



# Disney FILES MAGAZINE

SUMMER 2018 · VOLUME 27 · NUMBER 2



Disney Vacation Club®

# WELCOME HOME



Leaving a Disney Store stock room with a Buzz Lightyear doll in 1995 was like jumping into a shark tank with a wounded seal.\*

The underestimated success of a computer-animated film from an upstart studio had turned plastic space rangers into the hottest commodities since kids were born in a cabbage patch, and Disney Store Cast Members found themselves on the front line of a conflict between scarce supply and overwhelming demand. One moment, you think you're about to make a kid's Christmas dream come true. The next, gift givers become credit card-wielding wildebeest...and you're the cliffhanging Mufasa.

I was one of those battle-scarred, cardigan-clad Cast Members that holiday season, doing my time at a suburban-Atlanta mall where I developed a nervous tick that still flares up when I smell a food court, see an astronaut or hear the voice of Tim Allen.

While the supply of Buzz Lightyear toys has changed considerably over these past 20-plus years, the demand for all things *Toy Story* remains as strong as a procrastinator's grip on Christmas Eve.

Today, with *Toy Story* now a trilogy and a fourth film in production, Andy's toys continue to find new homes at Disney Parks around the world, including new *Toy Story*-themed lands at Disney's Hollywood Studios (pages 3-4) and Shanghai Disneyland (page 22).

As for that upstart animation studio? It's done pretty well for itself, revolutionizing the medium with a consistent string of box-office hits that have made us feel surprisingly comfortable in rat-infested kitchens, monster-concealing closets, a helium-lifted house and even the Land of the Dead. Up next from Pixar is the highly anticipated *Incredibles 2* (page 23), reuniting fans with the heroic family that also inspired the newly re-imagined Incredicoaster at Disney California Adventure Park (page 17) and the "Incredible Summer" unfolding at Walt Disney World Resort (page 18).

This truly is an "incredible" time to be part of the Disney Vacation Club community, and if not for those twitch-triggering memories of 1995, I'd be as excited as an aggressive Mom's kid on Christmas.

Welcome home,

Ryan March  
Disney Files Editor



\*No actual seals were harmed in the forming of this analogy.

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**Editor & Lead Writer:**  
Ryan March

**Design & Production:**  
Andy Crabtree

**Contributors:**  
Dave Bossert  
Jim Korkis

Disney Files Magazine    Disney Vacation Club    P.O. Box 10350    Lake Buena Vista, FL 32830

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From the U.S.: call (800) 800-9800 or (407) 566-3800

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**#DVCMEMBER**



# The cure for the common FOMO

By Ken Potrock, Senior Vice President and General Manager, Disney Vacation Club and Adventures by Disney

I may have celebrated too many birthdays to take up Parkour, be fluent in emoji or become the next “American Idol,” but I’m still young enough to understand what “kids today” mean by “FOMO.”

The “fear of missing out” is as common a phobia as those involving heights, spiders, confined spaces or the absence of Wi-Fi. And you don’t have to be a millennial to feel it. FOMO strikes whenever we think about places we wish we could visit, hear about parties we wish we could attend or – for Cleveland Browns fans like me – see trophies we wish our team could hoist while we’re still alive to buy the commemorative T-shirt.

The reason I bring up FOMO is that, while families cite many reasons for their decision to become Disney Vacation Club Members, the overwhelming majority tell us that what they’ve loved most since joining our magical community is knowing they’ll never miss out. For these Member families, Disney Vacation Club has become the cure for the common FOMO.

Among the best illustrations of our community’s power to turn “I wish” into “I will” are reader comments beneath posts on the Disney Parks Blog. Take a look at the remarks that follow most any post that reports on a future Disneyland or Walt Disney World development without stating an

opening date, and you’re likely to find numerous comments from traditional guests indicating various levels of FOMO, from “fingers crossed that this opens in time for our upcoming vacation” to the more angst-ridden “my kids will be devastated if this opens after our visit.”

Now look for the more relaxed comments – the ones saying “so excited to see this” or “sounds like this will become one of our family’s new favorites.” I’d be willing to bet that most of those stress-free comments come from Disney Vacation Club Members, who know that, no matter when a new development debuts, they’ll experience it on an upcoming trip “home.”

So as you read in the pages ahead about everything from Toy Story Land and Wine Bar George at Walt Disney World Resort (see page 10 for details about weekly Member wine-tasting events at Wine Bar George) to the Incredicoaster (page 17) and Splitsville at Disneyland Resort (see page 10 for details about Splitsville’s Member nights in California, joining the luxury lanes’ existing Member nights in Florida), all of us at Disney Vacation Club are delighted to know that you’ll do so free of FOMO. Because to “Stay Magical” year after year is to feel less 😞 and more 😊. (I think I’m getting the hang of this whole emoji thing.)



