

Disney FILES

MAGAZINE

SUMMER 2008 ♡ VOL. 17 NO. 2



CLASSIFIED FOR MEMBERS ONLY

Kelly and Robby Healy of Massachusetts,
Members since 2007, hone their skills at Toy Story Mania!

**3D
EDITION**

Disney

FILES MAGAZINE



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I've learned a lot about vacationers during my years with Disney, but some things remain a mystery.

Like that guy who blocks your view as he tries to grab a projected image of Gonzo during the opening sequence of Jim Henson's Muppet*Vision 3-D. Let's call him Carl. Undaunted by failure, Carl reaches out again for the steaming iron that flops out of the wall toward Kermit in the next scene. Okay, setting logic aside and assuming he succeeds in grabbing the hot side of an iron . . . now what?

While I don't have the answer, I do have a gimmick (I mean, "value-added enhancement") that'll make Carl's head explode. You see, we're so excited about the new Toy Story Mania! attraction, debuting this summer in eye-popping "4-D" at the *Disneyland*® and *Walt Disney World*® Resorts, that we've taken this edition of your magazine into the third dimension. (We tried the fourth dimension, but those the water gags and other effects proved to be a bit cost prohibitive.)

Simply tear out the handy 3-D viewer from inside this magazine, hold the fashionable lenses in front of your face and enjoy the visual thrill ride! To be clear, we aren't suggesting that you peer through these puppies while reading, driving or performing complex surgery. (If it's an outpatient procedure, you should be fine. Anything else would be reckless.*) Just bust 'em out any time you see an image adorned with this symbol.

Along the way, you'll get the inside scoop about the new attraction (pages 15-18), travel back in time to explore Disney's 3-D history (pages 19-20 and back cover) and even discover an easy way to feed your mania online before you take your first turn behind the spring-action shooter (page 28).

While that's probably enough to entertain Carl (we also sent him a shiny object), we have plenty of other good stuff for the rest of you. Our Member Perks spread (pages 3-4), for example, spotlights Florida's *Downtown Disney*® dining offers (yes, Carl, that's three Ds...simmer down), while our Member Getaways spotlight takes you to Maine for a look at America's Vacationland (pages 5-6), complete with a 3-D moose!

Add news about an "American Idol" attraction coming to *Disney's Hollywood Studios*™ (page 8), details about three highly anticipated restaurant concepts (pages 7, 9 and 21), a friendly chat with comedian Steve Harvey (page 27) and some of our most expressive Member photos ever (pages 29 and 30), and something's bound to grab you. (That's just a figure of speech, Carl. Please don't grab anyone.)

Welcome Home,

Ryan March
Disney Files Editor



The Healy family wasn't anxious to hand over their 3-D glasses after our cover shoot.

*Our lawyers will revoke my mouse ears if I don't clarify that this is sarcasm. Please don't wear the 3-D viewer while performing surgery of any kind.

FROM THE DESK OF JIM LEWIS

top news & perspectives

by Jim Lewis, President, Disney Vacation Club



ENJOY SHORT STAYS

If you're like me, it's easy to get into a vacation routine. Even with more than 500 vacation options around the world at your disposal through the magic of Membership, there's just something about your Home Resort or favorite exchange destination that keeps you going back year after year.

But every now and then, life throws you an opportunity to act on a whim and try something new.

For my family, these short getaways have created some great memories and have exposed us to vacation destinations we never considered. Whether I've been looking for a couple of days of rest and relaxation between major projects at the office, or just taking advantage of the last few days of school vacation with my wife and kids, I've become quite fond of the quick trip.

I know that many Members are equally fond of such trips, as we've often been asked to make shorter exchange options available through Disney Vacation Club. (Interval International®

exchanges through our World Passport Collection have long been available only as seven-night stays.) I'm absolutely thrilled that we've followed through on that request and, this spring, made three-, four-, five- and six-night Interval International Short Stays available exclusively through a link on your Member Web site.

You'll read more about these new options in the Member Getaways section of this edition of your magazine, and I hope this change continues to enhance your enjoyment of Disney Vacation Club.

WHAT DRIVES US TO BE NO. 1

Market Metrix, LLC, a leading provider of customer and employee feedback and performance tools for the hospitality industry, has announced that Disney Vacation Club ranked No. 1 in Member satisfaction with timeshare accommodations in 2007.

While our Cast is understandably proud of this accolade, topping industry lists isn't what fuels our commitment to continuous improvement. Ask any of our Cast Members, and you're likely to hear that their greatest motivation is the opportunity to make a real difference in the lives of our Members. Something as simple as uniting a family in one of our industry-leading vacation homes, as opposed to separating them into traditional hotel rooms, can help families vacation and bond in ways they never thought possible.

As our Cast has heard me recall on numerous occasions, I spent much of my pre-Disney career with a major food-and-beverage company that produces snack chip and soft drink brands likely found in your home today. I have many fond memories of my time with that company, but I can't remember a single instance of a customer coming to me and saying, "You know what Jim? Those barbecue potato chips changed my life!"

But here at Disney Vacation Club, that's exactly what I hear almost every time I have the opportunity to visit with Members.

If that isn't compelling motivation to continue raising the bar in everything we do, I don't know what is.

I thank you for continuing to share your feedback with us, as your perspectives truly are the lifeblood of our business. With you in the neighborhood, we will continue to change lives, and maybe top a few lists along the way.



MEMBER PERKS

magic with Members in mind

DOWNTOWN DISNEY® DINING (FLORIDA)

Call them the Delicious Dozen. Or the Delectable Dozen. Or any other appetizing D-word that sounds snappy with Dozen. Twelve *Downtown Disney* destinations at *Walt Disney World*® Resort currently offer Disney Vacation Club Member discounts, and *Disney Files Magazine* is here to break down the deals and share a few useless (we mean enlightening) facts along the way.

*Note that discounts exclude alcohol, tax and gratuities.

Coco Moka Café: Located on the second floor of the Virgin™ Megastore at *Downtown Disney West Side*, this casual café serves gourmet coffee, along with a variety of pastries, salads and sandwiches. Members who purchase any large coffee or large smoothie receive a free giant cookie. That's right, we said *giant* cookie. Good thing vacation calories don't count.

Fact: Virgin founder Richard Branson is a record-breaking thrill-seeker whose record 2.3-million-cubic-foot "Virgin Atlantic Flyer" in 1987 became the first hot-air balloon to cross the Atlantic Ocean. Branson then crossed the Pacific Ocean in 1991, traveling 6,700 miles from Japan to Arctic Canada. That balloon measured 2.6 million cubic feet and reached speeds of 245 miles an hour.

Fulton's Crab House: Board this turn-of-the-20th-century paddle wheeler to sample succulent steamed crab and other culinary creations. Located on the lakeshore between *Downtown Disney Marketplace* and *Pleasure Island*, the restaurant offers Members a 10 percent discount* on dinner. For reservations, call (407) 934-2628.

Fact: Fulton's Crab House occupies a "boat" originally known as The Empress Lilly, a tribute to Walt Disney's wife, Lillian.

Ghirardelli® Ice Cream & Chocolate Shop: Some of the most tempting San Francisco treats on the market (and we aren't talking instant rice) call this *Downtown Disney Marketplace* shop home. From world-famous hot fudge sundaes to those addictive little caramel-filled chocolate squares, this place dishes out the stuff that helps keep tooth decay from going the way of the dinosaurs. Disney Vacation Club Members enjoy a 10 percent discount on fountain treats and chocolate purchases, so be sure to pack your toothbrush.

Häagen-Dazs®: Like the Ghirardelli folks to the east, Häagen-Dazs serves up frozen creamy goodness at *Downtown Disney West Side*. Members enjoy a 20 percent discount on food items. Whose frigid cream reigns supreme? The only way to find out is to try both.

House of Blues®: Folk art collides with Southern cuisine in this musical hotspot at *Downtown Disney West Side*. Members enjoy a 20 percent discount* on lunch and dinner. As an added bonus, Members get a 20 percent discount when purchasing tickets at the door to the famous all-you-care-to-eat Sunday Gospel Brunch, or, when you buy three brunch tickets, you get a fourth one free (the lowest priced ticket is free). Other restrictions apply to the brunch discount, which isn't valid with any other offer. For details or reservations, call (407) 934-BLUE (2583).

Fact: Dan Aykroyd, Jim Belushi, Aerosmith, River Phoenix and Paul Schaffer are among the celebrities who financed the original House of Blues in Cambridge, Mass., which opened to the public after serving the homeless on Thanksgiving Day in 1992.



What you'll feel like if you try to enjoy all of these perks during your vacation

McDonald's®: This whimsically designed showcase of the world-famous fast-food restaurant at *Downtown Disney*® Marketplace offers Members a 20 percent discount on any breakfast, lunch or dinner Extra Value Meal.

Fact: Walt Disney and McDonald's founder Ray Kroc met as teenagers in a Red Cross training camp in 1918, well before either visionary had built their famous brands.

Planet Hollywood®: From Forrest Gump's shrimp boat to Dorothy's Oz-worthy couture, some of the most famous props and costumes in Hollywood history are on display in this eatery between *Downtown Disney* West Side and Pleasure Island. Members enjoy a 10 percent discount* on lunch, dinner and merchandise (excluding sale items).

Portobello Yacht Club: Fresh regional Italian cuisine is at the heart of this waterside restaurant between *Downtown Disney* Marketplace and Pleasure Island. Enjoy a 20 percent discount* on lunch and a 10 percent discount on dinner. For reservations, call (407) 934-8888.

Raglan Road™ Irish Pub and Restaurant: Experience Irish fare with modern flair in this Pleasure Island hotspot, and enjoy a 10 percent discount* on lunch and dinner.

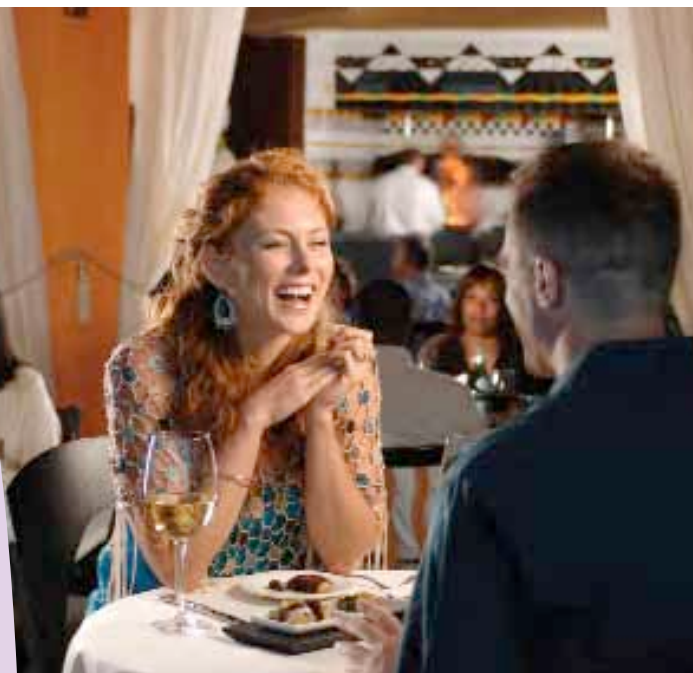
Fact: The pub's authentic interior was built in Ireland and shipped to the Walt Disney World® Resort.

Rainforest Café®: Dine in the wild with animatronic elephants, gorillas and other jungle dwellers in this *Downtown Disney* Marketplace cafe. Members and as many as three Guests enjoy a 10 percent discount* on lunch and dinner entrées, and a 15 percent discount* on regularly priced merchandise.

Wetzel's® Pretzels: The intoxicating bouquet of hand-rolled pretzels gets you in the door, and the 20 percent discount on food items keeps you coming back for more.

Fact: Wetzel's co-founder Rick Wetzel worked as a Disneyland® Jungle Cruise skipper in 1987.

Wolfgang Puck® Café: Dine like a celebrity at this table-service restaurant at *Downtown Disney* West Side. Members receive a 20 percent discount on lunch on weekdays from 11:30 a.m.-4 p.m., a 10 percent discount* on all meals on weekends and a 10 percent discount on dinner daily from 4 p.m.-close. For reservations, call (407) 938-9653.





