A Disney Specialist’s
Walt Disney World Travel Guide

Honors Thesis (Honors 499)

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**Rosalyn Dowling, Disney Travel Specialist** – Ms. Dowling helped fuel my fire when it came to creating this project. Her knowledge and expertise were excellent resources.

**And finally...**

**My parents, Jon and Debbie Maynard** - The support you have given means more to me than you will ever know.

**My grandparents, John and Betty Maynard** – Gramps and Granny, you never stopped encouraging me.

This thesis is dedicated to the memory of my Mom,
Photo in front of the Imagination Institute on my 21st birthday, September 26, 2002.
Abstract

This thesis is divided into two distinct halves. The first half is meant solely for the reader to understand why the thesis was created, how it was created, plus the results and conclusions derived from the research.

The second half is to be read from the perspective of a travel agent who has signed up to be trained by Disney to sell Disney vacation products to potential clients. This section includes a letter of invitation, a comprehensive seven-day itinerary, and fact sheets outlining each themed land of the Walt Disney World complex. External materials include a CD of Walt Disney World’s theme park, attraction and parade music.
For me, Walt Disney World can be summed up in one word: fascination. As a young child visiting the park with my parents, I first fell in love with the rides, the characters, and the souvenirs I proudly carted home.

As I got older, my father took me back again and again at my request. I’m sure he tired of this, but I never did. Instead, my fascination only grew.

Since 1996, I have visited Walt Disney World five times. On each successive trip, I began to notice the details Disney hopes will blend so seamlessly with the atmosphere that they heighten your experience without you even knowing.

The untrained visitor doesn’t notice Hidden Mickeys (which are essentially Imagineers’ inside jokes) or the authentic Moroccan mosaics in Epcot’s World Showcase. They won’t see the former Commanders in Chief fidgeting during the Hall of Presidents attraction, nor will they spy authentic items from the Fifties in Disney-MGM Studio’s 50s Prime Time Café.

I trained myself to see these things. The more I saw, the more I became intrigued. I immersed myself in Disney, learning anything and everything I could about this fantasy world in the middle of Orlando, Florida. The beauty --and indeed, the genius-- of Walt Disney World lies not only in the eloquent visual storytelling Disney does aboveground, but the technology and mechanics that keep it running 365 days per year.

I chose to illustrate my knowledge in an odd manner, by honoring a dear friend who fueled my Disney fire. My travel agent, Rosalyn Dowling, herself a Disney Travel Specialist, inspired me to make a guide for agents who wished to specialize in Disney travel.

Disney trains these specialists, and invites them down every one to two years to updates them on new park facilities, attractions and recreational opportunities. In past years, satellite Disney operations such as the Wide World of Sports complex and Disney’s BoardWalk have brought these agents to Orlando to bulk up their Disney knowledge, travel materials, and selling tactics. Although none of these locations are mentioned in the project, I felt that presenting what I knew in a guidebook-esque fashion would provide an interesting outlet for my creative abilities.
My handbook, as I’ve taken to calling it, is obviously an abbreviated and somewhat elementary version of the comprehensive materials Ms. Dowling showed me. Unfortunately, due to agreements she has with the Disney Travel Company and copyright restrictions, I cannot cite facts or use photographs from those materials.

The major difference between my handbook and the one that Disney provides for training is mine is available for potential clients to browse. Though it will be used primarily as a resource for the travel agent who completes the training, the history and fun facts I have provided could very well be the spark that kindles a visit to Walt Disney World.

I sincerely hope you will appreciate Walt Disney World a little more after browsing my project. At the very least, I believe you will come away knowing a few facts that made you say, “Wow!” Capturing your attention is my duty, but your inspiration is my goal.
Several types of literature were reviewed to create this thesis. For clarity, they will be divided and explained by subject.

MECHANICS AND STYLE REVIEW OF LITERATURE

After an extensive search, travel writing guides seemed to provide the best resource to create a style of writing for this thesis. For example, Gordon Burgett’s *Travel Writer’s Guide* explains the importance of prioritizing topics, the logistics of arranging those topics in a clear manner, and how to effectively use photography in a presentation. Burgett also says “[Writing] still requires pre-trip research, foot-leather on site…scores of photos – and getting all those niggling details right…” Burgett emphasizes the importance of business writing elements such as persuasion and marketing tactics.

In *Travel Writing*, Louisa Peat O’Neil advocates keeping current with contemporary methods of travel writing, which lends professionalism to your writing while demonstrating familiarity with the travel genre. O’Neil suggests finding a distinct narration style and sticking with it to help the reader develop a rhythm while reading.

Finally, Louise Purwin Zobel in *The Travel Writer’s Handbook* expounds upon the importance of keeping the writing’s tone upbeat and easy to read.

This literature helped create a style somewhere in between pure travel writing and business writing. It is easy to discern the business writing in the sections written for the travel agent. The travel writing comes through in fact sheets available for potential travelers to read. The “you” style is effective in calling travelers to action, because they become involved and must “participate” to get the most enjoyment and benefit from the writing.
OPERATIONAL REVIEW OF LITERATURE

Several books by both Disney and non-Disney authors helped explain some of the operational aspects of Walt Disney World's parks. Jeff Kurtti's *Since The World Began* is a comprehensive review of Walt Disney World's first 25 years, encompassing Walt Disney's selection of Florida for a theme park to plans for new attractions. Its dozens of photos and facts shaped a large part of the thesis.

Beth Dunlop's *Building A Dream* provided valuable information about the fascinating architecture at Walt Disney World, from the infrastructure of the parks to the minute details on buildings.

Other books such as (editor) Wendy Lefkon's *One Day At Disney* and *Imagineering – A behind the dreams look at making the magic real* bring into focus through photography and concept drawings the sheer scale of Disney's imagination and again, architecture. *One Day At Disney* also provides photographic access to the unseen daily duties at Walt Disney World and rarely seen photos while the park is closed.

Finally, Bob Sehlinger's *Unofficial Guide to Walt Disney World* has proved to be an invaluable reference while creating a logical layout for the thesis. By referencing the book's maps and tip sheets, I was able to design a methodical progression through Disney's themed lands.

