it's a vacation we'll never forget!

Ben Seum, Bensalem, PA

*Got a question, photo or story you'd like to share? Send your letters to: Celebrations Magazine
308 Sundance Drive
Chester Springs, PA 19425
or email them to:
letters@celebrationspress.com*

Calendar of Events



Epcot International Food and Wine Festival

September 26 - November 9, 2008

Delectable foods and stellar wines and beers from some of the best "foodie" cities in the world will tempt Walt Disney World guests at the 13th Epcot International Food & Wine Festival.



Mickey's Not-So-Scary Halloween Party

September 5, 9, 12, 16, 19, 23, 26, 28, 20

October 2, 4, 5, 7, 9, 10, 13, 16, 19, 21, 23, 24, 26, 28, 30, 31

The Disney characters are decked out in their Halloween finest, and guests are invited to do the same on 26 evenings between Sept. 5 and Oct. 31 when the Magic Kingdom hosts this popular after-hours event.



Mickey's Very Merry Christmas Party

November 10, 11, 14, 16, 20, 21, 30

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

On 18 select evenings in November and December, guests can experience the enchantment of "Mickey's Once Upon a Christmastime Parade" and the excitement of a holiday-themed fireworks spectacular, "Holiday Wishes—Celebrate the Spirit of the Season," during a special after-hours party inside the Magic Kingdom theme park.

Festival of the Masters

Downtown Disney West Side

November 7 - 9, 2008

More than 150 award-winning national and local fine artists will showcase their diverse creations during the 33rd annual Festival of the Masters. The event includes live entertainment, chalk art sidewalk displays at Downtown Disney Marketplace and a children's activity area.

Children's Miracle Network Classic

November 6-9, 2008

PGA TOUR tradition continues Nov. 6-9 when pro golf's top tier returns to Walt Disney World Resort and to Disney's Magnolia course for the 38th consecutive year -- the eighth longest streak of same-course use in pro golf. Ticket information is available by calling 407/824-2250 or by visiting www.childrensmiraclenetworkclassic.com.

ABC Super Soap Weekend

November 15-16, 2008

Hollywood Studios

Stars from the ABC Daytime dramas "All My Children," "One Life to Live" and "General Hospital" step off the television screens and into the theme park in meet-and-greet autograph and photo sessions, celebrity motorcades, star conversations, interactive games and more.

Old Spice Classic

November 27, 28, 30, 2008

The Milk House at Disney's Wide World of Sports NCAA "Sweet 16ers" Tennessee and Michigan State top an eight-team lineup that ESPN Regional Television is serving up as a Thanksgiving weekend feast of college basketball.

Holidays Around The World

Epcot

November - December

Experience the joy and magic of the holidays through the celebrations, customs and characters of different countries and diverse cultures from around the world.

The Osborne Family Spectacle of Dancing Lights

November 28, 2008 - January 4, 2009

Hollywood Studios

Discover a dazzling display of pure Disney delight presented by SYLVANIA! Immerse yourself in the joy of the holidays as you're surrounded by millions of blinking, twinkling lights.

Atlantic Dance Hall New Year's Eve

Disney's Boardwalk

December 31, 2008

Move and groove into the New Year dancing and dining to the latest sounds in an atmosphere of timeless elegance.

Disney News

The Wave Brings a Splash of Fun, Healthful Dining to Disney's Contemporary Resort

With drinks like the Antioxidant Cocktail, entrées such as whole-wheat linguine with clams, rock shrimp and fresh thyme in chunky tomato broth, and crispy almond-raisin "baklava" for dessert, The Wave brings a surge of new dining ideas to the Walt Disney World Resort.



Located in Disney's Contemporary Resort, the new restaurant is "bold cooking inspired by fresh markets," said Dieter Hannig, vice president of new concepts for Walt Disney World Food & Beverage. "America is more and more a melting pot, and The Wave features American cooking with world flavors."

Guests enter the stylish new space on the first floor of the hotel through a brushed steel arch "tunnel" into The Wave's lounge, one of the largest at Walt Disney World Resort. The sleek, serene décor is earthy browns and golds, with frosted glass lamps for soft ambient light and a copper-colored metal ceiling. Banquettes and booths line the perimeter of the dining room, and wooden tables are set with white linen napkins. A large central table is draped in sheer fabric in purples and golds.

Open daily for breakfast, lunch and dinner, the 220-seat restaurant takes casual dining into the health-conscious 21st century. The classic American breakfast menu includes plenty of egg creations, but guests also can make their own Wave muesli or sip a Beta Berry Smoothie with raspberry puree and non-fat yogurt blended with Odwalla Berries GoMega (a great source of Omega-3). The Pure Sunshine breakfast cocktail features organic vodka and orange juice topped with Vitamin Energy Drink. Coffee is organic Colombian (fair trade and "Smithsonian-certified bird-friendly") and teas are whole leaf Pyramid bags in flavors from chamomile blossoms to monsoon chai.

At lunch, light eaters might enjoy lettuce wraps with sautéed lamb and bay scallops, or a lump crab cake with crispy papaya slaw. Entrées include oversized salads and a vegetarian sand-

wich with grilled tofu, roasted veggies and herb goat cheese on multi-grain bread, but guests also can chow down on an Angus chuck burger with cheese and Applewood smoked bacon, or a classic grilled Reuben.

The dinner menu offers a delicious spin on comfort classics such as pan-seared Alaskan black cod with corn and edamame (soybean) stew with cilantro chutney; braised lamb shank with bulgur lentil stew and red wine sauce, and a nouvelle chicken pot pie with thyme pastry. Sides at both lunch and dinner include braised greens and roasted sweet potatoes and carrots.

"Lots of stocks, lots of broths and seasonal ingredients keep the menu well balanced," said Chef Frank Brough. "We are sourcing ingredients locally and regionally to create fresh flavors, and our fresh catch of the day features sustainable seafood."

Desserts continue the theme with a dozen choices for mixing and matching three mini-favorites for one price. From chocolate mousse with chocolate ganache, to yogurt sorbet with blueberry compote and coconut panna cotta with passion fruit, guests can indulge their sweet tooth without a big hit in calories.

Wine 'With a Twist,' Innovative Spirits Menu

The wine program, with only screw cap wines, is cutting-edge and supports sustainable agriculture, says Master Sommelier John Blazon, manager of wine sales and standards for Walt Disney World Resort.

"The surge in the use of the screw cap is nothing short of a revolution in wine packaging," says Blazon. Industry experts say that the screw cap is the most significant technical evolution in the wine industry since the glass bottle was introduced 250 years ago.

And the options for screw cap wine are growing, said Bla-

zon. The Wave serves no California wines (California Grill on the resort's 15th floor has a corner on the California market), but instead focuses on bright-style New World wines from the Southern Hemisphere, including Argentina, Chile, New Zealand, Australia and South Africa.

Sparkling wines from Tasmania, Rieslings from South Australia, floral New Wave whites from Argentina and pinot noirs from New Zealand are among the interesting choices, with 50 available by the glass. A flight of 3-ounce samplings and dessert wines, ports and sherries round out the wine list.

For beer fans, certified organic ales from Orlando Brewing are on the menu. Produced in Orlando, these handcrafted ales use only American-grown certified-organic barley malt. Three Orlando Brewery ales are available on tap, including Blonde Ale, Pale Ale and Blackwater Dry Porter. Also on the menu is gluten-free Redbridge lager.

Trendy cocktails are served for breakfast, lunch and dinner. Start the day with a Pomegranate Splash (vodka, pomegranate liqueur, cranberry juice and soda water) or the Ultimate Bloody Mary (organic vodka, Bloody Mary mix and a dash of red chili sauce).

"Natural and flavorful are the buzzwords for cocktails," said Stuart McGuire, director of beverage sales and standards for Walt Disney World Parks and Resorts. The Puretini mixes organic vodka with organic mango and passion fruit liqueur. The Antioxidant Cocktail features wild berry vodka, black raspberry liqueur, açai juice with agave, lychee, aloe juice and freshly squeezed lemon juice.

The Wave is part of a revitalization at Disney's Contemporary Resort that includes a makeover of the hotel's fourth floor with a new game arcade and new quick-service eatery for salads and sandwiches (replacing Concourse Steakhouse). The popular Chef Mickey's restaurant and the monorail station anchor that family-friendly area.





New Ultra-Interactive Attraction at Epcot Immerses Walt Disney World Guests In the High-Tech World of Disney's Kim Possible

Epcot guests at Walt Disney World Resort will be treated to a brand new, highly interactive attraction inspired by Disney Channel's Emmy Award-winning animated series, Disney's Kim Possible. The new experience is slated to premiere in late 2008.

Using the latest technology, Disney's Kim Possible World Showcase Adventure invites guests of all ages to become secret agents, teaming up with members of Team Possible to save the world from various comical villains and their mad inventions.

As guests embark on this international adventure, they will receive an official "Kimmunicator," at kiosks throughout Epcot. The interactive, handheld device is designed to help them maneuver through the mission. Using state-of-the-art technology, the interactive device connects guests with a variety of Kim Possible characters who provide clues to stop villains from taking over the world. The highly interactive devices also allow guests to control top-secret equipment hidden

inside the World Showcase pavilions, creating an ultra-interactive adventure jam-packed with mystery and excitement.

Guests can play Disney's Kim Possible World Showcase Adventure in seven of the World Showcase pavilions: Mexico, Norway, China, Germany, Japan, France and United Kingdom. Each pavilion features a unique mission including distinctive visual events and a different super villain from the animated series.

"Disney's Kim Possible World Showcase Adventure is an exciting new experience that offers fun and excitement for the entire family," said Jim MacPhee, Epcot vice president. "We are constantly exploring new ways to provide immersive experiences to Epcot guests, and this new offering will add to our dynamic portfolio."

"Today's emerging generation expects more immersive, personal and interactive experiences in every facet of their lives, including their entertainment choices," added Bruce Vaughn, chief creative executive of Walt Disney Imagineering. "As leaders in family entertainment, Disney theme parks push the envelope by combining state-of-the-art technology with creative storytelling to enhance the overall Disney vacation experience."

Disney's Kim Possible World Showcase Adventure will open at Walt Disney World Resort during "The Year of a Million Dreams" celebration.

A worldwide hit for kids and families, Disney's "Kim Possible" is an Emmy Award-winning animated series from creators/executive producers Bob Schooley and Mark McCorkle and Walt Disney Television Animation. It tells the story of an average high school cheerleader, Kim Possible, who, in her spare time, happens to save the world from super villains. With the aid of her enthusiastic pals, this contemporary heroine is capable in ways few high school students ever imagine. On the flipside, she realizes that defeating the bad guys comes easier than coping with the typical teen pressures of schooling and socializing. Viewers' connection to "Kim Possible" led to a successful off-TV franchise for The Walt Disney Company including Kim Possible and Ron Stoppable characters at Disney Parks & Resorts, DVDs, books, video games and Disney Consumer Product's line of "Kim Possible" branded products available at mass retailers nationwide.



'American Idol' is "Going to Disney World!"

Disney Parks to create attraction based on the television and pop culture phenomenon

Walt Disney Parks and Resorts will create an "American Idol" attraction that will bring the television and pop culture phenomenon to life at Walt Disney World Resort in Florida, according to Jay Rasulo, chairman of Disney Parks and Resorts; Simon Fuller, CEO of 19 Entertainment; and Keith Hindle, executive vice president of FremantleMedia Licensing.

The attraction, slated to debut January 2009, will be located at Disney's Hollywood Studios theme park and will follow the model of the high-energy show. Disney guests will be able to experience the challenge of auditioning, the rush of performing on stage in competition, or the thrill of judging the performances in a live interactive entertainment setting with all the glitz and glamour of the distinctive "American Idol" set.

That experience will include an audition process, open to all eligible to register, where guests perform "live" in front of a Disney's Hollywood Studios producer for the chance to be cast in a theme park show. If shown to have that star quality during the screening process and after backstage preparation -- working with a vocal coach, hair and make-up -- it's lights up and showtime for the lucky guest in front of a "live" audience and a panel of judges.

Guest performers with the highest votes will compete in an end-of-day Grand Finale show at Walt Disney World, and the winner of the Grand Finale show will receive a guaranteed reservation for a future regional stadium audition -- to ensure no waiting in long lines -- for the "American Idol" TV show. But when it comes down to the television show auditions, everyone is treated equal.

"Millions of people have imagined themselves standing on the 'American Idol' stage," said Rasulo. "We're excited that we will be bringing this dream to life every day at Walt Disney World."

Added Fuller, "One of the most remarkable elements



I'M GOING TO DISNEY WORLD!: David Cook Set to Star in New 'American Idol' Attraction at Walt Disney World

about 'American Idol' is that for a brief moment each week, we can provide TV viewers the opportunity to imagine life as America's next superstar. Disney's new attraction perfectly captures what we at 'American Idol' feel is the heart and soul of this brand, real people getting a shot to make their dream a reality."

"This partnership," noted Hindle, "brings the number one show on television, watched in over 100 countries, to the number one theme park destination in the world. It's a perfect combination and opportunity to offer everyone a taste of the 'American Idol' experience."

The coming "American Idol" attraction will reflect the best and brightest of the TV show, giving starry-eyed park guests a chance to become a star on the attraction's stage. It joins an all-star lineup at Disney's Hollywood Studios, a celebration of today's Hollywood in movies, television, music and theater.

Great 'Foodie' Cities of the World Shine Sept. 26-Nov. 9 at 13th Annual Epcot International Food & Wine Festival

Fine cuisine and wines from some of the best "foodie" cities in the world will take a bow at the 13th annual Epcot International Food & Wine Festival Sept. 26 through Nov. 9 at Walt Disney World Resort. Opening weekend, eight of the country's top chef teams will compete at the gold-standard Bocuse d'Or USA semifinals of the international cuisine contest, to be held at Epcot for the first time.

The prestigious cook-off will feature the country's leading chef candidates, each with one assistant, cooking Sept. 26 and 27 before an audience of park guests at World Showcase pavilion. The winning team, to be selected by prominent chef judges, will be announced Sept. 27 at a grand gala.

The six-week festival will showcase tastes from countries on six continents.

More than 25 international marketplaces will serve tapas-sized portions of regional specialties at \$2-to-\$5 each, and recommended wines and beers make perfect pairings at each kiosk. New festival flavors explore the culinary wonders of Lyon, France; Marrakesh, Morocco; Shanghai, China; Bologna, Italy; Tokyo and Mexico City. Exhibits along the promenade also will showcase entertainment and traditional crafts of several countries.

Daily complimentary wine and beer tastings serve up sips from around the world, and culinary demonstrations

dish up featured taste treats. A series of special culinary programs features a lineup of renowned winemakers, guest chefs and speakers participating in elegant dinners, luncheons, seminars and wine schools. "We wanted to take our guests on a grand gustatory expedition," says Nora Carey, festival manager. "The cities that we'll feature are known for great dining experiences, and the 'Cities in Wonderland' theme will inspire our guests to enjoy great food and wine in a fresh new way."

The Epcot festival continues to grow dramatically, attracting a diverse audience of more than one million guests each fall – from wine connoisseurs and epicures to neophytes wishing to boost their wine IQs. Beer aficionados can raise their steins at

several tasting locations, including Germany's Biergarten, which specialize in brews from light to dark.

Musical entertainment pairs perfectly with culinary fun during the nightly Eat to the Beat! concert series featuring a varied lineup of classic rock, soul, R&B, oldies, jazz and funk hit-makers. Concerts are performed three times each evening at America Gardens Theatre along the World Showcase lagoon. New acts to appear include Kool & The Gang, Spyro Gyra, En Vogue and Big Bad Voodoo Daddy. David San-



The finalist team will compete in January at the international contest in Lyon, France, founded by renowned French chef Paul Bocuse.

Throughout the six-week festival, Epcot guests can explore the culinary "Cities in Wonderland" – from trendy Cork, Ireland, to the melting pot of Cape Town, South Africa – around the World Showcase promenade while also discovering blissful bites at international and regional marketplaces brimming with exotic flavors and comfort foods.

born, Jon Secada and Otis Day and the Knights are among returning crowd-pleasing acts.

Festival highlights include:

Opening weekend Bocuse d'Or USA chef competition presented by culinary stars including Daniel Boulud, Thomas Keller, and Jerome Bocuse, who runs the Chefs de France restaurant at Epcot. All park guests can attend the cook-off, where competitors will prepare elaborate fish and meat platters to be evaluated for excellence in taste, presentation, creativity and technical precision.

The Festival Welcome Center, with a Champagne and Wine Bar, complimentary wine seminars, celebrity chef book signings, and festival keepsakes including exclusive festival pins and an official festival cookbook.

New cultural experiences. At Louisiana, hosted by Louisiana Office of Tourism, guests can discover sights, sounds, flavors and crafts of the state's seven regions. Music, dance, artistry, food and beer are featured, and complimentary culinary seminars are hosted daily. At Melbourne, Australia, hosted by Tourism Victoria, guests can glimpse Federation Square and scenes from Queen Victoria Market. A wine walkabout and tasting bar serve favorite sips. The marketplace kiosk offers tasty bites. And complimentary wine seminars occur daily.

Some 250 Disney chefs and guest chefs conducting culinary demonstrations and hosting elegant dinners and tasting events. Guest chefs now booked include Tory McPhail of Commander's Palace, Rock Harper of Hell's Kitchen, Tre Wilcox from Top Chef Season 3, plus Cat Cora, Jamie Deen, Allen Susser, Jeff Henderson, Gale Gand, Robert Irvine, Todd English, Warren Brown plus many other culinary stars.

New culinary programs to include French Regional Lunches at Bistro de Paris in France pavilion; City Tastes of global food and drink at World Showplace Pavilion; a Master Class Series with wines and champagnes at the Festival Center; and the Bocuse d'Or Grand Gala at World Showplace. Popular Epcot Wine Schools, Food and Wine Pairings, Kitchen Conversations and other events also are scheduled.

The weekly Party for the Senses grand tasting event featuring tempting tastes from eminent chefs, more than 70 wines and beers and live entertainment.

Family fun at Pearville Fair, a slice of Americana where pears from the great Northwest take center stage, and Behind the Seeds Greenhouse Tour at The Land fish farm and greenhouses, where guests can sample a greenhouse veg-

etable and release lady bugs.

Festival guests also can enjoy new Epcot experiences including the re-launched Spaceship Earth attraction in Future World, with narration by Oscar winner Dame Judi Dench, new scenes, sets and costumes, updated Audio-Animatronics figures, plus a touch-screen interactive ride sequence. In World Showcase, there's a new restaurant at the Italy pavilion, Tutto Italia, with cuisine from different regions of Italy. And the Japan pavilion just introduced its new Tokyo Dining and Teppan Edo restaurants. Mexico's new tequila bar is perfect for cool sips on a warm autumn evening.

Included with Epcot Admission:

Wine and beer seminars, cooking demonstrations, special book signings at the Festival Center, Eat to the Beat! concerts, culinary and cultural exhibits, and all attractions and park entertainment are included with regular Epcot admission.

Special Programming by Reservation

The Party for the Senses grand tasting events, Food and Wine Pairings at select Epcot restaurants, Regional Feasts, Epcot Wine Schools, Cheese Tastings, Sweet Sundays, and other special wine and culinary programs require reservations and separate admission.

Guests can call 407/WDW-FEST (939-3378) for information and to make reservations for special events and programs. Festival details are available at the Web site: www.disneyworld.com/food.



Walt Disney World Resort

Guide to the Magic™

For Kids



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By Tim Foster



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MOUSE VIEWS



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

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

Ready? Then here we go...!

Please Stand Clear of the Doors...

If you were to ask a group of people what their favorite Walt Disney World attraction was you would get many different answers. Some might say Splash Mountain, others the Twilight Zone Tower of Terror. But you'll probably find a few who would say the monorail.

The monorail?

Why sure! The monorail, for those who are not familiar with it, is the futuristic transportation system that takes guests from the Ticket and Transportation Center (TTC) to the Magic Kingdom and Epcot (there is also a monorail loop that stops at many of the Magic Kingdom resorts). These sleek vehicles glide silently along a single track raised high off the ground, and are a quick, convenient (and fun) way to get to the parks.

The monorail system opened with the Magic Kingdom way back on October 1, 1971, and originally consisted of four stations: the TTC, Disney's Polynesian Resort, Disney's Contemporary Resort, and of course the Magic Kingdom. In 1982 the Epcot line opened, providing transportation service to the newly opened park, and in 1988 the Grand Floridian station was added. The newest fleet of trains is known as the Mark VI series, having replaced the Mark IV series in December of 1989 (the other Mark series of monorail trains were created for Disneyland in California). The current fleet is comprised of 12 trains carrying an average weekday ridership of 150,000 guests (more than 50 million riders per year!). Each of the 12 cars is identified by a unique colored stripe on its side that helps the operators keep track of the various trains that circle the different loops. Part of the fun of staying at Walt Disney World is seeing if you can spot all twelve colors during your trip.

Trivia Question: Can you name all twelve colors? (We'll tell you a little later.)

There are three monorail loops at Walt Disney World. Two circle the Seven Seas lagoon with stops at the TTC and the Magic Kingdom. One of them is an Express monorail while the other makes additional stops at the Grand Floridian, Polynesian and Contemporary resorts (the monorail actually passes straight through the Contemporary's open A-frame concourse). The third loop travels back and forth between the TTC and Epcot.

So what makes the monorail so magical? First of all it's just, well, cool! Monorails are rarely encountered in day to day life, and the ultra-modern futuristic journey is your first clue that you're in a magical place that's far removed from the real world. Seeing the colored monorails (don't worry, we'll tell you the colors soon), gliding along the tracks, particularly in Epcot, is a truly unforgettable sight. And to most Disney fans, they know they've arrived when they hear those famous words: "Please stand clear of the doors, por favor manténganse alejado de las puertas".

That voice, instantly recognizable to Disney fans everywhere, belongs to Jack Wagner, who was the official park announcer for Disneyland through 1993. Until recently, Wagner also provided the narrations describing the Magic Kingdom resorts that you passed during your journey (new announcements have since come online, often pointing out special events and seasonal celebrations). To many, those original narrations were just as magical as "Please Stand Clear of the Doors..." (though



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.

perhaps not as much fun to quote!), and many people would ride all the way around the Magic Kingdom loop just to soak in the whole “I’m here!” experience...especially on the first day of their trip (though some of the announcements have changed over the years, I still recommend this as a great way to start your vacation). As an added bonus, if you fly into the Orlando International Airport, you’ll get to ride a tram from the terminal to the main concourse (sort of a ‘monorail preview’ if you will). And if that voice sounds familiar, you’re not imagining things...that’s Jack Wagner as well!


One of the most important tips to remember when heading to the Magic Kingdom from the TTC is that there are two monorail loops: the Express that goes directly to the Magic Kingdom, and the Resort monorail that makes stops at the Polynesian and Grand Floridian before heading to the Magic Kingdom. As you arrive at the TTC, you may find a large crowd of people heading to board the monorail, especially early in the day. Invariably, all of these people will line up for the Express. If that’s the case, head to the Resort monorail instead. While the ride itself might be a few minutes longer, it sure beats waiting in line for the Express; I’ve seen instances where the line for the Express was so long you would have to wait for at least two monorails to come and go before you could board, while the Resort monorail had no line at all (don’t forget to use the same strategy when you leave the Magic Kingdom, and also keep in mind that if you’re heading to Epcot, both monorails stop at the TTC where you’ll transfer to the Epcot line).

Here’s another tip to make your monorail ride extra magical. As you approach the monorail station, ask a Cast Member if you can ride in the front! If there is room available you’ll be able to sit in the first cab for a pilot’s view of your journey. The front cab can hold up to four passengers, and kids will receive an honorary monorail co-pilot’s license. You can also experience an unforgettable magical moment during the holidays if you ride the Epcot line. Before you pull into the Epcot station, you’ll take a short tour of Future World. As you make your way past Test Track you’ll

approach the World Showcase Promenade, which will be illuminated by the spectacular Lights of Winter. The monorail will pass right through the display, and if you time it right (obviously a bit of luck is involved) you’ll be treated to a breathtaking light show that you’ll never forget!

Speaking of holidays, a ‘must-have’ for any serious Disney fan is the model Monorail set...perfect for setting up under the tree. You can add models of the Polynesian, Grand Floridian and Contemporary Resorts (yes, your miniature model passes right through the Contemporary!), and you can even add Spaceship Earth. Just like their big brothers, each model monorail has a colored stripe. To date, six of the twelve colors have been produced, with this year’s model being green (oops, I just gave one of the colors away; we’ll get to the rest later!). And the best part is that the front car of the miniature monorail has a button you can push to hear those memorable words, “Please Stand Clear...”, well, you know the rest.