*Membership Magic is feeling less this...*



*...and more this!*

# TOY STORY LAND

**Walt Disney World Resort:** Growing up can be a bit of a bummer, evidenced by the millions of moviegoers who fought back (or shamelessly shed) tears during that gut-wrenching Sarah McLachlan song in *Toy Story 2*. No more space travels from your bedroom. No more taming the Wild West with pull-string playmates. And no more lunches from hinged boxes emblazoned with officially licensed movie characters. Fortunately, we have Disney Parks, where age is just a number and growing up isn't necessary (and where officially licensed movie characters are omnipresent).

Building on that enduring legacy of perpetual play is Toy Story Land, opening on June 30 at Disney's Hollywood Studios. Shrinking to the size of toys in Andy's 11-acre backyard, guests will twist and turn through **Slinky Dog Dash**, whirl and twirl aboard **Alien Swirling Saucers**, toss and shoot through **Toy Story Mania!**, and eat and drink at **Woody's Lunch Box**, all while telling their inner-adult to go sit in the corner. Disney Vacation Club Members, of course, are likely to add their own little game to the mix, wearing the imaginary cape of Captain Smarty Pants while showering their impressive knowledge upon anyone within earshot. Here to aid you in that ageless mission are some super-smart things you can say to those fortunate enough to be near you...

**While approaching Slinky Dog Dash, a coaster for the whole family that stretches throughout the land, twisting Slinky Dog's coils around curves, hills and drops, you tell a friend, relative or perfect stranger...**

A Naval engineer named Richard James was developing instrument-stabilizing springs for ships in 1943 when one of his springs fell from a shelf and appeared to step down a stack of books and onto the floor. That was the spark of inspiration for the first Slinky toy, which found early sales success at a Philadelphia department store in 1945, enjoyed a broader debut at the 1946 American Toy Fair and – hundreds of millions of sales later – was inducted into the National Toy Hall of Fame in 2000. The Slinky Dog became an extension of the popular toy in 1952 and was updated by Pixar filmmakers for 1995's *Toy Story*. Richard James' wife, Betty, credited with naming the original spring toy "Slinky" (a word meaning "graceful in movement"), reportedly said of the Pixar update, "The earlier Slinky Dog wasn't nearly as cute as this one."



**While approaching Alien Swirling Saucers, where you'll climb into a toy rocket, hang on as the little green guys lead the way and, if you're lucky, be "chosen" by the claw, you tell someone...**

Pop-culture historians trace the origins of arcade claw games to early-20<sup>th</sup>-century images of steam shovels excavating the Panama Canal. The public's fascination with those envelope-pushing images inspired steam-shovel-themed candy dispensers that later evolved into the toy-prize-filled games we know today. Among the most successful early models of the claw game was the "Miami Digger," which debuted in 1932 with rolls of coins as prizes.



While approaching the established hit Toy Story Mania! attraction through its new entrance in Toy Story Land, you enlighten someone with...

Royal courts of the Renaissance period are said to have been the backdrop for the first "carnival games," which typically involved card tricks.



While enjoying a meal at Woody's Lunch Box, where the Toy Story gang is dishing out tasty treats for honorary toys, you feed someone's craving for knowledge with...

The first licensed-character lunch box debuted in 1935. The character? Mickey Mouse.

Toy Story characters ©Disney/Pixar



SEE PAGE 22 FOR  
DETAILS ABOUT THE  
RECENTLY OPENED  
TOY STORY LAND AT  
SHANGHAI DISNEYLAND.

# one on one



WITH DISNEY LEGEND KURT RUSSELL

While the *Disney Files* staff tends to struggle with math, we don't need an abacus to conclude that Disney Legend Kurt Russell has starred in more Disney films than anyone on Earth. Debuting in 1966 with *Follow Me, Boys!*, Russell became a Disney staple in the '60s and '70s with films like *The One and Only Genuine Original Family Band*, *The Horse in the Gray Flannel Suit*, *The Computer Wore Tennis Shoes*, *The Barefoot Executive*, *Now You See Him Now You Don't*, *Superdad*, *Charley and the Angel* and *The Strongest Man in the World*. The decades that followed would see Russell return to the studio to voice grownup Copper in the 1981 animated classic *The Fox and the Hound*, and star in everything from 2004's *Miracle* to 2005's *Sky High* to 2017's *Guardians of the Galaxy Vol. 2*.

When not building his Disney legacy on screen, Russell is building his personal legacy in the world of fine wine. The actor-turned-winemaker is deeply involved with every stage of production of his GoGi Wines (pronounced Goe-Gee and named with a nod to Russell's childhood nickname), working in partnership with Ampelos Cellars in Santa Rita Hills, Calif., to produce award-winning wines that are organically and biodynamically farmed, and sustainable in practice. (Learn more at [GoGiWines.com](http://GoGiWines.com).)