By incorporating the operational knowledge gleaned from these and other books, I was able to build a thesis that nearly follows the guidemaps while understanding the time constraints of an itinerary and its stations. Facts, figures and pictures of Walt Disney World's history, construction and attractions taken from these books also helped flesh out the thesis.
Methodology

Facts were gathered for the thesis in several ways. First and foremost, I used books I owned about Walt Disney World.

Second, I have visited the park five times since 1996. While all but one of the trips were for pleasure, I still had the opportunity to take many photos, informally interview Cast Members, and take special behind-the-scenes tours that provided fascinating facts about Walt Disney World. The trip I took over Spring Break 2004 was designed solely to take pictures and do in-person research on the grounds.

I interviewed my travel agent, Disney Travel Specialist Rosalyn Dowling, who gave me access to her own training materials and photographs from her excursions into the parks.

Finally, I used Walt Disney World’s official site to confirm facts and figures, plus incorporate the newest information about attractions.
Creative Efforts

Collecting facts and figures is not a challenging task. Presenting them in an informative, fun, and visual manner can be.

I chose to do this type of handbook because I wanted to showcase my planning skills and learn how to design something eye-catching and fun to read.

Over the course of creating the thesis, I learned a great deal about scanning and editing photographs with Adobe Photoshop. Many of the photos I took on my recent trip turned out grainy and needed repair. After long hours at the keyboard, I tutored myself on the finer points of editing. Scanned photos from books also presented a problem. I had to become skilled in tweaking the color and sharpness of these photos, plus cropping them in a manner that would leave enough context to be readily identifiable but small enough to place alongside text.

I also immersed myself in Microsoft Word and discovered how to add and edit watermarks, place photos and text, and add captions. I became best friends with bullets and tab stops, and tracked down as many fonts used by Walt Disney World in official signage as possible.

While I realize that photo editing and mastering Word functions may seem facile, I genuinely had to take hours of time to make each page fit correctly and be visually interesting. Because I do not have a background in design, I felt a simplistic layout with “eye candy” (pictures, icons, etc.) scattered throughout would be the best way to showcase my design. Once I mastered a layout, I felt I could present a crisper, more comprehensive piece than if I had attempted complicated techniques out of my range.

I decided not to recreate the shopping, dining and entertainment guides that Walt Disney World issues to guests, because I would only be reproducing another’s work. The same goes for guidemaps to the three parks I chronicled.

In a final creative note, I have omitted Animal Kingdom from my guidebook. This was intentional, and the sole reason for omission was my unfamiliarity with the park. Having only visited it once, I did not feel I could do it justice. The Magic Kingdom, Epcot and the Disney-MGM Studios, by contrast, have felt my footfalls many times over.
Results

Based on the facts I gathered during my research, I felt that three main components needed to be present: facts, photographs/captions and Hidden Mickeys.

Facts were necessary inclusions because otherwise I would just have an itinerary and nothing for a travel agent to reference. I tried to pick the most fascinating and important facts to engage the reader’s imagination.

Photographs and captions speak for themselves. A thesis filled with just words is boring, but one interspersed with relevant photos and interesting captions can be lively.

Finally, Hidden Mickeys. When Imagineers were constructing everything from attractions, fence rails, and hotels, they incorporated the classic Mickey-shaped circles. Walt Disney World lists many of them and guests go on scavenger hunts, asking Cast Members for tips or squealing in delight when they find a particularly difficult one. Steven Barrett provides an excellent comprehensive guide to Hidden Mickeys and I felt they should be included as a way to entice potential clients.

I believe I was able to successfully mold my data into a fun presentation with these elements. Once I understood how to make them work for me, I became skilled at choosing the best facts, photos and Hidden Mickeys to include.
Conclusions

After creating a guidebook for travel agents, I decided that were I to redo this project I would definitely position the book as a guide for families visiting Walt Disney World. Much of this would be based on personal experience, both as a child experiencing the parks and as an adult watching other adults and their children.

During my Spring Break trip I saw hundreds of adults with children far too young to be subjected to the heat, waiting and fear of huge characters and dark rides. These parents, sometimes toting infants, were just as tired, cranky and upset as their children. I hope the next time they visit, they will wait until their children are old enough to walk by themselves and enjoy what Walt Disney World can offer.

I would add more facts, more photos, and ask more people to share their experiences at Walt Disney World with me. I was only able to draw upon my experiences, books, and interviews with Cast Members and my travel agent.

In general, I would hope by the time I got around to redoing the project I would have learned more about design and editing. I think I’ve presented my information in a logical manner, but maybe next time I could add more pizzazz. Also, I would start it at the beginning of my junior year.
Citations


* Some of the facts included in fact sheets are those disseminated by Walt Disney World Cast Members during special behind-the-scenes tours the author took in 1996 and 1998 and therefore cannot be specifically cited or referenced.

** Some of the ideas for the presentation and writing style are based on informal interviews with Rosalyn Dowling, Disney Travel Specialist of Pendleton Travel, Pendleton, Indiana.
Dear Ms. Dowling,

Welcome to the Disney Travel Specialists Association! We are excited to have you on our team of professionally trained travel agents.

We at DTSA wish to invite you to Walt Disney World in Florida for a complimentary stay to begin your training. The trip is a seven day, six night adventure through the Magic Kingdom, Epcot and the Disney-MGM Studios. During this trip, you will receive a comprehensive handbook that will be your key to learning the secrets of Walt Disney World.

This handbook will include an itinerary for your entire stay at Walt Disney World. You’ll stay in three of Disney’s themed resorts, dine in our parks, and experience the magic of Disney’s attractions. You will also receive a complimentary CD of Walt Disney World’s theme park music.

Our seminar begins Sunday, September 26, 2004 and ends Saturday, October 2, 2004. Please reserve your spot by June 30, 2004 at 5 p.m. EST by calling 405-902-DTSA (3872). We will arrange your arrival and departure from your nearest airport.

We look forward to seeing you in September. This is an easy, fun way to boost your Disney skills while experiencing the magic for yourself.