No small wonder then that many people consider the monorail to be their favorite “attraction”. It’s magical, modern, whimsical and innovative—pure Disney, in other words!

Oops, almost forgot! Black, blue, coral, gold, green, lime, orange, pink, purple, red, silver, and yellow. 



Hidden Treasures of Adventureland

One of my favorite places in all of Walt Disney World is Adventureland in the Magic Kingdom. Beyond just the attractions, it is arguably one of the most richly-themed and immersive areas anywhere on property. And of course, it is replete with hidden treasures...some of them right in front of you, and others so small that you'll have to look hard to find them. And that's a large part of the joy...the quest itself! Let's take a look at just a few of my favorites, in the hopes that the next time you visit the parks, you'll take the time to explore and find even more on your own.

One of the most visible, yet most unrealized treasures by most Guests, is in the Pirates of the Caribbean. This timeless classic is filled with incredible detail, lifelike Audio-Animatronic figures, a phenomenal theme song, and of course, an incredible storyline. Speaking of storyline, while you may know that there is a left and right queue, did you know that they are not the same and actually tell a different part of the story? As you enter the fortress, you'll encounter a dark labyrinth of dungeons, armories, passageways and other chambers (which is in stark contrast to the original Disneyland's serene Blue Bayou Lagoon). As you cross the threshold, your journey back through time continues, and as you select the left or right queue, you will encounter a different part of the fortress altogether. The left side of the queue represents an area where the soldiers may have lived - with a dining area, quiet fountain, serene courtyard, a munitions area, gunpowder pit, and racks of locked rifles. The right side, however, is considered the "military" side of the fortress, complete with cannons aimed to fire, barrels of gunpowder at the ready, an armory and dungeons.

Another hidden treasure that is often overlooked can be found on the opposite end of Adventureland. Across from the Aloha Isle snack stand is a seating area with lava rock benches surrounding tall planters filled with Japanese Privets, Birds of Paradise and other exotic plants and flowers. "Big deal, Lou" you say - "this is just another place for me to enjoy my Dole Whip". That it may be, but I encourage you to examine these benches very closely. They contain some interesting details, as they seem to be forged not just from the rocks themselves, but from other man-made elements. Notice that within these benches you will find wood pilings, doors, oars, and ship's masts. While they may seem out of place across from a snack stand, they tie in very closely to a nearby attraction, the Swiss Family Treehouse. And if you look even closer, (it's OK, no one thinks you're crazy...yet), you'll find a collection of small carvings including fish, spear-wielding natives, a sun and other symbols. If you look further down the benches near the exit to the Treehouse, you will even find the basic chiseling tools left by whoever may have created these symbols...all of which makes you wonder who took the time to carve these (and more importantly, why!).

As I said at the very beginning, not all of these "Hidden Treasures" are so obvious. Many are less visible, and you'll need to do a little exploring to find them. Some of these "Hidden Treasures" also have practical purposes behind them. Take for example, the roof of the Sunshine Pavilion and Enchanted Tiki Room. Disney's Imagineers excel at transitional theming—the art of making different areas of the park flow together seamlessly. One of the best examples of this sits atop these buildings.

MOUSE VIEWS



by Lou Mongello



Lou Mongello is the host of the award winning WDW Radio podcast (www.wdwradio.com), and the author of the definitive Disney trivia books, "Walt Disney World Trivia" Volumes I and II. You can discover more secrets, rumors and facts at Lou's website: www.disneyworldtrivia.com 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.

Although they are technically a part of the Adventureland landscape, they can also be seen from Frontierland, so it was important that they reflect the theming of both areas. If you take a close look at the finials on the roof of the Sunshine Pavilion, you'll discover a number of animal heads. They were modeled after an Asian water buffalo so that they would fit in perfectly with the exotic themes of Adventureland; while closely resembling a Texas longhorn breed of cattle when viewed from the other side (the better to tie in with the Old West surroundings of Frontierland).

Last but not least, no trip through Adventureland would be complete without a journey aboard the world famous Jungle Cruise. This, my friends, is a veritable treasure trove of wonderful details, hidden tributes, sight gags, auditory jokes and so much more. And that's just in the queue area! I could spend countless pages describing some of the brilliant (and once again sadly overlooked) signs, crates, tags and props that all have a particular meaning behind them, but here are a few of my favorites that I'd like to point out.

After you exit your boat, look for a set of crates to your right as you leave the covered area. There you will find a number of boxes tied together with rope, each bearing some interesting names. These pay homage to a number of Disney films, actors and other individuals who were instrumental in creating cinematic classics like the 1960 live-action film, *Swiss Family Robinson*. For example, the name "Thomas Kirk" refers to Tommy Kirk, who played Ernst in the film. "M. Jones" makes reference to the character of Merlin Jones, who (coincidentally), was portrayed by Kirk in the films *The Misadventures of Merlin Jones* and *The Monkey's Uncle*. "Bora Danno" pays homage to Kirk's *Swiss Family Robinson* costar James MacArthur who later played the character of Detective Danny Williams, (AKA "Danno"), on television's *Hawaii Five-O*. You'll find the name Ken Annakin, who was the director of the *Swiss Family Robinson* film, while the "Wyss Supply Company" refers to the



original *Swiss Family Robinson* novel author Johann David Wyss. There's SO much more to discover here, but as I said – I want YOU to explore, so spend time looking up and around the queue, both before you board and after you disembark, and enjoy comical signs for things like The Jungle Navigation LTD Employee of the Month, the tattered shirt offering free kittens to a good home, and many more.

In fact, Adventureland is filled with countless other hidden treasures, both in and out of the attractions, in the shops, and in all those little courtyards and hideaways. For instance, wander through the Swiss Family Treehouse and take note of some of the interesting elements in the

rooms (including the cask of Brandy high on the shelf in the Library), relax in the courtyard by the covered queue at *Pirates of the Caribbean*, look for the Tiki Statues near the Magic Carpets of *Aladdin* which help set the mood of Adventureland with their rhythmic drums, and immerse yourself in the exotic landscaping of Adventureland itself. Here, unlike anywhere else in the Magic Kingdom, you'll truly get the sense that you've left civilization behind for a land that is rich in history, story and hidden treasures, beyond just the atmosphere and attractions.

Just be sure to keep your eyes open for friendly headhunters...





by Steve Barrett



Steve Barrett is the author of "The Hassle-Free Walt Disney World Vacation" and "Hidden Mickeys, A Field Guide to Walt Disney World's Best Kept Secrets". You can check out more Hidden Mickeys at Steve's website: www.hiddenmickeysguide.com

My Favorite Hidden Mickeys

I rarely meet a Hidden Mickey that I don't like. However, I like some Hidden Mickeys more than others. The intricate or complex images, such as Mickey's full body, are the best ones. The artist puts more effort into the creation of these images, and they deserve our admiration. Other Hidden Characters (Minnie Mouse, Goofy, etc.) tend to be complex images as well.

The problem surfaces with the three-circle (the "classic") Hidden Mickey images. I apply certain criteria to help me judge if a three-circle image is a Hidden Mickey or not. Does it seem purposeful by the artist? Are the head and ears proportioned and positioned correctly? Is the image more hidden than obvious (decorative)? I resist the trefoil image, which is the name for three same-sized circles together. Mickey's head is larger than his ears!

Having discovered over 1700 Hidden Mickeys in Disney parks and resorts around the world, the Disney cruise ships, Disney movies and other places, I had plenty to choose from when selecting my favorites. It was a difficult process, but here they are (forgive me if I didn't include your favorite Hidden Mickey!).



Make a special trip to Disney's Wide World of Sports to find this full-body Mickey. You'll find him looking out over the court near the high central ceiling in the Milk House (the Field House). He's on an upper rafter above "The Milk House" sign, in front of a yellow triangular wall partition that is opposite the main entrance. I spotted him to the upper left of the lower seats of section 104.



In Buzz Lightyear's Space Ranger Spin, a continent on a planet is shaped like a side-profile Mickey. Find him (along the entrance queue) in the second poster on the right wall and in the top left of a recessed wall to the left of the large View Master and (on the ride) on the right wall in the space video room and in the final battle scene on a wall to the upper left.



Along the Pangani Forest Exploration Trail in Disney's Animal Kingdom, a huge, three-dimensional head of Jafar is carved out of a giant rock. It's past the gorilla viewing area, to the right of the first section of the first suspension bridge.



Also in the Animal Kingdom, you'll find an old favorite on the ground in Africa. Near Tamu Tamu Refreshments (on the walkway that connects Africa and Asia) a small utility cover and the pebbles adjacent to it form a classic Mickey.



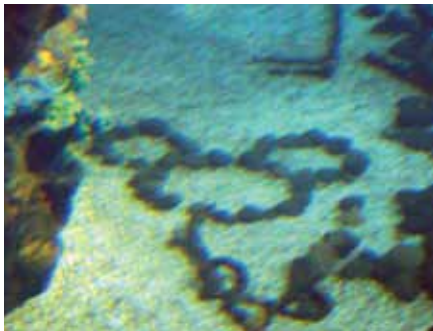
In Epcot's Canada Pavilion, a cool classic Mickey is in the Northwest Mercantile Shop, which is to your left as you walk up the steps into the pavilion. A fish with a black Hidden Mickey is hanging on the outside of a box at the left rear of the first room as you enter the shop.



Another perfect Mickey image has remained in place after the recent Epcot Spaceship Earth refurbishment. (Hidden Mickeys may not survive refurbishments!) Just after the Gutenberg printing press scene, in the first part of the Renaissance section, look for the first painter to the left of your ride vehicle. Three white paint circles form a classic Mickey on the top left of the table near the painter.



In Disney's Hollywood Studios, about halfway along the outside winding queue for Star Tours, a white classic Mickey is high on a tree trunk, just below the walkway platform for the Ewok village above. It's on the huge central tree, directly across from the Imperial Walker.



Disney has planted a few Hidden Mickeys made of rocks. This one is formed by a series of rocks at the bottom of the Seas with Nemo & Friends aquarium. This classic Mickey is best seen from the 4th window on the right as you enter the corridor leading to the circular viewing area upstairs.



This next rock classic Mickey is on the right side of the Epcot Japan Pavilion, next to the far right sidewalk to the Mitsukoshi Store and near a juniper tree. The rocks sometimes change and the Mickey image occasionally disappears, but it seems that the Cast Members (thankfully) try to keep this Mickey intact!



Don't forget to look for partial Hidden Mickeys. Here's one along the Maharajah Jungle Trek in Disney's Animal Kingdom. Inside the second arch of the temple ruins and on the left mural, there's a small partial classic Mickey in a brown rock formation on the left side of the mountains.



You'll find a new Hidden Mickey at the Toy Story Mania! attraction in Disney's Hollywood Studios. Look in the painting on the wall past the large USA map and below a green dinosaur and orange fish (Nemo). You'll find this new Mickey near the floor and behind the handrails on the left side of the standby queue.



A new Hidden Mickey can also be found inside Tony's Town Square Restaurant on Main Street in the Magic Kingdom. As you enter, look to your immediate right for the first complete (not partially covered) black square tile centered in front of the bureau. In the right lower corner of the tile you'll find this new Mickey. (Thanks to Kelly McAdams for finding this hidden gem!)



Finally, let's not forget Minnie Moo's cool classic Mickey marking! Gone but not forgotten, she once resided at Fort Wilderness. Her photo hangs in the Yachtsman Steakhouse and inside the Horse Barn at Fort Wilderness.

MOUSE VIEWS

DISNEY
Style

by Cara Goldsbury



Cara Goldsbury is the author of "The Luxury Guide to Walt Disney World Resort", has appeared in 2008 as a leading Disney expert on two Travel Channel specials, Disney Splurge! and Disney Royalty, and has been cited numerous times in national news articles as an expert on Walt Disney World. Visit her site at www.WDWLuxuryGuide.com. A travel agent for over twenty years, she can plan your luxury Walt Disney World vacations at www.LuxuryOrlandoTravel.com.

Eenie Meenie Miney Mo: Choosing the Perfect Walt Disney World Deluxe Resort

When I first began traveling to Walt Disney World in earnest, it was an absolutely excruciating process to pick the perfect resort. I wavered between one resort and the other. Should I spend the extra money to be on the monorail or just use Disney bus transportation to the theme parks? If I stay at a monorail-serviced resort, should I pick the Contemporary Resort, the Grand Floridian, or the Polynesian Resort? Or should I think about the Epcot area? Which is better, the Yacht Club or the Beach Club. What about the BoardWalk Inn? Should I upgrade to concierge, save money and get a garden view room, or blow the whole budget on a suite? My list of questions went on and on. When there are so many great choices, how do you pick the right Disney resort?

During my years researching *The Luxury Guide to Walt Disney World Resort*, I've had the marvelous opportunity of staying at all the Deluxe Resorts many times over. Admittedly the Magic Kingdom area is by far still my favorite. No place else gives me quite the same thrill as one of these resorts, which are all centered around the magical Seven Seas Lagoon. What could possibly be better than a room with a picture-perfect view of Cinderella Castle?

Of the three monorail-serviced resorts—the Contemporary Resort, the Grand Floridian, and the Polynesian Resort—the Grand Floridian wins for sheer atmosphere. Evenings are special in the glorious Grand Lobby when a pianist alternates with a big band playing all the old-time favorites. It's always a kick to sink into one of the comfy sofas and watch the brides saunter through the lobby in their finery. If you're lucky, you'll catch a glimpse of Cinderella's coach whisking the bride away to the nuptials. The lovely grounds are peppered with blossoms and delightful housekeepers parading in Victorian dress and lacy parasols. And the newly renovated guestrooms are the perfect touch.

Now if you're looking for something a bit more hip and modern, the Contemporary Resort is for you. Guestrooms here are sleek and elegant, but don't expect much in the way of beautiful grounds and themed pools. Do expect one of Disney's best restaurants, the California Grill, and the thrill of the monorail gliding through the resort's massive atrium interior. But remember that for the foreseeable future, a new Disney Vacation Club high-rise property is under construction, and your peace and quiet—as well as your view on the Bay Lake side—may be spoiled.

The Polynesian Resort is oozing with romance, the guestrooms are large and comfortable, and there are plenty of beaches and a fun pool. However, the resort lacks the service found at other Disney Deluxe Resorts. But if it's sheer Disney-style atmosphere in a somewhat hokey way that you're craving, you can't go wrong here.

If you're a fan of Epcot, opt for a stay at one of the resorts just outside its International Gateway and a short boat ride away from Disney's Hollywood Studios. Choosing between the Yacht Club and the Beach Club is easy for me; it's the Yacht Club

hands down. The Beach Club is a bit on the cutesy side for my taste, has fewer full-size room balconies, and has a more 'laid back' feel compared to the sophistication of the Yacht Club. The Beach Club's one advantage is its slightly closer proximity to Epcot.

Across Crescent Lake is the charming BoardWalk Inn with its newly renovated guestrooms and perfect access to the bustling BoardWalk. The pool, however, while awfully cute with its Keister Coaster theme, doesn't light a candle to the exciting Stormalong Bay at the Yacht Club and Beach Club. The Swan and Dolphin might be an option because of their less expensive room rates. But they come without the Disney magic, their guestrooms are smaller, and they offer half the excitement of the other resorts in this area.

The Animal Kingdom Lodge and the Wilderness Lodge are in a category of their own, each with their own advantages. Because these two properties have smaller guestrooms than the other Disney Deluxe Resorts, you may want to consider a more spacious Deluxe Room at the Wilderness Lodge or perhaps one of the new villas within the main building at the Animal Kingdom Lodge. The Wilderness Lodge's setting on Bay Lake is spectacular, surrounded by lovely pine trees. But the Animal Kingdom Lodge's savanna brimming with exotic animals is amazing. I feel the Animal Kingdom Lodge is a bit more sophisticated. But if you're looking for better accessibility, the Wilderness Lodge is only a boat ride away from the Magic Kingdom. From the Animal Kingdom Lodge, you'll need to drive or take Disney bus service to all four theme parks, and until early spring of 2009, one of the savannas will be spoiled with construction. Both have excellent restaurants: Jiko at the Animal Kingdom Lodge and Artist Point at Wilderness Lodge. In short, the pros and cons of these two resorts tend to outweigh each other, making them something of a toss-up. You'll be happy with either

one and even more ecstatic with the less expensive price tag than the other Disney Deluxe Resorts.

One question I'm always asked is: Should I book a room on the concierge level? My answer: It depends on your personality and preferences.

Do you plan on spending all day in the parks, including dinner and the fireworks show? Then concierge will more than likely be a waste of money because you won't be around to take advantage of the evening offerings. Does returning to your resort in the late afternoon for a dip in the pool and dinner sound more like your cup of tea? Then by all means think about concierge. You'll be around to enjoy appetizers and wine and can plan on cordials and a bite of dessert before retiring. Does the idea of staying in what feels like a smaller hotel within a larger complex appeal to you? Then you can't beat concierge.

If you're considering the concierge level, here is the lowdown: For the best atmosphere, choose the Grand Floridian's Royal Palm Club in the main building where you can hear the music and gaze down upon the Grand Lobby. If you love a great view, then the Contemporary Resort's lounges on the 12th and the 14th floors, both recently redone in a slick, hip style, offer spectacular vistas of the Magic Kingdom and the Seven Seas Lagoon; you will, however have to

contend with the somewhat ho-hum convention-style fare. If cuisine quality is important, then opt for the Grand Floridian's extensive spread, the Wilderness Lodge's hearty choices and excellent homemade cookies and cobbler, or the Animal Kingdom Lodge's unusual assortment of great food from Boma's kitchen.

I hope this narrows down the field a bit for you. If you still can't make up your mind, eenie meenie miney mo it. I'm pretty sure that you'll love just about any of the choices above.



Walt Disney World: A Photographer's Paradise

When it comes to photography and unique picture taking opportunities, Walt Disney World is a dream come true. There is literally something for everyone's tastes and interests. Whether you are into taking pictures of architecture, landscapes, wildlife, flowers, family members, silly candid, surprise character encounters, or fast-moving action, you can see and photograph it all at Walt Disney World. From super-wide angle panoramas through tightly cropped close-ups, photographic subject matter is around every corner in every park.

The Magic Kingdom conjures up larger-than-life worlds alongside areas that could never exist in real life with over-the-top colors and fantastic details. Epcot serves the hulking, modernistic facades of Future World right next to an idealized trip around World Showcase, all within a few hundred acres. Disney's Hollywood Studios brings fantastic recreations of some of your favorite movie worlds right to you, from a full-scale Imperial Walker on the forest moon of Endor to a recreation of Grauman's Chinese Theatre. Capping off the major parks is Disney's Animal Kingdom, which allows you to visit tropical lagoons, lush jungle environments, and even a rich African savannah teeming with wildlife and colorful foliage.

Photographs give Guests a personalized way of "collecting Disney." Some people collect pins, others collect postcards, but photos are a fun and easy way to collect memories from the parks. Each photo represents a moment in time captured by and personalized just for you. Everyone has a different "eye" and sees the scenes in the parks in a different manner, which adds to the fun and gives you a unique way of expressing yourself and what you "saw."

Instead of just taking a photo, try to tell a story with each picture. Try to have each photo make the viewer recall the sounds and smells from each area. For added drama, use the movie-making technique of mixing long, middle, and short range shots as you move closer to an attraction to convey a sense of anticipation and excitement. For example, use a long-range shot of Expedition Everest from across the water (Africa bridge) as a long-range shot, a shot of the mountain from Asia near the shrine area as a mid-range shot, and close-ups from the big drop with the prayer flags as a close-up area. These shots in combination tell the story of the Forbidden Mountain.

The difference between walking around your hometown or local county park and a Disney park is that Disney parks are carefully constructed to remove you from reality and put you into a fantasy world away from all of the stresses and influences of real life. The Imagineers and designers have created worlds and areas that are impossible to visit anywhere else. Where else in the world can you walk out of an idealized small-town turn-of-the-century city street and take a photograph of an elephant that really flies?

Try to look beyond the typical and standard shots, and you will be amazed at what you can find. One of my favorite overlooked shots in Tomorrowland is the neon palm trees placed against a backdrop of the Tomorrowland Transit Authority. You can find countless other shots as well, but you may have to expand your field

MOUSE VIEWS

SHUTTERS & LENSES
PHOTOGRAPHY TIPS & TRICKS

by Tim Devine



Tim Devine is an avid photographer and the owner and webmaster of www.themagicinpixels.com, a website created for and dedicated to fellow Disney Photography Enthusiasts. In addition to a large gallery of photos you can browse, you'll also find tips, articles and equipment reviews to help you create magical photo memories of your Walt Disney World Resort vacation. Tim lives in South Jersey with his wife, Karen, and their son, Billy.



of view to find them. Have you ever thought of trying to get a photo of a steam train as it goes past Space Mountain? By thinking and planning, you can often find unusual locations that make for very exciting photo opportunities.

Experimenting with different photographic techniques also gives you the opportunity to be creative. Your shutter speed can be fast enough to stop fast-moving objects in time, or it can be slow enough to allow moving objects to appear as streaks against a static backdrop. A slow shutter ($\frac{1}{2}$ second or slower) will cause moving water to appear smooth and creamy, and it will also cause moving people to appear as ghosts. A fast shutter ($\frac{1}{500}$ second or faster) will stop a motorcycle in Lights, Motors, Action! Extreme Stunt Show.

As if a "typical" day in the parks does not provide you with enough subject matter, special events and times of the year put everything into hyperdrive. Epcot's Flower and Garden Festival transforms the park into an explosion of flowers, topiaries, and colors. During the Halloween season, the Magic Kingdom with exciting autumn colors and decorations, and do I even need to mention Christmastime at Walt Disney World?

Perhaps the most exciting and challenging time to take photos in a Disney park is at night. As the sun goes down and the lights turn on, the parks transform into a symphony of lights and colors in a way that only Disney can. A high-quality nighttime photograph can be one of the most rewarding things that Disney photography enthusiasts can hope to obtain. The parks themselves even change character and take on lives of their own once the sun goes down, telling their own stories in the process. The lighting is set to the theme of the area, such as the bright neon lights of Tomorrowland and the low-key lighting of Disney's Animal Kingdom.

Walt Disney World Resort is one of my favorite places on Earth to take pictures. A majority of my trip planning excitement comes from the anticipation of spending lots of time behind the camera. I try to think of new things that I want to get photographs of and new ways to recapture some of the shots that I already have. No two trips are ever the same, and the landscape and fabric of the parks is always changing. I can't wait to go back...

PHOTOGRAPHY 101

EXPOSURE refers to the amount of light allowed to strike a light-sensitive medium (film or digital sensor). It is comprised of three factors: ISO (a.k.a. FILM SPEED), SHUTTER SPEED, and APERTURE. These three factors form a three-way relationship, in which a change in one value must be met with a reciprocal change in one or both of the others to form the same exposure.

ISO (film speed) refers to the sensitivity of the sensor/film to light. A lower ISO (100) is less sensitive to light and requires a slower shutter speed. Conversely, a higher ISO (800) is more sensitive to light and permits faster shutter speeds. As the ISO gets higher, the "noise" or "grain" in the image becomes more noticeable – an often undesirable side effect.

SHUTTER SPEED refers to the length (in fractions of a second) that the shutter is open, allowing light to enter the camera and strike the sensor. Bright days permit extremely fast shutter speeds while night photography requires very slow shutter speeds. Shutter speed is denoted on a camera as a number, such as 60, 80, 125, etc., which stands for $\frac{1}{60}$ second, $\frac{1}{80}$ second, and so on. In the event that the shutter is longer than one second, a (") will be added, such as 2" for two seconds.

APERTURE refers to the size of the opening inside the camera's lens. A large aperture (f/2.8) allows more light to enter than a small aperture (f/16). Note that the larger the aperture, the smaller the f/ number and the smaller the aperture, the larger the f/ number. Smaller apertures give greater depth of field but allow less light to pass through the lens and larger apertures give shallower depths of field but allow more light to pass through.

In "photo-speak", the term **STOP** is used to represent one doubling or halving of aperture, ISO, or shutter speed. For example: ISO 400 is two stops faster than ISO 100, f/8 is two stops down from f/4, and $\frac{1}{250}$ second is one stop faster than $\frac{1}{125}$. Full stops are usually subdivided into thirds to give more options.

For a more detailed explanation on this article, visit www.themagicinpixels.com and check the articles section.

Pinning Down the World: An Introduction to Collecting the Magic

MOUSE VIEWS

PIN TRADING
COLLECTING

by John Rick



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

Journey back with me to December 1998. I'm in Walt Disney World after a 22-year hiatus. As my wife and I enjoy the wonder and excitement of this enchanted place, it occurs to me that in addition to the hundreds of photos that we have taken, the collector in me needs to bring something back to New Jersey as a keepsake of this week-long adventure! And so it began.