*Disney Files* Magazine Editor Ryan March sat down with the multitasking Disney Legend to discuss everything from his approach to winemaking to his personal memories of Walt Disney.



A young Kurt Russell at Disneyland Park

**Ryan:** What I love about the name GoGi Wines is that you could've very easily taken the path of calling this "Kurt Russell Wines." There are a lot of celebrities who have their name on wines, and many of them aren't really serious winemakers ... I think that speaks to how serious about winemaking you intended to be from the beginning.

**Russell:** There's nothing wrong with [just licensing your name] per se. I just had no interest in that. I was interested in learning how to make wine ... The journey there becomes the fun part of it ... With wine, you're very much putting yourself into that bottle. And the reason I say that is ... hopefully someone's going to have some night with someone special, and I'm a part of it. I'll never meet them. I'll never talk to them. I'll never know them. But I'll be there with them. I will be part of that experience.

**TRIP TIP:** Look for Kurt Russell's GoGi Wines at a variety of fine Disney restaurants, including Citricos, Flying Fish, Le Cellier Steakhouse, The Hollywood Brown Derby and Victoria & Albert's at Walt Disney World Resort; Markham's at Golden Oak; and Club 33, Napa Rose, Carthay Circle, 1901 Lounge and Steakhouse 55 at Disneyland Resort.

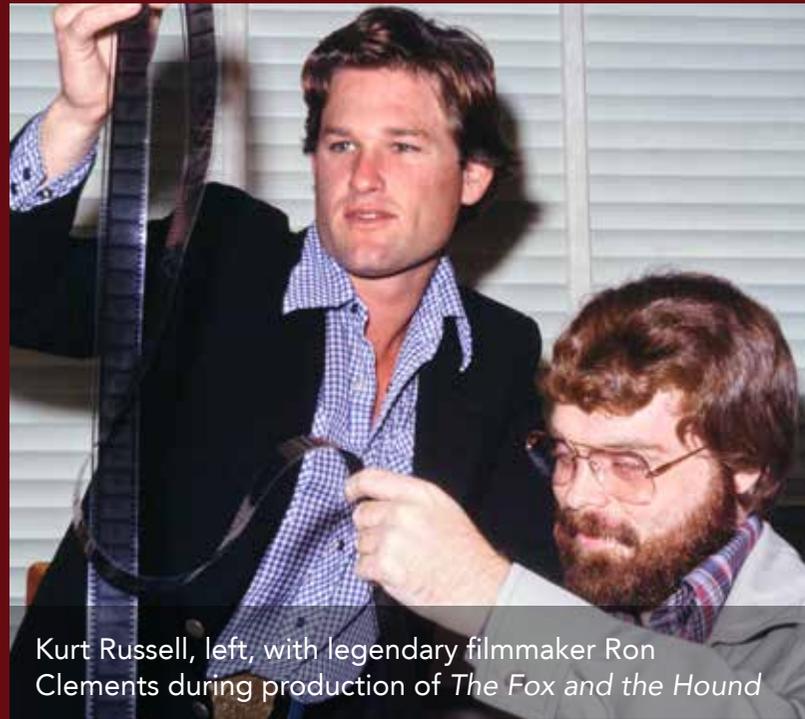
# Disney LEGENDS

Because of that, I want it to be not only great; I want it to be unique and special ... I feel that way about these wines.

**Ryan:** You sought advice from friends before you got into the wine business, and one of those was fellow Disney Legend (and winemaker) Fess Parker. What do you remember him telling you?

**Russell:** Well Fess was very tall, so I remember him saying, "Grow taller." I just really liked Fess Parker ... We had lunch together on the terrace [of Parker's vineyard home], and during the course of the conversation, I was just so impressed by how much he was enjoying life with what he was doing there ... So we started talking about wine, and as we were leaving, he said, "Kurt, I think you're not just *interested* in wine. I think you have a passion for it, and you should pursue that." It kind of scared me, because here's a man I had a lot of respect for, who I knew respected me. And when that happens between two people who respect each other, you don't feel obligated in a bad way, but you feel challenged in a good way. And if you don't follow through with it, it's not that you're letting *them* down, but you're letting the opportunity that they were realizing you had potential in – you're letting *that* down.

**Ryan:** Fess Parker's wines, like your wines, are part of what we call the Disney Family of Wines, which you'll see on a lot of fine Disney restaurant menus ... with each vineyard having a special connection to Disney. Your connection to Disney began with the film *Follow Me, Boys!* with Fred MacMurray, another fellow Disney Legend and winemaker. That film came out in 1966, which was the last year of Walt Disney's life. What do you remember about your interactions with Walt?