Sincerely,

Samantha Maynard

Samantha Maynard,
DTSA Executive Director
126 Lake Buena Vista Drive
Lake Buena Vista, FL 32836
407-902-DTSA (3872)
smaynard@dtsa.disncy.com
Dear Ms. Dowling,

Included are the materials necessary to complete your first course as a Disney Travel Specialist. Please find enclosed:

- Guidemaps to the Magic Kingdom, Epcot and Disney-MGM Studios
- Timetable of Walt Disney World events and entertainment
- Shopping and dining guide
- Credentials identifying you as a Disney Travel Specialist in Training, granting you VIP access to our facilities
- Introductions from your tour guide and the senior Cast Members who will be training you
- Disposable cameras
- Notepads and pens

You will be staying in three of our resort hotels during your stay: The Contemporary Resort (a Magic Kingdom resort), the Yacht Club (an Epcot resort) and the Wilderness Lodge (a Magic Kingdom resort). Your tour guide and itineraries will direct you to pack your luggage so it can be delivered to your new room when you switch resorts.

Marketing seminars have been interspersed throughout your stay so you not only can experience the attractions yourself and understand how to properly sell them to potential Walt Disney World guests. We have included several behind-the-scenes tours as part of your training. These magical “extras” are fun and informative.

We hope you enjoy your stay here at Walt Disney World!

Sincerely,

Samantha Maynard
DTSA Executive Director
126 Lake Buena Vista Drive
Lake Buena Vista, FL 32836
407-902-DTSA (3872)
smaynard@dtsa.disney.com
Day One: Sunday, September 26, 2004

7:00 – 8:00 am  Breakfast at Chef Mickey’s, Contemporary Hotel
                Transportation to Magic Kingdom via Monorail
9:00 – 11:00 am  Tour Main Street, U.S.A. and Cinderella Castle
11:00 – 2:00 pm  Tour Adventureland and Frontierland
2:00 – 3:00 pm   Lunch in Liberty Square – Liberty Tree Tavern
3:00 – 5:00 pm   Tour Liberty Square, Haunted Mansion walking tour
5:00 – 7:00 pm   Tour Fantasyland and Mickey’s Toontown Fair
7:00 – 8:30 pm   Tour Tomorrowland
8:30 pm          Dinner on Main Street, U.S.A. at Tony’s Town Square
                 Restaurant
8:30 pm          Fantasy In The Sky fireworks spectacular
9:00 pm          SpectroMagic parade

Today’s Notes

• Some portions of this tour are set at fixed times, such as the Haunted Mansion
  walking tour, dining and evening entertainment.
• When tours end early, your group may vote to use the remaining time to either
  begin the next tour or shop/sightsee in that land.
• Senior Cast Members may accompany your tour group to provide additional
  park information.
DAY TWO: MONDAY, SEPTEMBER 27, 2004

6:45 am  Meet at Contemporary Hotel Front Desk for transportation to Magic Kingdom

7:15 – 8:00 am  Breakfast at Mrs. Potts’ Cupboard in Fantasyland

8:00 – 11:00 am  Keys To The Kingdom walking tour

11:00 – 12:00 pm  Lunch at Cosmic Ray’s Starlight Café in Tomorrowland

12:00 – 2:30 pm  “Selling The Magic” Disney marketing seminar in Main Street conference room (meet at Town Hall to access room)

3:00 pm  Share A Dream Come True parade
          (VIP Viewing at Magic Kingdom Railroad platform)

4:00 – 6:30 pm  Free Period

7:00 pm  Meet at Magic Kingdom Monorail platform, Contemporary

7:30 pm  Dinner at Victoria and Albert’s, Grand Floridian Resort
          (Ties required for men, skirts, dresses or pantsuits for women)

Today’s Notes

✓ Please meet promptly at 6:45 a.m. to take a private shuttle to the Magic Kingdom for breakfast and our behind-the-scenes walking tour.

✓ Please bring your Disney Travel Specialist handbook for the seminar.
**Day Three: Tuesday, September 28, 2004**

7:30 am  Meet at Contemporary Epcot Monorail platform
8:00 - 9:00 am  Breakfast at The Electric Umbrella, Future World
9:00 - 11:00 am  Tour Future World West (*Universe of Energy*, *Wonders of Life* Pavilion, *Mission: Space* and *Test Track*)
11:00 - 2:00 pm  Tour Future World East (Imagination Institute, The Land and The Living Seas)
                  Lunch at The Land
2:00 - 3:30 pm  Tour *Spaceship Earth* and Innoventions East and West
3:30 - 6:00 pm  Free Period
6:00 pm  Meet at Epcot’s International Gateway
6:15 - 7:30 pm  Dinner in the World Showcase, France (Les Chefs de France)
7:30 - 8:30 pm  Introduction to the World Showcase (at the café tables in front of Boulangerie Pâtisserie)
8:30 pm  Move to VIP Viewing Area at *The American Adventure* for *Illuminations: Reflections of Earth*
9:00 pm  *Illuminations: Reflections of Earth*

**Today’s Notes**

* • Please remember that Epcot requires a great deal of walking. Be sure to wear comfortable shoes!

* • Mission: Space and Test Track both have warnings for motion sickness, heart trouble, etc. If you feel you may be unable to experience these attractions, let your tour guide know at breakfast.

* • Remember to take your luggage to the Concierge Desk for transport to the Yacht Club before departing for Epcot.
Day Four: Wednesday, September 29, 2004

7:45 am  Meet at Yacht Club Epcot water launch dock
8:00 – 9:00 am  Special pastry breakfast in the World Showcase, France pavilion (at Boulangerie Pâtisserie)
9:00 am – 1:00 pm  World Showcase Segway® architecture tour (begins in France and moves clockwise)
1:00 – 2:00 pm  Lunch in United Kingdom, Rose and Crown Pub
2:00 – 4:00 pm  Special afternoon entertainment, including Tapestry of Dreams parade
4:00 – 8:00 pm  World Showcase tour (attractions, specialty shops, etc)
8:00 pm  Dinner in Italy (L’Originale Alfredo di Roma Ristorante)

Today’s Notes

• Today’s World Showcase tour will take place on Segway® Human Transporters. A class is provided to learn the basics of controlling the transporter.
Day Five: Thursday, September 30, 2004

7:30 am Steak and egg breakfast at the Yachtsman Steakhouse, Yacht Club

8:45 am Meet at Yacht Club Disney-MGM Studios water launch dock

9:00 – 12:00 pm Tour Indiana Jones Stunt Spectacular, Star Tours, MuppetVision 3D, New York Street, Honey, I Shrunk The Kids Playground and Sounds Dangerous

12:00 – 1:00 pm Lunch at Sci-Fi Drive-In

1:00 – 4:00 pm The Great Movie Ride, Studio Backlot and Walking Tour, Mickey Avenue attractions (Who Wants To Be A Millionaire?, One Man’s Dream, The Voyage of the Little Mermaid)

4:00 – 6:00 pm Animation Courtyard attractions (The Magic of Disney Animation, Disney Playhouse Live on Stage)

6:00 – 7:00 pm Dinner at The Hollywood Brown Derby

7:00 – 8:45 pm Sunset Boulevard attractions (Theater of the Stars, Rock ‘n’ Roller Coaster, Twilight Zone Tower of Terror)

8:45 pm VIP Seating for Fantasmic! nighttime spectacular

9:00 pm Fantasmic!