Actually, it wasn't a pin but a light-up button proclaiming "Happy New Year 1999" that brought me to this point. That was the very first pin I ever bought, and it still holds a place of honor in my home.

Disney pins and pin trading mean many different things to many people. But for me it's simple: friendships. These rather simple, colored bits of metal have provided me with the opportunity to develop and enrich life-long friendships. Over the years, I have met pin traders and collectors from around the world. We all have one thing in common: an appreciation for these miniature pieces of art.

Although Disney pins were produced as long ago as 1938, it's rumored that pin trading as we know it got its start when a Disney executive saw Olympic pin trading at the 1996 Olympics. Disney produced a pin as a promotion, and it was the humble beginning of a 12-month pin trading pilot program in October 1999 as part of the Millennium Celebration. As the promotion drew to a close, Disney decided that it would not end.

A very important element of that promotion was Cast Members trading pins with guests, which is a practice still unique to the experience today. Pin trading is just one more way for many Cast Members—from "pan & broom" to management—to interact with Guests. Many pin traders begin by trading with Cast Members because trading with Cast Members always ends in a successful trade!

As my family's trips to Walt Disney World continued, our pin collection grew. We returned from every trip with these tiny memories. Whether it was a pin from the resort where we were staying or one of our favorite attractions, our pins gave us the opportunity to relive many of our fondest vacation memories, almost every day.

In between our trips to the "world" I started to look for other places to buy pins. For six months, I bought pins on the secondary market. I gathered a sizable collection; however, I was missing a key element. I had no pins to trade! This is the fork in the road for most pin traders. Here is where you choose to become either a collector only, or a trader/collector.

Because trading was the part of the hobby that most interested me, I had to re-evaluate my purchasing strategy. It was one thing for me to pay higher than retail for a pin for my collection, but it was out of the question to pay higher than retail for a second pin to trade. I started to search for Disney pins online.

I discovered websites dedicated to Disney pins and pin trading. One website, www.dizpins.com, stood out to me, with its daily news, scheduled releases, and incredible forums, including one of people selling pins. It couldn't get any better than that! I registered for the forums immediately. Also, I began to compare the sellers and the services they provided. After exchanging several e-mails, I chose my buyer.

We agreed that I would purchase two of every limited edition pin that was released at Walt Disney World. So began a 2½-year arrangement that left me with a sizable increase in my collection as well as a nice assortment of pins to trade.

In time I realized that even if I lived in Florida and visited the parks daily, I would not buy some of those pins. So that option had run its course. At this time, the Disney Stores sold a couple of very important pin sets and some individual pins. This gave pin traders a reason to meet and also to trade pins well beyond the confines of the theme parks.

About that time, the idea of the Central Jersey Disney Pin Traders (CJDPT) was conceived. After meeting every Saturday to purchase the “100 Years of Magic” pin set, I wanted to continue to get together with my new friends. We have been meeting 18 times a year from the group’s inception. CJDPT is just one of many pin groups around the country that provide yet another occasion for pin trading beyond the parks.

Disney, in addition to daily trading with Cast Members, offers “Pin Events” in the parks worldwide as well as the Disney Cruise Line too. In addition to being great opportunities to buy and trade pins, many limited edition pins are designed exclusively for these events, and they are available first to the Guests registered for that event. When you attend a Disney-sponsored event, you can participate in live and silent auctions of special pins and accessories, seminars with Disney artists, games, pin trading boards, and more.

Today, Disneyland, Walt Disney World, and the New York City World of Disney Store also have regularly scheduled monthly pin trading events. These are typically free to all Guests. They usually include a kids zone trading area for children up to age 12.

That’s not the only special pin trading opportunity for kids. Children can trade with Cast Members in the parks for pins worn on the Cast Members’ special green children’s lanyards. Even very young kids can start pin trading. The premise of pin trading is simple. Kids usually trade for pins featuring their favorite character, ride, attraction, show, etc. Pin trading actually encourages kids to grow in many areas, for example helping them to develop interpersonal skills and good manners. But here’s a money-saving tip: en-

courage your children to focus their collection, such as on one particular park or character. The number of pins being released these days is overwhelming. Focus is the key.

So now that you have the pins, where do you put them? Back in 1998, I innocently thought, “Wow, this is a great collectible. They’re so small; they will hardly take up any room.” The good news is, there are lots of inexpensive ways to store your pins. For example, you could keep them in shoeboxes or in the black three-ring binders Disney sells for that purpose in the parks. The binders hold approximately 120 pins, so your binder collection will grow right along with your pin collection!

Binders are practical, but they don’t really allow you to look at and enjoy your collection regularly. It’s rather like looking through someone’s 400 pictures of their cross-country 60-day summer vacation. At the start, your interest is high, but about halfway through, you are just being polite. You might consider instead framing your pins or buying framed pin sets. Even a non-Disney fan visiting your home can appreciate a well-designed and executed framed pin set.

You can frame pins yourself, grouping them in categories, such as holidays, attractions, or characters. Choose your background from any number of sources; scrapbooking,

calendars, lithographs, movie posters, and even your own enlarged vacation photos are just a few of your options.

Or you can buy sets already framed by Disney. These are mostly released at special events or to commemorate significant milestones in the company’s history. These framed sets historically come mounted on a well-chosen background, within a visually appealing frame, and comprised of an interesting assortment of pins. They are pieces of art worthy of a place in any Disney fan’s home, pin trader or not.

As I recap the past nine years, that light-up button still holds a coveted spot in our collection. My pin-trading friends have become vacation partners and extended family—the kind of people you feel comfortable being around. If the 10th anniversary of pin trading and the years to come are even half as satisfying as these past nine years have been, I am looking forward to continuing this odyssey for some time!

Until next time, happy trading.



The Best Time of Year to Visit the Walt Disney World Resort

As an Orlando local and Disney fanatic, if you ask me when the best time to visit Disney World is, my answer would be anytime. Even on the busiest day in Magic Kingdom, there is something magical about the Disney Parks! You walk into those gates and you are transformed to another world. However, my answer does not always make my guests happy. They want to know the best time to visit Disney World for the crowds, weather, and prices. You invest large sums of money on visiting Disney World. Your family's happiness and memories you make on this trip create the return on your investment. With that in mind, I do understand that you want to get the most out of your visit with Mickey Mouse.

There are three main factors in picking the best time of year to visit the Walt Disney World Resort, including weather, crowds, and prices. Since we are just about through the hurricane season, let's start with weather. In Orlando, we have three seasons we like to call the cooler season, mild season and really, really hot season. The cooler season runs from the end of December to around early March. The cooler time of year usually requires a light jacket. The pools at the Disney Resorts and Disney Waterparks are heated year round, but hopping out of the water may be a little chilly. Disney does normally close one of the Disney Waterparks during this time for renovations, since it is a slower season at these parks. These months have high temperatures in the mid-70s and low temperatures in the low 50s.

The mild season usually runs from mid-March to May and from October-November. This is the perfect time to visit Orlando. The high is usually in the 80s and the low's are usually in the 60s. It is warm enough to swim, but not too hot while you wait in the Disney Theme Park lines. The really, really hot season runs from June through September. We have the typical 90s during the day and high-70s in the evening hours. And keep in mind that the Florida humidity makes the summer time even hotter, making temperatures like 90 feel closer to 100!

The occasional hurricanes that breeze through Orlando cause another weather concern. The hurricane season runs from June 1-November 30. The most active month for hurricanes in Orlando is September. If you are planning a summer or fall trip to Disney World, be prepared for possible hurricanes that may affect your trip to Disney World.

When planning a trip to Disney World, most guests want to avoid the long lines and visit during a slower season. Not many guests say they are excited about spending a lot of money on a Disney World vacation to wait in lines. You want to avoid the lines as much as possible on your trip. Planning your vacation to avoid the busier seasons is a great way to get the most of a visit to the Walt Disney World Resort. For seasons, there are several seasons to plan around. The Holiday Seasons including Christmas-New Years, Easter, and Thanksgiving represent the busiest season. Most guests get these times off from school and work, so these are busier times to visit. The next most popular Seasons are Spring Break that starts around Valentine's Day in February and runs until mid-April and Summer that runs from Memorial Day weekend through the end of August. These are usually busier times at the Theme Parks and

MOUSE VIEWS

DISNEY
TOURING TIPS

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 even graduated with her Ducktorate Degree from the Disney College Program. Allison Jones works for Destinations in Florida Travel, which is an Authorized Disney Vacation Planner selling Disney World, Disney Cruise, Disneyland, and Adventure by Disney Tours. Visit www.destinationsinflorida.com for information on Allison Jones and Destinations in Florida Travel.



Disney Resorts. If you have some flexibility during your vacation, Regular Season is a good time to visit which runs from the end of April through May and October through November. These are better times to visit for crowds, plus these are better times to visit in regards to weather. The very best times to visit for crowds are in January, end of August, September, and early December. These are slower seasons at the Disney Parks and even Disney Resorts.

During the busier months, you will be paying more on your Disney Resort compared to slower seasons. One of the biggest shockers for most guests is comparing the price at a Disney Resort for December 18 compared to December 19. A Disney Deluxe Resort will almost double in price. This is due to the change of season. Up through December 18, you are visiting during Value Season but then starting on December 19, you are visiting during Holiday Season. To help save money, take advantage of the slower seasons. They are

not as busy in regards to crowds and you will be paying less money on your Disney Resort. The Value Seasons for most Disney Resorts are in January, early February, August, September, and early December. These are the best times to visit for lower prices. Plus, during slower seasons the Disney Travel Company will offer better package discounts. One of the most popular discount Magic Your Way Packages include the Disney Dining Plan for free. This package has been around for several years, but has skyrocketed to one of the most talked about packages the Disney Travel Company has ever offered.

The best time of year at the Walt Disney World Resort can vary from family to family. It all depends on what your family is interested in for your visit to the Disney Parks. You will want to consider the weather, crowds, and prices before you narrow down your dates for your next Disney World vacation.



FEATURED ATTRACTION

SPLASH MOUNTAIN

**It's the wettest,
wildest ride
this side of the
Briar Patch!**

The Legend...

*"Roast me if you want, Br'er Fox", said Br'er Rabbit,
"But please don't fling me in that briar patch."*

*"It's so much trouble to kindle a fire," said Br'er
Fox, "I expect I'd better hang you".*

*"Hang me just as high as you please, Br'er Fox, but
for the Lord's sake, don't fling me in that briar
patch!"*

*"I don't have any string," said Br'er Fox, "Now I
expect I had better drown you."*

*"Drown me just as deep as you please, Br'er Fox,
but please don't fling me in that briar patch."*

*"There's no water near here," says Br'er Fox, "So
now I reckon I'd better skin you."*

*"Skin me Br'er Fox," said Br'er Rabbit. "Snatch out
my eyeballs, tear out my ears by the roots. But
please Br'er Fox, whatever you do, please don't
fling me in that briar patch!"*

*Of course, Br'er Fox wanted to get Br'er Rabbit
as bad as he could, so he caught him by the legs
and flung him right in the middle of the briar
patch. There was a considerable flutter when
Br'er Rabbit struck the bushes, and Br'er Fox hung
around to see what was going to happen.*

*By and by he heard someone call his name and
way up on the hill he saw Br'er Rabbit sitting
cross-legged on a chinquapin log combing his
hair with a chip. Then Br'er Fox knew he had been
tricked.*

*Br'er Rabbit hollered out, "Born and bred in the
briar patch. I was born and bred in the briar
patch!" And with that he skipped out just as lively
as a cricket in the embers of a fire.*

Your adventure starts as you approach Splash Mountain. The entrance is actually tucked away near the gnarled base of the mountain, where you'll enter an old critter building that's part barn, part silo. From there, you'll wind your way through a secret passageway leading to the Critter Cave (be sure to look at the pictures on the walls for some hilarious old-time news clippings and sketches). After meeting Br'er Frog, who begins to narrate the tale of Splash Mountain, you'll head on down to the boarding area to climb aboard your flume log (hollowed out by sharp-tooth beavers, as the story goes).

After an initial climb up a short hill, you'll be tapping your toes to the song "How Do You Do?" as you wind your way through Chick-A-Pin Hill. After passing by the final plunge (giving you a glimpse of things to come...but watch out for a stray splash here!), you'll experience your first drop...though thankfully this one's not too long. You'll now meet up with Br'er Rabbit, who is looking for some fun on a zip-a-dee-doo-dah kind of day. But his antagonists, Br'er Fox and Br'er Bear, are scheming to catch the happy-go-lucky hare and put an end to his carefree rambling. As you proceed, you'll enter a world filled with backwoods swamps, bayous and waterfalls, and you'll meet a playful collection of critters who help weave the tale of the "Song of the South." Against the advice of Mr. Bluebird, Br'er Rabbit leaves his briar patch home in search of adventure. Br'er Fox and Br'er Bear seize this opportunity and begin their legendary pursuit of the rabbit, though as you'll see, many of their schemes end up backfiring! At first, the clever rabbit outsmarts his bumbling pursuers, but as you

proceed along the winding flume ride, you'll soon discover that Br'er Rabbit is heading for trouble.

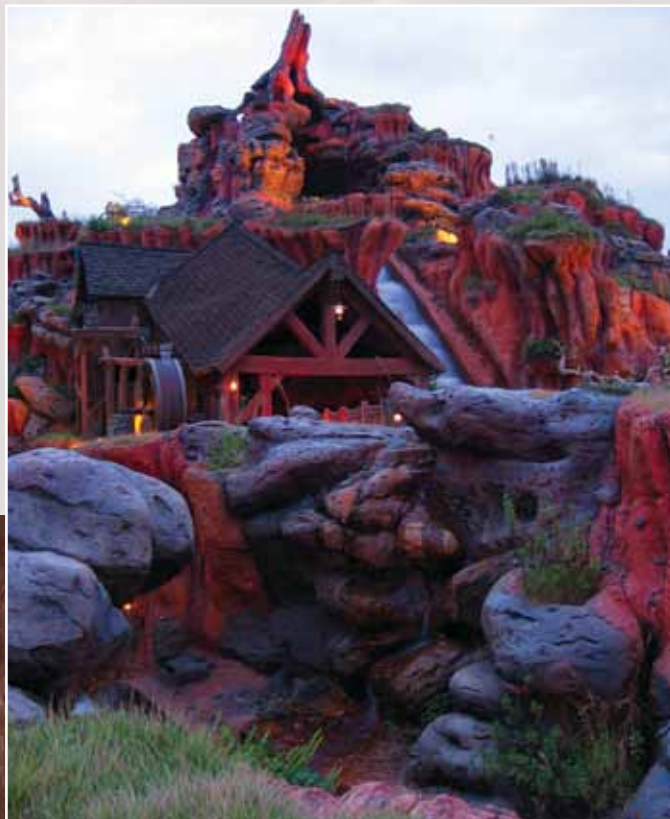
You'll soon come to a thrilling double-drop in the dark (sort of a cross between a roller coaster and a flume, be sure to throw your arms in the air and scream!), which plunges you into the whimsical caves of the Laughing Place. Fountains and water jets criss-cross your path (but don't worry, you won't get wet...yet) as you wind your way past playful turtles, grinning gophers and other friends. Sounds like fun, right? Well don't be so sure.

As you turn a dark corner, the happy-go-lucky melody of "Ev'rybody Has a Laughing Place" gives way to an ominous musical score, and a pair of vultures awaits you, wondering why you aren't laughing anymore. A long climb up an inky black tunnel looms ahead, and as you near the top you'll find that Br'er Fox has Br'er Rabbit all tied up, ready to do him in. With one last frantic plea, Br'er Rabbit begs Br'er Fox not to fling him in the briar patch. Of course, that's exactly what he does...oh, did we mention that you're going along for the ride? After an agonizingly slow climb, your log plunges over the top of a steep spillway, whizzing from the mountaintop to a briar-covered pond five stories below. Hang on! (And be sure to smile for the cameras!)

Once you splashdown, you'll wind your way back inside where you'll see the rousing final scene, a

collection of critters singing "Zip-A-Dee-Do-Dah" aboard a 36 feet long riverboat. And there's Br'er Rabbit, promising that he's through with looking for trouble and is ready to settle down. Do you believe him?

Neither do we!



SPLASH MOUNTAIN HIDDEN MICKEYS & OTHER SECRETS

As you wander through the queue area, look for a weathered yoke on the left wall. You'll find a three red splotches of paint forming a Hidden Mickey.

During the first portion of the ride, look for a barrel on your right that says "Muskrat Moonshine". Look above the 'S' to find a tiny Hidden Mickey in the rusty paint.

As you pass Br'er Frog fishing on the back of an alligator, look for a picnic basket with a red and white Mickey-shaped fishing bobber nearby!

During your climb up the second hill, look to your right to find a collection of barrels. The three in the lower right corner form a clever Hidden Mickey.

As you make the final climb toward the thrilling drop into the briar patch, look ahead of you and see if you can spot a profile of Mickey Mouse in the hole at the top of the tunnel (look for his nose jutting out from the left side).

When you enter the Zip-A-Dee-Doo-Dah scene after the final plunge, look at the sky background to the right of the riverboat to see a cloud shaped like Mickey lying on his back.



DID YOU KNOW...?

The final plunge is 52 1/2 feet high and is pitched at an angle of 45°. During the drop you hit a top speed of 40 mph (that's faster than Space Mountain!).

The flume itself is 2600 feet long, nearly half a mile!

The coloring of Splash Mountain (originally based on that of the film *Song of the South* as designed by Claude Coats and Mary Blair), was shifted to a stronger magenta shade to tie in with Big Thunder Mountain Railroad.

The runoff from Splash Mountain leads to the Rivers of America, further integrating Splash Mountain into Frontierland.

The twisted tree stump you see at the top of Splash Mountain isn't just any old stump, that's Brer Rabbit's hilltop hideout!

If the singing bullfrog sounds familiar, you may have just visited Liberty Square. That's Thurl Ravenscroft, who also sings "Grim Grinning Ghosts" in the graveyard scene at the Haunted Mansion.

The original name for the attraction (as it was being developed for Disneyland), was Zip-A-Dee-River Run. It was renamed Splash Mountain not because of the final plummet, but in recognition of the Disney film *Splash* starring Daryl Hannah, which was a current hit in the theaters. Coincidentally, Hannah's co-star Tom Hanks sang the famous theme song "Zip-A-Dee-Doo-Dah" during the film!

The riverboat in the final scene (named the Zip-A-Dee Lady), is 36 feet wide and 22 feet high, and features 12 Audio-Animatronic figures singing Zip-A-Dee-Doo-Dah.

That's one memorable tune, and it should be. It won the Academy Award for Best Original Song in 1947.

You'll find a total of 68 Audio-Animatronic figures in Splash Mountain. As impressive a figure as that is, it pales in comparison to the 105 figures found in the Disneyland version (many of those figures had been relocated from the America Sings attraction in Tomorrowland, which closed in April 1988).

FACTS & FIGURES

Opened:	July 17, 1992
Location:	Frontierland in the Magic Kingdom
Ride Duration:	About 10 minutes
Total Height:	87 feet
Height Requirement:	40"
Fastpass:	Yes
Water Flow:	20,000 gallons per minute
Featured Songs:	"How Do You Do?", "Ev'rybody Has a Laughing Place" "Burrow's Lament", "Zip-A-Dee-Doo-Dah"



TOURING TIPS

Avoiding the Lines

Splash Mountain is one of the more popular rides at the Magic Kingdom, with long lines common throughout the day. To avoid a long wait, you can take advantage of Fastpass, recommended if the wait is longer than 20 minutes. A popular strategy is to head over to Splash Mountain and nearby Thunder Mountain first thing in the morning (you may want to walk briskly if the parks are busy, there will likely be a group of people heading over with you as soon as the park opens!). Grab a Fastpass for one and ride the other (it generally doesn't matter which, if in doubt get a Fastpass for Splash and ride Thunder first). You'll be able to enjoy both mountains without too much of a wait. Splash Mountain is also open during Extra Magic Hours. You can ride as often as you'd like with little or no wait!

The Best Seat in the House

If you'd like to sit in a certain row (either to get wet or to avoid getting wet), just ask. The cast members are usually happy to accommodate special requests. Generally, the further back you sit, the less wet you'll get. It doesn't matter which side of the boat you sit on, there are wonderful views on either side. Be warned however, that if you sit on the ride you stand a better chance of getting hit by a stray splash as you circle around the briar patch falls at the beginning of the ride.

More Tips

Wearing glasses? You might want to quickly take them off right before the final plunge. Tuck them in a nice dry place (under your shirt perhaps). Then, after you've splashed down you won't have to wipe the water from your glasses (which is hard to do with a wet shirt!).

Right before the big plunge, take a quick peek out over the park to see a spectacular view of Space Mountain and Cinderella Castle (it's especially magical at night).



FEATURED RESORT

THE WILDERNESS LODGE

The Pacific Northwest Comes to Florida

The Pacific Northwest? When it comes to Walt Disney World, why not? The Wilderness Lodge recreates the grandeur and majesty of the rugged mountain lodges of the Pacific Northwest, and is certainly the most rustic of the Disney Deluxe Resorts. Tucked away on the shores of Bay Lake, the Wilderness Lodge is a giant timber-framed resort featuring breathtaking landscapes and a spectacular pool (complete with an actual geyser!).





Your experience starts as soon as you turn into the resort grounds, as you swear you've left the Florida sun behind and somehow transported your way to the rocky wilderness of a mountain retreat. You'll soon discover oak groves and towering pines, as well as forests of birch and cedar trees (no palm trees here!). Take a look at the charmingly rustic signs that welcome you to the resort; you'll even find animal tracks along the many walkways. But nothing will prepare you for your initial walk into the lobby. The Wilderness Lodge has the highest "wow" factor of any of the Disney resorts, with a jaw-dropping 7-story, timber-framed lobby featuring towering totem poles, massive western-themed chandeliers and a spectacular 82-foot tall stone fireplace. Breathtaking!! And those timbers aren't just for decoration, that's all a part of the authentic construction. Those six-story bundled log columns support the roof dormers, and as you walk among the many balconies you can catch a glimpse of how all of those timber frames tie in together.

The main building is modeled on the historic Old Faithful Lodge in Yellowstone National Park from 1904, as well as other lodges from that era, created under the direction of Stephen Mather. Nature was the inspiration for this spectacular resort, and the rustic design took its cue from the Arts and Crafts movement of the early 1900s that sought to unify many of the elements of the untamed wilderness; harmony with nature, wildlife, and Native American culture.

Nowhere is that more evident than with the towering fireplace in the main lobby. The layered stone of the fireplace symbolizes the strata of the Grand Canyon, giving you a glimpse into two billion years of natural history (see if you can spot the authentic fossils of some prehistoric plants and animals!). The two totem poles on either side of the lobby were carved in Washington state and are known as the Eagle and the Raven. And while you're soaking it all in, make note of the four massive chandeliers, topped with glowing tepees!



Even though the spring in the lobby appears to travel all the way down to Bay Lake, it doesn't. There are actually three separate water systems: the first begins at the spring and ends at the walkway near the pool's edge, the second handles the actual pool water, and the third feeds the geyser and empties into Bay Lake.

Magical Moments, Hidden Mickeys and Other Secrets

- The Wilderness Lodge is filled with a number of cozy, private sitting areas. A walk along any of the balconies overlooking the lobby will lead you to one of the many small fireplaces with intimate seating; perfect for reading, chatting, or just curling up in front of the crackling flames.
- The pathway leading to the boat dock can be a wonderfully magical place, particularly early in the morning with a gentle fog hovering over Bay Lake.
- Visit the Wilderness Lodge Mercantile to find a unique collection of Pacific Northwest themed gifts (with a touch of Disney of course). Right outside the shop entrance you will also find the third totem pole in the Wilderness Lodge lobby, a charming Disney style pole featuring some familiar faces!
- The Wilderness Lodge is filled with lots of Hidden Mickeys. You can ask for an official list at the front desk to assist you in your search. Here are a few of the more famous ones:
 - Look on the right side of the fireplace about a third of the way up to find a Hidden Mickey in the rocks.
 - In the geyser pool, look closely in the rocks and see if you can spot a familiar shape.
 - If you visit the Territory Lounge, look up at the ceiling and look for something special in the mural (you'll also find another Hidden Mickey in the mural on the wall as you enter the lounge).
- For a once in a lifetime experience, ask if you can be a Wilderness Lodge Flag Family at the front desk. Each day, a selected family gets to climb up to the roof and assist with the raising of the flags.
- If you really enjoy the theming of the Wilderness Lodge and would like to learn more about the time period that inspired it, you can take the Wonders of the Lodge tour which takes you around the resort and lets you discover the story behind the construction of the Lodge.
- When the sun goes down, be sure to head on down to the boat dock and check out the Electric Water Pageant, a nighttime light and music floating show which makes its way across Bay Lake every evening (except during inclement weather).
- As you approach the Wilderness Lodge on the boat from the Magic Kingdom (especially at night), look carefully at the main section of the Lodge and see if you can see the giant bear formed by the windows and other building elements!
- During the holidays, the Wilderness Lodge becomes a dazzling Christmas spectacular, with a giant breathtaking Christmas Tree in the middle of the lobby and wreaths and lights hanging from the rafters.
- For a quiet retreat, take a walk over to the nearby Wilderness Lodge Villas. The Villas are generally much quieter than the Lodge itself, and while you won't find the grand spectacle of the Wilderness Lodge lobby here, there are plenty of nice, quiet places to relax. Grab a couple of rocking chairs and enjoy a game of checkers, or enjoy the peaceful natural surroundings on the porch.