MEMBER GETAWAYS

discover a whole new world

MAINE EVENT

Unspoiled lakes and forests, picturesque lighthouses jutting out into the Atlantic, freshly cooked lobster—there are so many reasons why Maine has become one of the East Coast's greatest travel destinations. Your Disney Vacation Club Membership gives you several opportunities to visit Maine by arranging an Interval International® exchange through the World Passport Collection, and *Disney Files* is here with suggestions for making your vacation one to remember. (May we recommend the lobster?)

The Acadia Region

Taking up the heart of Maine's central coast, Acadia is a region defined by its namesake, Acadia National Park. The park's protective areas are scattered about the peninsulas and islands of the coastline, including some parts accessible only by ferry. Start your journey with a visit to **Southwest Harbor**, a town that's among the most picturesque in the northeast. While nearby Bar Harbor can become congested and frenetic during prime tourist seasons, Southwest Harbor moves at a more leisurely pace. After a relaxing lunch, take some time to amble down to the harbor itself, where sailors prepare their yachts for trips out to sea and shipbuilders create new vessels. Consider waking early to catch the sunrise over the bay and Norumbega Mountain in the distance, and see why Mainers consider their state "life as it should be." Further inland, stop over at **Ellsworth**, where you can browse relics in the antique stores or pick up something fresh at the farmers' markets along Main Street. For the best view of the town, don't miss the historic hilltop mansion at the Woodlawn Museum, once home to one of Maine's wealthiest families.

Greenville

Tim-ber! Logging and lumberjacking are alive and well in **Greenville** and the surrounding Moosehead region, where forests, lakes, and sporting camps dot the landscape. Visitors flock to Greenville for some serious outdoors time, and if you're looking to hike, fish, swim or canoe, you won't leave the area disappointed. Plan a day of exploring in Baxter State Park, where a vast network of trails winds through the mountains. You may even spot a moose or two along the way—a majority of the state's moose population lives in this region. If you're visiting in the summer months, check out a few events during "Moosemaine," Greenville's annual celebration of this beloved state animal. Before you take off for other Maine destinations, enjoy some "flightseeing" and catch a glimpse of stunning Mount Kineo during one of the many aerial tours offered each day.

Ogunquit

Founded as an art colony in the 1800s, **Ogunquit** has a unique spirit that has attracted summertime visitors for centuries. With a broad palette of galleries, shops, and upscale restaurants, downtown Ogunquit is the picture of New England charm. Pop in to the art galleries along Shore Road to look for the latest masterpieces from local artists, or take in a show at the Ogunquit Playhouse, where nationally known stars often headline the slate of summer performances. Later, take a short trolley ride to Perkins Cove, a working harbor for fishing boats that also lures visitors with a variety of superb dining and nightlife opportunities.

Rapid transit: The rivers near **Jackman** offer some of the best whitewater rafting in the northeast. The intensity of the rapids often depends on dam releases upriver, so ask a rafting guide for advice on when conditions are best.

On the map: Native Americans settled the area surrounding **Rangeley** over 10,000 years ago, and their influence lives on today. During your trip to the region, you'll see colorful place names like Mooselookmeguntic, Toothaker Island and Mollychunkamunk.

Mount Katahdin in Baxter State Park

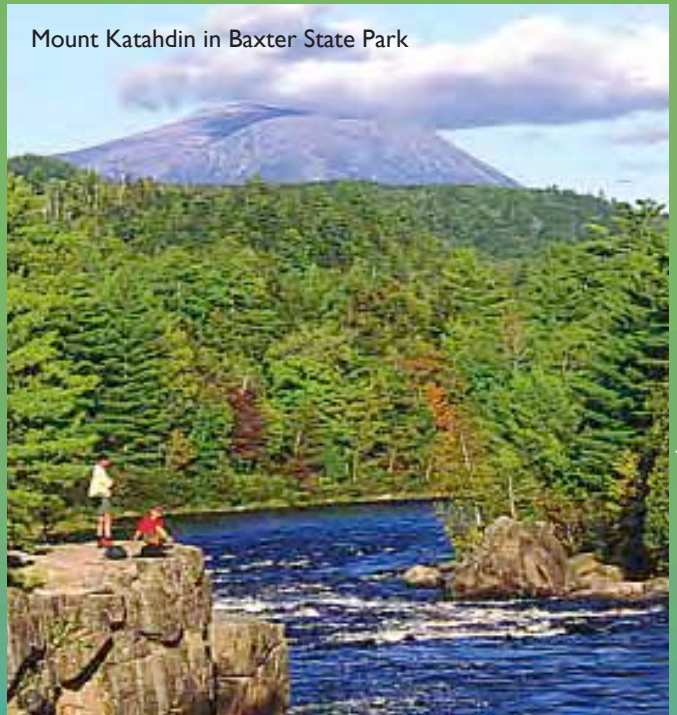


Photo courtesy of the Maine Office of Tourism



ENJOY SHORT STAYS THROUGH INTERVAL INTERNATIONAL®

Disney Vacation Club Members now have the unprecedented opportunity to book Interval International exchanges for three-, four-, five- and six-night stays using their Vacation Points, in addition to the previously available seven-night vacation offerings.

These Short Stays exchange options, available exclusively through a new booking engine link on the Member Web site (www.dvcmember.com), are designed to help Members use their Vacation Points in new ways and visit places they may never have considered.

Members may visit the Web site at any time to see which Interval International locations are available for these shorter stays, making this tool an ideal option for those in need of inspiration for a quick getaway.

“Members have really taken advantage of these options since we launched them in March,” said Jennifer Haile Tinn, one of the Disney Vacation Club Cast Members behind the enhancement. “We’ve heard great stories from Members who had extra vacation time but didn’t know where to go, needed a quick getaway to escape work stress or just reconnect with friends and family, or simply had excess Vacation Points to use before the end of their Use Year and needed some creative ideas. In almost every case, Members have told us that the Short Stays led them to discover vacation destinations they never really considered, and they’re now planning to visit those destinations again for longer stays down the road.

“Interval International exchanges have always been among the most cost-effective ways for Members to use their Vacation Points to see the world beyond Disney, and these shorter-stay options are helping more Members than ever broaden their horizons and really make the most of their Membership.”

While these options are available only through the link on the Member Web site, Members must continue to call Member Services to request seven-night exchanges.

DISNEY DESTINATIONS

news & tips from the places where dreams come true

DINE WITH THE DINOS

WALT DISNEY WORLD® Resort: While some new restaurants aim for the future and try to capture “what’s next,” a new restaurant slated to open this fall in the *Downtown Disney*® area of the *Walt Disney World* Resort is going old school. Really old school.

Inspired by the pre-human world, the T-Rex restaurant promises to feed your mind and stomach alike in a place where dinosaurs continue to roam the earth. Save your letters to your local congressmen, as Disney isn’t dabbling in any dino DNA. Rather, the folks at Landry’s Restaurants (operators of Rainforest Cafe®) and Schussler Creative, Inc., are calling on animatronics and other special effects to create a prehistoric family adventure completely free of carnivorous danger or genetic engineering.

“This will be the second in a planned chain of only nine T-Rex restaurants in the market, so it’ll be a pretty unique experience for our Guests,” *Downtown Disney* Operations Vice President Kevin Lansberry told *Disney Files* Magazine. “It’s going to be an amazing place. We’re talking two stories, 31,000 square feet and more than 15 animatronic dinosaurs built to scale. Guests will be amazed, entertained and even educated.”

The restaurant will call on the natural elements that created the earth—water, fire and ice—and present a broad range of unique experiences.

The Fern Forest will surround Guests with lush palms and ferns, while the Sequoia Room will find dinosaurs hiding among ancient sequoias.



The Geothermal Region, meanwhile, will feature a 26-foot-high lava wall oozing and dripping over geological formations, as well as a two-story waterfall meeting the lava in a mix of mist and fog.

Guests also will explore an Ice Cave with actual ice comprising the walls, floor and ceiling, and an Aquatic Region creating the illusion of an underwater dining experience.

Other planned highlights include a Shark Bar featuring an oversized shark aquarium, an open Kitchen of Fire in which a series of sequenced rotisseries will create a visual ring of fire, and a dig site that will allow Guests to dig for souvenir fossils. Guests in search of more tangible memories are likely to find them in a 3,000-square-foot retail space stocked with more than 2,000 unique items, including customizable plush dinosaurs as part of a Build-a-Dino experience.

And of course, the place also will offer a tempting menu of appetizers, cocktails, entrées and desserts.

Toy Story Mania! co-star Rex will be excited to see new prehistoric pals in the neighborhood.



'AMERICAN IDOL' IS 'GOING TO DISNEY WORLD!'

WALT DISNEY WORLD® Resort: Walt Disney Parks and Resorts, 19 Entertainment and FremantleMedia Licensing recently announced that an “American Idol” attraction will open at *Disney’s Hollywood Studios™* (formerly *Disney-MGM Studios*).

The attraction, slated to debut this winter, will follow the model of the high-energy television series. Guests will 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 “American Idol” set.

That experience will include an audition process in which eligible Guests perform in front of a *Disney’s Hollywood Studios* producer to be cast in a Theme Park show. After backstage preparation—working with a vocal coach and getting assistance with hair and makeup—it’s lights up and showtime in front of an audience and panel of judges.

Guest performers with the highest votes will compete in an end-of-day Grand Finale show at the Park, with the winner of that show receiving a guaranteed reservation for a future regional stadium audition—to ensure no waiting in long lines—for the “American Idol” television show. (But when it comes down to the television show auditions, everyone is treated equally.)

“Millions of people have imagined themselves standing on the ‘American Idol’ stage,” said Walt Disney Parks and Resorts Chairman Jay Rasulo. “We’re excited that we will be bringing this dream to life every day at the *Walt Disney World Resort*.”

Series creator Simon Fuller added, “One of the most remarkable elements 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.”

Watch *Disney Files Magazine* for more scoop about the attraction as new details become available.



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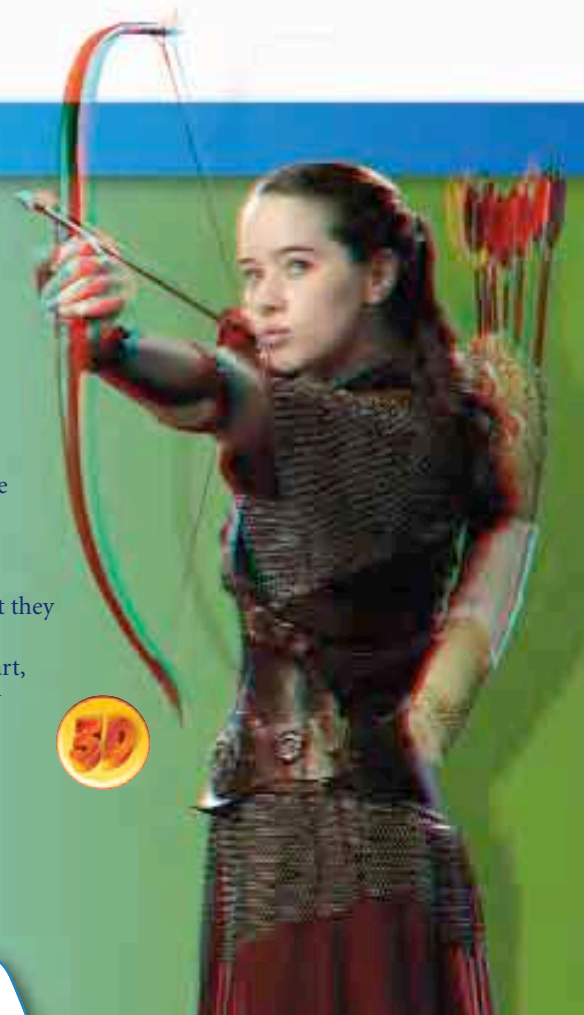
JOURNEY INTO NARNIA

WALT DISNEY WORLD Resort: Building on a longstanding tradition of taking Guests behind the scenes of hit Disney films, *Disney’s Hollywood Studios* (formerly *Disney-MGM Studios*) is lifting the curtain this summer on *Journey Into Narnia: Prince Caspian*, an immersive new experience showcasing the artistry behind *The Chronicles of Narnia: Prince Caspian*, the latest installment in the film series.