Today’s Notes

- Remember to have your luggage at the Concierge Desk before departing the Yacht Club.
- Sunset Boulevard attractions Rock ‘n’ Roller Coaster and the Tower of Terror have warnings for motion sickness, heart and back trouble, etc. Please inform your tour guide if you feel you cannot experience these attractions.
Day Six: Friday, October 1, 2004

8:00 – 9:00 am  Breakfast at Artist’s Point, Wilderness Lodge
9:15 am  Meet at Wilderness Lodge Magic Kingdom water launch dock
10:00 – 5:00 pm  Backstage Magic walking/riding tour through Magic Kingdom,
                  Epcot and Disney-MGM Studios (lunch provided)
5:00 – 6:30 pm  Dinner at Magic Kingdom’s Crystal Palace
7:00 – 9:00 pm  Return to Wilderness Lodge lobby for “Disney For Kids”
                 marketing seminar

Today’s Notes

• Today’s seven-hour Backstage Magic tour does require extensive walking. Please
  remember to wear comfortable walking shoes.
• Checkout from the Wilderness Lodge is 11 am on Saturday morning. Please have
  your bags packed and take them to the Concierge Desk before departing on
  Saturday.
Day Seven: Saturday, October 2, 2004

7:30 am  Meet at Wilderness Lodge Disney-MGM Studios bus stop
8:00 – 9:00 am  Breakfast at Disney-MGM Studios (Starring Rolls at the ABC Commissary)
9:00 – 11:00 am  “Understanding Disney’s Recreation” marketing seminar, Sounds Dangerous theater
11:15 – 1:00 pm  “Targeting Your Audience” marketing seminar, Sounds Dangerous theater (materials shown during this seminar have already been shipped to your place of business)
1:00 – 2:00 pm  Lunch break at Mama Melrose’s Ristorante Italiano
2:00 – 4:30 pm  Free Period, includes Disney’s Cars and Stars Motorcade parade
4:30 pm  Meet at Crossroads Plaza to depart for Orlando International Airport

Today’s Notes

✔ Please remember to bring your luggage to the Concierge Desk before departing the Wilderness Lodge this morning. It will be brought to you before leaving for the Orlando International Airport.

✔ The Darkroom at Disney-MGM Studios is offering free photo processing today while your group is in the park. Please bring all your disposable cameras/film and we will have it ready before you leave Walt Disney World tonight.
The Magic Kingdom opened in October of 1971, a tribute to the genius of Walt Disney. Though Walt passed before his dream came to fruition, his influence is clearly visible throughout the construction, mood and theme of the park. Attractions such as The Jungle Cruise and Peter Pan’s Flight were created by Walt, and many more sprang from his vision and experiments with Audio-Animatronic figures.

The Magic Kingdom is symbolized by Cinderella Castle, situated centrally in the park’s “hub.” Main Street, U.S.A. leads you to the hub, then “spokes” directly into six themed lands: Adventureland, Frontierland, Liberty Square, Fantasyland, Mickey’s Toontown Fair and Tomorrowland.

Classic attractions such as It’s A Small World, Space Mountain, Pirates of the Caribbean and more can be found within the Magic Kingdom, along with world-class shopping and dining facilities.

Afternoon parades delight gathered crowds, while nightly fireworks spectacles and the sparkling SpectroMagic draw excited “oohs” and “aahs” from mesmerized spectators.

Though the Magic Kingdom is fast approaching its 35th birthday, it continues to change and evolve and delight new generations of guests. We invite you to enjoy!
Cinderella Castle

- Cinderella Castle is 189 feet tall. If it was 11 feet taller, it would be required by the Federal Aviation Administration to sport a blinking red light.
- The Disney family crest adorns the breezeway.
- The castle took 18 months to create. Over 600 tons of steelwork went into its construction.
- Cinderella Castle houses an unfinished apartment meant for Walt Disney. After Walt’s death, the apartment housed Walt Disney World’s telephone switchboards.
- For the Magic Kingdom’s 25th birthday, Cinderella Castle was covered with special inflatable pieces that formed a giant birthday cake.
- French castles Chenonceau, Chambord and Ussé inspired Disney artist Herb Ryman to design Cinderella Castle.
- Cinderella Castle has 10 spires.

INFO

Hidden Mickeys!

Those who curtsy to Cinderella in the fountain will see her crowned!

Circle patterns adorning railings around Cinderella Castle cast Mickey shadows in the afternoon!
Main Street, U.S.A.

- Main Street, U.S.A is an idealized version of Walt Disney’s childhood home of Marceline, Missouri.
- All the shops on Main Street are actually contained in four cleverly designed buildings!
- Main Street leads to a central “hub” from which all the other lands emanate.
- The upper windows on the Main Street shops show the names of Disney family, executives, contributing artists and Imagineers. The only window facing Cinderella Castle bears Walt Disney’s name.
- The buildings on Main Street are built with a technique called forced perspective. It allows for the “upper floors” of the buildings to be smaller than life-size.
- Have you visited the Confectionery and smelled freshly-baked cookies? Chances are you really aren’t smelling them. Nestle and The Walt Disney Co. teamed up to produce the scent of warm cookies even when they aren’t being baked! Find the vented window above the shop for the source of the scent.
- Parade floats cross the trolley tracks on Main Street without becoming stuck because Cast Members install foam in the grooves to ensure a safe crossing.

Windows like these line Main Street, U.S.A. and pay homage to Disney’s creative minds.

(Left) Main Street’s own barbershop quartet entertains inside the Exhibition Hall.
The circa 1918 – 1929 Magic Kingdom Railroad engines were found in the Yucatan Peninsula hauling jute before being brought to Florida and refurbished.