(below) The famous Cedar Plank Salmon dinner, served in the natural elegance of Artist Point.



You'll discover plenty of dining options to choose from—everything from lite fare to elegant, romantic dining. For a quick snack, head on down to the Roaring Forks for a sandwich or sweet treat. If you're in the mood for some whoopin' hollarin' fun, then be sure to visit the Whispering Canyon for some old style western barbecue and other delicacies. Just beware, the help likes to have fun with tenderfeet, so be prepared for some fun-filled shenanigans. (If you want to 'stir the pot' so to speak, be sure to ask for ketchup to go with your meal. Or a LARGE iced tea. Better yet, ask for directions to Universal Studios. But don't say we didn't warn you!). Looking for a more elegant dining experience? Artist Point restaurant offers Grilled Buffalo, seasonal Copper River Salmon, and Artist Point Berry Cobbler. For a casual snack or evening nightcap, you can also visit the Territory Lounge, located right next to Artist Point.



(left) Hope you brought your appetite! You and your dining companions can feast on the Canyon Skillet at the Whispering Canyon, featuring a hearty variety of all your barbecue favorites.

FEATURED FILM

WALL·E

What would happen if all the humans left planet Earth, leaving an army of robots behind to clean up their mess? And what would happen when all the robots stopped working? What would it be like to be the last robot on Earth?

That's the premise behind *WALL·E*, the latest Disney-Pixar feature film that opened in the summer of 2008. In the early 22nd century, Earth has become so polluted that the humans fled aboard a giant spaceship, leaving a team of robots behind to clean everything up for their return. But after 700 years, all but one of the robots has stopped working. WALL·E carries on a lonely existence, still picking up trash but also collecting an assortment of knick-knacks, befriendng a cockroach named Hal, and watching an old film, *Hello, Dolly!*, over and over again (which teaches him all about human emotions, including love).

WALL·E eventually gets a visitor, the sleek search robot named EVE. EVE wants nothing to do with WALL·E at first; her mission is to find evidence that the planet is still able to support life. After some misadventures, they soon chance upon the key to the planet's future, and EVE (with WALL·E not too far behind) races back to the luxury spaceship Axiom to report her discovery to the humans, who have been living aboard the ship waiting for news that it is safe to return home. What the humans don't know, however, is that

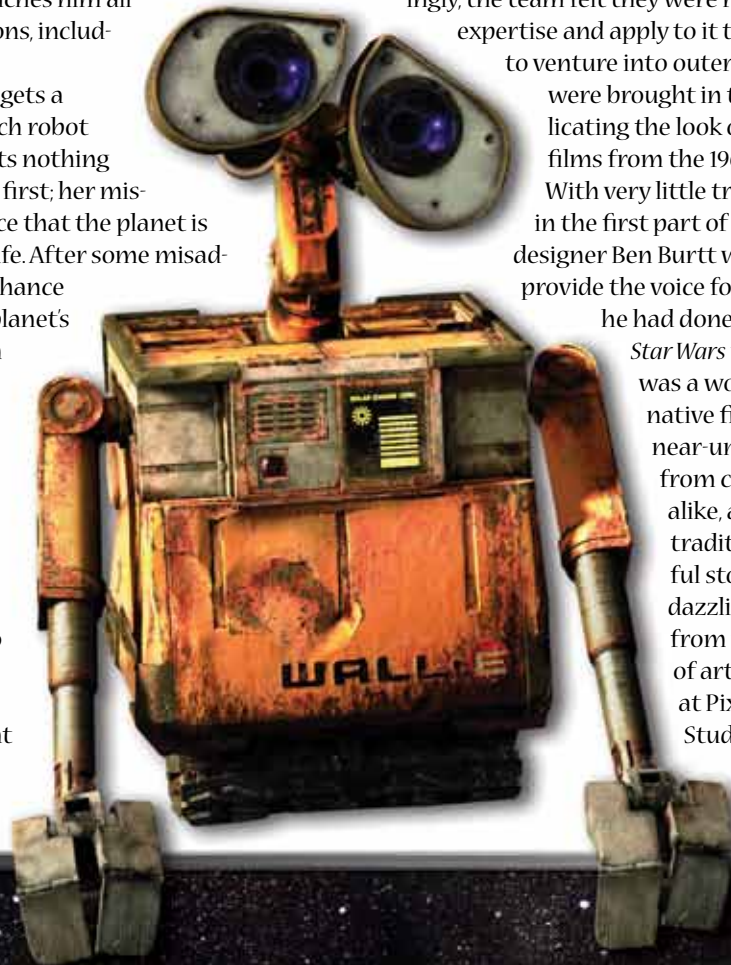
the ship's autopilot (AUTO) had been programmed to prevent any return to Earth. AUTO takes control of the ship, sending WALL·E and EVE down a garbage chute to certain destruction. Can they escape? Can they regain control of the Axiom and return the humans safely to Earth?

WALL·E's origins go all the way back to 1994, at a lunch that took place during the making of *Toy Story*. It was a brainstorming session where ideas for future films were bounced around the table. One of the ideas was a story about the last robot on Earth, and what would happen if everybody left and the robot continuing to perform its task forever. The idea sat for several years until *Finding Nemo* was released. Having mastered the technique of animating underwater scenes convincingly, the team felt they were ready to take their expertise and apply to it the first Pixar film

to venture into outer space. Experts were brought in to advise on replicating the look of science fiction films from the 1960s and 1970s.

With very little traditional dialog in the first part of the film, sound designer Ben Burtt was brought in to provide the voice for WALL·E, much as

he had done for R2-D2 in the *Star Wars* films. The result was a wonderfully imaginative film that received near-universal acclaim from critics and viewers alike, and continued the tradition of masterful storytelling (and dazzling animation) from the creative team of artists and writers at Pixar Animation Studios.



WALL•E FUN FACTS

WALL•E stands for Waste Allocation Load Lifter Earth-Class, while EVE stands for Extraterrestrial Vegetation Evaluator.

When WALL•E recharges his battery by means of solar energy, he makes the same startup chime as a Macintosh computer.

In another nod to Apple, Director Andrew Stanton consulted with Jonathan Ive, the Apple designer responsible for the look of the iMac and iPod, in developing the sleek look for EVE. Also, be sure to keep an eye out for the scene where WALL•E rummages through his collection of trinkets and pulls out (you guessed it), an iPod! (For those who didn't know, Pixar Animation Studios and Apple shared a chief executive at one time, Steve Jobs, until Walt Disney acquired Pixar.)

Inspiration for the design of WALL•E came at, of all places, a baseball game. Andrew Stanton was originally toying with the idea of using a single cone lamp for WALL•E's 'face' (much like Luxo, the desk lamp that is part of the Pixar logo), until he was handed a set of binoculars at the game. He realized that by playing with them a bit he could produce a wide range of emotions by moving the two eyepieces up and down, and just like that, WALL•E's look was invented!

Look closely and see if you can spot T-Rex, Hamm (from *Toy Story*) and Mike Wazowski (from *Monsters Inc.*) on the shelves in WALL•E's truck. Also, keep your eye on the trash heap that WALL•E goes through and look for Skinner's scooter from *Ratatouille*.

The Pizza Planet truck, which has appeared in every Pixar movie since *Toy Story*, can be found early in the film as EVE scans the truck while searching for signs of life.

In a bit of a role reversal, Sigourney Weaver performed the voice of the computer that ran the Axiom spaceship. This is a sly reference to her role as Ripley in the film *Alien*, which featured a computer called Mother that similarly controlled the *Nostromo*.

WALL•E represents the first time that live action characters were incorporated into a Pixar film.



Visit the Magic of Disney Animation at Disney's Hollywood Studios to see an exhibit on the making of WALL•E, including models, production sketches and more!

WALL•E will be released on DVD and Blu-ray Disc on November 18, 2008. WALL•E will be the first Pixar film since *The Incredibles* to include a bonus digital copy of the film (on the 3 disc special collections). Special features include the exclusive animated short film BURN•E. BURN•E was the welder robot that WALL•E and EVE inadvertently left outside when they reentered the Axiom. BURN•E can be seen banging his fists against the door, eventually realizing that he has been locked out. You can pre-order WALL•E at disneyshopping.go.com by November 17, 2008 and receive a set of 4 FREE WALL•E lithographs. Rated G.



The
SECRET
Behind **THE**
MAGIC

*Follow along as we discover why Walt Disney
World truly is "the most magical place on Earth"*

By Tim Foster

When people think of Walt Disney World, the word magic immediately leaps to mind. But what do we mean when we use that word? The dictionary defines magic as “the art of producing illusions as entertainment by the use of sleight of hand, deceptive devices, etc.” Well, other than the disappearing butterfly illusion in Journey Into Imagination With Figment, that’s not exactly what we’re talking about.

Scrolling down the definition list brings us to “any extraordinary or mystical influence, charm, power, etc.” Now that’s a bit closer to the mark. But still, that doesn’t explain what this mystical force is exactly. To many people, Walt Disney World is a magical place, even

ability to create a world that you never knew existed. Let’s explore all of the ways in which this magical world inspires our imaginations and dreams.

The Man Behind the Magic

Walt Disney was a phenomenal innovator. With his “Florida Project,” he hoped to create a new sort of vacation retreat, one that was totally removed from the real world. One of Walt’s regrets about Disneyland in California was the number of cheap motels and tourist traps that cropped up around its perimeter and intruded upon its magic. Disney made sure that in Florida he had enough land to contain all of his dreams, with

“As you pass through those iconic gates, you are truly leaving the real world behind...”

though they may not be able to say what makes it so special and so different.

Certainly you can find bigger, faster, and scarier rides at other parks. And other parks feature their own lovable characters and imaginative settings. Luxurious accommodations? You can find opulent retreats in any number of cities and exotic locales. So what makes Walt Disney World such a unique and, dare we say, magical place?

Perhaps the secret lies not in one single thing, but rather a collection of many things. Disney is about more than escapism; it’s a transcendence of place and time. As you pass through those iconic gates, you leave the real world behind. (Even the street signs are different—nothing like the “normal” ones you see every day.)

It’s true that other vacation destinations offer their own forms of escapism, but Disney is unmatched in its

plenty of room to dream even more.

And Disney dreamed big. Not only did he intend to create the ultimate resort destination, he also hoped to actually build a city of the future. Sadly, the city never came to be, but Disney did leave a legacy of innovation and dreams that would endure far into the future. And thus, part of the magic of Walt Disney World lies in its history.

Anyone with even a passing knowledge of this histo-



Clockwise from upper left on opposite page: The Cinderella Fountain in Fantasyland, honoring one of the most important films in Disney history; the cinematic Wizard of Oz scene in the Great Movie Ride; singing along to “it’s a small world”; the authentic detail of the Expedition Everest queueing area

ry can see it as they walk through the parks. You can see it in the Main Street, U.S.A. windows, emblazoned with the names of Imagineers and other people who helped create the world you've entered. You'll find Roy Disney's name on a window over the Main Street Confectionery at the front of Main Street, Ub Iwerks's name (one of Walt's oldest friends from his early days of animation) on the window of a camera repair shop, and Walt Disney's name in two places of honor: over the Plaza Restaurant at the end of Main Street and in the window above the Walt Disney World Railroad station. (Walt's name there is a reference to his love of trains. He always fancied himself an engineer, and he even had a miniature locomotive installed on the grounds of his California home!)

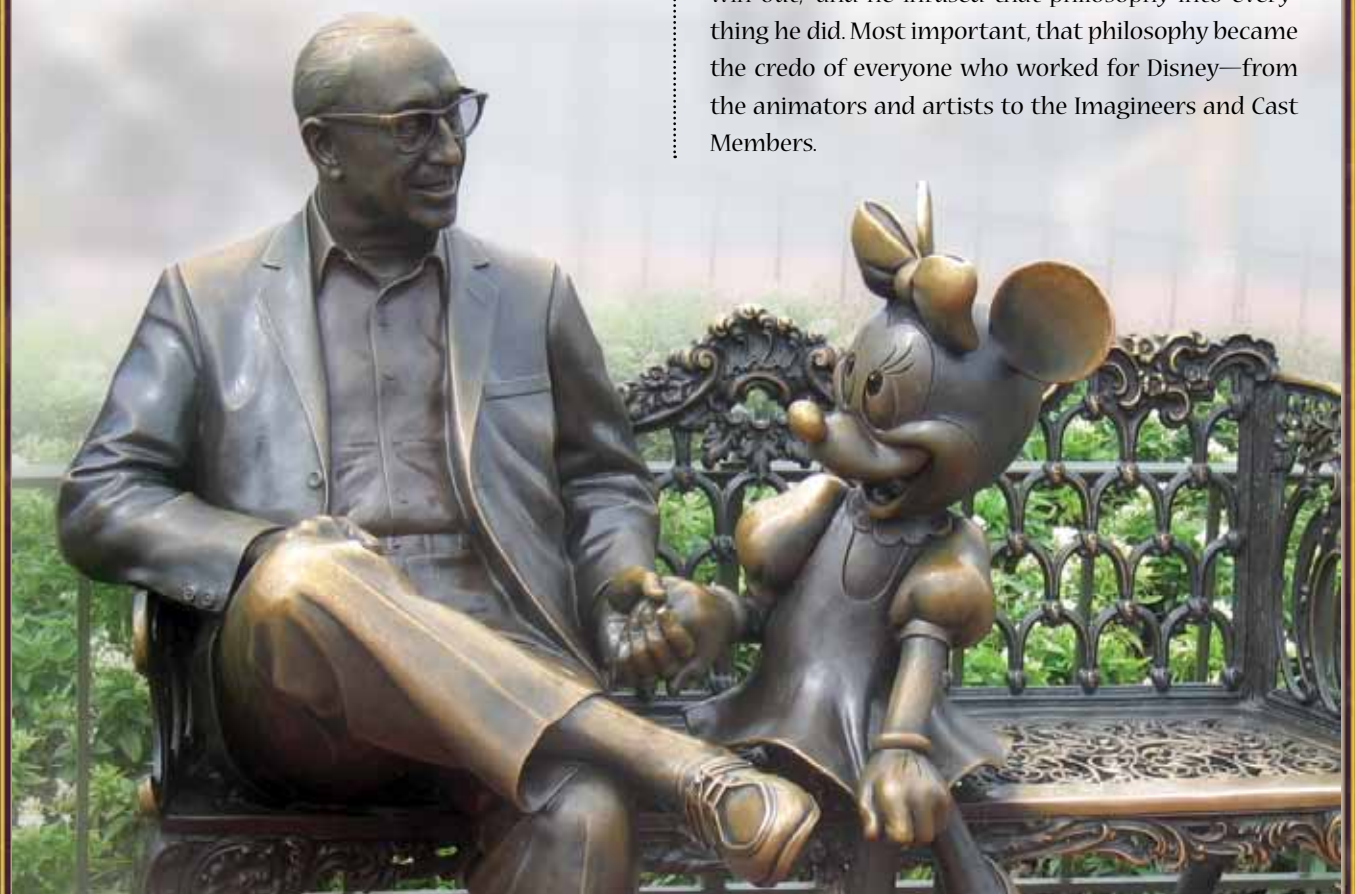
This sense of history is also evident in the famous statues at either end of Main Street: the Sharing the Magic statue of Roy Disney and Minnie Mouse that greets you as you enter the Magic Kingdom, and the Partners statue of Walt Disney and Mickey Mouse in front of Cinderella Castle. A collection

of smaller statues also surround the courtyard in the central hub. These statues honor favorite Disney characters—from Donald Duck and Goofy to Pinocchio and Pluto. Those characters contributed greatly to the sense of history that permeates the Magic Kingdom. They defined animation, and they are at the very heart of the Disney empire. Those characters helped build the foundation on which everything you see rests: no Mickey Mouse, no Magic Kingdom. As you walk down Main Street, U.S.A., you can't help but feel the presence of the very special man who created all of this, the man who changed the face of family entertainment forever.



Striving for Perfection

The rich history of Walt Disney World may be part of its magic, but it doesn't fully explain where the magic comes from. Much of the magic comes from Walt Disney's relentless drive for perfection. Disney's success was due to his never-ending drive to push barriers, and to do so better than anyone else. Disney once famously said that "quality will win out," and he infused that philosophy into everything he did. Most important, that philosophy became the credo of everyone who worked for Disney—from the animators and artists to the Imagineers and Cast Members.



A logical extension of that drive for perfection is an incredible attention to detail. Walt Disney's eye for detail was nothing short of legendary; from the early days of *Snow White and the Seven Dwarfs* (when he had the paint department add a subtle touch of blush to Snow White's cheeks in every single frame of animation), to the design of the storefronts on Main Street, U.S.A. (where he ordered the windows lowered so children could peek inside). Disney's incredible drive for perfection set an example for all who worked for him. (It was actually one of the paint girls who suggested the blush solution for Snow White when Walt expressed his concern over her pale complexion.)

Along the same lines, Disney's Imagineers—the folks who dream up everything you see, hear, and experience in Walt Disney World—possess a fanatical attention to detail. This is where some real magic happens—all those little touches that you may not notice at first, but that combine to make your visit unforgettable. This attention to detail can be found everywhere you look.

What sort of details? Anything you can imagine, and then some. Look for the tiny cars driving beneath you as you fly over London in *Peter Pan's Flight*. Take the time to examine the lavish murals in the breezeway of Cinderella Castle and note the use of red and green tiles in

the cheeks of the two stepsisters, representing jealousy and envy respectively. Watch for the video of the iguanodon in the overhead monitors as you exit *DINOSAUR*. It looks like someone hitched a ride back home with you! Look for the optical illusions covering the walls in the Sight Test Lab in *Journey Into Imagination With Figment*. Can you find the Figment/goblet illusion to the left of the screen?

The details aren't limited to the attractions themselves. Every

land in every park is filled with hidden treasures waiting to be discovered. Notice how the paving changes in each pavilion in *World Showcase* to match the theming of the host country...the cobblestones in the United Kingdom, for example. Consider how the palm trees in *Tomorrowland* have been transformed into futuristic, metallic sculptures. Contrast the lush vegetation in *Adventureland*, which gives the whole area a wild, exotic feel, with the landscaping in *Future World* in Epcot, which is carefully sculpted in angular lines and sweeping curves befitting a city of the future.

As you can see, Imagineers spare no effort in the theming of a new attraction, but none of it would be possible without a great backstory. Writing the backstory is the most important part of the attraction-creating process, because it serves as the foundation on which everything is based. For some attractions, the backstory is predetermined, particularly if the attraction is based on a classic film. For instance, the concept behind *Toy Story Mania!* is that you are entering the fantasy world of toys in Andy's bedroom, which is a world that we've already explored in the *Toy Story* films. But the attraction has one simple twist: you get to participate in a new carnival-style game. This backstory gave Imagineers the makings of a wonderful new attraction

to be filled with imaginative details, such as the oversized outlets placed high up on the wall, contributing to the sense of feeling like you're a tiny toy inside Andy's room.

But for other attractions, the backstory isn't predetermined by a film. Original concepts demand original stories, as was the case with *Expedition Everest*. It would have been easy enough to build a giant roller coaster around a man-made mountain and call it a day, but that's not how Imagineers



do things. Before any construction began, Imagineers created an incredibly rich backstory, detailing the lost legend of the fearsome Yeti, the rich history of the village of Serka Zong, and the colorful descriptions of the exotic journey that lies before you. With such a strong foundation on which to build, the Imagineers were able to create a rich, lush world filled with authentic details. On your journey to Expedition Everest, be sure to look for all of the relics from past missions in the village museum, the giant altar to the Yeti near the end of the queue area, and the drawings of the mysterious Yeti—though they pale in comparison to the real thing that you're about to encounter!

Even the name of the village is vital to the story. Serka Zong (which means Fortress of the Chasm) gives the attraction an added degree of authenticity, and by grounding the backstory in a time and place (whether

All of these details, some subtle, others not-so-subtle, immerse you in a new environment—one that is built on painstaking research, a richly detailed backstory, and a fanatical attention to detail. But what's the best way to tell a story? Let's not forget that the Disney legacy has its origins in storytelling (Walt Disney himself was a phenomenal storyteller...during early storyboard sessions for classic films such as Snow White and the Seven Dwarfs he would act out the entire film, voicing each character and acting out their parts with such enthusiasm that the story would truly come to life). And therein lies the next piece of the puzzle...

Telling the Story

One of the fundamental differences between Walt Disney World parks and other amusement venues stems from Disney's origins in film and animation. Everything you see is created from a cinematic perspective. These aren't mere rides; they're attractions. For example, Pirates of the Caribbean is a masterpiece of immersive theater. Each scene is carefully crafted to unfold like scenes in a movie. Every detail, from the lighting and perspective to the framing and composition, is put together with the same care and attention used to create those beloved Disney film classics. Think about the scene that unfolds after your brief plunge down the dark tunnel. The jaw-dropping view of the enormous Wicked Wench pirate ship, floating in the cavernous expanse of a nighttime sky that seems to stretch on forever, is simply breathtaking.

Across the park, in the Haunted Mansion, the rotating Doom Buggies gave the Imagineers another way to control your experience. Note how your Doom Buggy spins just in time to give you a glimpse of the clock chiming the 13th hour, while a shadowy hand passes across the clock face with ghoulish timing. And notice too how your Buggy spins and turns in the graveyard scene to give you chilling views of the gathering of ghosts assembled for the infamous

real or fictional), Imagineers are better able to transport you to a whole new world. Whether it's the 19th century southern ramblings of Chick-a-pin Hill of Splash Mountain, the modern day wilderness of Chakranadi River of Kali River Rapids, or the 21st-century space flight to Mars of Mission: SPACE, these incredibly thought-out backstories help Imagineers create totally immersive experiences filled to the brim with authentic detail.



swinging wake. With these tools, Imagineers create living movies—complete and totally immersive cinematic experiences that transport you to exotic new worlds.

At Walt Disney World, it's never been about getting you from point A to point B as fast as possible, it's always about the journey. For example, other parks have flumes, and many are taller, steeper, faster—and wetter. But the charm of Splash Mountain lies in the theming. Other flumes take you up, send you around, and drop you down again, but Splash Mountain transports you to a whole new world filled with a laid-back whimsy courtesy of Br'er Rabbit, Br'er Bear, Br'er Fox, and all their Chick-a-pin Hill pals. The flume itself actually becomes secondary to the story. Simple details add to the richness of the story, such as the flipping fish that continually eludes Br'er Frog's fishing pole, the playful turtles bouncing on the tops of the fountains in the Laughing Place, and how the mood of the attraction changes as you journey deeper into the mountain, culminating in the spooky climb to the final plunge. The Imagineers who created Splash Mountain pulled every cinematic trick out of the book to create these moods, everything from the character design and lighting to the narration and use of music.

The Magic of Song

This is one of the Imagineer's most powerful tools, and it's one that is used to great effect throughout Walt Disney World. Part of the charm in the background music you hear throughout the parks is its subtlety. Often times you may not even notice the background music, but it paints an aural picture that serves as a backdrop for everything you experience. You'll hear obvious uses of music of course, such as the songs you hear in shows and the accompanying soundtracks to fireworks and parades. But it's the music you don't notice that is most effective. Sometime while you're in the park, take a moment to listen. You'll notice that every location has its own musical soundtrack that's perfectly matched to your surroundings. For example, listen to the exotic rhythms that echo in the distant jungles in Adventureland or the industrial clanks and clunks in Test Track. The ghoulish organ playing near the Haunted Mansion is certainly memorable, but how about the more subtle international instruments and musical themes that fill the air in World Showcase? Consider the care and attention that went into the writing, performing, and



recording of these musical snippets. These are pieces of music worthy of any movie soundtrack, yet they're presented in such a way as to be barely noticeable!