The new Walt Disney Pictures and Walden Media film, which opened in U.S. theaters on May 16, follows the adventures of the Pevensie siblings just a year after the events of *The Chronicles of Narnia: The Lion, The Witch and The Wardrobe*. Of course, that’s 1,300 years in Narnian time (any self-respecting Telmarine knows that), and the place is in a world of trouble. The four children meet young Prince Caspian, who is the rightful heir to the Narnia throne but is forced into hiding by his blood-thirsty uncle Miraz. The resulting quest to join Prince Caspian in a search for Aslan and lead the Narnians back to glory is the stuff of box office gold.

Disney’s Hollywood Studios Guests won’t have to partake in such an epic battle, but they will meet the aforementioned Prince Caspian, who will make appearances in the new attraction. Other highlights include behind-the-scenes film footage, original concept art, storyboards, props, costumes and other backstage treasures, along with a meticulously re-created version of the movie’s iconic stone table chamber set.

To learn more about the movie before you journey into the new attraction, visit www.narnia.com.



DISNEY DESTINATIONS

RESORT CONTINUES 'WAVE' OF CHANGE



WALT DISNEY WORLD® Resort: Few Disney resorts have evolved quite like Disney's Contemporary Resort.

With its very theme mandating constant updates, the distinctive A-frame hotel has undergone waves of change through the years, balancing the latest contemporary styles with traditional elements reflecting its unique place in *Walt Disney World* history.

Since opening on Oct. 1, 1971, the iconic resort has added a 90,000-square-foot convention center (1991), an award-winning 15th-floor restaurant (California Grill, 1995), a popular character-dining experience (Chef Mickey's, 1995) and more, helping the 55-acre destination remain a Guest favorite.

Recent years have seen more sweeping waves of change, with Guest rooms trading their bold, bright colors (inspired by the Contemporary Art Masters of the 1950s and 60s) for a more muted, upscale look; similarly bold front desk and lobby spaces adopting sleeker styles; and, most recently, the fourth-floor concourse welcoming an open-air, *Fantasia*-inspired retail shop.

Another "wave" of change is on tap for this summer, when the resort is scheduled to open The Wave, a casual-dining restaurant featuring "American cooking blended with world flavors." Located on the resort's first floor (at the former site of

the Food and Fun Center), the new restaurant plans to offer a classic American breakfast, quick and casual lunch offerings (Angus chuck burgers, seafood pasta and a Mediterranean tuna salad are among the planned menu highlights), and specialty dinner features (think braised chicken in a light white wine sauce, grilled skirt steak with chimichurri and guacamole, and pan-seared red snapper with corn and edamame stew). To satisfy Guests' sweet tooth and hunger for variety, a dessert menu will inspire diners to cap their lunch and dinner experiences by creating personalized "mini sweet temptations" blending various "flavor sensations."

The project also calls for the opening of a contemporary lounge featuring new world wines and trendy cocktails. (Those trendy cocktails are pretty powerful, so don't be surprised if the bartender asks you to sign a Wave-r. Mmm...puns.)

Did you know? Crews built Disney's Contemporary Resort like a puzzle, assembling furnished rooms through an assembly line process and inserting the almost-finished rooms by crane into the steel tower like an oversized chest of drawers.

SAIL TO ST. CROIX OR TORTOLA IN 2009

DISNEY CRUISE LINE®: The *Disney Magic*® cruise ship will sail to two new eastern Caribbean ports of call as part of new seven-night itineraries beginning in 2009.

St. Croix, the largest of the U.S. Virgin Islands, will be a featured stop on one new seven-night itinerary, and Tortola, part of the British Virgin Islands, will join another. (Both itineraries also will include visits to St. Thomas and Disney's private island, Castaway Cay, along with three days at sea.)

St. Croix is well known to travelers for its mix of colonial-style architecture, natural wonders and quaint shops, while

Tortola is home to centuries-old ruins, botanical gardens and sugar mills. (Both destinations also feature inviting coastlines, but we figured that was implied given that you're arriving by ship.)

The new additions bring the ship's itinerary total to four, as the *Disney Magic* will continue to offer its existing eastern and western Caribbean itineraries.

"The Caribbean continues to be an extremely popular destination for our Guests," said *Disney Cruise Line* President Tom McAlpin. "Expanding our offerings in the eastern Caribbean provides our first-time cruisers an array of popular destinations to choose from, while also providing seasoned Disney cruisers new destinations to visit and explore with Disney."

In other "cruise news," *Disney Cruise Line* has announced that, as a special offering for 16 sailings this summer, a revamped four-night itinerary will feature two stops at Castaway Cay (a luxury familiar to Members who have sailed on a recent Disney Vacation Club S.S. Member Cruise). The two visits to the private paradise will bookend a day in Nassau, giving Guests three days of island hopping without a day at sea.

Call Member Services to learn more about booking these and other *Disney Cruise Line* voyages using your Vacation Points.



MARK VII MONORAIL TRAINS DEBUT

Historical source: Disney Editions' *Disney A to Z* encyclopedia by Dave Smith

DISNEYLAND® Resort: New Mark VII Monorail trains are traveling the “highway in the sky” above the *Disneyland* Resort in California, continuing a story nearly 50 years in the making.

The original Mark I model debuted as an “E-ticket” attraction on June 14, 1959, as the *Disneyland-Alweg* Monorail System (Alweg was the German company that aided in the system’s design), circling the *Tomorrowland*® landscape and offering a glimpse into what some visionaries believed would be the future of mass transportation. The groundbreaking attraction made immediate history, becoming the nation’s first daily operating monorail system.



Another milestone awaited in 1961, when new Mark II trains began transporting Guests on an extended track between the Park and the nearby *Disneyland* Hotel. In doing so, it became the first monorail in the country to cross a public street.

As the Mark series of trains continued to evolve (a third *Disneyland* model launched before the *Walt Disney World*® system debuted in 1971 with Mark IV vehicles), Disney experts formed a Community Transportation team to market clean-running electric monorails and people-movers to metropolitan cities. While the idea didn’t catch on (the only installation during that time was a people-mover at the Houston Intercontinental Airport), the team eventually licensed the technology to Bombardier, Inc.

The new Mark VII fleet, built in Rhode Island and assembled in Vancouver, gives a visual nod to the original Mark I line but offers a variety of new features. Custom exterior paint, for example, shifts colors with different light angles (Monorail Red appears to shift from bright red to a darker crimson with hints of gold), and deeply tinted windows add to the unique appearance.

The view is equally appealing from inside, as Guest seats now face the windows. Custom low-voltage LEDs light the interior, further building on the system’s legacy of Environmentality.

Plans call for Monorail Red and Monorail Blue to have debuted by the time this magazine hits the press, and for Monorail Orange to launch later this summer.

LIVING ON THE CUTTING EDGE

DISNEYLAND Resort: A new California dream home is taking *Disneyland* Guests to the cutting edge and upholding Walt Disney’s vision of showcasing leading technologies through *Tomorrowland* attractions.

From 1957-1967, the Park featured the iconic Monsanto House of the Future, a four-winged, cantilevered structure featuring the latest in furnishings and appliances. Even the home’s gleaming exterior was a modern marvel. Built from plastics, the structure was so strong that wrecking balls were unable to knock it down when crews redeveloped the area in 1967. (Saws, crowbars and good old-fashioned elbow grease eventually did the trick.)

Now more than 40 years later, Microsoft, Hewlett-Packard, Exceptional Innovations and Taylor Morrison Homes have joined forces with Walt Disney Entertainment and Imagineering to create the Innoventions Dream Home, a 6,000-square-foot wonderland of new and emerging home technologies.

The immersive home belongs to the six members of the fictional Elias family (Walt Disney’s middle name, and his father’s first name, was Elias), who are preparing to travel to China to watch their son Robby compete in the World Soccer

Championship. The family rotates throughout the house, interacting with Guests and demonstrating how the digital lifestyle will improve their lives. Guests of all ages interact directly with the technologies and even “develop their own dream home.”

A separate “party tent” offers more hands-on exhibits and opportunities to request additional information about the showcased technologies.

Disneyland Resort President Ed Grier expressed his excitement about the project, saying that the alliance, “gives each of our partners a forum to inspire our Guests’ imaginations for tomorrow and motivate them to enjoy the newly available technologies in their lives today.”



DISNEY DESTINATIONS

"INDY" FILM TO IMMERSE DISNEYLAND® GUESTS

DISNEYLAND Resort: Everyone loves a good indie film. Created on a shoestring budget with faint hopes of finding an audience in offbeat festivals, these quietly publicized productions are among the best-kept secrets in Hollywood. *Indiana Jones and the Kingdom of the Crystal Skull* isn't one of those films.

Far from a low-budget secret, this highly anticipated addition to the action-packed *Indiana Jones* adventures is whipping into U.S. theaters on May 22, challenging Indy to prevent the mysterious Crystal Skull from falling into the hands of sinister Soviet agents.

The "Indy" fandom is particularly strong at *Disneyland* Park, where the *Indiana Jones Adventure* has sent Guests careening through the Temple of the Forbidden Eye for more than a decade. To help celebrate the latest installment of the film series that inspired the thrilling attraction, the *Indiana*

Jones Summer of Hidden Mysteries event will immerse *Disneyland* Guests in all things *Indy* throughout the summer, beginning on May 22.

The multi-faceted *Adventureland*® experience will find Guests posing for photos in a *Raiders of the Lost Ark*™ action scene; following an *Indiana Jones Adventure Map* to decipher clues, decode a secret message, and unlock secrets from the *Indiana Jones Adventure* queue line; and embarking on an "Indy-enhanced" version of the classic *Jungle Cruise* attraction. Young Guests will take the adventure further, becoming honorary archaeologists and searching for hidden treasure as part of the "*Indiana Jones and the Secret of the Stone Tiger*" experience.

Of course, not every adventure will appear on the map, as "*Random Acts of Indy*" can unfold at any time. After all, what's an epic summer adventure without a few surprises?



A STITCH IN REAL-TIME

DISNEYLAND® Resort Paris: Once upon a time, the young and the young at heart were perfectly content to be passive observers in a Theme Park attraction. Today? Not so much.

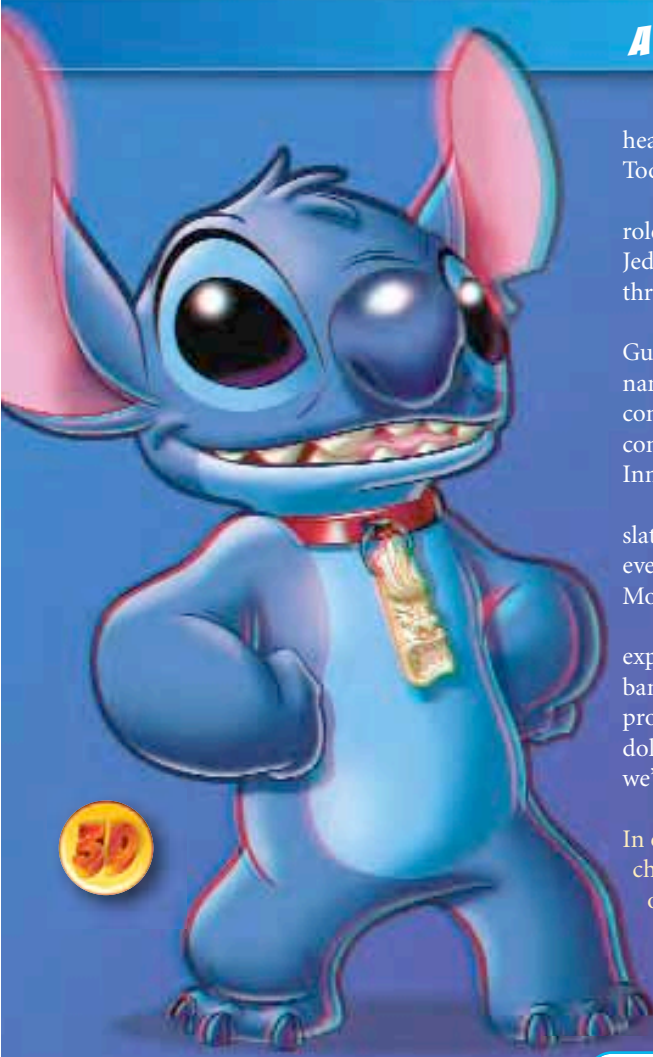
Empowered by an "on-demand" world, modern Guests covet a more dynamic role. Whether they're feeling the effects of a "4-D" film, wielding a lightsaber in a *Jedi Training Academy* or zapping battery thieves to protect the galaxy from the threat of invasion, today's audiences are part of the action.