The floral displays outside the Magic Kingdom’s entrance can be dismantled and replanted over the course of an evening.

If you walk into a corner of Main Street that dead-ends, listen for music or conversations from windows overhead!

INFO

Hidden Mickeys!

If you walk to the “Partners” statue in the Main Street, U.S.A. hub, carefully examine Walt Disney’s ring!

If the sun is just right, spy some Hidden Mickeys cast by railings circling the statue!
Adventureland evokes the styles of Polynesia, Africa, the Caribbean and Southeast Asia.

Adventureland is home to a diverse grouping of non-native plant species... Chinese, Mexican, Brazilian and Australian plants landscape the area.

The Swiss Family Treehouse is officially known as *Disneyodendron eximus*, literally, “Disney tree.” It’s covered in more than 800,000 fabricated leaves, flowers and buds, and home to living Spanish moss.

A clay landfill discovered underneath Adventureland presented a problem for Disney’s horticulturists. To ensure survival of newly transported plants, huge pits were dug to contain their root structure.

*The Jungle Cruise* was inspired by the 1952 film *The African Queen*.

*The Enchanted Tiki Room: Under New Management* represents some of Walt Disney’s first work with animal Audio-Animatronics.

INFO

**Hidden Mickeys!**

Look for a Mickey-shaped padlock on prisoners’ cells in Pirates of the Caribbean!

(Left) An angry Tiki god glowers menacingly while guarding the entrance to The Enchanted Tiki Room: Under New Management.
The Country Bear Jamboree was originally slated to appear at a planned recreation and real estate development in California. When the development fell through, the bears came to life onstage at the Magic Kingdom.

The steamboat Richard F. Irvine, which resides in the Rivers of America, is an authentic stern-wheeler built by Disney and launched in 1973.

Many of the props you see on Big Thunder Mountain Railroad are authentic, once-functional pieces purchased by Disney’s prop scouts.

Splash Mountain, which illustrates the Disney tale Song of the South, has one of the steepest flume drops in the world, a staggering 45 degree angle!

Tom Sawyer Island is a miniature fort based on the works of Mark Twain.

In Splash Mountain, look for Brer Frog and his Mickey-shaped fishing bobbers!
Liberty Square

- The Hall of Presidents was inspired by Walt Disney’s first foray into Audio-Animatronics, Great Moments with Mr. Lincoln.

- Look closely in The Hall of Presidents and you’ll see the presidents tapping their fingers and bouncing their feet.

- A live oak outside The Hall of Presidents commemorates the Sons of Liberty met. The tree features 13 lanterns that represent the original 13 colonies.

- The Haunted Mansion’s rider pods are called “Doom Buggies.”

- Disney sculptor Blaine Gibson came out of retirement to sculpt Presidents Reagan through George W. Bush.

- Many special effects in the Haunted Mansion are based on techniques used by magicians in the late 19th and early 20th century.

- President Bill Clinton was the first current president to speak during The Hall of Presidents attraction.

- The Liberty Belle Riverboat navigates the Rivers of America, a half-mile waterway.

INFO

Hidden Mickeys!

Look for dishes forming a Mickey on the ballroom table in the Haunted Mansion.
**Fantasyland**

- *Cinderella’s Golden Carrousel* was built in 1917 and rescued from a defunct amusement park.

- The Carrousel’s 90 horses are constantly repainted and refurbished; no two are alike.

- *It’s A Small World* was originally developed for a UNICEF pavilion at the 1964 – 1965 New York World’s Fair.

- *Mickey’s PhilharMagic* attraction in Fantasyland marks the first time Disney characters were completely modeled and animated by computer.

- *It’s A Small World* hosts an impressive cast of 289 Audio-Animatronics, 147 toys and 36 animated props entertaining you as you float for 10.5 minutes over nearly 1,100 feet of canal!

- Princes and princesses in training can hone their skills leading the realm if they can remove The Sword in the Stone during a daily ceremony with Merlin himself!

**INFO**

**Hidden Mickeys!**

Look closely at the laundry hanging outside the Dwarves’ house on the mural behind the loading area for *Snow White’s Adventure*!

Don’t miss the Hidden Mickey in the bark of the trees as you load *Peter Pan’s Flight*!
Both Mickey and Minnie have homes in Mickey’s Toontown Fair.

The Toontown Fair opened in 1988 as Mickey’s Birthdayland (in honor of Mickey Mouse’s 60th birthday), was renamed Mickey’s Starland and is now called Mickey’s Toontown Fair.

The Toontown theme is an ongoing country fair

Part of the Tomorrowland Indy Speedway was moved to make room for Toontown.

Mickey’s Toontown Fair is filled with Hidden Mickeys! Check out the Judging Garden for tomatoes and pumpkin-shaped Mickeys!

The garden behind Mickey’s home is filled with cacti, tomatoes, pumpkins and more.
Tomorrowland has proved to be the most frequently altered land in all of Magic Kingdom, as several attractions have come and gone.

The Tomorrowland Indy Speedway cars race around the track at an average of seven miles per hour.

Space Mountain is 175 feet tall and descends 15 feet below ground.

The perennial favorite Carousel of Progress features a 250 seat theatre that revolves around a central stage.

The Tomorrowland Transit Authority uses linear induction, which pulls the cars around the track by a series of electrified magnets.

In Tomorrowland, there is a roving trashcan that will talk to your children.

Hidden Mickeys!

As you ride the Tomorrowland Transit Authority, look back at the woman having her hair done. Her belt sports a classic Hidden Mickey.

Find three Mickeys in the last scene of the Carousel of Progress!

Find the Mickey-shaped continent on a map inside Buzz Lightyear’s Space Ranger Spin!
Proposed on July 14, 1975 and opened October 1, 1982, Epcot has stood for many things and many visions.

Walt Disney’s original vision was for a carefully planned city where dwellers would live, work, and play in their environment. Scale models showed great promise and big dreams.

After Walt Disney’s death, plans for the Experimental Prototype Community of Tomorrow (EPCOT) were shelved and a new idea sprang to life. Borne of two Imagineers literally shoving models (one of a futuristic world, one of a permanent World’s Fair) together, Epcot boasts a forward-thinking model of the future while paying homage to the art and culture of eleven countries.