If you've ever been to the parks when the music isn't playing, you will instantly notice the difference. Thankfully that's a very rare occurrence—usually reserved for Cast Members who work in the park after closing. But you can have a similar experience when you happen upon an area of the parks that pipes in popular music instead of a custom-created soundtrack, such as Club Cool in Future World at Epcot or the snack stands at many of the resort pools. The intrusion of the real world can be jarring, and it gives you a better appreciation of the unique soundtrack that follows you nearly everywhere else. The music at Walt Disney World is one more element that helps transport you to a totally different, magical world.

Hidden Smiles

History, attention to detail, cinematic story telling, and music: that's quite a canvas to work from, but the Imagineers don't stop there. Hidden among all of the detail is a sense of playfulness. Walt Disney World is filled with self-referential humor, and the very fact that this is possible—and that it works—is another testament to the legacy and importance that Walt Disney World has. Inside jokes such as those that you find here would seem silly elsewhere (how can you joke about something that most people don't know about?), but here they represent an affirmation of sorts. Here is a place so well known, so iconic, that a whole subculture of parody and self-humor can exist, and everyone will get the joke.

Take the infamous Hidden Mickey, for instance. Mickey Mouse is so famous (even to people who have never seen a Mickey Mouse cartoon), that Imagineers can hide a simple shape consisting of three circles throughout the parks, creating a game of finding Hidden Miceys that has become an attraction unto itself. A fishing bobber with two little bobbers attached wouldn't make sense anywhere else, but on Splash Mountain this tiny Mickey Mouse tribute is pointed out with sheer exuberance by anyone who spots it near Br'er Frog's fishing basket.

Along the same lines, where else would three carefully arranged dinner plates be most conspicuous by their absence? This is the case in the Haunted Mansion, as the infamous ballroom scene Hidden Mickey (found on the lower left corner of the dining table), would sometimes be removed during the nightly cleaning, only to be reintroduced by mischievous Cast Members later on. The ghoulish Hidden Mickey would eventually be made of-

ficial, although bowls sometimes replace the dishes acting as the "ears"! Who said ghosts don't have a sense of humor?

You'll also discover a wealth of inside tributes and jokes everywhere you look; from the crates marked "Evans Exotic Plant Exporters" in the Jungle Cruise queue

area (named for Bill Evans, the master landscape architect at Disney who created the lush foliage of Adventureland), to the shield marked with the name "Marco Daviso" in Pirates of the Caribbean, (a tribute to Imagineer Marc Davis who was responsible for much of the design of the famed attraction).

More great examples lie within the inscriptions on two tombstones at the Haunted Mansion: that of Madame Leota (a tribute to Leota Toombs, the costumer who lent her image to the Leota spirit in the séance room) and of Master Gracey (a reference to Yale Gracey, one of the key Imagineers who developed the chills and thrills found within). So ingrained is this importance of recognition that, to this day, Cast Members occasionally place roses at the base of Master Gracey's tombstone in honor of the Imagineer who continues to inspire them.

Be Our Guest

Cast Members can certainly be mischievous, but they're actually a very important part of the Disney magic. Just like Walt Disney himself, they are instilled with a drive for detail and perfection. The very title "Cast Member" is a continual reminder of the cinematic philo-

sophy behind the parks. While they are in front of the public, they are "on stage", and they are just as important to the Guest's experience as the scenery, music, and attention to detail. Walt recognized this, and from the very beginning he made sure that each and every



More Hidden Fun: (top) A humorous menu in the Jungle Cruise queue area, (middle) A Hidden Mickey in Test Track—can you find it? (bottom) A dinosaur footprint in the pavement by Echo Lake in the Hollywood Studios... who do you suppose left it behind?

Cast Member understood how integral they were to the show.

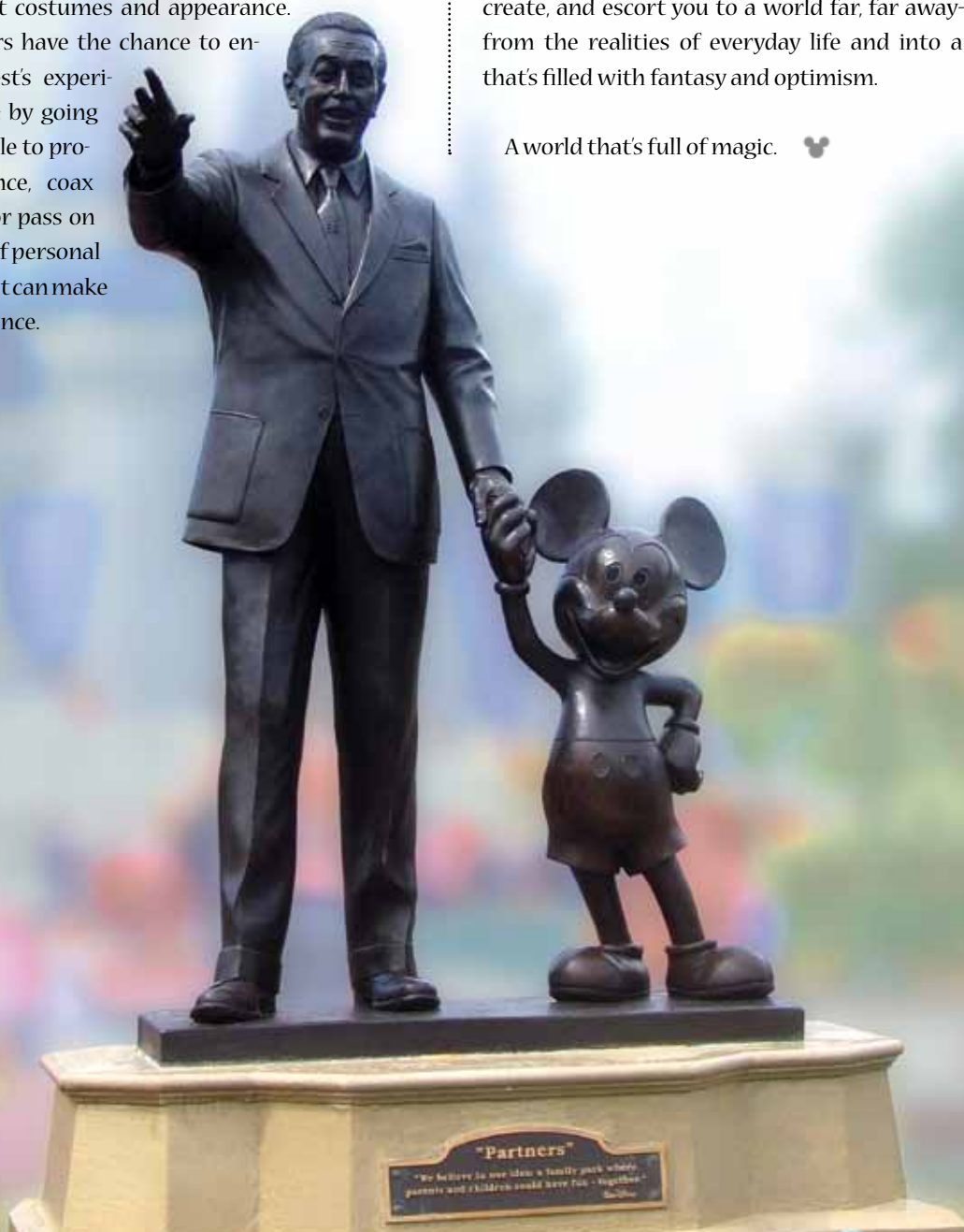
Here's just one example: the famous utilidors (the vast network of corridors and working areas that runs underneath the Magic Kingdom) owe their genesis to a fateful day at Disneyland when Walt saw a Cast Member in his Frontierland-cowboy costume walking through Tomorrowland. The Cast Member had no choice but to walk through the area in full uniform, and Walt was determined that nothing would ruin the show like that again.

But of course the magic that Cast Members create isn't all about costumes and appearance. Cast Members have the chance to enhance a Guest's experience directly; by going that extra mile to provide assistance, coax out a smile, or pass on the little bit of personal attention that can make all the difference.

The True Secret

So that's where the real source of Disney magic lies, in the people. From Walt Disney and the Imagineers, to the Cast Members and folks behind the scenes, the mission has always been the same: tell a memorable story, strive for perfection, overlook no detail, and never stop dreaming. It's not about having the biggest, fastest, or scariest rides. It's not about cashing in on the hottest trends or relying on the same old tricks. It's about imagination, innovation, and the drive to create an environment that transcends the ordinary. Disney magic is created by an incredible group of people who dream, create, and escort you to a world far, far away—away from the realities of everyday life and into a world that's filled with fantasy and optimism.

A world that's full of magic. 🐻



BOOO!

*Happy Haunts
& Ghoulish
Delights
Await You
as Disney
Celebrates
Halloween*

By Glenn Whelan



The hot summer may be the busiest extended period for Walt Disney World vacations, but when the temperature begins to cool and the leaves change color—that is my favorite time. To be fair, the Florida climate doesn't vary enough to actually affect the color of leaves, but the folks at Walt Disney World are able to represent that change just the same. A visit to Walt Disney World is always interactive, but the experience during the season of Halloween is fun, creepy, entertaining, and informative. In a word: spooktacular.

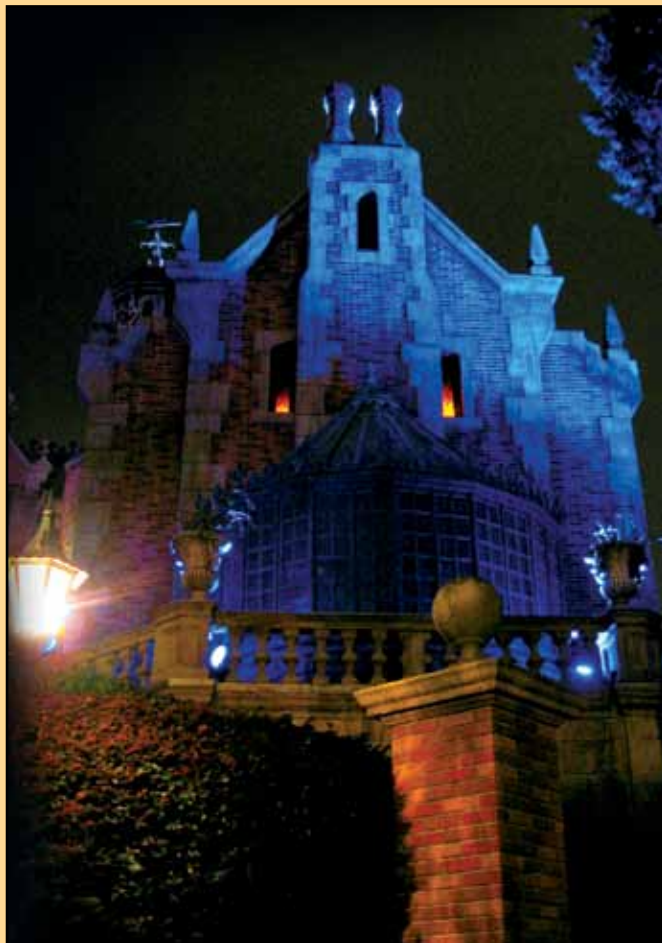
Now more than ever, the word Halloween calls to mind different attitudes and images to different people. There is a legitimate call for the slasher film *Halloween*—a gory fright fest that older teens find so enthralling. Disney has embraced a more classic, family-friendly experience, one recalling a simpler time, when jack-o'-lanterns lined paths and "smell my feet" was as mischievous as rebels would get. This is a Halloween celebrated in towns named Medfield, Sleepy Hollow, and Marceline.

If you've never been to Marceline, Missouri during Halloween, just take a walk down Main Street, U.S.A. in the Magic Kingdom, and you'll get the idea. On any given morning, quaint shops from a century earlier invite you in with their sights, sounds, and smells. Now, they are enhanced with fall colors, elaborate scarecrows, holiday bunting, and a plethora of jack-o'-lanterns. It is easy to enjoy a leisurely stroll down Main Street, especially if you top it off with a pumpkin ice cream cone from the Plaza Ice Cream Parlor.

For the past several years, the Halloween costume of choice has been the pirate. They'll surely rampage to your doorstep looking for candy again this year. The only place you'll see more pirates is deep in Adventureland. You'll pass the Enchanted Tiki Room to find the real Swanns and Sparrows. The *Pirates of the Caribbean* is a great attraction and adventure, but it is also an amazing environment for plun-

dering photographs of your own pirate crew. Dead men tell no tales, but your digital photographs will.

If pirates aren't your thing, you'll find additional photo opportunities throughout the parks, especially in Fantasyland. From lavish landscaping and fabulous fountains to a sword stuck in a stone to the most famous castle anywhere, your princess will truly feel like royalty, especially if you spend some time in the Bibbidi-Bobbidi Boutique where getting into costume has never been so fun and rewarding. We're going to save Disney's most celebrated Halloween attraction—the Haunted Mansion—for last. First let's discuss



some Halloween events and activities outside of the Magic Kingdom.

The other three parks that complete Walt Disney World don't share as obvious a connection with Halloween. Not to worry, the Hollywood Studios, Epcot, and the Animal Kingdom have some minor decorative flourishes to keep your spirit alive. The same can be said for many of the resorts. But it's Disney's Fort Wilderness campground that takes the cake—or pumpkin pie if you will.

Just walking through the campground at night—with its moody lighting where large trees seem to reach out from the shadows—is a fun, spooky experience. To add to the experience, some campers decorate their lots for Halloween. You might consider a

trick or treat along the way. When you are done, head back to the Fort Wilderness "downtown." There you'll find a roaring campfire where you and your family can share ghost stories and marshmallows around a roaring campfire. As many of us know, Walt Disney World puts people in a comfort zone where they feel safe to make new friends.

While you are at Fort Wilderness, be sure to hop onto a haunted carriage ride! Walt Disney World offers the carriage rides all year round, but they're even more special at Halloween. Because the carriage rides take place outside of



the theme parks, they also remain one of Walt Disney World's greatest secrets. The horse drawn carriage tour takes you around Fort Wilderness while your guide tells ghost stories—most prominently *The Legend of Sleepy Hollow*! This is a true hidden gem. With the harvest moon providing the appropriate lighting and the clip-clop of horse's hooves offering the soundtrack, there is no better place to put you and keep you in the Halloween mood. Unless, that is, you're fortunate enough to attend Disney's ultimate nod to Halloween, Mickey's Not-So-Scary Halloween Party!

Having a ghostly good time are we?

As the sun descends in the west, and darkness creeps across the sky, the Magic Kingdom transforms into a land of wonderful frights! It's ironic that a place with so much life and magic during the day becomes a swinging wake at night—and you're invited. So put on your favorite costume and join in for a night of fun and some awesome trick or treating! After all, Halloween is our favorite fright night!

The Hallomagic begins with our evening return to Main Street, U.S.A., but this time the buildings are cloaked with eerie lighting and ghostly projections. Don't be too frightened though; you can still see plenty well enough for great shopping or enjoying a piece of pie or a pumpkin ice cream cone! Now more than ever, Main Street, U.S.A. is a great place for people-watching as guests arrive wearing their best Halloween costumes. Pirates and princesses, ghost and goblins, ragdolls and pumpkin kings—there's no limit to the creativity people put into their dress-up. Even Cinderella Castle at the center of the park participates in the proceedings. At Halloween, the beautiful structure is splashed with deep purple, witchy green, and pumpkin orange lighting. As if there were any doubt that we are celebrating Halloween, the regular park audio has been put away, and the air is filled with Halloween music.

Scattered throughout the park are trick-or-treat stations where characters and Cast Members fill your goody bag. With more than twelve treat locations throughout the park, it's easy to fill your bag to the rim, but it is the Alice and Mad Hatter's Treat Party that is sure to be a favorite. Running along the secret winding path from deep within Mickey's Toontown through to Tomorrowland, you'll meet



With jack-o'-lantern held aloft, the Headless Horseman stampedes down Main Street, U.S.A., nightly during Mickey's Not-So-Scary Halloween Party at the Magic Kingdom.

denizens of Wonderland along the route. Tweedle Dee and Tweedle Dum will pose for pictures if you desire. Or maybe the Mad Hatter will invite you to tea. Perhaps Alice herself will race you down a rabbit hole. It is pure Wonderland fun, but if the Queen of Hearts is around, hold on to your head. When your sweet tooth is appeased and your bag is overflowing with decadence, it's time to see what else the spooky kingdom has to offer.

Other characters peppered throughout the park will join you in a picture, or on certain nights, they'll entertain you while you eat at one of the character dining locations. With all of these photographic opportunities at hand, it is good to note that Disney's PhotoPass photographers frequently have special pricing for nights like these. Look for more information in your park map.

In the best Disney fashion, talented musicians appear throughout the kingdom, entertaining guests with Halloween-themed sets. But it's the shows created specifically for the Halloween party that are the most unique. At the castle courtyard, the Villain's Mix & Mingle is the centerpiece for a live show and character meeting opportunity. Many of the villains you love to hate perform a little show and then become available for closer interaction. If you'd rather entertain than be entertained, be sure to hit one of the Halloween dance parties. You can do the "Monster Mash" well into the night.

With the deepening night sky comes one of the highlights of Mickey's Not-So-Scary Halloween Party. HalloWishes explodes in and around the sky over Cinderella Castle. This great nighttime fireworks show can be seen from many areas of the park, but it is best viewed from the hub, where you can see villains knocking on Cinderella's door, their intentions surely suspect. One thing is for sure, while the story progresses, the sky is filled with colorful, unique explosions. Don't spoil it for the villains, but good triumphs in the end!

HalloWishes sure is a great way to enjoy the evening, but nothing can compare with the absolute highlight of Mickey's Not-So-Scary Halloween Party, if not the highlight of the entire Halloween season.

The Halloween parade is the evening's most rewarding entertainment. Similar to SpectroMagic, it follows the parade route from just south of Splash Mountain, through Frontierland and Liberty Square, around the hub and then down Main Street, U.S.A. But the route is not the real treat here. This parade has so much character and creativity that you can't help but be impressed. One especially good viewing location is in Liberty Square because it feels most appropriate for the fantastic beginning of the parade. For a few minutes before the parade proper, the parade route is scoured by the Headless Horseman, wearing a dark cape and holding a blazing jack-o'-lantern high on his empty shoulders. His appearance in Liberty Square feels authentic, plus it continues

A frightful (but whimsical) Jack-O-Lantern strikes up the band on Main Street, U.S.A.



the Disney-inspired tone of intelligence and fun.

Soon afterward, the parade's hypnotic theme "Boo to You" begins. Unfortunately, it won't leave your head until February; it is such a simple, memorable song. In the best Halloween spirit, many of our favorite Disney characters show off their own Halloween costumes. The fantastic floats and parade performers are excellent as expected, but two more elements of the evening stand out. First, a large group of ghostly dancers from the Haunted Mansion waltzing out in public is an image that must be seen to be believed. Even more amazing is the appearance of dancing grave diggers, accentuating their acrobatic movements with spark-inducing shovels.

The parade is a blast, and if you chose to watch it from Liberty Square, you are also prepared for one final amazing treat. Just a short walk from where you are standing is the Haunted Mansion. This is easily one of the most popular and satisfying attraction in any park worldwide. If it has been a couple years since your last visit with the 999 happy haunts, you are in for an even bigger surprise because the mansion

has gone through an extensive, ingenious upgrade. Whether it be an M.C. Escher-like collection of staircases heading off in different directions, a floating Madame Leota, or a frightening Black Widow Constance, the new mansion will have your skin tingling.

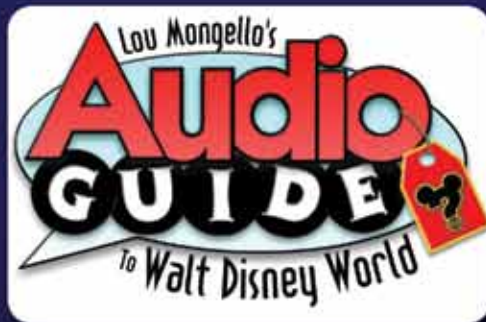
Although Mickey's Not-So-Scary Halloween Party has a specific starting time, feel free to arrive a couple of hours early. Being inside the Magic Kingdom as it goes through the major party transition is wildly entertaining. This extra bit of time also allows for you to visit attractions and fun spots that will not be open during official party times. It is easy to figure out which shows and attractions are dark during the evening by studying the specially designed park map.

Halloween is an exciting time, and there is no better place to spend it than in Walt Disney World. If you are lucky enough to make it over, you are certain to have a wonderful experience. If you are unable to head down this fall, try to find a little bit of Disney magic in your own holiday.

And remember, beware of hitchhiking ghosts!



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



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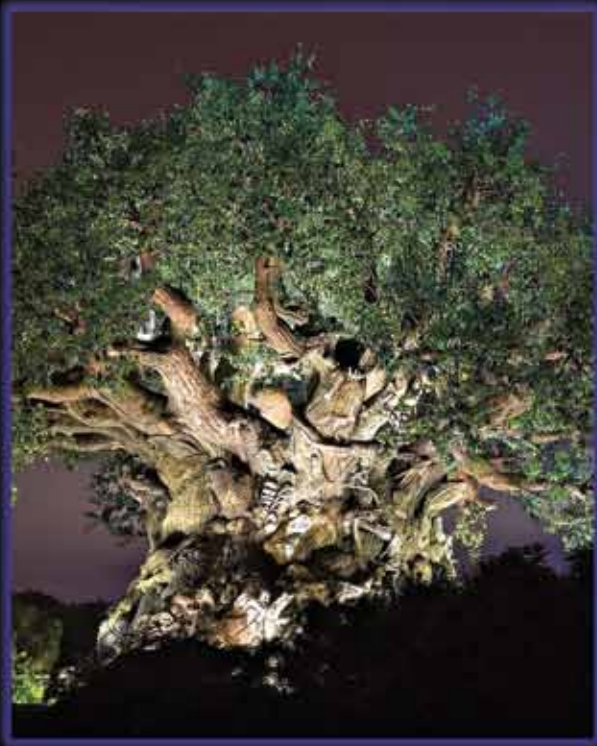
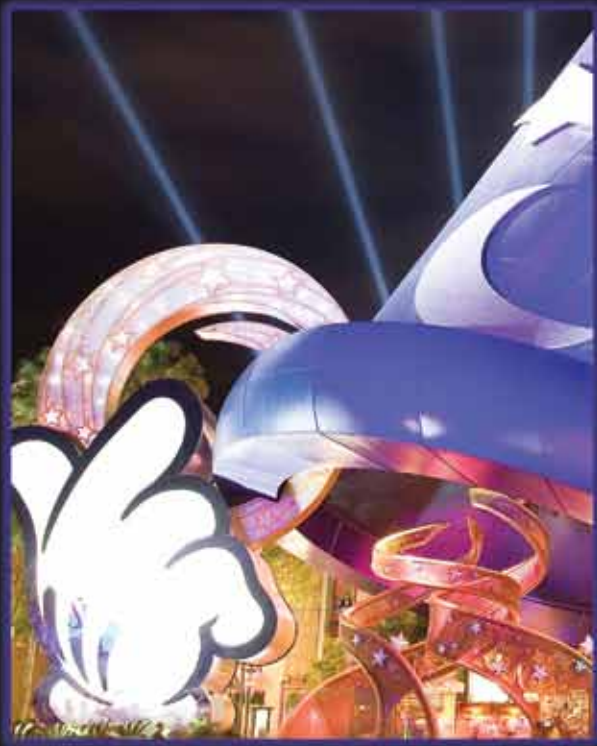
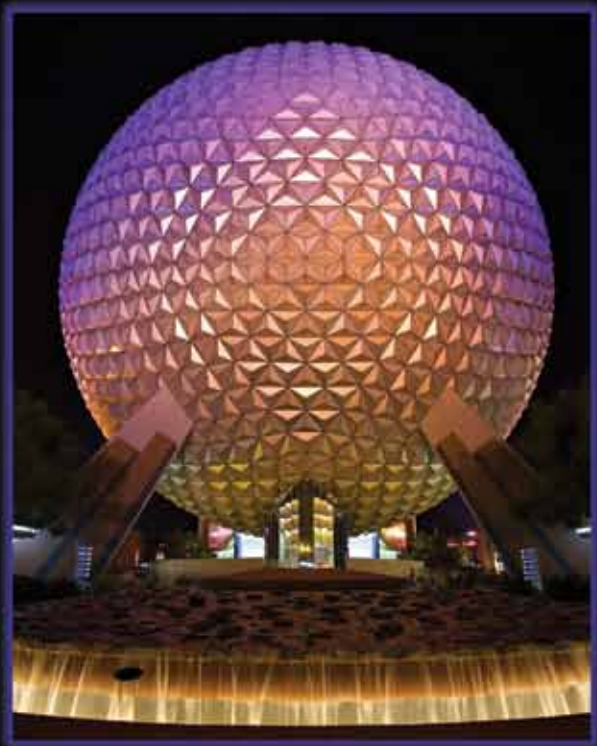


Star Light... ...Star Bright

Explore a Whole New World of Wonder
That Comes Alive After the Sun Goes Down

The setting of the Florida sun brings about a magical transformation at Walt Disney World. It's then that the Imagineers are able to unleash their full palette of ideas, transforming entire lands into massive theatrical sets, complete with dramatic lighting and a myriad of colors. Add to that mix some atmospheric background music, special effects, subtle details, and you have a whole new world to explore and enjoy, one that is vastly different from the one you experience when the sun is out.