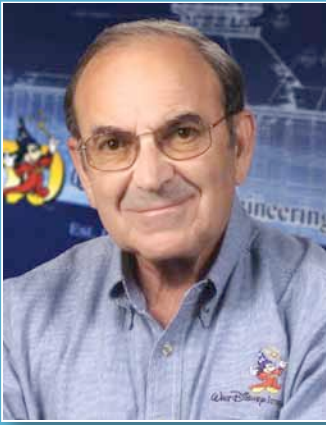
Recent years have seen those immersive experiences reach a new level, as Guests interact with animated characters in real-time. Characters call Guests by name, jaws drop and hilarity ensues. Walt Disney Imagineers pioneered the concept with the *Stitch Phone*, a cutting-edge device that allowed Guests to converse with the animated alien through a video phone as part of the *Innoventions* attraction at *Disneyland* Park in California.

Inspired by the success of their "innovention," Imagineers developed a diverse slate of real-time animated experiences, allowing Guests to match wits with everyone from the bodacious sea turtle *Crush* to the power-generating monsters of *Monstropolis* to the experimental alien that started it all.

Disneyland Resort Paris is continuing the trend with *Stitch Live*, a new theater experience now open at the *Walt Disney Studios*® Park. Filled with spontaneous banter between the audience and the cuddly-yet-destructive star, the attraction promises to never present the same show twice. (Now if only we could get those dolls from "it's a small world" to start taking real-time requests for different tunes, we'd be in business!)

In other character news: *Disneyland* Paris Theme Park also has debuted new character experiences, including *Disney Characters' Express*, featuring a trainload of familiar friends greeting Guests in the *Main Street, U.S.A.*® area; and *Candleabration*, a character-filled lighting ceremony at *Sleeping Beauty Castle*.





PARK PERSPECTIVES

BY MARTY SKLAR

Disney Files Magazine is proud to present the perspectives of Disney Legend Marty Sklar, the longtime leader of Walt Disney Imagineering and the only Cast Member to have been part of every Disney Park opening on earth.

In the spring edition of *Disney Files Magazine*, I wrote about the genesis of *Mickey's Ten Commandments*. They represent the basic principles Imagineers use to create and design the Disney Parks and Resorts around the world.

During my 30 years as creative leader of Walt Disney Imagineering beginning in 1974, I developed, refined and practiced key principles of leadership. As time passed, these principles became an essential adjunct and companion to *Mickey's Ten Commandments*. As the title below indicates, I consider them "More Commandments." In fact, they became so important to me that I call them *The Leaders' Bible*.

I presented *Mickey's Ten More Commandments* for the first time at the Walt Disney Parks and Resorts Leadership Conferences at the *Disneyland*® and *Walt Disney World*® Resorts in December 2004, to very receptive and enthusiastic audiences of Disney Cast leaders. These "Commandments" are as follows:

More MICKEY'S TEN COMMANDMENTS

The Leaders' Bible

1. **Create and maintain a climate of trust.** Support your teammates in bad times as well as good times.
2. **Be responsive and make decisions.** That's what leaders do! Make decisions clear, and respond in a timely manner.
3. **Empower your teammates.** It takes many hands to bake a success. Bring out the best in your associates by encouraging talent to "take a chance."
4. **Create opportunities for new birds to fly.** New talent and ideas are the lifeblood of great organizations.
5. **Remember that experience is not a negative.** Don't let age dictate your assignments.
6. **Make sure yours is not the only voice you are listening to.** At Disney, new ideas come from anyone and anywhere inside the company.
7. **Celebrate diversity and different points of view.** Understand differences. It's the only way to "know your audience."
8. **Never rest on your laurels.** The next at bat is your most important. The only way to hit a home run is to keep swinging.
9. **Take a chance.** Leaders support risk taking, even when it means taking a chance themselves!
10. **Provide plenty of blank paper.** Let your imagination fly. A blank page is the greatest opportunity in the world!

Not everyone is a potential leader. Some of the biggest talents I have worked with—designers, writers, sculptors, architects and many more—loved those blank pages but had no interest in the responsibility of team building. You can be a lone ranger and a star at golf, tennis or a 20K run all by your lonesome, but the only name on the door around our company is Walt Disney. We play the ultimate team game. If you aspire to leading a team, I know *Mickey's Ten More Commandments* can be "The Leaders' Bible" for you, too. It worked for me, and for the Imagineers!



DISNEY DIVERSIONS

enjoying Disney between trips

MOVIES

Wall•E: What if mankind had to leave Earth, and somebody forgot to turn the last robot off? Such a question is best answered by the creative minds at Pixar Animation Studios, where artists have asked and answered everything from “What if toys came to life when nobody was looking?” to “What if a rat had a flair for French cuisine?”

Wall•E, an epic comedy opening in U.S. theaters on June 27, follows the adventures of a robot (a Waste Allocation Load Lifter-Earth Class model to be precise) created by the Buy-N-Large company, whose machines are designed to do the tasks we humans were never really meant to do (lawn mowing, vacuuming, political decision making, etc.). Combining the latest in waste-compaction technology with the company’s signature quality and dependability, *Wall•E* was built to make human’s trash a thing of the past.

The eventual departure of humans from our planet gives the hardworking *Wall•E* a chance to end centuries of doing what he was *made* for, and head out across the galaxy to discover what he was *meant* for.

Academy Award®-winning writer-director Andrew Stanton (*Finding Nemo*) helms the new production, which features the music composition of Thomas Newman (cousin of famed Disney•Pixar composer and songwriter Randy Newman).



HOME ENTERTAINMENT

Trivial treasures: Home viewers are joining Benjamin Gates on another epic treasure hunt with the May 20 Disney DVD and high-definition Blu-ray Disc™ release of Walt Disney Pictures’ *National Treasure: Book of Secrets*.

To enhance your home viewing experience, your *Disney Files* staff proudly presents some trivial treasures to help you interrupt the viewing experience of those around you.* We’ll even tell you when to bust ‘em out. What can we say? We’re givers.

- **When Ben and Riley arrive at Paris’ Bir-Hakeim bridge, you say:** “Remember that bridge? It’s where Marlon Brando once stood for the opening of *Last Tango in Paris*. Good ol’ Bir-Hakeim.”
- **When Ben and company get to Mount Rushmore, you say:** “I wonder how long it’s been since a major movie shot such a key sequence at Mount Rushmore. Must have been Hitchcock’s *North By Northwest*. When was that, 1958? Great flick.”
- **When the film reaches a climax in the Black Hills caverns, you say:** “Wow, I haven’t seen Disney use Universal’s Stage 12 so well since that awesome Singapore set in *Pirates of the Caribbean: At World’s End*. Bruckheimer does it again!”
- **When someone slaps you for ruining the movie, you say:** “Sorry.”

*Notice we didn’t publish this until the film left theaters. We love going to the movies, and the whole idea of interrupting the viewing experience is only funny when it doesn’t affect us.

THEATRICAL PRODUCTIONS

Poppins going global: Apparently, a spoonful of sugar makes the box office competition go down. Having already established itself as the most popular show to open on Broadway during the 2006–2007 season, Disney Theatrical Productions' *Mary Poppins* is going global (and delighting the bean counters by recouping its entire Broadway investment in only 52 weeks).

The critically acclaimed musical, which continues to call the New Amsterdam Theatre its Broadway home, will take the “super nanny” on the road for a North American tour, slated to take flight on March 29, 2009, at Chicago's Cadillac Palace Theatre.

“We are overwhelmed by the outstanding success of *Mary Poppins* in New York,” said Thomas Schumacher, the show's producer and the President of Disney Theatrical Productions. “The audience response to this timeless tale has been tremendous, and we are honored to have the opportunity to now take the show into its next life on the road and around the globe.”

In October 2009, the show will make its Australian debut at Sydney's Capitol Theatre, which was home to Disney's record-breaking run of *The Lion King*. (Here's a little known fact: P.L. Travers, author of the original *Mary Poppins* stories, wasn't British, but Australian.)

Producers also have green-lit the first string of *Mary Poppins* licensed productions, slated to debut in Stockholm (October 2008), Copenhagen (January 2009), Helsinki (January 2009) and Budapest (September 2009), with additional plans for performances in Holland, China, South Africa and South America.

Following its highly successful run at the Prince Edward Theatre in London's West End (three years and 1,000 performances), a United Kingdom tour will commence in Plymouth on June 4, 2008, and will then play sessions in Birmingham, Edinburgh, Manchester and Cardiff.

Cameron Mackintosh, a key collaborator in the show's creation, described the show as a personal dream come true, saying, “Having dreamt of doing *Mary Poppins* on stage for over 30 years, I am extremely pleased that the stage version has been equally enjoyed by devotees of the film and book, and now Mary is about to share her magic with audiences all over the world.”

Like the 1964 Walt Disney film on which it's based, the stage production features the memorable (and Academy Award®-winning) music and lyrics of Richard and Robert Sherman.



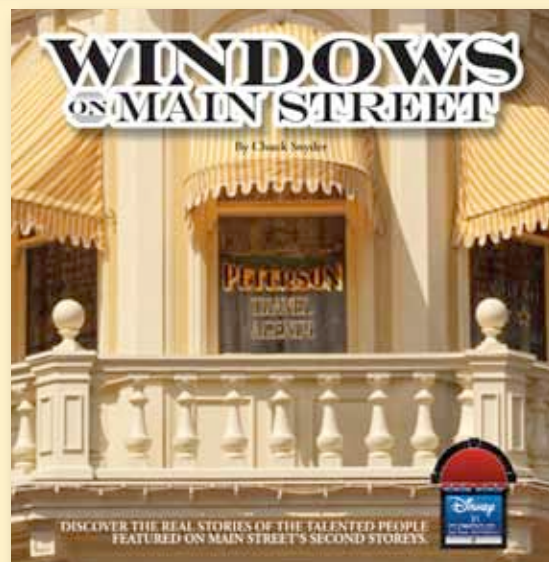
BOOKS

Disney in Detail: This summer, *Disneyland*® and *Walt Disney World*® Resort stores are debuting the first installments of a new book series called “Disney in Detail.”

Each lavishly illustrated 24-page book focuses on a specific topic of historic or entertainment value within Disney Parks. The first two titles include *Finding Nemo in the Disney Theme Parks*, a fun and fact-filled tour of Nemo-inspired shows and attractions, and *Windows on Main Street*, showcasing the stories behind the names on *Main Street, U.S.A.*® windowpanes and offering a handy map to windows on both coasts.

Upcoming “Disney in Detail” books will include nostalgic looks at beloved attractions; holidays, parades and anniversaries in the Parks; and technological innovations, such as *Audio-Animatronics*® characters and the Parks' innovative trash-disposal system.

“The list of topics is literally endless,” Disney Editions Senior Editor and series creator Jody Revenson told *Disney Files Magazine*. “I'd like to know about the history or construction of *everything* in the Parks, but not every attraction warrants a large, coffee-table book. The ‘Disney in Detail’ series provides the opportunity to tell those small, fascinating stories, but in a big way, with lots of behind-the-scenes images and information.”



Disney • PIXAR

TOY STORY MANIA!

15



AIM FOR GOOD TIMES!

Imagine that you've just been shrunk down to the size of a toy and welcomed to Andy's room, where Woody, Buzz, Rex, Hamm and the rest of the pint-sized playthings are setting up their owner's new set of midway-style carnival games. Now imagine the toys invite you to play, setting you up with the latest in spring-action shooters so you can launch virtual darts at balloons, rings at little green men, eggs at barnyard targets and more with reckless abandon. And imagine that the toys have volunteered to keep score, giving you that special sense of pride (or shame) that can only come from numeric evaluations of your manual dexterity (or lack thereof).

Is all of this imagining straining the right side of your brain? Relief arrives this summer in the form of Toy Story Mania!, an envelope-pushing "4-D" attraction designed to let *Disneyland*® and *Walt Disney World*® Resort Guests live what you've just exhausted yourself imagining.