Attractions such as GM’s Test Track, Mission: Space and Honey, I Shrunk the Audience showcase some of the best technology has to offer. In contrast, the ambience offered by the World Showcase invites visitors to slow down and enjoy some of the sights and sounds of a different country.

Though the two lands are indeed in juxtaposition, their beauty melds seamlessly into one another. Come inside and experience the thrills of Epcot.
Spaceship Earth took 26 months to complete and was the world's first geodesic sphere.

- It is 180 feet high and 165 feet in diameter.
- The estimated weight of Spaceship Earth is 16 million pounds.
- The pylons that support Spaceship Earth are buried between 120 and 185 feet deep.
- There are actually two spheres, one inside the other. The one on the inside houses the attraction and maintenance areas, while the outer is separated from the inner by spokes.
- Spaceship Earth is covered in 11,324 facets on 954 panels.
- A special gutter system on Spaceship Earth keeps rainwater from being splashed off. It is funneled out to replenish the World Showcase Lagoon.
- Noted historians and futurists helped to design the attraction inside. Ray Bradbury, The Smithsonian Institution, USC and the University of Chicago all contributed.

**INFO**

**Hidden Mickey!**

While entering the Renaissance scenes, look for the first painter on the left. A white Hidden Mickey is painted on his desk.

As you pass by the boy's bedroom, look for a Mickey Mouse hat and alarm clock!
The Universe of Energy's roof is covered with two acres of photovoltaic cells which provide approximately 15% of the power required to operate the attraction.

The Universe of Energy is wedge-shaped, and the southern live oaks on one side of it are often pruned to mimic the shape.

Screens inside the Universe of Energy are larger than the human field of vision (165 degrees left to right, 60 degrees up and down). The largest screen is 220 degrees.

The traveling theater vehicles are pulled forward by a single wire.

A view of the Universe of Energy's entrance shows the photovoltaic cells which help power the ride.

After you've finished the dinosaur portion of the Universe of Energy and begin to watch the movie, look out for the shadow of the Disney-MGM Studios' Eiffel Tower cast over a church door.
The Wonders of Life pavilion was on the drawing board from 1975 to 1986 before corporate sponsor MetLife came aboard.

The pavilion is 100,000 square feet underneath a geodesic dome which mimics the tetrahedral shapes found in crystals and plant cells.

The Tower of Life, a 76 foot, 25-ton double helix tower, is based on the molecular structure of DNA.

The Wonders of Life pavilion is open seasonally, during peak periods of attendance.

Among Hidden Mickey searchers, a Hidden Mickey on a mural inside the Wonders of Life is generally considered one of the hardest to spot in all of Walt Disney World.

A Hidden Mickey can be sighted in the small mural near the entrance to Body Wars. His profile is concealed in the broccoli!
The g-forces experienced by Mission: Space riders are more than those experienced by astronauts on the space shuttle.

Mission: Space offers moments of weightlessness.

The storyline of Mission: Space incorporates NASA. NASA is in fact affiliated with Walt Disney World through experiments at The Land pavilion.

The outcome of your capsule’s mission really does change depending on the crew!

The Lunar Rover Vehicle on display in the post-show area is on loan from the Smithsonian. It was the only Rover built by NASA not used in spaceflight.

Much of the technology used in Mission: Space was created for the ride.
Test Track

- Test Track's outside portion careens you through 50 degree banked turns while accelerating up to 60 miles per hour.
- The street tires on Test Track's vehicles were deteriorating so quickly that they had to be replaced by slick racing tires, which last about 8 to 10 weeks.
- One hundred forty two computers help power the attraction, with 3 computers per vehicle.
- Thirty one cars can fit on Test Track, but for safety reasons, only 24 or 25 are on the track at one time.
- Maybe you've seen the characters in the pre-show video once or twice before. The lady who works with the computers is the same woman from the Star Tours attraction at Disney-MGM Studios.
- Because the attraction is sponsored by General Motors, employees of GM have access to a special VIP room where refreshments are served and one may look out over the outdoor track.
- Test Track vehicles were designed to be in service for one million miles, averaging 50,000 miles per year.

INFO

Hidden Mickeys!

In area 5b of the Test Track waiting area, find a car door that Mickey Mouse himself signed off on!
The Living Seas

- The Living Seas is the largest saltwater aquarium in the world, 5.7 million gallons.
- The waiting area displays artifacts from 20,000 Leagues Under The Sea, along with 19th and 20th century diving tools.
- Certified SCUBA divers can join Disney’s divers in the aquarium.
- The windows separating guests from the aquatic life are eight inches thick.
- The aquarium is 27 feet deep and 200 feet in diameter. To rationalize, Spaceship Earth could fit inside, with a 165 foot diameter.
- The coral inside The Living Seas is man-made.

Waves crashing periodically against the rocks outside The Living Seas remind us that the ocean is still wild and untamed.

Hidden Mickeys!

You can find a Hidden Mickey in the coral! Just head toward the restrooms, then turn towards the aquarium and stand at the second window. You’ll spot the classic Mickey.
The Land

The Land conducts experiments for NASA! The greenhouses on the "Living With The Land" tour house projects examining how to grow food and plants in space with little or no dirt.

The Land provides food for many Epcot restaurants.

Originally, The Land was to focus on just farming, but it has since evolved into a pavilion dealing with environment.

The Land is the largest pavilion in Epcot, covering over 6 acres that encompass greenhouses, restaurants and attractions.

A new attraction, "Soarin'," is due to open in late 2005 and will let guests experience hang-gliding.

INFO

Hidden Mickeys!
While riding through "Living With The Land," notice the Hidden Mickey created by green-capped tubes in a greenhouse lab's centrifuge.

Thousands of plants hang from the ceiling in "Living With The Land," an educational boat tour that highlights The Land's greenhouses.
The Imagination Institute’s symbol is Figment, a small purple dragon that represents a “figment of your imagination.” He is the star of his own attraction.

The fountains jetting overhead outside the Imagination Institute use a property of water called “laminar propulsion.” When the water shoots out, it looks like a perfect tube, then disappears into another fountainhead.

The redesigned Journey Into Imagination is now narrated by Eric Idle of Monty Python fame.

Hidden Mickeys are constantly being added to the attraction.