By Tim Foster



Setting the Mood

One of the more subtle transformations that you will experience is the changing ambience of your surroundings. Nearly every land in each park undergoes a change as the evening wears on. For example, Main Street, U.S.A. takes on a carnival-like atmosphere as hundreds of bright white lights illuminate the buildings and storefronts. A similar transformation takes place in Fantasyland. In particular, watch how Cinderella's Golden Carrousel turns into a luminous explosion of light, evoking the fairytale fairgrounds of days gone by.

But it's not all carnivals and old-fashioned charm. Over at Adventure-

light. Throw in a clap of thunder and a lightning flash or two, and you have the makings of a particularly spooky setting! Too creepy? Then head on over to Tomorrowland to experience an explosion of kinetic color, or to Future World in Epcot where you'll get a real sense that you're visiting a city of tomorrow as you walk among the beautifully lit pyramids, geospheres, and other futuristic structures.

A Whole New Experience

Many attractions take on an entirely new feel in the darkness of night. Two of the Magic Kingdom's mountains top the list in that regard—Splash Mountain and Big Thunder

the experience vastly different from that of a daytime ride. In an odd way, it seems much quieter—and much more remote. The initial journey into the bat-filled cave is far more creepy, particularly because there's no light at the end of the tunnel!

Speaking of creepy, the biggest transformation occurs at the nearby Jungle Cruise in Adventureland. Normally light-hearted and whimsical, the Jungle Cruise becomes an entirely different place when the sun goes down. As you depart from the boat docks, you'll be plunged into a dark and mysterious jungle, far away from civilization. It's a spooky jungle at that, especially as your searchlight cuts through the inky blackness of the night. And you haven't even reached the temple yet. Those snakes and tigers seem a lot more menacing after the sun goes down! Throw in a light rain shower, and you have the makings of a foreboding adventure (but at least your tour guide is still there with a joke or two at the ready).

Painting a Mood with Light

The art of illuminating all of the attractions and buildings at Walt Disney World creates unique challenges—and opportunities. Not content with merely providing some street lamps and the occasional spotlight or two, Imagineers take full advantage of the darkness to create colorful displays that enhance the varied architecture in the parks, and they also remake entire areas into dazzling new destinations. For example, visit Tomorrowland at night and see how the futuristic-retro lighting transforms the area into a gleaming intergalactic metropolis. A ride on the Tomorrowland Transit Authority is especially rewarding after dark, and

The Avenue of the Planets: A spectacular nighttime sight in Tomorrowland



land, the darkness brings on a more mysterious change. Gone is the exotic whimsy of playful camels and colorful carpets. As the daylight disappears, a mysterious calm descends over the area, transporting you to the darkest corners of unexplored jungles and uncharted lands. And speaking of mysterious, there's nothing quite like approaching the foreboding structures of the Haunted Mansion and of the Tower of Terror at Disney's Hollywood Studios under the pale moon-

Mountain Railroad. Even though most of Splash Mountain takes place inside, a ride in the evening will afford you a spectacular view right before you take the final plunge: Cinderella Castle and Space Mountain lit up in a dazzling display of colors. But look quickly because the view won't last long! Thunder Mountain offers a more dramatic transformation. As you hurtle through the rocky passes and ghost-mining towns, the darkness envelopes you and makes

your journey into Space Mountain is even more breathtaking. During your tour, you can also catch a glimpse of Cinderella Castle, and that is where you'll discover some of the most spectacular lighting effects in all of Walt Disney World. As you watch the castle you will notice that it continually changes color, from orange to green to the most vibrant blues and purples you'll ever see. And be sure to stick around for the grand finale, the Good Night Kiss, when the castle is bathed in a dazzling pattern of lights, bidding you a memorable farewell.

Another spectacular transformation occurs at Liberty Square, when the Liberty Square Riverboat is awash in hundreds of brilliant white lights. The sight of the riverboat gleaming brightly on the Rivers of America, with its reflection dancing on the rippling waters underneath, is a sight you won't soon forget. Not to be outdone, over in Epcot, Spaceship Earth becomes a colorful glowing orb at night as a rainbow of spotlights illuminate the giant geosphere in stark contrast to its normally monochromatic daytime appearance.

But it's not all about big, splashy displays. If you look closely you'll discover a treasure trove of subtler effects. Watch for the flickering streetlamps in Frontierland, or the fiberoptic light patterns swirling in the ground

in Innoventions Plaza. See if you can spot the crisscrossing spotlights of the Hollywood Studios (a particularly curious sight if you're in Epcot). And speaking of subtle, keep an eye out for the shadowy figures in the upper floor windows on Main Street.

Nighttime Spectaculars

The darkness also provides a backdrop for some of the most spectacular shows in Walt Disney World. Wishes (in the Magic Kingdom), Fantasmic! (in Hollywood Studios), and Illuminations (in Epcot) are all undeniably breathtaking, and each one offers something unique and magical. For starters, the evening presentation of Wishes is ushered in by a magically illuminated Tinker Bell taking flight from the top of Cinderella Castle. More than 650 fireworks fill the sky in spectacular fashion, but a large part of the fun is in identifying all of the musical themes that make up the accompanying score. (See if you can pick out memorable melodies from Snow White and the Seven Dwarfs, Pinocchio, Fantasia, The Little Mermaid, and even Hercules!) Fantasmic is a different sort of nighttime show all together; a one-of-a-kind display of fireworks, lights, and lasers that brings to life the dreams of Mickey Mouse himself. Giant water curtains provide one of the more spellbinding



Be sure to look down as you wander through Future World in Epcot...you'll never know what you'll discover!

effects of the show, as some favorite animated scenes from classic Disney films are projected onto shimmering waterfalls that give them an ethereal, mystical quality. The amazing effect is achieved by pumping 2,400 gallons of water into the air every minute. (As impressive as that sounds, it pales in comparison to the World Fellowship Fountain in Epcot, which pumps that much water into the air every five seconds!) Last but not least, Illuminations in Epcot provides a magical, heart-moving show over the tranquil waters of World Showcase lagoon. Not only are you treated to a dazzling fireworks display, but you'll also enjoy the added spectacle of lasers crisscrossing the sky over World Showcase lagoon. And these aren't just ordinary lasers; they feature four custom colors created especially for Walt Disney World: lagoon blue, mint green, pumpkin orange, and lavender. You'll also marvel at the beautiful fountain displays, and the dramatic lighting of the World Showcase pavilions. (All of them except Morocco that is. That pavilion is kept dark out of respect for the religious significance of the buildings.) As the finale approaches, keep your eye on the pavilions as they sparkle like a thousand dancing fireflies. The centerpiece of Illuminations however, is the giant Earth globe that



The Liberty Square Riverboat illuminating the Rivers of America



IllumiNations lights up the sky over World Showcase

slowly drifts across the calm waters. The 28-foot orb contains 180,000 light emitting diodes, presenting an ever-changing collage of images from across the globe in a swirling kaleidoscope of color.

The evening also brings forth some of the most spectacular parades you'll ever see, particularly SpectroMagic in the Magic Kingdom. The luminous collection of floats showcases favorite Disney characters like they've never been seen before. The parade is filled with all sorts of mesmerizing effects, including the "confetti of light." Produced by an array of xenon flashlights and mirrored balls, this dazzling display is 48,000 times more powerful than a normal flashlight. It's so brilliant that you can sometimes see thousands of tiny light beams dancing through the air right before your very eyes!

Another nighttime parade, the Electric Water Pageant, takes place on the waters of Bay Lake and Seven Seas Lagoon. A string of whimsical barges bring King Triton and a playful collection of sea creatures to life through multi-colored light displays, accompanied by a stirring musical score. The pageant can be viewed from the shores of the Magic Kingdom resorts every night.

A Quiet Calm

There's another side to nighttime at Walt Disney World, and that is of


a peaceful serenity. If you only think of the late evening hours as the time when crowds are jostling their way to the exits at the end of a long day, then you're missing out on one of the true magical moments at Disney. Nowhere is this transformation more evident than at World Showcase. At the end of the evening, when Illuminations ends, don't be in such a hurry to leave. Settle down on a bench and let the crowds wind their way toward Future World. Then take your time and wander through the pavilions. The shops and attractions will be closed, but you can stroll through the pathways and gardens to your heart's content. You'll find yourself in a world far removed from the crowds and the noise, one that is filled with the gentle trickle of a cascading waterfall, the heartwarming melodies of the music gently playing in the background, and the spectacle of the ornate and exotic buildings lit up in dramatic fashion. Touring World Showcase in this manner is especially wonderful if you're staying at one of the Epcot resorts. When you're ready to leave, you can exit through the International Gateway and enjoy a pleasant stroll along the canal back to your resort. For an added treat, keep to the left as you pass the boat docks and take the path that goes underneath the bridge. The combination of the glowing street lamps, the lapping of the waves in the water-

way, and the view of the illuminated resorts reflecting in the lagoon is one that you will cherish forever.

You'll also discover this sense of calmness in other places throughout the parks. Try visiting the Swiss Family Treehouse at night. As you wind your way to the top of the tree, take a moment and enjoy the quiet rustling of the leaves...and the spectacular views of Adventureland below. Like the Jungle Cruise, an evening visit to the Swiss Family Treehouse will magically transport you to the darkest recesses of an exotic, faraway land (though you'll find the experience here far more relaxing than spooky!).

And don't forget the resorts. An evening stroll along the paths near the Grand Floridian is particularly enchanting, especially as you walk underneath the quaint Victorian streetlamps. If you time it right, you may even get a wonderful view of the fireworks display at the Magic Kingdom, and that's an experience you'll never forget.

This is only a small sampling of the magic that happens after the sun goes down. As you tour Walt Disney World, you're sure to find some of your own favorite moments. But no matter where you are, take the time to soak in all of the ambience that the nighttime brings.

And keep an eye out for that second star to the right... 



*“I bet a lot of you folks don’t believe that – about a wish coming true, do ya?
Well, I didn’t either. Of course, I’m just a cricket, but let me tell ya what
changed my mind. Ya see, the most fantastic, magical things can happen,
and it all starts with a wish!”
-Jimmy Cricket*



Let's Go Fly a Kite



Interview

Richard M. Sherman

Everything we see and experience in Walt Disney World is about a story. The concept of good storytelling first came from Walt Disney himself, and an integral part of that storytelling in both the films and the parks is unquestionably the music. It sets a mood, immerses and inspires us, and, in many cases, defines a film, a show, or an attraction. It's what connects us. For so many people, it's one of the reasons they love Disney the way they do, and maybe even makes us believe in that Disney Magic that we talk about as if it's a tangible thing.

For decades, the name that has been synonymous with Disney music and classic films and theme park attractions is the Sherman Brothers. Their credits read like a "Best Of" of Disney films, television shows, and attractions, having written more musical scores for motion pictures than any other songwriting team in history. We had a chance to sit and chat with a true Disney Legend, and one of the brothers from that creative team that has changed the world with their music, Richard M. Sherman.

By Lou Mongello

Photo: Robert B. Sherman & Richard M. Sherman (right) at the London Palladium in 2002 during the premiere of Chitty Chitty Bang Bang: The Stage Musical.

It's a Small World

What was your first meeting with Walt Disney like? You're told now that you're going to be brought before Walt Disney who, obviously at the time, was so successful with what he was doing. Tell me, what was the first meeting like for you?

Well, I can remember very vividly what it was like, because it was amazing! We walked into this office – we didn't realize we were going to play the song for Walt Disney himself, we played it for this music executive and he said "Yeah, that sounds like a great song for the picture. You've got to play it for the boss."

And I said "Who's the boss?"

And he said, "Walt Disney, of course."

So I said, "You mean we're going to play for this icon?" We never realized that we'd ever meet the man.

And so we were in this office, and he brought us into the actual offices of Walt Disney. And he was sitting behind a desk very occupied, writing, signing some autographs or something like that.

His opening line to us: "Are you fellas really brothers, or are you just using that name? Because when I was in vaudeville we used to have brother acts and we never were brothers!" I can't believe he threw it, he was so funny and sort of friendly.

And I said, "No, no we have the same parents, Mr. Disney."

And he said "No, call me Walt, call me Walt." He didn't like to be called Mr. Disney. So then he said, "Let me tell you about this picture," and he launched into describing a picture that had nothing to do with the film that we had written the song for. He was describing what became *The Parent Trap*, the Haley Mills picture.

We had written a song for a picture called *The Horse Masters* for Annette Funicello. So he was into this long description of this picture, and my brother, Bob, who is very brave, he said, "Mr. Disney...uh, Walt, we have come with a song for Annette Funicello, we don't know about this other picture."

So he says, "Oh, well why did you let me go on like this?" How do you tell this man, this world famous man, that you're talking about the wrong picture? You stop him. So he said, "Okay, let's go into the other room, and let's hear this song."

So I played this song, the *Strummin' Song* for him, this song we had written for Annette. And he said, which is typical of Disney, "That'll work. Now, I wasted a lot of time on this other thing..." so, he actually had given us a huge compliment, because Walt never said anything more than 'that'll work' to people that were working for him, because he didn't want to spoil them. He'd never say "Wonderful, Great,

Perfect." He would just say, "That'll work." But, at the time, we thought that was kind of a put down for this song that we slaved, we really worked hard to get the right song for that picture.

So, basically, he started on this other picture, and he handed us a script, and the script was called "We Belong Together," and that was the picture that became *The Parent Trap*, which is our very first Disney major picture that we had done.

You worked for Disney during, really, what was a Golden Age for the Studios. What was it like working with and for Walt Disney? What are some of your fondest memories during that time?

The thing about working at the Disney Studio under Walt was this: he was a member of the team, he was a great sparkplug. A listener, a remarkable listener; he could discern what would work and what wouldn't work. He inspired everybody that worked for him, and everybody was trying so hard to please the boss, I mean that was the whole thing. And if he told you a story, it was the most important story that ever was told by humankind. He had this ability to hypnotize you, to get you so excited about some episode of *Zorro* or something, that you just would kill yourself to write the perfect number for it. Or write the perfect dialogue, if you were a scriptwriter. Or design the perfect setting, if you were a setting designer. I mean, the whole thing was he was hypnotic about the way he inspired people. And it was great; it was wonderful working for him. He never talked about how much it's gonna cost, and this is the bottom line, and this is the blue, this is this..., he never talked about that. It's just the quality, the product. And that's all he cared about.

That abruptly changed when Walt passed away; it totally changed. But when he was alive, nobody ever thought about anything but doing a great job on the product.

We keep talking about story, and story was really of paramount importance to Walt and, I assume, for you and your brother, as well, as you were writing the songs.

Well I think, basically, the key to our getting jobs as staff writers for Walt Disney was our sense of story. Because all good songs, as I said earlier, have good story in them, good hook lines. And, when we were handed, eventually, a book called *The Stories of Mary Poppins*, by Pamela Travers, Walt Disney knew full well that there was no story line in the *Mary Poppins* books, they were just episodes. They were



just wonderful, wonderful episodes with an incredibly delightful character, Mary Poppins. And they each had self-contained story lines, each chapter was another adventure. But there was no through-line, nothing really happened to the family. It's just that Mary Poppins would come into the Banks' household, have wonderful adventures with the children, and fly away again.

So, Bob and I, when we were handed this book, 'cause one day he handed us the book after we had done about six or seven assignments that he had given us, and he liked them all, he said, "Read this and tell me what you think." He didn't say "I need a song for this sequence" or "I need a title song for this movie." He just said "Read this and tell me what you think."

And Bob and I read the book, and we were thrilled by the fact that he gave us a book to read. And, secondly, we were kind of disappointed because there was no storyline. So we said let's take six juicy chapters, that we thought were really outstanding, put them together, and make a story out of it. Let's say there was a problem in the family, let's just say the father's not paying attention to the kids and the mother's off busy doing her things, and so Mary Poppins is needed. So she comes into the family, and she changes things. She gives little life lessons to the kids and to the family itself, and unites that family so that when she flies away, she's done a job. This was our concept. And we came in with a story concept, not just some song ideas or "yeah, that's good, Walt, it could be something." We came in with a real idea. And, also, we came in with a period. We changed the story from the 30s, which was depression England, back to the turn of the century when it was still colorful and charming and English Music Hall style songs could be used. We came in with all these ideas. And so we weren't just songwriters for him, we were story men.

When we sat down and talked about this project and what it could possibly be, that's the day he said "You fellas really like to work." I said, "We sure do, Walt." And he said, "How'd you like to work here?" Of course, we flipped, we flipped, we said "Oh, my God, yes, sir, we'd love to." And that was August, I think it was, of 1960. And so from that point on we were the staff writers, and we worked on everything.

But it was always story, story, story. I mean, that was what it was all about. And that was our key to our being successful at Disney.

The fascinating part was that you weren't just songwriters, you really were involved in the creative pro-

cess of the films themselves, and I think that's why the songs work so well.

Well, thank you. That's very nice for you to say that. But, actually, we were very fortunate. We weren't just like augmenting or adding something to a film, we were actually helping to paint the picture in our way. And sometimes it was merely a title song for a film, sometimes it was a whole musical with storytelling throughout and character development throughout. It all depended on the project; each project was different.

In all, we did about thirty-six films at the Disney Studio in those days, and then we subsequently came back and did others. But ten years there was very, very, let's say, prolific. We worked every day, and we loved it.

Going back to stories and writing for the films, is it fair to say that you wrote songs for the characters in the films as opposed to the actors themselves, even though you have the benefit of working and writing for people like Julie Andrews and Dick Van Dyke and Louis Prima?

You're absolutely right, you've said it all; I'll just repeat what you said and say this: we wrote for the character. We never wrote for the actor. On rare occasions when we were told 'we're gonna have Maurice Chevalier in a film, we need a number for him,' we could hear his voice when we were doing it. But all the songs for Mary Poppins and in Jungle Book when Louis Prima sings "I'm Wan'na Be Like You," I mean, we had no idea Louis Prima was going to do it. All we knew was that we were writing about this ape, and we had to write a funny song about a scary ape and make him to be fun instead of scary. And so we made him the king of the swingers, and that gave us a jazz number.

I mean, these are things where we just wrote the song. And when we were finished with the song, then we would talk with Walt and we would talk with the other producers and directors about casting. And when we found the person that we wanted, we'd come and test him and make sure he was right. So, all these things are ingredients in the creation of the film. But, in the case of the Sherman Brothers writing for Disney, 95% of all the songs we wrote, we wrote for the character and not for the actor.

Around the same time as Mary Poppins - early to mid-60s - the 1964-65 World's Fair is approaching, and you are asked to write for two attractions, the Carousel of Progress and "it's a small world". Tell us about the chal-

allenge of being presented with writing for an attraction versus writing for a motion picture.

Well, each and every assignment that we had was an individual unto itself, because if you're going to have to write for a stuffed teddy bear or a tiger who is called Tigger and jumps around, it's just as much of a challenge as to write for a concept that's a Carousel of Progress that's going to be putting people into this auditorium that swings around so that there are six different stories that are being told. Each one of these was an individual challenge, and it was fun, it was great. Because we never knew what we were going to do from one day to the next.

I recall, the first challenge was the Carousel of Progress. They were constructing this for the Worlds Fair, it was going to be sponsored by General Electric, and it was going to tell the story of how electricity has changed man's life. And how we came from an ice cube sitting in a bathtub for cooling the house to electronic devices. You know, it was just remarkable how this was done and depicted. It would take me two hours to even describe it. Let me just say we were given an assignment, by Walt, to write a song that would tell the story with broad strokes of how life has changed through man's ingenuity, of man reaching further, challenging the envelope and going further. We had to have a king of a song that would change in period from the turn of the century, which would be ragtime, to the jazz age, which would be jazz music, to the swing period, which would be 30's and 40's Big Band Era, and into the 60's which would be the current day at that time, and that would be the sweet music, sort of Montovani strings and things. So, basically, one song could be played in different guises, different arrangements. All of these were little buttons that were pressed to us, and then he said 'I need it yesterday,' because he always needed it right away.

I remember vividly the inspiration for "There's a Great Big Beautiful Tomorrow," which is the theme song for the GE Pavilion, which was the Carousel of Progress. We started talking about it, and said 'Well, another one of Walt's big dreams and we have to sit there and create something for him.' So, we said 'well, Walt has a dream, and that's the start.' So we started with that, and he said 'we can't say it like that in a song.' If you listen closely to the lyric, there's a line that says "MAN has a dream, and that's the start. He follows his dream with mind and heart. And when it becomes a reality, it's a dream come true for you and me." That's all part of the lyric of "There's a Great Big Beautiful Tomorrow."

And so, basically, Walt Disney was the inspiration for the wellspring that gave us the key to writing that song. And

he loved it, he liked the play on the "Bs," with the great Big Beautiful Tomorrow. Shining at the end of every day, very optimistic. Walt was definitely an optimistic man, he liked to look at the bright side of things. And it was Walt's song, and he loved the song very much. Of course, he never said anything but 'that'll work' to us. But to everybody else he'd say 'they wrote the perfect number for this,' and that was it. That was Walt's way.

That was the one song for the World's Fair, which became a permanent attraction at the parks, and the other song that we wrote was 'It's a Small World After All.' Here we were like troubleshooters. Because they had this incredibly beautiful concept of a boat ride through the water, the audio-animatronic dolls all beautifully gowned and costumed, singing. And they were singing national anthems of the various countries, that was the concept on paper. And they started recording these voices to do that. And, as you can imagine, it was an absolute disaster. Because, if you walked through this - it was not boats at the time, it was a mockup - and you'd walk through the serpentine trail listening to these voices, the first three or four groups were kind of charming and delightful, and all the sudden you heard nothing, it was all swishing together and it was cacophony. And so Bob and I were called in to come up with a simple song that could be translated into any language. It had to have sort of simple repetitions in it. And so we were told 'like the simplest possible song, but saying the most you possibly can.'

It was a salute to the children of the world, and it was called Unicef's Salute to the Children of the World, that was the working title of it. And we said, 'Walt, can we come up with something better than that,' and he said 'well, yeah, if you can, but remember it's about the small children of the world, the hope of the future.' He gave us that to start with, and so we came up with the concept "it's a small world, after all. Let's not blow each other up. Let's learn to respect each other and love each other." And that's what we were saying without saying those words, we just said "It's a small world, after all. It's a world of laughter, and a world of tears; a world of hopes, and a world of fears. There's so much that we share that it's time we're aware it's a small world after all." That's what we said in the song. And if you want to hear it as a jingle, you want to shoot us. But if you hear it slowly and listen to the words you say 'hey, it IS a prayer for peace, isn't it."

And that's what we wrote. And it became, I'm told, the most performed song in the world, with all the parks that are playing it all the time. And everybody knows it, which makes me feel very happy.

Is it true that when you had originally written the song, you thought of it as being performed in a somewhat different style?

Oh, definitely. When we first wrote the song – you know, when you write anything you don't write it fast and in tempo, you write it slowly and carefully. And we were playing it and singing it, and Bob was coming up with wonderful words for it, and I was coming up with words on it, we were both working on the music because we always collaborated on everything, we actually were writing it like a prayer for peace. "There is just one moon. And one golden sun. And a smile means friendship to everyone. Though the mountains divide, and the oceans are wide, it's a small world after all." That's what we're saying: Let's be loving and kind and reach out to people. But we didn't say 'reach out to people, loving, kind,' we'd just sort of imply it because Walt would never want us to lay it down with a trowel, just put it on with a feather. And so we just implied that.

He loved implied ideas. He was very quick to grasp an idea, like "a spoonful of sugar helps the medicine go down." And it has nothing to do with sugar and medicine, it has to do with an attitude. If you have a bright attitude about something, a sweet attitude, a tough job becomes easier. You look at the bright side of it. "See the birds, tuppence a bag." It has nothing to do with the price of bread crumbs, two pennies to buy bread crumbs. It says "it doesn't take much to be kind and do a kind deed. To give love, it costs nothing. Tuppence is nothing, no money. It's just giving it, from your heart." But we don't say those words, we just say "Feed the birds. Tuppence a bag." And the implication was there. He always dug the fact that we imply things. And it was the same with *Small World*, "It's a small world, after all." And the "after all" was the hook.