Kurt Russell, left, with legendary filmmaker Ron Clements during production of *The Fox and the Hound*

**Russell:** A lot, actually ... We played ping pong together a lot ... We had a casual and respectful relationship ... I wasn't brought up by people who believed you [blindly] respect your elders ... [I was taught that] if they earn your respect, you give it to them. Walt Disney was a lot like my grandfather, and I *really* respected my grandfather. I got to watch movies with him. He took me into his office. He would talk to me and say, "You know, Kurt, I know you're going to be a ballplayer, but if there are reasons that doesn't work out," which he was right about, injuries being among them, "this is a business I think you might like to be in." And he talked to me about script, [story] arc, character arc ... real interesting conversations that I didn't fully appreciate at the time ... Did I have the opportunity to be around a genius and not know it? Of course. That was fantastic.

Watch an extended version of this interview, including Russell's recollection of his interaction with Walt Disney after leaving a set early to play baseball, on *Disney Files On Demand*, an evolving array of Disney Vacation Club-produced video programs available for viewing anytime at [disneyvacationclub.com/disneyfiles](http://disneyvacationclub.com/disneyfiles).

Disney  
**FILES**  
ONDEMAND

# A place to play the Pixar way

## Pixar Play Zone now open at Disney's Contemporary Resort

**Walt Disney World Resort:** Whether they're learning the ropes of the Wild West or what it takes to become a Space Ranger, racing for the Piston Cup or busting out their most "Incredible" dance moves, kids are embarking on adventures with some of their favorite playmates in the new Pixar Play Zone, now open at Disney's Contemporary Resort.

Designed exclusively for young guests ages 4-12, Pixar Play Zone transports kids to the worlds of

*Toy Story*, *The Incredibles*, *Cars* and more in a lively, supervised setting.

*Toy Story*-inspired fun awaits in Bonnie's Play Room, home to a wide range of toys, as well as in the Living Room, where a Space Ranger trains young recruits to become Jr. Space Rangers of Star Command, and where Woody and Jessie lead the song-filled "Woody's Roundup."

At the nearby Radiator Springs Racetrack, kids build their own cars before sending them down a soapbox derby-style track in pursuit of the Piston Cup.

And during the Incredible Dance Party, Bob and Helen Parr (better known as the heads of the *Incredibles* household) join a party host to teach kids a few moves on the dance floor.

Kids also enjoy Pizza Planet arcade games, dinner and dessert during their visit.

Pixar Play Zone programming runs from 6-10:30 p.m. (check-in begins at 5 p.m.), and the cost is \$65 plus tax per child. (Note that each child must be fully toilet trained and that parents must be present at check-in and check-out.)

**Call Member Services for reservations.**





# Very Important Dates

While [disneyvacationclub.com](http://disneyvacationclub.com) is your most comprehensive source for information about the veritable wonderland of Member gatherings, celebrations and other special events\* on our community calendar (browse events, sort by destination and more on the site's Event Calendar, located under the Plan Vacations tab), *Disney Files Magazine* is pleased to highlight a few of these very important dates. Check the aforementioned Event Calendar for details, updates, pricing, registration information and more.

\*With the exception of the Condominium Association Meeting, the events listed here are considered "Membership Extras," and eligibility restrictions apply. For details, please see the important information at the bottom of page 1.

## Walt Disney World

- **July 3:** Disney Vacation Club Independence Day Dessert Party, Disney's Contemporary Resort
- **July 16 and Aug. 15:** Disney Vacation Club Moonlight Magic at Epcot\*\* (Booking began June 6 for Members with resort reservations on the event dates. Pending availability, booking opens for all Members June 20.)
- **Sept. 19 and 26, and Oct. 3:** Disney Vacation Club Moonlight Magic at Disney's Hollywood Studios\*\* (Booking begins Aug. 30 for Members with resort reservations on the event dates. Pending availability, booking opens for all Members Sept. 13.)
- **Oct. 31:** Disney Vacation Club Halloween Party, Disney's Contemporary Resort
- **Nov. 22:** Disney Vacation Club Thanksgiving Dinner, Disney's Contemporary Resort
- **Dec. 13 Condominium Association Meeting:** Watch [disneyvacationclub.com](http://disneyvacationclub.com) for time and location details for the annual condominium association meeting for all condominium associations, now scheduled to take place on Dec. 13 at Walt Disney World Resort. Also note that, as part of its commitment to conservation, Disney Vacation Club offers Members the option of receiving email communications from their condominium association(s) instead of traditional mail. Simply update your contact preferences online at [disneyvacationclub.com](http://disneyvacationclub.com). (Look for the Condo Association News section within the My DVC Membership tab.)
- **Dec. 24:** Disney Vacation Club Holiday Dinner, Disney's Contemporary Resort
- **Dec. 30:** Disney Vacation Club New Year's Eve Eve Party, Disney's Contemporary Resort

\*\*Please note that, in order to allow as many Members as possible to enjoy Moonlight Magic, only one event date for each participating park will be available per Membership.