Scheduled to open at *Disney's Hollywood Studios*™ (formerly *Disney-MGM Studios*) in late May and *Disney's California Adventure*® Park in late June, the ride-through attraction blends three-dimensional animation, imaginative storytelling and classic midway gaming to immerse you in the *Toy Story* world like never before.

Packed with hidden targets, playful challenges and plenty of surprises, Toy Story Mania! promises to become a new obsession for any kids (or kids at heart) who have ever emptied their pockets trying to win a plush toy.

The attraction's bi-coastal debut comes as the *Toy Story* film franchise continues to evolve, with 3-D versions of the original two hit movies coming to theaters in October 2009 and February 2010, and *Toy Story 3* headed for the silver screen later in 2010. Your *Disney Files* staff will track those stories in the years ahead, but in the meantime, turn the page for an exclusive visit with a man on a mission to turn blockbuster Disney•Pixar films into blockbuster Disney Park attractions.



Disney • PIXAR

TOY STORY MANIA!



MAN ON A MISSION!

Roger Gould feels quite at home in the Disney•Pixar world. As an accomplished animator on feature films at Disney Feature Animation and a celebrated director of animated shorts at Pixar Animation Studios, Roger has “befriended” everyone from Mike and Sulley to Nemo and Dory.

While Roger continues to thrive at Pixar’s Emeryville, Calif., studios, his role has undergone a dramatic change of his own creation. To learn more, *Disney Files Magazine* caught up with the busy artist and peppered him with questions between meetings.

Disney Files: Tell us about this new gig of yours.

Roger: I have the best job in the world. That’s the simple answer. I was busy directing some of our short subjects when our studio started partnering with the folks at Walt Disney Imagineering, developing a number of attractions inspired by Disney•Pixar films. I got involved, and it was just so much fun working on those projects! And it turned out that was just the beginning.

Pretty soon, it was, “Oh, we want to do a Nemo submarine ride in California, and a Monsters-inspired Laugh Floor project in Florida, and a *Cars* attraction in Paris, and . . .”

So I went to [Pixar Chief] John [Lasseter] and said, “This could be a full-time job, and I want it!”

He said, “Yeah, that’s a good idea,” and here I am today, working as the Creative Director of the Pixar Theme Parks Group. (Creating your own title is a unique perk that comes with inventing your own role.)

It’s been so exciting to take these worlds that we’ve always imagined as real, dimensional places but have only brought to life on film, and to recreate them in the physical world. In November, I visited the Toy Story Mania! construction site in Florida with John, and when we walked into Andy’s room, seeing that very real place from the perspective of a toy, John yelled, “I’ve never been in Andy’s room!” It’s just thrilling for a filmmaker to have that experience.

DF: What was your first attraction assignment in this official new role?

Roger: The first big project was The Seas with Nemo and Friends at Epcot®. We had already opened the attraction Turtle Talk with Crush, which was an absolute blast to work on, and it became such a big hit that it inspired a complete re-theming of The Living Seas pavilion. So we set out to develop a new ride-through attraction, producing several minutes of original animation. It was really the first time that we had deeply integrated full Pixar animation into fully realized dimensional sets. It was a lot of fun,

and it opened our eyes to a whole new world of possibilities. What I love about these projects is that every one is unique. It’s part of the Imagineering credo to always invent, so every one of these is like a brand-new, crazy puzzle.

DF: Obviously, the narrative approach changes significantly from an hours-long film to a minutes-long attraction. Do you think your experience on animated shorts helped prepare you for this truncated storytelling?

Roger: To a certain extent, yes. But I also learned quickly that storytelling takes on a completely different form in the Theme Park world, and it’s about more than just the duration of the story. What we’re really trying to do in an attraction is allow a film world to live outside the boundaries of the movie. In other words, it’s less about a linear narrative with a beginning, middle and end, and more about creating an immersive experience that lets Guests live in these worlds. Since we know these attractions will have tremendous longevity and repeatability, we can tell stories that Guests don’t necessarily need to absorb the first time. It’s okay just to get that feeling that you’re really in that world, and to pick up additional elements of the story and notice new details every time you experience the attraction.

DF: Speaking of repeatability, you’ve gone to great lengths to make sure that Toy Story Mania! will never be the same experience twice. Tell us more about the concept for this new, interactive attraction.

Roger: The core idea came from Robert Coltrin and Kevin Rafferty, who are two fantastic Imagineers. They had this idea of taking classic carnival attractions and bringing them to our Park Guests in a way that’s evocative in terms of nostalgia and familiarity, but is also contemporary and dynamic. They basically said, “If we’re going to have people come play these games, who better than the Toy Story characters to host them?”

The first real creative challenge we encountered was the fact that, in the films, toys go limp in the presence of humans. That wouldn’t be a fun attraction. We solved that and stayed true to the story by making Guests honorary toys and presenting the entire experience from a toy’s perspective. That was the big breakthrough. From there, it was an incredibly fun development process. Using these characters in this project was like reuniting with old friends.

And the gaming aspect of the attraction is totally addictive. I go on these site visits to look at things like lighting, animation and effects, and I find myself getting caught up in trying to beat my high score. The attraction just has this way of turning you into a big kid, which is really the whole point of everything we do.



VAULT DISNEY

by Disney-history expert Jim Korkis

DISNEY HISTORY IN 3-D

The 1950s were about more than juke boxes, poodle skirts and flavored ice cream sodas. The decade also marked the golden age of three-dimensional films and comics, with Disney and other entertainment companies experimenting with a wide range of stereoscopic techniques.

In 1954, for example, a cereal box top and 25 cents could buy a child one of three mail-order sets of Disney 3-D comic books produced by the makers of Cheerios®. Each 32-page booklet featured Mickey Mouse, Donald Duck and Goofy in such adventures as “Rajah’s Rescue,” “Apache Gold,” “Phantom Sheriff” and “Robot Reporter.” (Hopefully, kids weren’t too quick to discard those cereal packages before cutting the required 3-D glasses out of the box.)

The cereal box 3-D glasses were of the standard anaglyph-color-filter variety, stylishly pairing one red lens with one blue. The bi-colored bifocals (they weren’t really bifocals, but “bi-colored bifocals” just sounds cool) simply trick human eyes into thinking that differing images are the result of differing distances, creating the illusion of a third dimension.

By contrast, the glasses used in today’s 3-D film attractions at Disney Parks are polarized versions featuring orthogonal polarizing filters that create the 3-D illusion by restricting the light that reaches each eye. Cool trick!

Anyway, back to the 1950s. In 1953, the Disney Studios explored the new trend of 3-D film entertainment by producing two 3-D cartoons: “Adventures in Music: Melody” and “Working for Peanuts.”

In “Melody,” Professor Owl teaches his classroom of bird students about the musical concept of melody. (Studio

publicists touted the toon as the “screen’s first animated cartoon in 3-D,” but to be precise, it was the first U.S. animated 3-D short.) In theaters, “Melody” accompanied the Los Angeles premiere of the first 3-D western feature film, Columbia Pictures’ *Fort Ti*.

The Disney approach to 3-D filmmaking didn’t use a dual unit like many of the other 3-D films of the era, but rather a three-strip camera that photographed each cel frame three times through the necessary filters to create the matrix employed by the *Technicolor*® process. It was an effective, yet time-consuming process.

“Working for Peanuts,” meanwhile, featured mischievous chipmunks Chip and Dale stealing peanuts from Dolores the Elephant. Zookeeper Donald Duck intervenes, creating the kind of hilarity fans expect whenever this trio unites on screen (in 3-D or otherwise). In one memorable scene, Donald uses Dolores’ trunk as a peanut-filled machine gun to fire at the chipmunks and the shrieking audience.

If this rings a bell, you may have seen the film inside the Fantasyland Theater at the *Magic Kingdom*® Park in Florida as part of the pre-show for Kodak’s “Magic Journeys” attraction, or more recently in a theater near you with the Disney Digital 3-D presentation of Walt Disney Pictures’ *Meet the Robinsons*.

I spoke about this film with Director Jack Hannah, who recalled, “That was the rage back then to have 3-D pictures on the screen, so we tried one. The main thing I remember about working in 3-D was to be sure there were plenty of effects!” Artists also filmed “Melody” and “Working for Peanuts” as regular 2-D toons, which is how most fans have seen them on television and home video.



The 3-D fever hit the Disney Theme Park world in August 1956, when Walt Disney included these two cartoons as part of a 27-minute attraction called 3-D Jamboree at *Disneyland*®, located in the new Fantasyland Theater at *Disneyland* Park. The attraction also featured the only known color-film footage of the original Mouseketeers in 3-D. Annette, dressed as a ballerina, appeared to soar toward the audience on a swing, Jimmie Dodd seemed to douse the audience with bucket of water, and Big Mooseketeer Roy Williams participated in a comical, effects-filled pie fight.

The show closed in 1959, and it would be until 1982 before the Disney Parks showcased another 3-D film experience. That's when the aforementioned "Magic Journeys" opened, not as a *Magic Kingdom*® attraction, but as part of the Journey Into Imagination pavilion at *Epcot*®. Viewed with the now familiar polarized lenses on plastic glasses, "Magic Journeys" looked at the world through the imagination of a child, with eye-popping imagery of a circus, a school of fish, a carousel and more appearing to float over the audience.

"Magic Journeys" moved in 1987 to the *Magic Kingdom* Park, where it remained until 1993. (The film also played at *Disneyland* Park from 1984–1986 and *Tokyo Disneyland* Park from 1985–1987.)

The move from *Epcot* made room for "Captain EO," a Michael Jackson 3-D musical that premiered days later at *Disneyland* Park. This 17-minute science-fiction adventure from Executive Producer George Lucas and Director Francis Ford Coppola told the story of Captain EO and his eclectic crew (Hooter, Fuzzball, the Geex, and Major and Minor Domo) as they set out on a mission to deliver the gift of music, dance and light to the frightening Supreme Leader. At the time, "Captain EO" was the most expensive film (per minute) ever produced.

The *Disney-MGM Studios* (known today as *Disney's Hollywood Studios*™) introduced a 3-D experience of its own in 1991 with Jim Henson's Muppet*Vision 3-D, a "4-D" experience in which everything from real bubbles to an imaginary remote-controlled banana cream pie float through the theater. The attraction (which made its *Disney's California Adventure*® debut in 2001) was the last Muppet project completely supervised by Jim Henson, with Frank Oz stepping in to oversee final post-production after Henson's untimely passing.

In 1994, the 3-D interactive experience hit a new level of innovation with "Honey, I Shrunk the Audience" replacing "Captain EO" at *Epcot*. Professor Wayne Szalinski's invention goes out of control in the show, shrinking an audience that endures everything from roaming mice and a giant python escaping into a specially equipped theater, to glass shards and "dog sneeze" flying toward Guests' lens-covered eyes. The attraction joined the lineup at *Disneyland* Park in 1998, and opened a year later as "Chérie J'ai Rétréci le Public" at *Disneyland* Resort Paris. Both followed the 1997 debut of a unique version at *Tokyo Disneyland* Park called "MicroAdventure," with new sequences shot specifically for the Japanese audience.

The insect-rights-campaigning "It's Tough To Be A Bug" continued the 3-D momentum, opening at *Disney's Animal Kingdom*® Theme Park in 1998, and at *Disney's California Adventure* Park in 2001. The April 22, 1998, opening marked one of those rare occasions in which a Disney Park attraction opens *before* the animated film by which it was inspired. (The Disney•Pixar movie *A Bug's Life* opened in theaters on Nov. 25, 1998.)

"Mickey's PhilharMagic" pushed the 3-D envelope further, opening in 2003 at the *Magic Kingdom* Park on the world's largest seamless-projection screen (28 feet high and 150 feet wide). The hit show follows Donald Duck's misadventures as he tries to retrieve the magical Sorcerer's Hat while traveling through some of Disney's most memorable animated worlds.

With Disney Digital 3-D presentations of animated features like *Chicken Little* and *Tim Burton's Nightmare Before Christmas* attracting moviegoers, modern 3-D shows dazzling audiences in places like the Magic Lamp Theater at *Tokyo DisneySea*® and 3-D interactive adventures like the new Toy Story Mania! attraction lifting competitive spirits on both U.S. coasts, it seems that another golden age of Disney 3-D has arrived.