In addition to "It's a Small World," two other small words that define your work are obviously Mary Poppins.

Well, yeah, that was a major, major jump for Bob and myself. You know, we had never done a full musical score. We've had pictures with songs in them, and we've had popular song hits, a couple of big ones. But the thing is that this was a giant, giant step forward for us. Of course, it put us into the position of writing musical films, and that's what we started doing. From then on, most of our pictures were musicals.

But *Mary Poppins* was the perfect cast, the perfect creative team. I mean, my praise goes out to so many people

involved in that film, from Bill Walsh and Don DaGradi, who did this incredible script, and Walt himself who was hands-on the entire time, pushing everybody and creating the final product. And Peter Ellenshaw, the incredible matte artist who did the mattes – there in Burbank, California we were in Edwardian England because of his artistic creativity. There were so many people who contributed, and I haven't even mentioned the superlative cast, with Julie Andrews and Dick Van Dyke and Glynis Johns and David Tomlinson. All these wonderful people that were part of our cast. It was a labor of great love and great talent on many, many parts. 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.

In addition to receiving your Oscar, you also coined a word that's a staple of every Disney fan's vocabulary, Supercalifragilisticexpialidocious. It's no exaggeration to say that what you did qualifies as a true masterpiece.

Well, you are very, very kind to say that. I'm very proud of it, I know Bob is. And we feel it was a big, big leap forward for our career, and we were very lucky, I think, to have a boss like Walt Disney who helped select what was going to finally wind up in the film. Because, as you see, as we developed this film, we were developing many of the chapters that we were exploring to see which other chapters he might use. And so a lot of songs were written for the film that we never used. Some of them found their life in another film, and we'd change it a little bit and use it someplace else, but basically, the songs that were selected were really the very cream of all the things we were doing. They really were story, 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 I think that's what we had here, we had hunks of the story, I mean huge hunks of dialogue were just sung. And people didn't even realize they were hearing songs performed when they were doing it because it was so woven into the film.

One of my favorites of all the songs in the picture, there are two reprises that we used near the end of the film when the father and Bert had a conversation. And the father things his life is falling apart because he's been fired from the bank for causing a ruckus, you know there was a run on the bank because the little boy didn't want to invest his tuppence in the bank, and so everything falls apart and he's very sad and he says "A man has dreams of walking with



giants, to carve his niche in the edifice of time." And he's feeling sorry for himself, and he says "it's Mary Poppins; she's the one that caused all this trouble."

And then Bert pipes in, "Oh, yeah, she's the one what sings 'A spoonful of sugar that's all it takes, it changes bread and water into tea and cakes. Tea and cakes, indeed.'" And they're having this conversation that is all sung! The whole thing is musical comedy, the way it's sung, and that's a really well integrated show. That's the way we were writing it.

And is it true that "Feed the Birds" really was a personal favorite of Walt's and one that he would often ask you to come into his office and play for him on the piano?

That's absolutely true. Walt fell in love with that song when he heard the first time, that first propitious meeting when we first told him our idea of how we could do Mary Poppins as a musical. He asked at the end of that meeting, 'play that Bird Lady thing again,' so I played - it was not completed, it was just about 16 bars - I sang it for him, and he listened to it intently. And he said, "That's the whole story, isn't it?"

And we said, "That IS the story, Walt. That's the story: the father doesn't give the tuppence to the kids." Meaning, he doesn't give them attention. He's so busy making money and supporting the family, he's not giving himself to the kids. And the mother is so busy with her life, she has to have a nanny take care of the kids because she's not doing it. So then, symbolically, at the end of the show, we have this song "Let's Go Fly a Kite," and the opening line is "With tuppence for paper and strings, you can have your own set of wings." And the father, mother, kids run out to the park and fly the kite.

That is all symbolic. It's Walt Disney's way of doing things. He doesn't say, 'hey, listen, families, get together, go to Disneyland and enjoy each other.' He doesn't say that, he says 'let's go fly a kite.' That's why Disney dug us, because we understood what he wanted to say to people. And that's the secret of the whole thing


Tell us more about "Let's Go Fly a Kite".

Actually, that's something that came from our father. Our father used to make kites for us when we were kids. He said, you know, it's one thing to go out and buy a kite and fly it, that's great fun: we used to do that, too. But, he says, if you make a kite, then it's really yours and it's a piece of you up in the air.

He used to make kites for us, and then we'd go out and fly them, as youngsters. And we were trying to think of a good ending for the show, and it just came to our minds: what

about if the father mends the kite that was broken at the beginning of the movie, and he says 'to heck with all of this worrying about the bank, I'm going to take my kids out to fly a kite together.' And they all go out and fly the kite. People were crying at the end of the picture. Why? Because it's so pretty, it's a statement. Without insulting anybody by telling them what it is. You just felt it in your gut. And that's we tried to do.

And, in answer to your question about "Feed the Birds," yes, it was his favorite song. And many times on Friday afternoons, he'd call us up and say 'what are you working on,' and we'd come over and tell him. We knew that's not what he wanted to hear. He knew what we were working on. He said, "Okay, play it." And he'd look out the north window of his office, and I'd sing and play "Feed the Birds" for him. He'd say, "Well. Have a good weekend, boys." And he'd send us off.

He was very sentimental, he loved that song. I'll tell you a little story: about five, six years ago, the Disney people decided to have this statue, this wonderful bronze statue of Walt and Mickey Mouse called "The Partners," officially dedicated out in Disneyland. And so they had a big ceremony on the 100th anniversary of Walt Disney's birth. And I was asked to come and play some of the songs we had done for the parks and some of the things, which I did. And there were thousands of people, maybe 2500 people out on Main Street, in Disneyland. I remember I was playing this white piano, and there was a hush. I had finished playing one of the songs, Small World or something, and I said "I'm going to play this one song just for Walt. It was his favorite." So I looked at the statue and said, "This one's for you, Walt," and I sang and played "Feed the Birds." And you could hear a pin drop in this setting, it was just amazing. And toward the end of the song, just as I sang "Tuppence, tuppence, tuppence a bag," one bird out of a clear sky - there wasn't anything, not even a cloud, in the sky - came flying out of nowhere right down swooping under to where I was with the piano, right past where I was with the piano, and up into the sky again as I finished the song. And I heard an audible intake of breath from 2500 people on Main Street in Disneyland. And then, I couldn't even believe it. They applauded, of course. I said "What was that" to one of the officials there, and he said, "Well, Walt came down and said 'thank you.'" And I said, what do you mean? He said, "One bird came out of the sky." And I said I can't believe this. Well, there were newsreels that were shot of that, and there's that bird coming down as I'm finishing the song. So I know that Walt loved that song, let me just say that. I think it was him. (TO BE CONTINUED) 

Victoria & ALBERT'S

THE BEST TABLE IN THE HOUSE

By Ray Harkness



In most restaurants, people go to great lengths to be seated far, far away from the kitchen. But ironically, the most coveted dining experience in Walt Disney World is actually located at a table inside the kitchen.

Of course, we're not just talking about any old table. This is the Chef's Table at Victoria & Albert's, the romantic Victorian restaurant located on the second floor of Disney's Grand Floridian.

Seats at the Chef's Table are not easy to come by. Because the Chef's Table has only one seating per night, and there is only room at the table for 10, a seat can be harder to secure than tickets to a Hannah Montana concert. Dinner at the Chef's Table is in such demand that some Guests make their Chef's Table reservations first, and then plan the rest of their trips around it.

When you arrive at Victoria & Albert's for your evening at the Chef's Table, you are greeted by name and escorted through the gracious dining room, past the regular tables, and into the gleaming kitchen. In the back of the kitchen, you'll discover an elegant dining niche. Inside, the wall to your left sports floor-to-ceiling, glass-enclosed bookcases, displaying awards, books about food, and bottles of wine. The wall to your right features a giant, marble-topped, built-in buffet, holding glassware and more bottles of wine. On the back wall hangs a very large mirror. The floor is tiled with terrazzo tiles, and sitting upon this tiled floor is a handsome wooden table that can comfortably seat 10.

A beautiful yet casual chandelier hangs over the table, basking the niche in warm candlelight. This is in stark contrast to the brilliant, white lighting in the kitchen itself. The table is beautifully set with china, and each place setting features an elegant Victoria & Albert's charger plate.

No doubt about it, the moment you see the Chef's Table, you know this meal is going to be something special. The dining niche is so lovely and rich, it's very easy to forget that you're actually sitting in the kitchen.

Surprisingly, the kitchen noise isn't distracting at all. The chattering of the chefs and the clanking and clanging of their pots and utensils quickly become part of the background "music" for the evening.

Depending on the night you dine at the Chef's Table, you might be joined by Victoria and Albert's Chef de Cuisine Scott Hunnel, or you may be hosted by a member of his team. This allows Victoria & Albert's to offer this exciting opportunity seven nights a week; even chefs need a night off. In addition to your chef, you're also taken care of by a female/male team known as your butler and maid—or (what else?) Victoria and Albert.

Throughout the meal, you'll interact with your chef, butler, and maid—and everyone else in the kitchen as well. After all, you are

sitting in their workspace! You'd think the hustle and bustle of a AAA Five Diamond Restaurant would make it imposing, distracting, and down right difficult to talk to the kitchen staff. But it's quite the contrary. The chefs are part of the experience, and they often visit the Chef's Table to ask Guests if they have any questions about the kitchen preparations.

An evening at the Chef's Table begins with a champagne toast. This is the only bit of bubbly you'll enjoy, however, unless you pay an extra charge for the wine pairing option.

Although the Chef's Table is a part of Victoria & Albert's, and they both share the same kitchen, dining at the Chef's Table is a vastly different experience from dining in the Victoria & Albert's dining room. One difference is that you don't order your own meal at the Chef's Table. Although all of the meals come from the regular menu, your chef selects them for you, after he chats with you about your preferences. Often, to encourage sampling, the women at the table receive one dish, and the men are given a different one. If someone in your party has special dietary needs, you might be treated to an off-menu selection.

Another way the Chef's Table differs from the main dining room is that you'll be treated to 12 courses, compared with only seven in the main dining room of Victoria & Albert's. Because of this, a typical meal at the Chef's Table can take up your entire evening, so that night you'll have to skip Wishes, IllumiNations, or Fantasmic! But don't worry, you won't feel slighted a bit because in exchange, your taste buds will be treated to an explosion of flavor.

A third way your Chef's Table dinner is different from the main dining room—different from most dining rooms in fact—is that two things are conspicuously absent from the table: salt and pepper. This is to allow the dishes to be enjoyed as the chef intended, and to prevent you from 'ruining' it with excessive secondary seasoning.

As each of the 12 courses comes out, your chef will describe it to you in great detail and explain how it was prepared. The chefs describe the food so well, you'll practically be able to taste it touches your lips!


As you might imagine, each course is presented on beautiful, elegant china to complement the food. In fact, as much care is taken with the presentation on the plate as is taken with creating the flavors and merging the tastes of the food. For example, some foods are adhered to the plate with sugar syrup to keep them from sliding around while being carried to your table.

Throughout your meal, you'll be treated to some of the

These were the menu selections we enjoyed during our evening at Victoria & Albert's. While your dining choices may vary, this will give you a tempting picture of the culinary delights that await you:

Amuse Bouche: 4 bite sized portions of Smoked Trout Custard Baked in the Shell, Deviled Quail Egg with Iranian Oestra Caviar, Assorted Seasonal Melons with Jamón Ibérico and Yellow Tomato Gazpacho
Duck with Pickled and Roasted Beet Salad
Gulf Shrimp Kataifi with Baby Bok Choy and Coconut Emulsion, Alaskan Red King Salmon with Ramps and Demi-Tasse
Cub of Smoked Salmon, and Monterey Abalone with Toasted Capers and Meyer Lemon
Poached South Carolina Quail with Black Mission Figs and Fuji Apples
Marcho Farms Veal Tenderloin with Braised Veal Cheeks and Burgundy Poached Sweet Breads
Pan Roasted Foie Gras with Georgia Peach Tart and Mostarda di Cremona
Japanese Wagyu Strip Loin and Australian "Kobe" Beef
A cheese course consisting of Colston Bassett Stilton, Monte Enebro and Pierre Robert cheeses
Wild Strawberry Sorbet Mango-Yogurt Panna Cotta and Miniature Banana Gâteau
The Chocolate Course: Tanzanian Chocolate Pyramid, Hawaiian Kona Chocolate Soufflé, and Peruvian Chocolate Ice Cream and Puff Pastry

most elegant, most delicious meals in all of Disney World. And the "coffee service" is no exception. The Cona Coffee Maker that the wait staff brings to your table is certainly elegant, and it brews coffee using the vacuum method.

At the end of the meal, each Guest receives a take-away bag containing special treats, such as some breakfast bread, promotional material about Victoria & Albert's, a long-stemmed red rose, and your menu, which has been personalized with your name. Because your menu will detail each dish that you ate, there's no need to try to remember them all—or to scribble them into your notebook for those trip report writers out there! Though it's unlikely you'll forget much about your visit to the Chef's Table. 

The Particulars

The cost to dine at the Chef's Table, including tax and mandatory gratuity, is a bit over \$200 per person. If you want to do the wine pairing, expect to pay another \$70 per person. Priority seating is required. Start calling 180 days in advance. Victoria & Albert's requires gentlemen to wear dinner jackets, although ties are optional. Ladies must wear dresses or pants ensembles. Children under age 10 aren't permitted at Victoria & Albert's.



How Big of a Disney Nut Are You?

by Jennifer Bright Reich

1. How familiar are you with Walt Disney World, really?

- a. You know where all the bathrooms are.
- b. Other guests ask you where the bathrooms are.
- c. Cast members ask you where the bathrooms are.
- d. *Imagineers* ask you where the bathrooms are.

2. How is your home decorated?

- a. You have a few Disney items here and there.
- b. You have one entire room dedicated to Disney.
- c. You have the Disney Store Web site bookmarked, their 1-800 number on speed dial, and they recognize your voice when you call.
- d. You have more Disney items than Walt did.

3. What does it say on your Disney Visa card?

- a. There's a Disney Visa card?
- b. You don't have a Disney Visa card.
- c. Your card doesn't say anything special.
- d. Your card says "charter cardmember."

4. What is pictured on the \$10 Disney Dollar?

- a. You don't know.
- b. Space Mountain
- c. Cinderella Castle
- d. Sleeping Beauty Castle

5. Last Halloween you...

- a. Dressed up as something else.
- b. Dressed your child up as a Disney character.
- c. Dressed yourself up as a Disney character.
- d. Dressed everyone up as a Disney character, and you looked great at the Not So Scary Halloween party!

6. How many Hidden Mickeys have you discovered?

- a. What's a Hidden Mickey?
(you'd better check out page 18)
- b. Someone showed you the one in the Haunted Mansion and you can't wait to find more!
- c. So many you've lost count
- d. So many you've started creating your own

7. How often do you go to Disney World?

- a. Every other year or less
- b. Once a year
- c. More than once a year
- d. You packed up your family and moved to Orlando so you can go as often as you want.

8. How many Disney Resorts have you visited?

- a. None, you always stay offsite.
- b. 1 to 5
- c. 6 to 10
- d. 11 or more

9. What's your favorite way get to the parks?

- a. You drive.
- b. You take the bus.
- c. You stay as close as you can so you can walk.
- d. The parks? You could spend all day riding the monorail!

10. What did you name your pets?

- a. You don't have any pets.
- b. Just regular names, such as Fido and Fluffy
- c. Disney names, of course, Nemo, Duchess, and Pluto
- d. Your pets have regular names, but your kids are named Ariel and Mickey.

11. When you hear “it’s a small world”, you...

- a. Run screaming (shame on you!)
- b. Smile as you imagine yourself in Fantasyland
- c. Sing along
- d. Sing along in every language

12. How long is your average WDW vacation?

- a. 1-3 days
- b. 4-7 days
- c. 8-14 days
- d. Over two weeks, it’s almost a second home!

13. How many souvenirs do you typically bring home?

- a. Nothing much, just a pressed coin or two.
- b. A few shirts, a book, perhaps a plush figure.
- c. You bring an extra empty suitcase to fill up.
- d. None, UPS will deliver the boxes to you after you get back!

14. How many different colored monorails have you ridden?

- a. Wait, there are different colors?
- b. I guess a few, how many are there?
- c. Every one!
- d. All of them, and you have a Co-Pilot License from each one.

15. You know Walt Disney’s...

- a. Brother’s name
- b. Middle name
- c. Parent’s names
- d. He knew your name

16. When you look up at the night sky at the Magic Kingdom you look for...

- a. Fireworks
- b. Tinker Bell
- c. Hidden Mickeys in the stars
- d. The second star to the right

Scoring

Give yourself 1 point for every A answer, 2 points for every B, 3 points for every C, and 4 points for every D.

50 or more: Is that you, Walt? You know so much about Disney that wed hire you to write for this magazine, if we could afford you!

33-49: You’re a true blue Disney fan!

21 to 32: You’re starting to earn your Mouse ears, but you’re not totally hooked...yet!

20 or fewer: See ya at Universal Studios!

ANSWERS:

KIDS KORNER (pages 74-77)
CHARACTER SEARCH



Bonus Character: Ariel

MATCH ‘EM UP

- Mushu: Mulan
- Flounder: Ariel
- Timothy Q. Mouse: Dumbo
- Jiminy Cricket: Pinocchio
- Thumper: Bambi
- Meeko: Pocahontas

FIGMENT PIGMENT

#3 and #5 are the same

PICTOGRAMS

- 1. Spaceship Earth
- 2. Test Track
- 3. Splash Mountain
- 4. Mad Tea Party
- 5. Barnstormer
- 6. Jungle Cruise

BRAIN BUSTERS

- 1. Main Street, U.S.A.
- 2. Adventureland
- 3. Frontierland
- 4. Liberty Square
- 5. Fantasyland
- 6. Mickey’s Toontown Fair
- 7. Tomorrowland

TTA MAZE BONUS

The ‘Blue Line’

WORD SCRAMBLE

- 1. Toy Story
- 2. Cinderella
- 3. Beauty and the Beast
- 4. Alice in Wonderland
- 5. The Incredibles
- 6. Monsters Inc.
- 7. Peter Pan
- 8. The Lion King

FIND THE DIFFERENCE



- 1. The swan is looking up
- 2. The pyramid is missing
- 3. The swan is facing the wrong way
- 4. One of the windows has its shades drawn
- 5. One row of windows is missing
- 6. A tree has been added
- 7. The color of the boat trim has changed
- 8. The name of the boat is gone
- 9. There is an extra flag
- 10. The post is missing

MYSTERY QUEST ANSWERS (pages 78-79)

SECRET SYMBOLS

- 1. Splash Mountain sign

- 2. Big Thunder Mountain sign
- 3. Diamond Horseshoe Saloon sign
- 4. Frontierland Shootin’ Arcade sign

SCAVENGER HUNT

- 1. In the Frontierland Shootin’ Arcade
- 2. In the town at Big Thunder Mountain
- 3. On the fence at Tom Sawyer Island
- 4. Splash Mountain after the first climb
- 5. Aunt Polly’s at Tom Sawyer Island
- 6. Splash Mountain (poor Brer Rabbit!)
- 7. Atop a mountain at Big Thunder Mountain Railroad
- 8. Country Bear Jamboree
- 9. Brer Frog in Splash Mountain

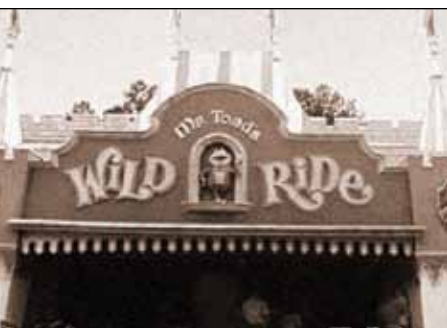
WHERE AM I?

- 1. Splash Mountain
- 2. Frontierland Shootin’ Arcade
- 3. Covered shed at Big Thunder Mountain Railroad
- 4. Gears at Big Thunder Mountain Railroad
- 5. Aunt Polly’s at Tom Sawyer Island
- 6. Harper’s Wheel at Tom Sawyer Island
- 7. Country Bear Jamboree Sign
- 8. Rooftop of the Diamond Horseshoe Saloon



Mr. Toad's Wild Ride

Mr. Toad's Wild Ride was the original inhabitant of the Many Adventures of Winnie the Pooh building which allowed Guests to "jog along on a hilarious, reckless ride through Old London." Born in 1908 in a popular fable called the "Wind in the Willows" by Kenneth Grahame, it was adapted by Disney in 1949 into one of their many post-war compilation films called "The Adventures of Ichabod and Mr. Toad." This feature combined the stories of J. Thaddeus Toad, Esq. (and his oddly-named friends like Moley, Mac Badger, Ratty and Winky) with one of Ichabod Crane from The Legend of Sleepy Hollow. Mr. Toad was quite well-to-do, and had an unquenchable thirst for adventure, and a bad habit of financial mismanagement. Recently, his attention has turned to the newfangled automobile, which further leads to Toad's undoing. He eventually is caught stealing a car,



jailed, and escapes with the help of his friend, Cyril Proudbottom. Unlike the Disneyland version, the Walt Disney World incarnation, which opened with the Magic Kingdom on October 1, 1971, held a very unique distinction – not just compared to the Disneyland original, but to any other attraction in the entire park. Unlike other attractions such as Space Mountain with two ride tracks that occupy the same space (pardon the pun), Mr. Toad's Wild Ride actually offered you two distinct tracks, and in fact, two different adventures and thus a completely different ride experience based on what side of the queue you chose. It was the only time in Disney park history this has happened, and it happened for Mr. Toad.

While one side of the attraction took you through the Trophy Room, Kitchen, Gypsy Camp, Pub, Keg Room and "Rain Room", the other (Track B) flung you along in your car through a Library, Barnyard and Barn, Town Square, Jail,

Prison and Shireland. So much for heading merrily on our way to "Nowhere in Particular" as the attraction's theme song proclaimed! Both tracks led Toad to a similar fate, though. While he was able to narrowly escape the police, gypsies, and Judge, he couldn't avoid the oncoming train in the darkened tunnel.

This is where things got weird. Really weird considering you were in Walt Disney World—the place of imagination, hopes and dreams. You and the train have a head-on date, and where does that leave you? Why, Hell, of course. Yes, the whole fire-and-brimstone, demons poking at you with pointy spears type of hell.

In clearly what can be considered a somewhat radical departure from the normal warm and fuzzies you get from attractions like Peter Pan's Flight, this true morality play ended up where bad Toads go after they croak (sorry – it was too easy) – face to face with Satan and his little red, long-nosed minions in the bowels of a "Disney-fied" Hell. Of course, in typical Toad fashion, he (and you) found a way to escape the clutches of Hades and into the warm, comforting light of the Florida sun (with summertime temperatures that might make Hell seem like a walk in the park).



Sadly, and much to the dismay of Toad fans, the attraction closed on Labor Day, September 7, 1998. Today, the building that once provided wacky adventures through merry old England now houses "The Many Adventures of Winnie-the-Pooh", which opened June on 5, 1999.

So Mr. Toad, Toady, Ratty, Moley, Mac Badger, Cyril, Winky and Weasel (the names of the ride cars) were just snuffed out of existence, you say? Not quite. There is more than one "hidden" tribute to him in the Many Adventures of Winnie the Pooh ride! As you enter the first room, look for an image on the left wall of Pooh handing over the "deed" to the building to Owl, as well as a picture of Mole tipping his hat to Pooh elsewhere in the attraction. And my favorite tribute lies at the exit of the Haunted Mansion in Liberty Square. Look to the left as you pass the mausoleum at the gated pet cemetery on the hill. Far in the back is a statue of Mr. Toad with an epitaph reading "Here Lies Toad, Sad But True, Much Less Profitable, Than Pooh."

BY THE NUMB3RS

The Twilight Zone® Tower of Terror

1939 According to legend, the year the ill-fated building was struck by lightning (October 31)

1997 The year the Tower was *actually* struck by lightning during its construction.

12 Number of stories listed on the elevator dial

13 Number of stories you actually fall

1959 According to an interior plaque, the last time the elevator was inspected (also the year *The Twilight Zone* television series first aired)

199 Number of feet the Tower of Terror soars above Sunset Boulevard

1 Additional number of feet it would have taken to require a tiny red light to be affixed to the top

7 Additional inches it would have taken to make it the tallest attraction in Walt Disney World (Expedition Everest beats it out by half a foot).

5 According to the story, the number of people originally lost in the 5th dimension

21 Number of people (including yourself) who are about to meet the same fate

156 Total number of episodes of the original *Twilight Zone* television series

2 Number of times the Imagineers who worked on the attraction watched each and every one of those shows as part of their research

The HOLLYWOOD TOWER Hotel

In Search Of...