## Disneyland<sup>RESORT</sup>

- **Oct. 31:** Disney Vacation Club Halloween Party, Disney's Grand Californian Hotel & Spa
- **Nov. 15:** Disney Vacation Club Moonlight Magic at Disney California Adventure Park (booking begins for all Members Oct. 4)
- **Dec. 24:** Disney Vacation Club Holiday Dinner, Disney's Grand Californian Hotel & Spa

*Stay up to date at [disneyvacationclub.com](http://disneyvacationclub.com)*

Dates and details subject to change. Check the Event Calendar online at [disneyvacationclub.com](http://disneyvacationclub.com) before your next vacation for details about a wide range of ongoing Member events at both Disneyland Resort and Walt Disney World Resort.

# MEMBERSHIP EXTRAS *part of*



Disney Files Magazine is pleased to highlight select Membership Extras available as part of Membership Magic. For a more comprehensive look at available extras, visit [disneyvacationclub.com](http://disneyvacationclub.com) (My DVC Membership, Member Benefits & More).

## Reunion Station now open at Disney's Wilderness Lodge

Reservations for workshops, private-lounge access available through Member Services

**Disney's Wilderness Lodge:** As reported in the spring edition of *Disney Files Magazine*, Reunion Station at Disney's Wilderness Lodge is flexibly designed to serve Members both as a private lounge with foods and beverages, and as a center for special paid workshops and activities, depending on the time of day.

Now open in what appears to be a repurposed railroad station at the edge of Bay Lake, Reunion Station offers a series of paid workshops each week. Available for booking by any eligible Member,\* these workshops currently include the **"Disney Vacation Club Beverage Tasting Series"** (a rotating series of beverage-tasting seminars created exclusively for those ages 21 or older, pairing small-plate foods with "Speak Easy Craft Cocktails" or "New World Wines") on Mondays, **"Phone Photography"** (sharing tips and tricks for taking the best phone-camera vacation photos) on Tuesdays and **"Animation 101"** (a rotating series of animation classes typically led by Disney animator Todd Bright, whose credits include work on *The Hunchback of Notre Dame*, *Mulan*, *Tarzan*, *Lilo & Stitch* and *Brother Bear*) on Thursdays.

Each workshop is priced at \$40 a person (inclusive of tax and gratuity) and limits party sizes to a maximum of four people, including the Member.

Participants younger than 18 must be accompanied by a paying, participating parent or guardian.

Beyond the individually paid workshops, Reunion Station serves as a food-and-beverage-inclusive lounge available as an add-on option for Members staying in any Disney Vacation Club accommodation type at Boulder Ridge Villas or Copper Creek Villas & Cabins at Disney's Wilderness Lodge (this option is available only for the entire length of stay and for every member of the traveling party). Members who add this option, priced at \$50 a night for adults and \$33 a night for kids ages 3-9, enjoy exclusive access to Reunion Station from 7-10 a.m. daily – enjoying pastries, fruits, cereals, oatmeal, juices and more during those hours – and from 4-10 p.m. nightly, with wine, beer, cheeses, salads, soups, desserts, crudité, hot items and more served during the first two evening hours. (Editor's note: The spring edition of *Disney Files Magazine* reported initial plans for 4-6 p.m. private-lounge evening hours. Those hours have since extended to 4-10 p.m.)

Call Member Services for Reunion Station workshop details and reservations, or to add Reunion Station food-and-beverage lounge access to your vacation plans.

\*See important eligibility information at the bottom of page 1.



Learn tips for capturing vacation photos on your phone during the "Phone Photography" workshop at Reunion Station.



## Whatever 'strikes' your fancy

New Splitsville Luxury Lanes hosts morning and evening Member events

**Disneyland Resort:** Splitsville Luxury Lanes, already a popular bowling and dining destination at Disney Springs at Walt Disney World Resort, has opened its two-story, 40,000-square foot location in the heart of the Downtown Disney District at Disneyland Resort and, like its Florida counterpart, the California newcomer hosts special-access, all-inclusive events for Disney Vacation Club Members.\*

The **"Member Breakfast and Bowl"** event (Fridays, 8-10 a.m.), pairs bowling with a breakfast buffet for \$40 for adults and \$30 for kids ages 3-9, while **"Member Bowling Night"** (Wednesdays, 6-8 p.m.) includes bowling, a shared appetizer and individual entrée or kid's meal, along with a soda, beer or glass of wine (beer or wine for those ages 21 or older) for \$55 adults and \$45 for kids ages 3-9. (Note that prices don't include tax or gratuity.) Both events include shoe rental, the VIP treatment of a dedicated check-in area (allowing Members to skip the general check-in line) and a commemorative gift.