AROUND THE NEIGHBORHOOD

news & notes from your magical community

ANCIENT SPICE ROUTES LEAD TO FUTURE RESTAURANT

Creating a distinctive dining destination for Kidani Village, now under construction at Disney's Animal Kingdom Villas, led *Walt Disney World*® Food and Beverage Vice President Dieter Hannig and his team to explore the cuisine of an often forgotten Africa.

"When most people think of Africa, they think of the continental land," Dieter told *Disney Files Magazine*. "We showcase continental African cuisine in our existing restaurants at Disney's Animal Kingdom Lodge, so for this project, we looked to the African islands of the Indian Ocean. Places like Zanzibar, the Seychelles, the Comoro Islands, Mauritius and Madagascar play a unique role in African cuisine, blending the flavors of Africa, the Middle East, Southeast Asia and India. We're really excited to share this cuisine in a place we're calling Sanaa (sounds like "sauna" and is the Swahili word for artwork), presenting the art of African cooking with Indian flavors."

Drawing from these islands, Dieter and his team set out to create an immersive new restaurant embodying what Disney dining insiders call their "big five" keys to success. For

those of you who aren't in those staff meetings (where have you been?), these include the gracious welcome, the elegance and performance of service, the authenticity of the cuisine and concept, the selection of fine wines and spirits, and the warmth and richness of the ambience.

Further culinary inspiration for the 150-seat restaurant came from the ancient African spice routes, though Dieter is quick to point out that "spice" doesn't necessarily mean that the food will be "spicy."

"African spices are all about flavor, not heat," Dieter explained. "Flavors like cinnamon, cloves, nutmeg and vanilla bring a uniqueness and authenticity to the cuisine."

Disney Files Magazine sneaked a peek at the still-evolving menu, which includes hand-crafted breads, flavorful "taste bite purses" filled with everything from cheese and mint to spiced meats, and a variety of entrées either slow-cooked, grilled over a wood fire or roasted in a traditional Indian clay oven called a Tandoori.

Experience the cuisine for yourself next spring, when Sanaa is slated to open its doors at Kidani Village.



Disney's ANIMAL KINGDOM VILLAS

RESORT DEDICATES LASORDA FIELD

Disney's Vero Beach Resort recently built on a proud tradition of honoring local history by naming its seaside recreation lawn Lasorda Field.

To understand the significance of the new name, one only needs to read the inscription on a bronze "home plate" that now adorns the popular playing surface. Emblazoned with the familiar Disney Vacation Club greeting "Welcome Home," the sign reads, "Lasorda Field at Disney's Vero Beach Resort is dedicated to baseball Hall of Famer Tommy Lasorda. In 1948, Lasorda's beloved Dodgers put Vero Beach in the national baseball spotlight with the opening of Dodgertown. For more than 60 years, the 'Big Blue Wrecking Crew' brought the excitement of Dodger baseball to Vero Beach each spring. During that time, Lasorda inspired players and fans alike with his passion, loyalty and steadfast belief that you're never too old to love the game. May that same spirit fuel all games played on this field."

Lasorda was on hand to throw out the field's ceremonial "first pitch" (pictured above) as part of a special ceremony that also included a live interview conducted by *Disney Files* Magazine Editor Ryan March (pictured below), an official dedication led by Disney Vacation Club Resorts General Manager Sonya Deese-Byrnes (the original General Manager of Disney's Vero Beach Resort), appearances by Disney characters and *Walt Disney World*® Ambassadors, and more. Continuing his longstanding support of the local community, Lasorda kicked off the festive afternoon by sharing life lessons with children from local chapters of the Boys & Girls Club of America in the resort's Seagrape Room.

The establishment of Lasorda Field adds another history-inspired detail to the resort, which features architectural and artistic salutes to everything from citrus farming and sea-turtle nesting to treasure hunting and, of course, spring training.



AROUND THE NEIGHBORHOOD

SURVEY REVEALS NEIGHBORHOOD BUZZ

The good buzz continues to soar through the neighborhood, evidenced by results from the 2007 Condominium Association Survey. A representative sampling of Members took part in the survey, fueling Disney Vacation Club's commitment to continuous improvement. (If you've met our President, you know he sees a stellar 92 percent favorable rating as "still 8 percent shy of 100.") Here are five key numbers from this year's survey results, one of which we completely made up. (Figurative gold star to anyone who can spot the fake.)

- 92 percent of Members rated their overall satisfaction as "excellent" or "very good."
- Another 92 percent of Members gave Member Services those same ratings.
- 90 percent of Members gave "excellent" or "very good" ratings to Member Accounting.
- 85 percent of Members are now reporting to use the Member Web site (www.dvcmember.com).
- 5 percent of Members believe Toy Story Mania! is a legitimate medical condition.



INQUIRING MINDS WANT TO KNOW

Throughout the year, *Disney Files* readers e-mail their magazine questions to DisneyFiles@DisneyVacationClub.com, "snail mail" their questions to our office (*Disney Files* Magazine, Disney Vacation Club, 200 Celebration Place, Celebration, FL 34747) or simply bombard our Editor when they see him around the neighborhood (he loves that). Following are answers to the most frequently asked Member questions of 2007.

QUESTION: Does the magazine staff accept story ideas from readers?

ANSWER: Absolutely! We're always looking for story angles, and some of our best ideas come from readers. Keep those ideas coming.

Q: How does the staff ultimately decide what to cover in the magazine?

A: Our goal is to help readers make the most of their Membership by gathering news, tips and inside scoop from every Disney vacation destination available to Members through the magic of Membership. We round out our coverage by highlighting Member Perks, spotlighting a Member Getaways destination, sharing news from areas of the company that help you enjoy Disney between trips, exploring Disney history and showcasing the magical memories of Member families.

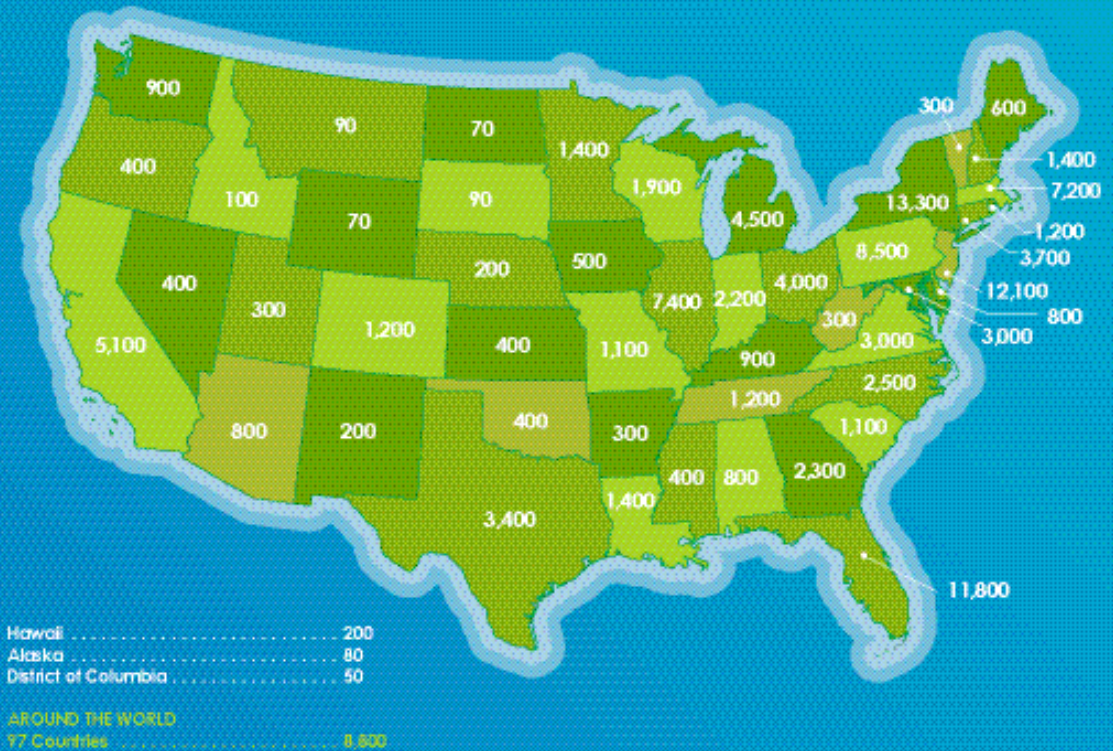
Q: How do you choose the models on the cover?

A: They aren't models. They just play them in the magazine. Whenever we have a shoot scheduled, we search our Disney Vacation Club Resorts and events for an actual Member family to get the "star treatment." This edition's cover, for example, features the Healy family of Massachusetts, who we met at a Welcome Home Wednesdays event at Disney's BoardWalk Resort. (On occasion, we may even feature a Cast Member who happens to be a Disney Vacation Club Member. This is especially handy for those last-minute shoots!) Featuring Members on our cover is a proud tradition, and it's one of the most enjoyable aspects of our production process. (That and those late-night quality-control visits to the print shop. Good times.)

WHERE IN THE WORLD ARE YOUR NEIGHBORS?

If you already know that 13,300 Disney Vacation Club Member households call New York home and that 70 hail from the great state of North Dakota, you probably don't need this map. For the rest of you, here's a visual breakdown of Member households across the country as we pulled this graphic together, along with a numeric look at the rest of the world.

(Good stuff for that "useless knowledge" part of your brain that your *Disney Files* staff is so fond of feeding.)



WIDGET WHILE YOU WORK (OR PLAY)

Believe it or not, widgets aren't just the fake products your imaginary factory produced in college economics essay tests. Today's widgets are high-tech gizmos (you know you went to a fancy college if your imaginary factory produced widgets *and* gizmos) that deliver news, games and other fun stuff directly to your computer desktop.

Disney Vacation Club Members can get their own desktops up to speed by downloading complimentary widgets from the homepage of the Member Web site (www.dvcmember.com). Here's a look at the four widgets currently available for download.

News Widget: Accessing the latest Disney Vacation Club news is pretty cool. Having a Disney character "deliver" that news is even cooler. But being able to select said character based on your every whim and mood? Well that just may be the coolest thing to happen to Disneyphiles since the advent of the trading pin. This custom-character widget alerts you to new news, so you'll always be in the loop.

Stationery Widget: Using Disney magic (has there ever been a more versatile—or marketable—tool?), this handy widget lets you personalize and print your own Disney stationery complete with your name and selected character. (Take *that*, overpriced stationery store!)

Game Oasis Widget: If your computer time has become far too productive, this is your solution. Customize this wild widget with zebra stripes, giraffe spots, a cheetah print or other animal-inspired motifs before hacking away at your productivity with three entertaining games.

Vacation Countdown Widget: Games not enough to distract you from computer work? How about staring at the screen and pondering your next vacation? Select your vacation date and description, and watch this nifty pocket watch count down the time until your departure.

For your convenience, all four widgets are available in Mac and PC versions.



AROUND THE NEIGHBORHOOD

DOMESTIC
DISNEY

RECIPE: Pan Roasted Gulf Red Snapper with Zucchini, Confit Tomatoes and Artichoke-Fennel Nage

Prepare this popular dish from Chef Tim Keating of the Flying Fish Café at Disney's BoardWalk Resort, and then challenge anyone at the table to tell you what "nage" means. (It's like a bouillon sauce, but fancier.)

Recipe serves four

Artichoke-fennel nage ingredients:

- 4 large artichokes
- 1/2 sliced fennel bulb
- Juice of one lemon
- 2 garlic cloves, split then smashed with back of knife
- 2 Roma tomatoes, cut in 1/8ths
- 1/2 teaspoon fennel seeds, toasted and crushed
- 1 small onion, sliced
- 2 leeks (white and half of green part), sliced
- 4 cups dry white wine
- 2 cups water (plus extra to soak artichokes in step 1)
- 1 1/2 oz. extra virgin olive oil
- 1 teaspoon salt

Artichoke-fennel nage steps:

1. Peel artichokes down to choke, removing leaves and trimming away the fuzzy choke. (If that's too big a pain, just use canned artichoke hearts with their liquid.) Place peeled, cleaned artichokes in water with lemon juice and a teaspoon of salt (to stop discoloration).
2. In a large saucepan, heat olive oil over medium-high heat.
3. Add onions and sweat for 3-4 minutes, stirring constantly.
4. Add leeks, artichokes, fennel, garlic, tomatoes and fennel seeds, and continue to sweat 4-5 minutes.
5. Add white wine and enough water to just cover the top of the mixture.
6. Bring to a boil over medium heat, then reduce heat and continue to cook for 30 minutes.
7. Strain through a fine mesh strainer and heat to reduce by one quarter. Set aside.