Figment rides a hot air balloon representing a bright new idea.

INFO

Hidden Mickeys!

Several Hidden Mickeys can be glimpsed on a worktable in the final scene.
THE WORLD SHOWCASE

Mexico

- An Aztec-inspired pyramid is the centerpiece of the Mexico pavilion.
- The “erupting” volcano to the right of the pyramid blows smoke in the shape of Mickey ears, approximately every 30 seconds.
- A permanent bazaar has goods from Mexico for sale, including handmade vases, varieties of salsa, and leather goods.

Norway

- Norway’s pavilion contains some of the finest examples of fabricated rock Imagineers have ever created.
- The pavilion’s attraction, Maelstrom, features a specialized ride track that turns the longboat vehicles, causing them to fall backward.
- Restaurant Akershus is modeled after a 14th century fortress in Oslo Harbor.
- Maelstrom takes place in the North Sea and the Geiranger fjord.
The film crew who went on location to China to create *Reflections of China* was the first Western film crew to ever shoot some of the ancient sites.

The building that houses *Reflections of China* is based on the 1420 Hall of Prayer for Good Harvest in the Temple of Heaven (*photo at left*).

One can find reflecting pools and gardens emulating those in the Suzhou region of China.

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The statue in the plaza is St. George slaying a dragon.

An oompah band plays inside the Biergarten.

An intricate model railroad (*photo at right*) can be found in the Germany pavilion.
Several painstaking recreations of Italian landmarks grace the Italy pavilion, the *campanile* of St. Mark’s and the Doge’s Palace.

Authentic gondolas are tied to moorings on the Italy pavilion’s waterfront.

Live street actors roam Italy and perform in the style of *commedia dell’arte*.

Disney artists have used likenesses of themselves in the paintings adorning *The American Adventure*’s rotunda.

*The American Adventure* has sets that rise, roll and lower.

The Mark Twain Audio-Animatronic “walks” upstairs to chat with Benjamin Franklin.

The original concept for the American pavilion was a two-level structure on stilts guests could walk under.
Japan

- The red torii gate marking the entrance to Japan is based on a gate located in Hiroshima, Japan.
- The five-storied pagoda represents earth, water, wind, fire and the sky.
- The plants that adorn the meticulous Japanese gardens are nearly all stand-ins – most of the Japanese plants could not withstand Florida weather.
- An authentic Japanese department store has a branch in the Japan pavilion.

Morocco

- The Morocco pavilion opened nearly two years after the rest of the World Showcase countries, in September of 1984.
- The pavilion is patterned after real Moroccan cities, which are often split into two parts.
- Nineteen Moroccan artisans created the mosaic art found in the pavilion.
France

- A scale model of the Eiffel Tower resides here.
- Les Chefs de France is overseen by three actual French chefs – Paul Bocuse, Roger Vergé and Gaston LeNotre.
- Two torn-down Parisian landmarks exist at Epcot -- the Pont des Arts footbridge and Les Halles, a marketplace.
- The International Gateway in France offers transport to the Epcot resorts by a walkway or water launches.

United Kingdom

- The motto of the Rose and Crown Pub is “Otium Cum Dignitate,” which translates as “leisure with dignity.”
- Authentic British toys can be found in the Toy Soldier store.
- A mix of architectural styles populate the U.K -- buildings here represent Victorian, Tudor and Elizabethan styles.
Canada’s Hôtel du Canada is modeled after the Chateau Laurier in Ottawa.

After traversing a miner’s tunnel and going through a mountain, you can enter the Circle-Vision 360 theater to view O Canada!

In a nod to the Northwest coast of Canada, a native log house and enormous totem poles stand guard over the entrance to the pavilion.

INFO

Hidden Mickeys!

Mexico – While riding El Rio del Tiempo, look for the display of three television screens on your left. Flower pots clustered in front of the screens form Hidden Mickeys.

Norway – Look for the Viking wearing Mickey ears on the left side of the mural behind the loading area for Maelstrom.

Germany – Find the Mickey-pruned shrubbery in the miniature train exhibit.

The American Adventure – Spot classic Mickeys in the corners of the bronze reliefs at the back of the rotunda on both the first and second floors.

Japan – Examine the hanging ornaments on the pagoda for Mickey-shaped holes.

France – Trees in the small courtyard are encircled with Mickey-topped railings.

Canada – Look up for a Mickey on the left-most totem pole, near the raven’s beak.
Since its inception in May 1989, the Disney-MGM Studios have been an integral part of Walt Disney World, offering a glimpse into “the Hollywood that never was – and always will be.”

The glitz and glamour of old Hollywood is alive in this ambitious undertaking. Actual working production sets and studios, animators crafting current Disney films, plus rides through the movies captivate young and old.

Headliner attractions such as The Great Movie Ride, the Twilight Zone Tower of Terror, the Rock ‘n’ Roller Coaster featuring Aerosmith and Muppet-Vision 3D delight families and take their breath away. One Man’s Dream exhibits scale models of Disney theme parks, plus provides some background into Walt Disney’s early animation and work with Audio-Animatronics.

The Disney – MGM Studios provide a trip through the movies like no other working production studio. Take advantage of the beautiful Hollywood that never was.
The Earffel Tower and The Sorceror's Hat

- The Earffel Tower, The Disney – MGM Studios’ first landmark, sports a pair of 5,000 pound mouse ears.
- The Earffel Tower was built in the tradition of many Hollywood studios who used their tower to advertise their studio’s name.
- During the 1995 NBA Playoffs, the Tower wore blue goggles in honor of Orlando Magic player Horace Grant.
- The Tower is sometimes dressed up with a giant Santa cap for the winter holidays.

- The Sorcerer’s Hat is built over an interactive display and a Disney Pin Trading shop.
- The Hat is 122 feet tall. If Mickey Mouse were to grow proportionally to wear it, he would need to be approximately 350 feet tall.
- The Hat is covered in sparkling panels and twinkling lights.
- The Sorcerer’s Hat is directly in front of The Great Movie Ride, in which Fantasia -- starring Mickey Mouse as The Sorcerer’s Apprentice – is shown inside through clips.
The *Indiana Jones Epic Stunt Spectacular* opened in September 1989 and features some of the largest moving sets ever built for a stage.

The ball that careens uncontrollably down a ramp is filled with compressed air and takes two Cast Members to roll back up the ramp.