Learn more about these new Splitsville events at Disneyland Resort, as well as existing Splitsville events at Walt Disney World Resort, online at [disneyvacationclub.com](http://disneyvacationclub.com) (My DVC Membership, Member Benefits & More) before calling Member Services for reservations.

\*See important eligibility information at the bottom of page 1.

## Raise a glass to Membership Magic

New food-and-wine experiences created with Members in mind

**Walt Disney World Resort:** Eligible Disney Vacation Club Members\* are enjoying new food-and-wine experiences at Wine Bar George at Disney Springs and Olivia's Café at Disney's Old Key West Resort.

**Wine Bar George** at Disney Springs, Florida's only Master Sommelier-led wine bar, hosts **weekly Member wine tastings** (Tuesdays, 3:30-5 p.m.) that pair six wine samples with cheese and charcuterie for \$45 a person (maximum of six people in a party), including tax and gratuity. During **monthly wine dinners** (select Wednesdays, 6-8 p.m.), Members join a wine expert (typically Wine Bar George founder and Master Sommelier George Miliotes) for a reception and three-course dinner with wine pairings for \$115 a person, including tax and gratuity.

George Miliotes, one of only 244 Master Sommeliers in the world (by comparison, there are more than three times that many players in Major League Baseball), developed his skills in part at Disney's Contemporary Resort, where he opened California Grill and managed the venue from 1995-2002. More than just lending his name and vision to

Wine Bar George, Miliotes educates his staff and guests full time at the venue, presenting wines in a casual setting inspired by a winemaker's home estate.

At **Disney's Old Key West Resort**, the new wine-tasting experience draws inspiration from the legacy of Olivia Farnsworth, legendary founder of Olivia's Café.

According to our friends at Walt Disney Imagineering, aromas of Olivia's home cooking drew growing numbers of visitors from downtown Conch Flats (the setting of Disney's Old Key West Resort), prompting her to multiply her recipes, add tables to her dining room and seat guests on her porch before ultimately making the place an official restaurant.

Each Sunday from 3-4 p.m., as many as 20 Members (ages 21 or older) explore the legend of Olivia and the resort that surrounds her namesake restaurant while enjoying wines paired with small-bite foods. The price of \$30 a person includes tax and gratuity.

\*See important eligibility information at the bottom of page 1.



**Call Member Services for reservations for these new Membership Magic experiences at Wine Bar George and Disney's Old Key West Resort.**



# my DISNEY HOME

*Where Members Live*



Disney Files Magazine proudly presents photos and stories from Members who have made Disney part of their home decorating. This edition's submission comes from the Zborowski family of Idaho, Members since 2012.

For years, the Zborowski family's annual Disneyland experience ended with a recurring fantasy: stowing away in the park by hiding in the treehouse. It was a fantasy that sparked a frequent question from their two sons during those 14-hour drives home from Anaheim to Boise: "When are you going to build us a treehouse?" Fulfilling that wish in 1978, Michael Zborowski built an enviable arbor abode that began a 40-year quest to bring Disney magic home. During that time, the family has added a Disneyland-inspired Frontierland gazebo and Harbour Galley-style crab shack, a Disney's Animal Kingdom-inspired Tibetan retreat, and such Epcot World Showcase salutes as an English Tudor greenhouse, a French cottage and a German guild house with a Chinese seating area – all created with a heavy emphasis on reclaimed material. The family's backyard has beckoned so many admirers that it's even hosted paid tours for charitable fundraisers, further extending the magic of a dream that began with a desire to hide in a tree.



**Do you have a Disney home?** Whether it's an expansive collection of Disney memorabilia or your own Disney-inspired space, we'd like to see it. Send your photos (keeping copies for yourself as we won't return ours), along with a letter containing your Member Since year and describing your unique Disney style, to Disney Files Magazine's "My Disney Home," Disney Vacation Club, 1390 Celebration Blvd., Celebration, FL 34747. Remember to include a signed release form, available for download and printing online at [disneyvacationclub.com/releaseform](http://disneyvacationclub.com/releaseform). (Note: Including your email address with your submission allows us to follow up with any questions we may have about your creation.)