Tomato confit ingredients:

- 6 large Roma tomatoes, peeled
- 1 oz. picked fresh thyme
- 6 cloves of garlic, finely diced
- 4 oz. extra virgin olive oil
- Sea salt and fresh ground pepper to taste

Tomato confit steps:

1. Preheat oven to 400 degrees.
2. Split peeled tomatoes in half (tip: to peel, cut a small cross-hatch slit in bottom of each tomato and immerse in boiling water for 30-40 seconds, then immerse in ice water and peel away skin), cut side down, in a flat sauté pan. Sprinkle tomatoes with chopped thyme and garlic, and season with salt and pepper. Coat with olive oil and place pan in preheated oven to roast until tomatoes begin to soften (usually 6-8 minutes).

3. Remove and set aside. (Here's another tip: save the remaining liquid from the confit process and use it to toss with your favorite pasta or vegetable. Good stuff.)

Snapper ingredients:

- 4 six-ounce Gulf red snapper filets
- 3 oz. extra virgin olive oil
- 12 halves of tomato confit (see directions)
- 2 zucchini (sliced on a bias)
- 2 oz. julienne fennel bulb
- 2 oz. julienne roasted and peeled red peppers
- 1 oz. leeks (white part only, bias cut)
- 8 oz. artichoke-fennel nage (see directions)
- 1/2 oz. basil-infused olive oil
- 2 tablespoons chiffonade-chopped basil
- 2 tablespoons fresh ground pepper
- 2 tablespoons kosher salt
- 2 tablespoons fines herbs*

* Admittedly, the *Disney Files* staff didn't know exactly what "fines herbs" were. Turns out they're typically a pre-mixed blend of chopped aromatic herbs, such as parsley, chervil, tarragon and chives.

Snapper steps:

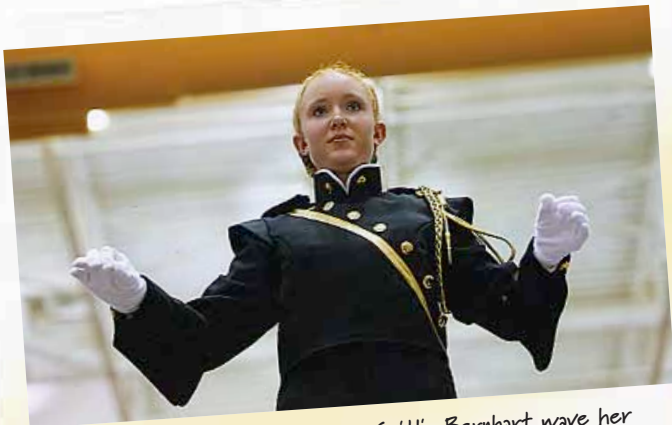
1. Season fish with a bit of extra virgin olive oil, fresh ground pepper, kosher salt and fines herbs.
2. Sauté fish, beginning with skin side down, pressing down firmly with a spatula for the first 10 seconds to prevent curling.
3. Once skin is cooked crisp, turn and cook other side for about 20 seconds.
4. Transfer fish to a 350 degree oven and roast for 4-6 minutes until firm to the touch.
5. While the fish is roasting, blanch zucchini in salt water (blanching involves boiling vegetables briefly and then chilling them in ice water before reheating) and then sauté in 1/2 oz. of extra virgin olive oil. Season to taste.
6. Fan zucchini around plate and top with three confit tomato halves.
7. Sauté fennel in 1 oz. extra virgin olive oil over medium heat for 4-5 minutes until translucent. Add leeks and continue to cook for 1-2 minutes. Add roasted pepper and mix thoroughly. Season with salt and pepper.
8. Place this fennel mixture in center of plate between tomatoes and zucchini.
9. Top with roasted fish and ladle nage over top. To finish, sprinkle basil chiffonade around plate and drizzle with basil-infused olive oil.
10. Enjoy!

Perk alert: Flying Fish Café is offering a special 10 percent discount to Disney Vacation Club Members through July 31, 2008. The offer is valid for seatings between 5:30 and 6:30 p.m., or 9 and 10 p.m., daily, excluding major U.S. holidays. The discount doesn't apply to alcohol, tax or gratuity. Call Member Services for reservations.

Fridge-o-Fame

A refrigerator is more than just a place to keep the eggs. It's a place of family honor, a surface on which to display glowing report cards, treasured award certificates and kids' well-intentioned drawings of space aliens. Like a proud parent, *Disney Files Magazine* celebrates the achievements of Members and their families here on the "Fridge-o-Fame."

DVC



Making waves: Whenever you see Caitlin Bernhart wave her arms, you know good things are happening. Caitlin, part of the Bernhart family of Indiana, Members since 2000, waved to an applauding crowd after winning the talent portion of her local Junior Miss Scholarship competition with a flute solo. Caitlin is an accomplished musician, who also waves her arms as a high school drum major, helping lead her band to a record-setting sixth consecutive state championship. Next up for Caitlin is Butler University, where she'll use her scholarship winnings to pursue a degree in music therapy.

In other Member news...

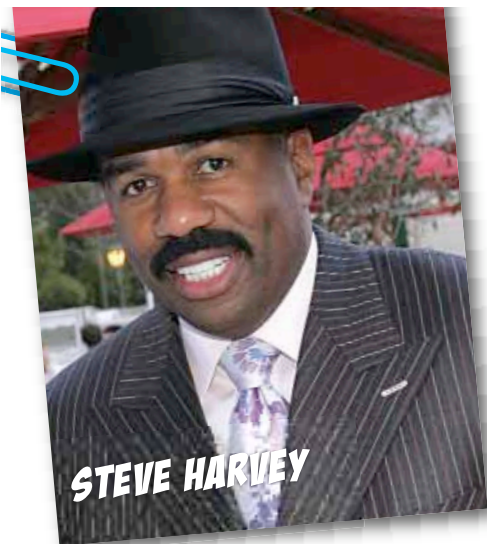
Rick Vazquez of New Jersey, Member since 1996, has debuted his real estate investment book *The Pizza Delivery Millionaire*, available at www.amazon.com and other online outlets.

Mike Grande of New York, Member since 2007, has released *My Dash Between the Numbers*, an instrumental rock album inspired by his life's journey. Learn more about the album online at www.GrandeLand.com.

Television producers selected 12-year-old **Kyle Cote**, part of the Cote family of Massachusetts, Members since 2006, to compete in a kids' edition of the popular quiz show "Jeopardy."

High school student **Joseph Zarrella**, part of the Zarrella family of Rhode Island, Members since 1998, has achieved the ranking of Eagle Scout with the Boy Scouts of America, a level attained by less than two percent of scouts.

Honor your family: Share *your* family's achievements! Maybe your kid isn't a record-breaking drum major, but perhaps someone in your family won a bake-off, science fair or international mime-athon. No accomplishment is too small (or odd) for consideration. Send your family's news to *Disney Files Magazine's* Fridge-o-Fame, Disney Vacation Club, 200 Celebration Place, Celebration, FL 34747. (Submissions become property of Disney Vacation Club and will not be returned.) When sending your submission, please sign and include our release form for each person pictured. For your convenience, the form is available in the download center of your Member Web site at www.dvcmember.com/releaseform.



FRIENDLY CHATTER

the happiest interviews on earth

Steve Harvey may appear most at home on stage in a comedy club or behind the mic as the host of his nationally syndicated radio show (“The Steve Harvey Morning Show”), but the entertainer is starting to feel pretty comfortable around the house of mouse. Harvey has taken his radio show on the road for multiple live broadcasts from Disney Vacation Club Resorts and earlier this year launched “Disney’s Dreamers Academy with Steve Harvey,” designed to fuel the professional dreams of high school students through unprecedented access to *Walt Disney World*® leaders and operations. *Disney Files Magazine* caught up with the dynamic dream maker during his recent broadcasts from Disney’s Animal Kingdom Villas.

Disney Files: Your family is here with you this week. What do they think of the place?

Harvey: We’ve had the good fortune of visiting many Disney Vacation Club Resorts, and my family will be quick to tell you that this is their favorite. I sat on my balcony on Saturday morning drinking coffee, and I stayed there for two-and-a-half hours just looking at the animals. Where else am I going to do that? And of course, the accommodations are great, and the Disney people really take care of you.

DF: You’ve exposed a lot of people to Disney Vacation Club through your radio show. What has the reaction been?

Harvey: Once my listeners understand the product, they get the value, they appreciate the prestige and they love the flexibility. Their response has been tremendous. They start dreaming about vacations they may have never even considered.

DF: How about you? Any unfulfilled vacation dreams?

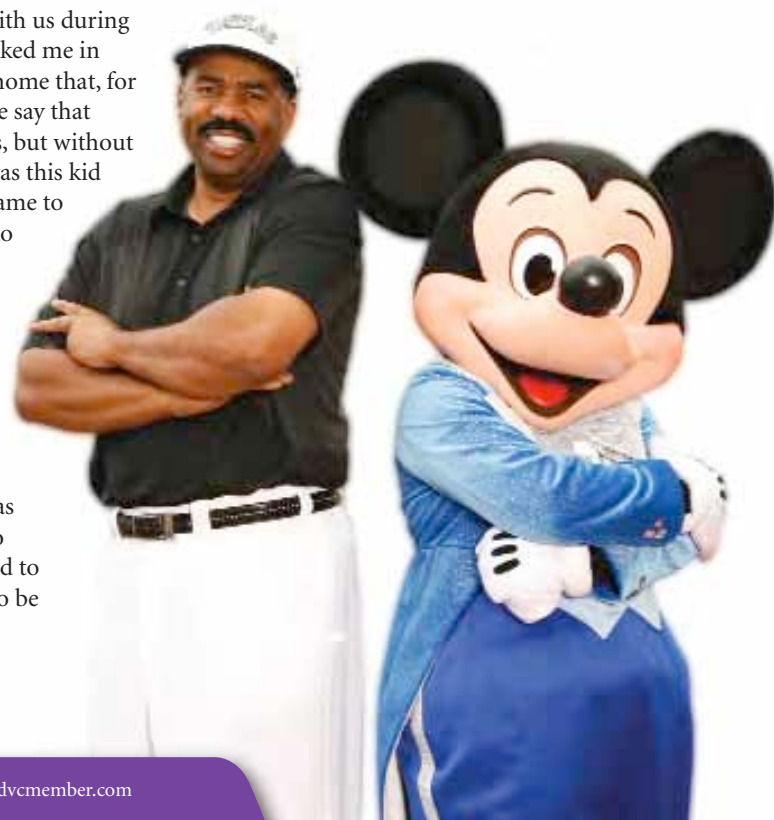
Harvey: Australia and Dubai. Those are two places I’d absolutely love to visit someday. My wife wants to go to London, Paris, Spain, Austria, Switzerland, but for me, it’s Australia and Dubai. So we have some big dreams.

DF: Speaking of dreams, your leading role in Disney’s Dreamers Academy has fueled big dreams in some incredible kids. How have their stories touched you?

Harvey: While I was fascinated by every dream the kids shared with us during the interview process, I was most struck by a young man who looked me in the eye and said that he didn’t have any dream at all. It really hit home that, for some people, just having a dream to begin with is a luxury. People say that education is the most important component of a person’s success, but without the dream, you have no reason to pursue an education. So here was this kid who lives in a shelter without parents and without a dream. He came to the Dreamer’s Academy, not to learn more about his dream, but to find one. After spending this time with Disney leaders and exploring this amazing place, he came to me and said, “Mr. Harvey, I’ve got about five dreams now. I need to figure out which one to pursue, but at least now I know I’m going to be something.”

DF: Really puts things into perspective.

Harvey: Absolutely. I had someone inspire my dreams when I was young, and it’s exciting to do that for these kids. I’m so grateful to Disney for helping me make this happen, and I’m looking forward to inspiring more dreams in more kids in the future. It’s a blessing to be part of this.