Eager audience members can often become “extras” in the cast.

The theater can seat nearly 2,000 people at one time.

*Star Tours* was developed with Disney under the guidance of creator George Lucas.

While waiting, listen for a Egroeg Sacul being paged on the loudspeakers. It’s actually “George Lucas” backward.

The Imperial Walker guarding the entrance to *Star Tours* moves its “head” and emits steam.
\begin{itemize}
\item *MuppetVision 3D* was the first 3D show to incorporate “audience effects,” such as squirting water, bubbles, and more.
\item Live action is combined with the theater show, using a Cast Member suited up as “Sweetums.”
\item *MuppetVision 3D* premiered one year to the day of Jim Henson’s death. He was fully involved in the creation and production of the show.
\item In 2004, Disney bought a portion of the rights to the Muppet names and likenesses.
\item A whimsical water fountain outside the attraction features Miss Piggy as “Ms. Liberty.”
\end{itemize}

New York Street is comprised of “flats,” structures painted to look as if they have depth and texture.

The street is part of the theme park’s production sets, and is periodically closed to allow for filming.

Upon inspection you’ll see addresses painted over doors, items in windowsills, and thousands of “bricks.”

\begin{itemize}
\item This colorful hot-air balloon marks the entrance to *MuppetVision 3D.*
\item The New York Street flats embody the typical skyline of New York City.
\end{itemize}
The Honey, I Shrunk the Kids playground "miniaturizes" its guests.

Twenty-foot high stalks of grass, huge pieces of leftover cereal and spider web climbing nets populate the playground.

Two hundred forty children can be accommodated at one time.

Sounds Dangerous features bumbling cop Drew Carey in a sound-show spectacular.

The Sounds Dangerous theater has always housed an attraction dealing with sound. It opened as the Monster Sound Show, which was later replaced with Radio Disney, then was revamped again into Sounds Dangerous.

An interactive exhibit called Sound Works allows guests to experience sounds hands-on.

Drew Carey, an ABC favorite, stars in Sounds Dangerous.
The Great Movie Ride has some of the largest sets ever created for a Disney attraction.

Audio-Animatronics bring to life many of MGM’s finest films, including Busby Berkeley’s Footlight Parade, the Wizard of Oz, the James Bond series, and the Alien series.

The attraction encompasses over 90,000 square feet of space.

The Disney-MGM Studios Backlot Tour takes guests on an open-air tram through several of the theme park’s working prop studios, plus empty homes used for exterior shots.

Catastrophe Canyon, a huge water tank packed with special effects, simulates a flooding canyon and a flaming tanker truck.

You will also pass the prop “boneyard,” a resting place for props unable to be reused.


- Who Wants to be a Millionaire? can be played for points instead of cash.
- You won’t receive the nearly interminable hem-hawing period Regis Philbin gives on the television show. It’s 30 seconds and you’ve got to give your final answer.
- You can use lifelines, just like in the show. Your call, however, will go to a random guest somewhere in the park!
- Millionaire enthusiasts should go to the first and last shows of the day – fewer people make for a better chance of winning!

- One Man’s Dream chronicles Walt Disney’s roots in animation and eventual progression to Audio-Animatronics and theme parks.
- Actual scale models of the parks and landmarks are scattered throughout the exhibit.
- A replica of Walt Disney’s California office resides within the exhibit.
- You can learn how an Audio-Animatronic works! An interactive portion lets you control the bare-bones movements.
- Did you know Buddy Ebsen was used as a model for the first Audio-Animatronics? A special box built by Walt Disney helped him record Ebsen’s movements to make the robots more lifelike.
The Voyage of The Little Mermaid opened on July 7, 1992.

It is a live-action show, combined with puppetry, black-lighting, water and sounds effects.

Ariel’s moveable rock is motorized, and she can been seen controlling it with a thumb-sized joystick.

The Magic of Disney Animation Tour features Robin Williams and Walter Cronkite narrating a nine-minute film on how Disney animates its feature films.

Visitors to the walking tour may see Disney animators working on their current film, in full view of the guests.

A gallery at the end of the tour shows actual animation cels and artwork from Disney films.

An ever-changing garden spotlighting The Sorcerer’s Apprentice guards the Studio Gate.
Sunset Boulevard

- The Rock 'n' Roller Coaster featuring Aerosmith pulls five g's during its acceleration. That is two more g's than astronauts experience.
- The coaster can go from 0 – 57 miles per hour in three seconds.
- The coaster is similar in design to the Magic Kingdom's Space Mountain, but has inversions, corkscrews, and scenes of Southern California.
- The attraction has an integrated, special soundtrack recorded by Aerosmith.

- The Twilight Zone Tower of Terror uses the likeness of original Twilight Zone host Rod Serling.
- Recent additions to the Tower of Terror’s computer system allows for multiple drops from different heights within the Tower.
- The theme revolves around five people trapped in an elevator on Halloween 1939, who were unfortunately struck by lightning and sent to the Twilight Zone.
- The sets have been described as some of the most visually appealing in all of Disney’s theme parks.

During stormy weather, the exterior lighting effects and Mother Nature's forces have been described as "positively cinematic."
**INFO**

**Hidden Mickeys!**

**Star Tours** - During the pre-show video, an Ewok carries a plush Mickey onto the simulator.

**MuppetVision 3D** – During the pre-show video, a test pattern forms a classic Mickey with black and white lines.

**New York Street** – Circles above a church door form a Hidden Mickey.

**The Great Movie Ride** – Some of the celebrity cement impressions outside of the attraction have Mickeys drawn into them. Also, look for Mickey and Donald Duck in the hieroglyphs to the left of the Raiders of the Lost Ark scene.

**Disney – MGM Studios Backlot Tour** – While traveling through the prop barns, look for a yellow refrigerator with a silver Mickey on it.

**Who Wants to be a Millionaire?** – In the pre-show video, Regis Philbin receives flowers in a Mickey-shaped vase.

**The Voyage of The Little Mermaid** – As the show begins, three laser beams converge near the ceiling to form a classic Mickey.

**Rock ‘n’ Roller Coaster** – The year stickers on the limousine license plates are Mickeys.

**Tower of Terror** – A wire-rimmed pair of glasses lying on a table are folded to form a Hidden Mickey.