RCI<sup>®</sup> presents

# PICTURE THIS

Famous for its red rocks, dramatic canyons and vibrant arts, Sedona, Ariz., is among the most photographed destinations in the American Southwest. See if you can spot the seven things we've altered in this photo of the vacation hotspot. Visit [disneyvacationclub.com](http://disneyvacationclub.com) to learn more about the thousands of World Collection exchange options at your fingertips, and remember that, **as part of Membership Magic, the \$95 transaction fee has been waived for World Collection exchange reservations made in 2018.\***

\*Resort options in all destinations are limited and subject to availability. Note that vacation destinations offered through exchange opportunities may require a fee and may be modified or withdrawn at any time without notice. RCI and related marks are registered trademarks and/or service marks in the United States and internationally. All rights reserved.



original



altered

ANSWERS: From left, (1) a Mickey-head-shaped stone has appeared near the top of the left upright of the Sedona sign, (2) "Founded" has become "Funded" on that sign, while (3) the sign's "1902" has become "1909", (4) the vase on the ground beneath the sign has lost its shadow, (5) the concrete slab at the base of the sign to the right of the vase has disappeared, (6) a rock along the ridge near the center of the image has vanished and (7) a yellow stripe on one of the hot air balloons has turned green.



**Disneyland Resort:** Popular craft brewer Ballast Point is scheduled to open its first Orange County location later this year in the Downtown Disney District at Disneyland Resort. Pairing award-winning beers with Southern California cuisine, Ballast Point will become the Downtown Disney District's first on-site brewery, and will feature a tasting room and outdoor beer garden. Other Downtown Disney dining enhancements materializing in 2018 include the recently opened Splitsville Luxury Lanes (see page 10 for details about Splitsville events for Disney Vacation Club Members), the first California location of Black Tap Craft Burgers & Beer and extensive renovations (including an outdoor-patio expansion) at Naples Ristorante e Pizzeria, slated for completion this fall.

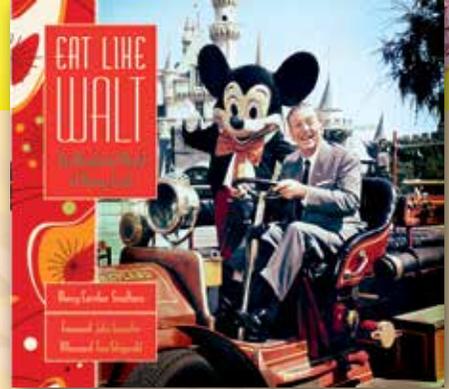
**Disney California Adventure Park:** The scheduled June 23 opening of Pixar Pier (formerly Paradise Pier) at Disney California Adventure Park also marks the official debut of the Lamplight Lounge (formerly Cove Bar). Celebrating the creativity of Pixar artists and storytellers with concept art on the walls, collectible toys on display and even sketches on the napkins, the multilevel, waterfront lounge serves gastro-pub cuisine (including the Cove Bar-favorite lobster nachos!) and offers picturesque views of the "World of Color" nighttime spectacular from its outdoor seating areas.

**Disney's Yacht Club Resort:** Ale & Compass Restaurant (formerly Captain's Grille) at Disney's Yacht Club Resort is quickly becoming a new neighborhood favorite, having debuted last fall with its gastropub-style menu and lighthouse-inspired dining room. Its New England-inspired menu is the work of Disney's Flavor Lab, where new Walt Disney World food-and-beverage concepts develop and where Boston-area native Lenny DeGeorge serves as culinary director. The restaurants of Lenny's childhood have inspired everything from the blueberry-bacon pancakes on the Ale & Compass breakfast menu to the burgers, hearth oven flatbread "pies" (from white clam to caramelized leek and chorizo) and coastal clambakes (one of which features whole Maine lobster with clams, corn and potatoes) on its lunch and dinner menus. Reservations are available through the My Disney Experience app. Remember to bring your Disney Vacation Club Membership Card, as eligible Members\* receive a 10 percent discount (excluding alcohol, tax and gratuity) and a complimentary dessert (one per party).

\*See important eligibility information at the bottom of page 1.



**Disneyland Park:** Craving a sweet treat during Pixar Fest, running through Sept. 3 at Disneyland Resort? Like a claw descending from a Pizza Planet arcade game, the *Disney Files* staff chooses these alien macarons, available in Tomorrowland at Disneyland Park.



## Pineapple Polynesian Ribs

*Disney Files* Magazine continues its yearlong salute to Disney Editions' deliciously insightful new book *Eat Like Walt: The Wonderful World of Disney Food* by Marcy Carriker Smothers with a summer-friendly dish from the book's "Recipes of Yesteryear." These Pineapple Polynesian Ribs were a favorite at the Tahitian Terrace, which opened along the shores of the Jungle Cruise in Adventureland at Disneyland Park in 1962, pairing island cuisine with Polynesian entertainment until its closing in 1993. (The location became home to Aladdin's Oasis and is now becoming The Tropical Hideaway, an exotic traders market serving up flavors of the tropics.) Marcy notes that, with ample salt in the sauce's ketchup and soy sauce, these ribs don't require additional salt or rubs. And while Disneyland chefs precut the ribs before cooking, Marcy recommends roasting the racks intact and slicing just before serving. Look for more recipes from Marcy's book in the fall and winter editions of *Disney Files* Magazine, and look for *Eat Like Walt: The Wonderful World of Disney Food* wherever books are sold.