NOTEWORTHY

good to know before you go

Surf freely: Based on Member feedback, Disney Vacation Club will discontinue the daily charge for wired high-speed Internet access for Members staying at Disney Vacation Club Resorts at the *Walt Disney World*® Resort, effective May 4, 2008. Guests renting Disney Vacation Club accommodations will continue to pay the daily rate for access, and high-speed Internet access charges will still apply to Members staying at non-Disney Vacation Club Resorts. In related news, plans call for wireless service to debut inside vacation homes at Disney's Vero Beach Resort and Disney's Hilton Head Island Resort sometime this year. Watch for more details online at www.dvcmember.com.

Animal acclimation: As the development of Kidani Village continues at Disney's Animal Kingdom Villas, crews are preparing to complete the new savanna and acclimate the animals to the new environment. To accommodate this important process, animals aren't scheduled to be on Sunset Savanna from Jan. 15-April 15, 2009. Members and Guests who reserve a savanna-view room during this time will be advised of this process, and confirmations for those bookings will include a notation to that effect. Approximately 30 days prior to arrival, the resort will determine, based on occupancy and booking date order, which Members will be assigned to a Sunset Savanna-view room. Affected Members will be notified and, after their stay, those Members will receive a Vacation Point credit reflecting the difference between a savanna view and standard view. As a reminder, animals on the other savannas can be viewed from multiple public locations at the resort.

Turtle time: Disney's Vero Beach Resort Members and Guests may call the Caribbean Conservation Corporation at (800) 678-7853 to book sea turtle walks and presentations taking place at the nearby Archie Carr National Wildlife Refuge on Monday evenings in June and July. In related news, Sonya's Restaurant will

host weekly "Culinary Safari" dinners on select nights in June and July, featuring conservation presentations, a unique dinner menu and a special gift. To learn more, call (772) 234-2180.

Secret Star treatment: Hannah Montana fans can transform into "secret stars," thanks to a new Secret Star makeover available exclusively at the *Downtown Disney*® Marketplace location of the Bibbidi Bobbidi Boutique at the *Walt Disney World* Resort. Call (407) WDW-STYLE (939-7895) for reservations.

Captain's Grille: The Yacht Club Galley at Disney's Yacht Club Resort has become Captain's Grille, a casual breakfast, lunch and dinner American grill.

Puttin' on the Rix: Rix Lounge, a Spanish- and Mediterranean-inspired lounge featuring contemporary décor, a full bar and light food offerings, is now open at Disney's Coronado Springs Resort at the *Walt Disney World* Resort.

Pool hopping: As a reminder, pool hopping isn't available at Uzima Pool or leisure pools at Disney's Animal Kingdom Lodge or Stormalong Bay and leisure pools at Disney's Yacht & Beach Club Resorts. Due to expected high occupancy, pool hopping won't be available at any *Walt Disney World* Resort hotel May 23-26, June 28-July 5, Aug. 29-Sept. 1 and Nov. 24-30, 2008, and Dec. 14, 2008-Jan. 4, 2009. Please remember that the pool-hopping perk is available only to Members staying at an eligible Disney Vacation Club Resort. Complete details about this perk are available in *Portable Perks* and at www.dvcmember.com.

Condo meeting: A single 2008 condominium association meeting for all Disney Vacation Club Resorts will take place on Dec. 9 at the *Walt Disney World* Resort. Watch www.dvcmember.com for more details.



WEB-FOOTNOTES

It's easy to get lost on the information superhighway, so *Disney Files* Magazine zeros in on the coolest stuff (in our not-so-humble opinion). Here's our pick for the best site we've seen since the last time we wrote this column.

www.toystorymania.com—Can't wait for your next *Disneyland*® or *Walt Disney World* vacation to get swept up in Toy Story Mania!? Fear not, Web surfers. The good folks at Walt Disney Parks and Resorts Online have you covered with this playful site dedicated entirely to the immersive new attraction. Packed with videos, images and a few surprises, this just may be the most "Buzz"-worthy site in cyberspace.

PHOTO FILES

memories worth a thousand words



Where's *my* ring? I've been seeing the same mouse for 80 years!

WITH THIS RING

Clayton Howard of Texas, Member since 2003, recruited a cast of characters at the Liberty Tree Tavern at the Magic Kingdom® Park to help him propose to his girlfriend, Amanda. She responded with an enthusiastic "yes," avoiding an awkward moment for everyone.



If dreams really *do* come true, that cat is toast.

DOG GONE

Bosco, part of the Garastik family of Indiana, Members since 2006, claims a Disney Vacation Club pillow as his new happy place.

It's *Captain* Jack Dates!



PINT-SIZE PIRATE

Jack Dates, part of the Topinka family of New Jersey, Members since 1998, blends seamlessly into the queue area of the Pirates of the Caribbean attraction at the Magic Kingdom Park.

I do believe I look just like Elvis.



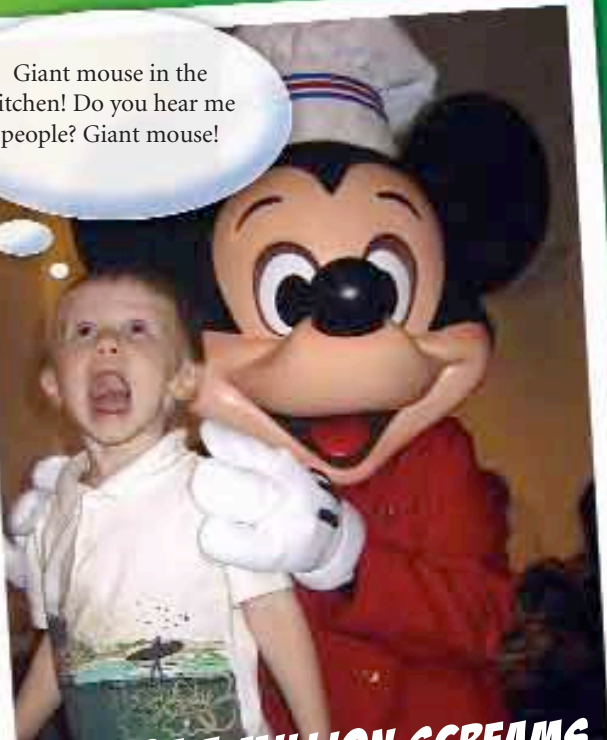
SPEC-TACULAR

The Ervins of North Carolina, Members since 2003, look downright trendy in their 3-D specs.

KIDS ARE CHARACTERS

Smiling kids are cute, but funny faces really get our attention.

Giant mouse in the kitchen! Do you hear me people? Giant mouse!



YEAR OF A MILLION SCREAMS

Ethan Ryno, part of the Ryno family of Delaware, Members since 2003, has an extreme reaction to his first meeting with the big cheese at Chef Mickey's at Disney's Contemporary Resort.

I hope Mom brought another diaper!



UNBEARABLE

Ryan Lawrence, part of the Fream-Lawrence family of Michigan, Members since 2000, has never seen anything more startling than this silly old bear.

SHARE YOUR MEMORIES

Send your vacation photos to *Disney Files Magazine*, Disney Vacation Club, 200 Celebration Place, Celebration, FL 34747.

Submissions become property of Disney Vacation Club and will not be returned.

Remember to include your name, hometown and "Member Since" year so the staff can credit you with the submission. Also remember to sign and include our release form for each person pictured. The form is available in the download center of your Member Web site at www.dvcmember.com/releaseform.

Tip: Photos that tell a story have the best chance of getting into the magazine. So look for your best tight, candid shots that focus more on people than places.



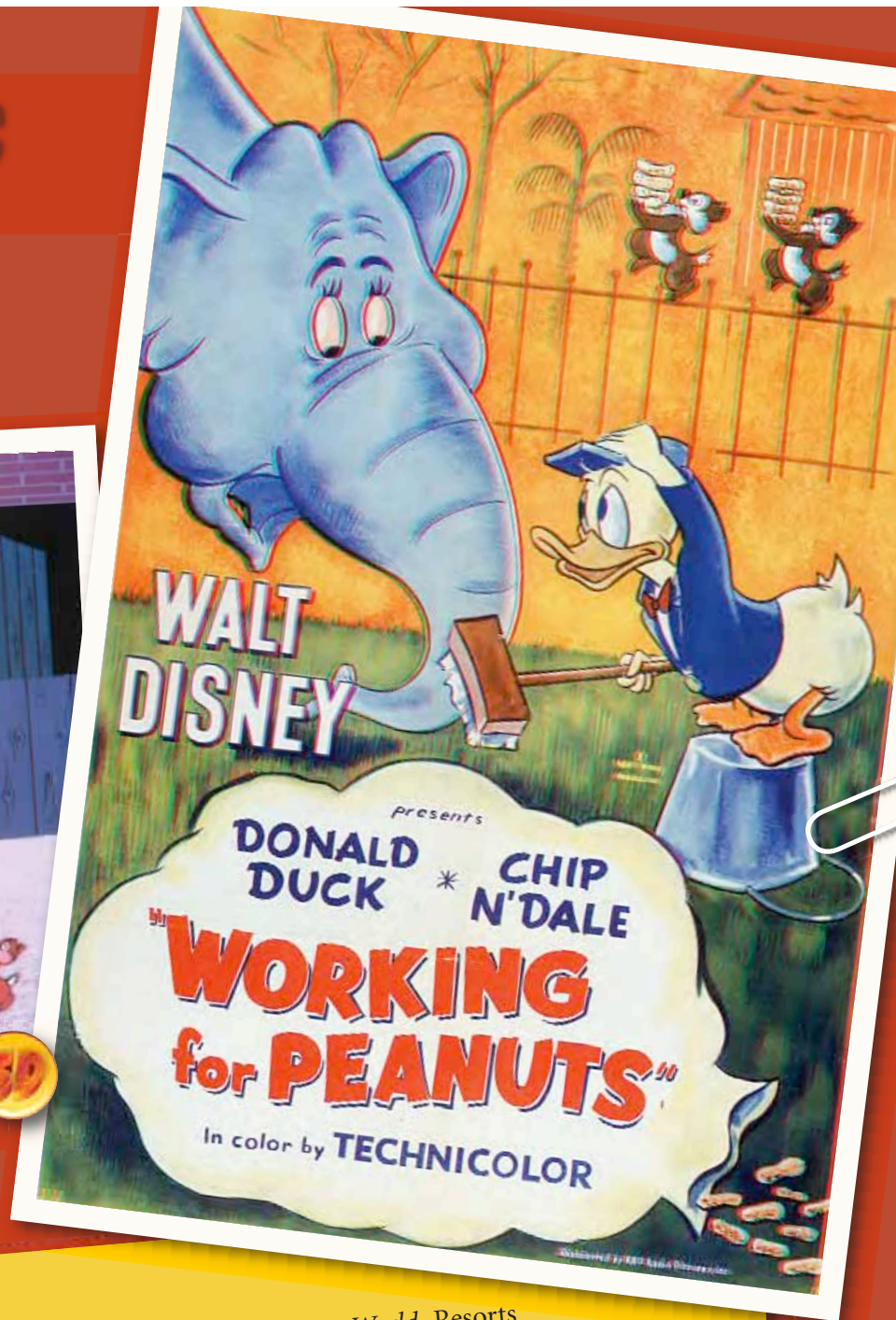
FAITH-FUL FRIEND

Faith Falkowitz, part of the Falkowitz family of New Jersey, Members since 2006, finds a tongue-wagging twin in Mickey's best buddy.

The whole princess thing is pretty and all, but *this* is a character I can relate to!

BACK FILES

Disney through the
rear-view mirror



The opening of Toy Story Mania! at the Disneyland® and Walt Disney World® Resorts builds on a rich tradition of 3-D filmed entertainment in Disney Theme Parks. That tradition dates back to 1956, when Walt Disney first presented the 3-D Donald Duck cartoon “Working for Peanuts” and other titles as part of a 27-minute attraction called 3-D Jamboree at Disneyland. The toon later played at the Magic Kingdom® Park in Florida as part of the pre-show for Kodak’s “Magic Journeys” attraction, and more recently in neighborhood movie theaters with the Disney Digital 3-D presentation of Walt Disney Pictures’ *Meet the Robinsons*.