TOM MORROW



Another pleasant day in Tomorrowland, and what better way to enjoy the world of the future than with a ride on the Tomorrowland Transportation Authority (or TTA for short). And there is that familiar page for "Mr. Morrow, Mr. Tom Morrow". Again! I can't help but wonder why he never answers, and more to the point, what is his party from Saturn thinking? (Will he ever give them a ring?). So today I decided once and for all to seek out the elusive Mr. Tom Morrow and find out where he's been hiding!



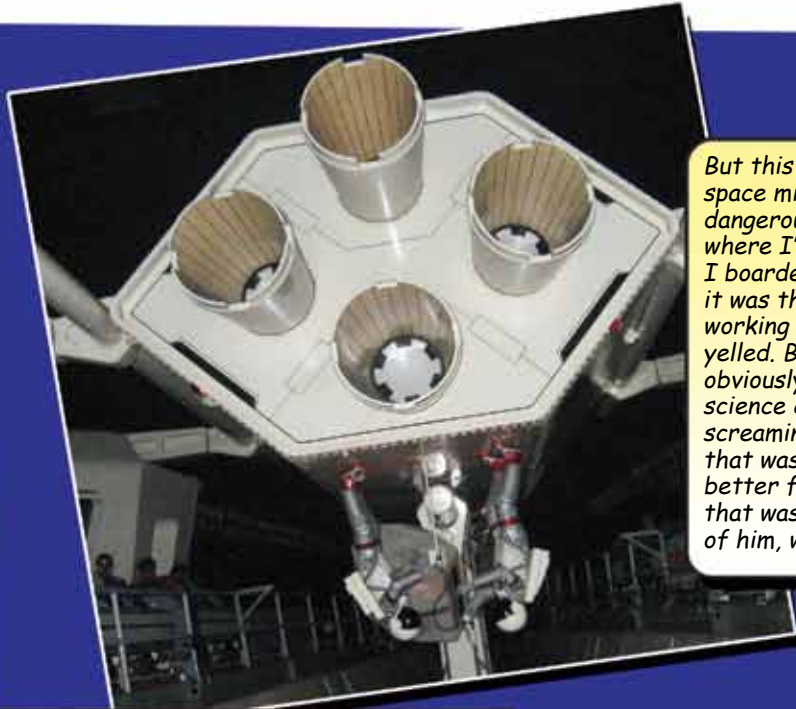
I actually thought this might be him...I found this chap during my journey on the TTA. "Mr. Morrow?" I inquired. No response, unfortunately. But then I noticed he was getting ready to board the Red Line (I was of course riding the Blue Line), and realized he was just another Tomorrowland inhabitant going about his business.



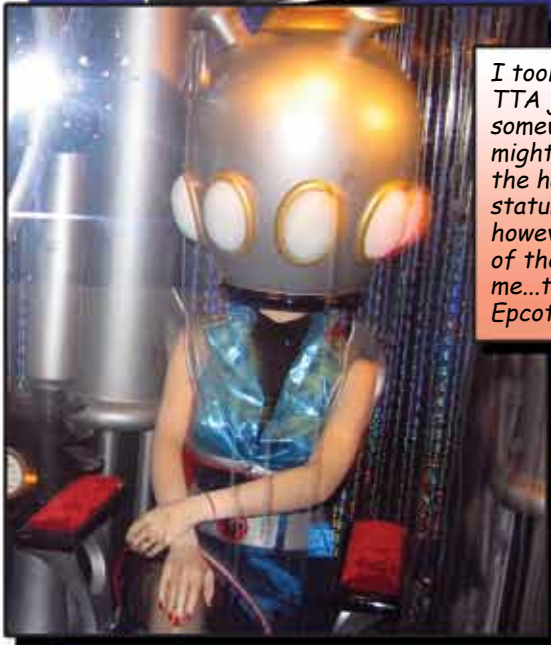
After concluding that I wouldn't find Mr. Morrow on the TTA, I ventured over to a recruiting station run by Buzz Lightyear, the famous Space Ranger. I found this fellow inside, and it seemed to make sense...Mr. Morrow was being held prisoner! But a quick check with the locals informed me that this was Emperor Zurg, someone who I apparently didn't want to get to know real well...



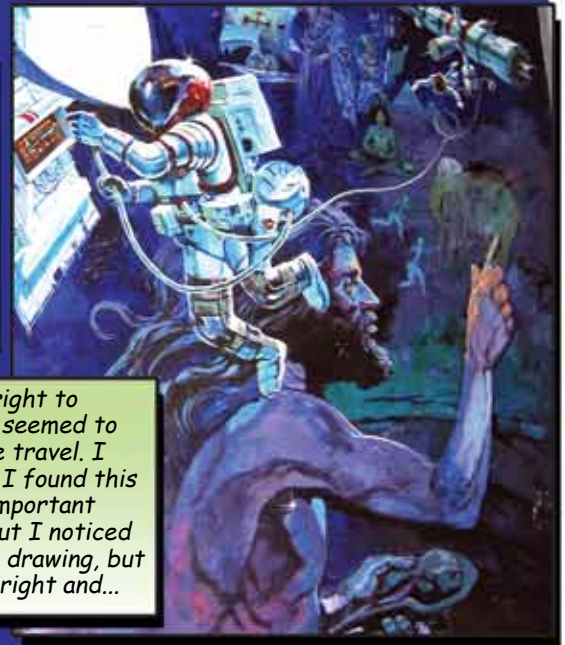
This building, home to a small blue fuzzball with the unusual name of Stitch, didn't seem promising, but I actually discovered a clue here. It seems that many years ago, before Stitch arrived, this was the headquarters of Mission to Mars. A bit of investigation revealed that the mission controller was Mr. Tom Morrow himself! But alas, Mr. Morrow vacated the premises long ago (apparently just in time, it seems a steady parade of nasty aliens has taken up residence here!).



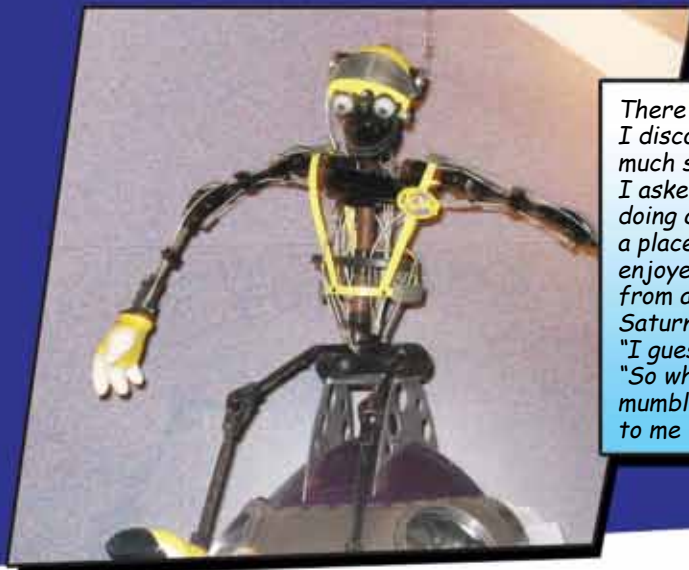
But this discovery got me thinking...since Mr. Morrow has space mission experience, perhaps he's gone on to more dangerous ventures. So off I traveled to Space Mountain, where I'm told flights to outer space depart continuously. I boarded my space capsule and started my mission, and it was then that I saw these brave astronauts overhead working on their ship. "Mr. Morrow, Mr. Morrow!" I yelled. But of course, there's no sound in space, so they obviously couldn't hear me (at least that's what I learned in science class...I could swear however that I heard lots of screaming and yelling during my journey, though I suppose that was just in my head). As I disembarked (shaken, but better for the experience), I asked a friendly technician if that was Mr. Morrow I saw. Evidently they've never heard of him, which would explain the funny look I received.



I took another ride on the TTA just in case I missed him somewhere. I had a feeling this might be him, but I didn't think the hairdo would suit a man of his stature. I did get another clue, however. As I passed the model of the city of the future it struck me...that's where he must be... Epcot!



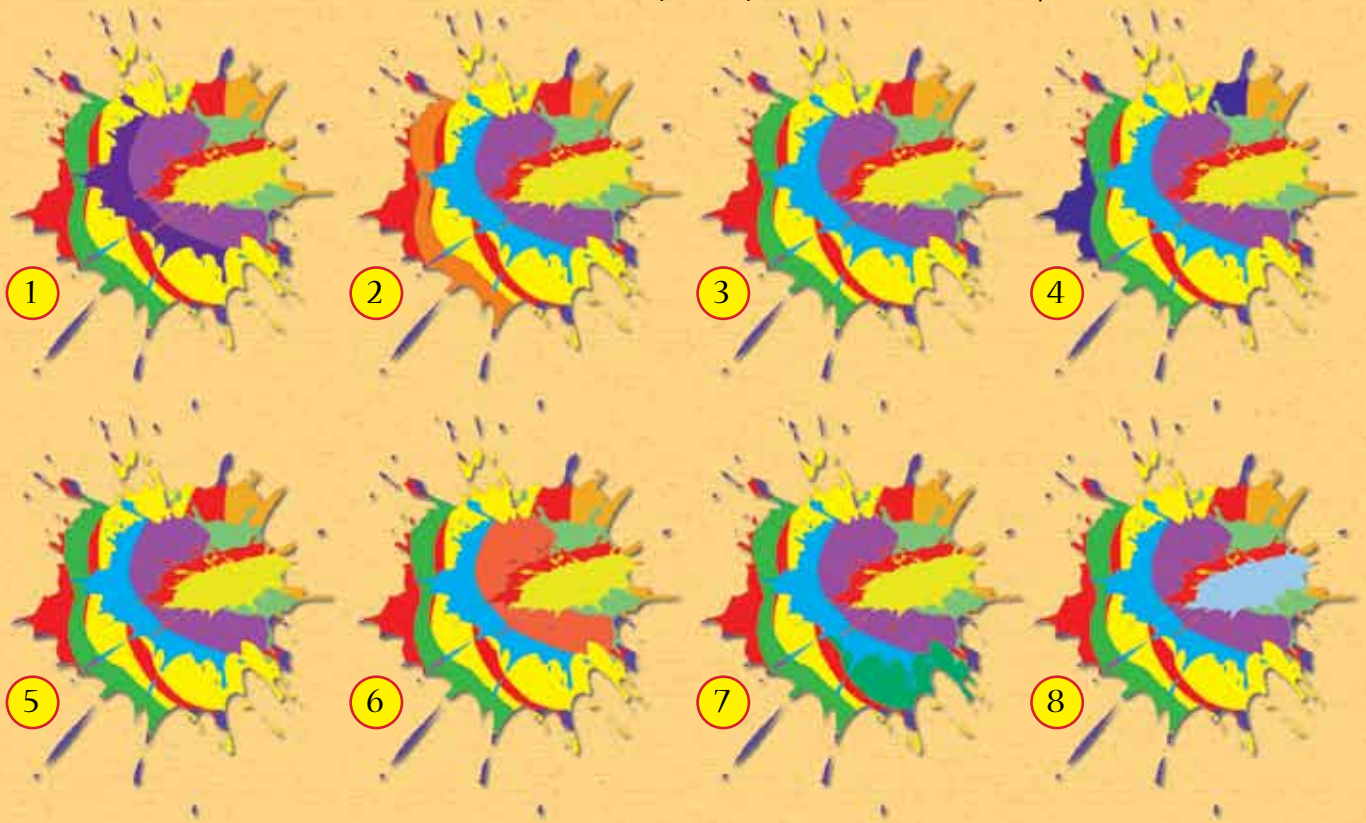
Once in Epcot, I headed right to Spaceship Earth since he seemed to have a fondness for space travel. I didn't find him there, but I found this mural that contained an important clue. Next to the astronaut I noticed that the cavewoman was not drawing, but pointing. I headed to the right and...



There he was! Lurking in a building called Innoventions, I discovered Mr. Tom Morrow at the entrance! He was much smaller than I thought, but seemed quite energetic. I asked him why he was here, and he replied that he was doing quite well and running his own playground. This was a place that celebrated the future, and he very much enjoyed sharing all the latest technologies with Guests from around the world. "But what about your party from Saturn?" I asked. "I guess they'll just have to visit Pluto instead." "So where will I find Plu-?" But Mr. Morrow had vanished, mumbling something about a Segway ride. I guess it's up to me to find Pluto, but that's a story for another time...


Figment Pigment


Oops! Figment's been at it again, he's been doing some painting and made a bit of a mess! Can you find the two paint splatters that are exactly the same?





Pictograms


Can you figure out which attractions are hidden in the following clues?


1 

2 

3 

4 

5 

6 

Answer on page 69



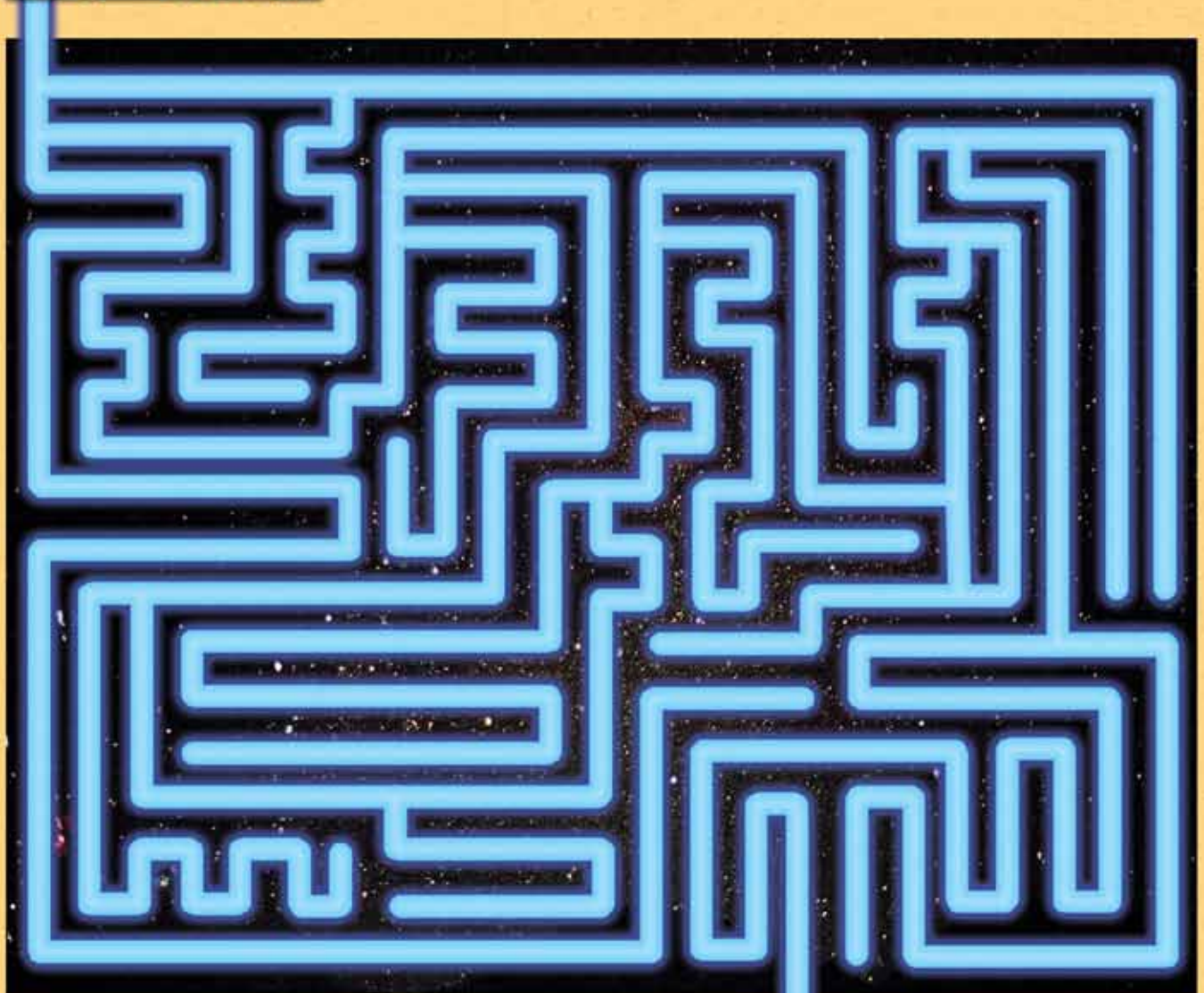
Brain Busters

There are seven lands in the Magic Kingdom, can you name them all?



TTA Maze

Board the Tomorrowland Transit Authority and see if you can find your way back to Tomorrowland (but watch out for furry blue aliens along the way!).



The Tomorrowland Transit Authority (or TTA), is also known by another name that contains a color. Do you know what it is?



Find the Difference

Aah, a leisurely boat ride to the Swan resort. But things aren't always what they seem, can you find the 10 differences between these two pictures?



Word Scramble

Unscramble these famous Disney movies:

1. YTO RYOST

2. LEADINCERL

3. ATUYBE NAD HET STABE

5. LACIE NI DALNOWDREN

6. ETH SICBREIDELN

7. RESTNOMS CIN

8. REEPT NAP

9. EHT NILO GINK

Answer on page 69

Mystery Quest

Discover the Secrets of Walt Disney World

FRONTIERLAND

In this issue will take a tour of the rootin' tootin' land of cowboys and pioneers. Let's put your Disney sleuthing skills to the test and see how well you know Frontierland. Ready? Then let's saddle up!

Answers on page 69

Secret Symbols: Where would you find these cryptic inscriptions?



Frontierland Secrets

- Look for the address numbers on all of the buildings. They actually indicate the year that is represented by that particular style of architecture.
- You may notice a metal strip slicing across the walkway halfway through Frontierland. This is the "Little Mississippi", symbolically dividing Frontierland into the east and the west. This symbolism is not only figurative but literal—beneath the metal plate is a channel that carries water to the Rivers of America.
- In an interesting coincidence, Mark Twain (of Tom Sawyer fame) grew up in Hannibal, Missouri, just a mere 90 miles away from Marceline, the town where Walt Disney spent much of his youth (Marceline provided Walt with the inspiration for Main Street).
- Each of the six trains at Big Thunder Mountain Railroad actually has its own name. They are: U.B. Bold, U.R. Daring, U.R. Courageous, I.M. Brave, I.B. Hearty and I.M. Fearless (do any of those apply to you?).

Scavenger Hunt

Here are a variety of items you might find around Frontierland.

Do you know where they are?

1. A Tombstone
2. A Bathtub
3. A Heart
4. A Birdhouse
5. A Rocking Chair
6. A Beehive
7. A Goat
8. A Raccoon
9. A Frog

Where Am I?

Can you determine where these photographs were taken?



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





Top 10 Things You Didn't Know About Walt Disney

1. The Partners statue in the Magic Kingdom features an odd monogram on Walt Disney's tie. You might expect it to be Walt's initials or Mickey Mouse, but it's not. It actually stands for the Smoke Tree Ranch in Palm Springs, California, where Walt owned a vacation home.

2. You might also think that the plaque on the statue would immortalize one of Walt's most famous quotes: "My only hope is that we never lose sight of one thing, that it was all started by a mouse", considering he's standing hand in hand with Mickey. But it doesn't. It says "We believe in our ideas: a family park where parents and children can have fun - together".

3. Technically though, it didn't even start with a mouse. Walt's earliest animations included the Alice Comedies, where he mixed live action with animation. Mickey wasn't even Disney's first named animated character; earlier creations included a cat named Julius (from the Alice series) and Oswald the Lucky Rabbit, created in 1927. Mickey wouldn't come on the scene until 1928.



4. He may have been a mouse, but he wasn't always Mickey. The original name Walt had chosen for his new character was Mortimer. Walt's wife Lillian suggested a shorter, better name. Good thing too, or else the song would go: "Who's the leader of the club that's made for you and me? M-O-R-T-I-M...well, you get the idea.

5. When Walt first got into the world of animation, he borrowed a book from the Kansas City Library called 'Animated Cartoons: How They Are Made, Their Origin and Development' by Edwin G. Lutz. The book detailed the methods

of animation technique used in New York, then the center of animation.

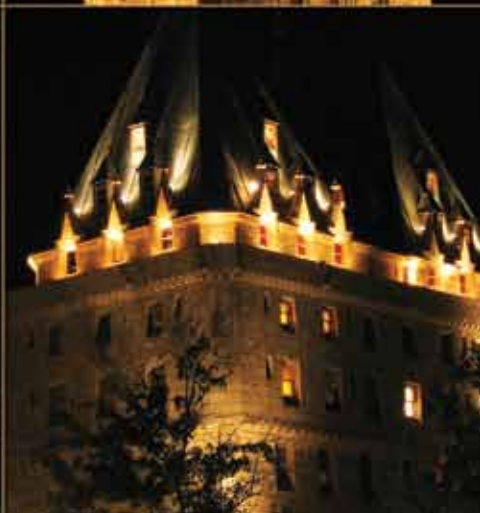
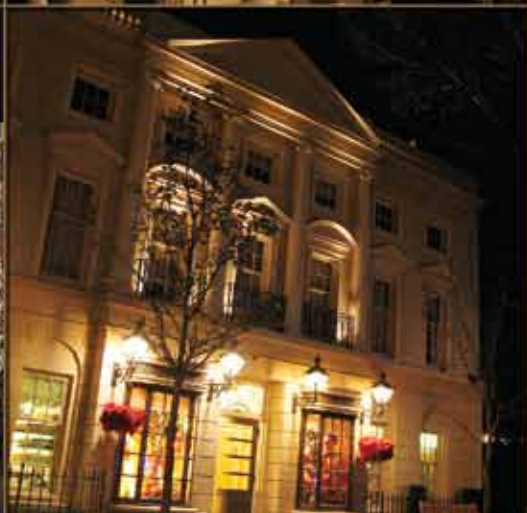
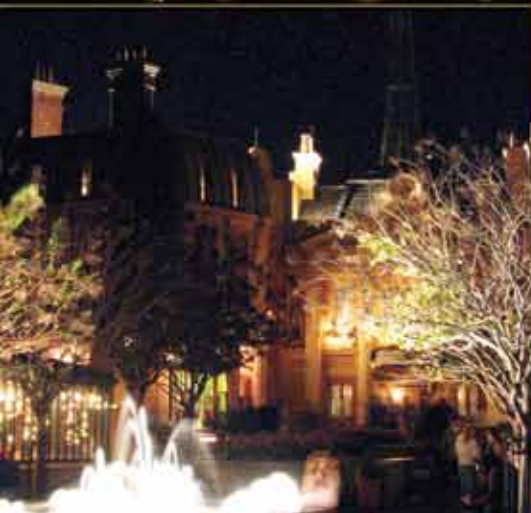
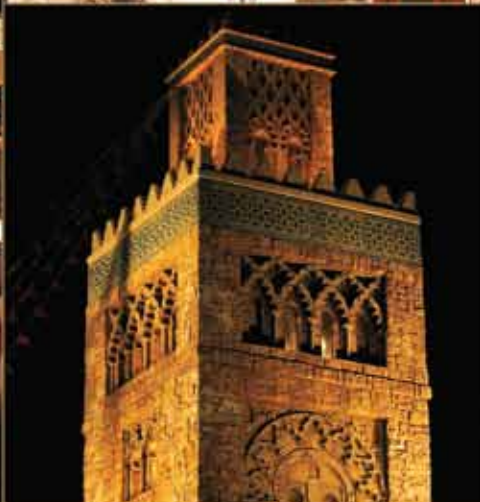
6. Walt did make a significant improvement, however. In the New York method of animation, the pegs that held the paper in place (to keep them aligned) were placed at the top of the board to keep them away from the animator's hands. Walt moved them to the bottom so the animators could easily flip the pages to see the action they were animating. It would be the first of a long list of innovations that Walt would introduce.

7. Walt's first art job was as an apprentice at the Pesmen/Rubin commercial art shop, where he drew roughs for advertisements and catalogs. One of his first assignments was to create an ad for a donut shop. The job didn't last long; Walt was terminated after the holiday season.

8. He didn't fare much better in subsequent ventures. Walt opened his own studio to produce Laugh-O Gram cartoon shorts. Though initially successful, the company soon went bankrupt. Walt's fortunes would change soon.

9. Less than eight years later, *Snow White and the Seven Dwarfs* was released, earning over \$8 million. The film also earned Disney one of his 26 Academy Awards (this one was accompanied by seven smaller statuettes). It was not his first; he had already won eight Short Subject-Cartoon awards.

10. The next time you wish upon a star, you might think about a planet instead. In 1980 a minor planet was discovered by L.G. Karachkina. It was named Disneya in honor of Walt Disney.





*When you wish upon a star
Your dreams come true*