**SERVES: 4**

### Ingredients:

- 2 cups ketchup
- ¼ cup soy sauce
- ¼ cup pineapple juice
- ¼ cup crushed pineapple (fresh or canned)
- ¼ cup fresh orange juice (squeezing your own is best)
- 1 teaspoon grated orange zest (gently grate the peel with a fine grater or zester, avoiding the bitter white pith)
- ½ cup brown sugar
- 1 tablespoon wine vinegar
- 3 whole cloves
- 4 pounds pork spareribs or baby back ribs

### Steps:

1. Combine all sauce ingredients (everything but the ribs themselves) in a bowl and refrigerate overnight.
2. Preheat oven to 275 degrees Fahrenheit (you're going to roast these ribs "low and slow").
3. Pour your mixture through a strainer so you're left with a smooth basting sauce.
4. Place ribs on a rack in a roasting pan or sheet pan.
5. Roast for 2-3 hours, basting often with your sauce, until the meat separates easily from the bone.

This recipe is the property of Walt Disney Parks and Resorts U.S., Inc., and may not be reproduced without express permission.



Use your smartphone's QR code reader to see *Eat Like Walt* author Marcy Carriker Smothers discuss the book – and prepare the Pineapple Polynesian Ribs sauce – on Los Angeles' KTLA television.

# NEIGHBORHOOD NOTES

new or noteworthy in our magical community



**Start your day with Namaste:** Boulder Ridge Villas at Disney's Wilderness Lodge and Disney's Saratoga Springs Resort & Spa each offer complimentary yoga classes for Members and guests on Mondays and Wednesdays. At Boulder Ridge Villas, where the class runs from 7:30-8:30 a.m., participants meet at the Sturdy Branches Fitness Center before proceeding to the indoor or outdoor class location (depending on weather). Advance registration is available by visiting the resort's Teton Boat and Bike Rental counter or by calling the recreation office at (407) 824-1256. At Disney's Saratoga Springs Resort & Spa, the outdoor class takes place lakeside near the leisure pool in Congress Park (weather permitting) from 7-7:30 a.m. Advance reservations for the Congress Park class are available by calling the resort's Community Hall at (407) 827-4589. Mats for each resort's yoga classes are provided for use free of charge. Note that participants ages 18 or younger must be accompanied by an adult. While each resort's yoga classes have limited capacity, walk-ins are welcome when space permits.



**Painting (twice a week) with a View:** The popularity of the weekly "Painting with a View" class offered at the Top of the World Lounge atop Bay Lake Tower at Disney's Contemporary Resort has prompted its expansion to two days a week. Now available on Tuesdays from 9:30-11:30 a.m. and Thursdays from 1-3 p.m. (check-in begins in the Bay Lake Tower lobby 15 minutes before each class), this Membership Magic experience\* casually teaches as many as 20 Members ages 12 or older to paint a classic Disney image while enjoying the enviable view from atop Bay Lake Tower. The cost of \$50 a person includes painting materials, one alcoholic beverage (for participants ages 21 or older), soft drinks, water and light snacks.

\*See important eligibility information at the bottom of page 1.



**Easier online booking:** A re-imagined resort-booking tool is scheduled to have debuted online at [disneyvacationclub.com](http://disneyvacationclub.com) by the time this magazine mails. Inspired by Member feedback and redesigned as part of an ongoing commitment to the website's continuous improvement, the updated tool is designed to be more intuitive, and make it easier than ever to book and modify reservations. Members who book entirely with vacation points may use the online tool to modify the resort, accommodations, travel party and travel dates of existing reservations; and, for Members on the move, the tool is now compatible with mobile devices. Check it out on the site's Plan Vacations tab.

[DISNEYVACATIONCLUB.COM](http://DISNEYVACATIONCLUB.COM)



**Hilton Head RV parking:** Traveling to Disney’s Hilton Head Island Resort by recreational vehicle or with a boat in tow? Simplify your arrival experience by making offsite storage arrangements in advance, as the resort’s parking lot isn’t able to accommodate such oversized vehicles. (Also note that RVs aren’t permitted in most areas of Shelter Cove, where the resort is located.) A quick internet search will reveal a number of convenient storage facilities for RVs on the island.

**Resort parking:** While Walt Disney World Resort hotels recently implemented an overnight self-parking fee, Disney Vacation Club Members staying in Disney Vacation Club accommodations at Walt Disney World Resort (using vacation points or other forms of payment) will not be charged a fee. Members also are exempt from the overnight self-parking fee when using vacation points to stay in non-Disney Vacation Club accommodations at Walt Disney World Resort hotels, paying the fee only when staying at Walt Disney World Resort hotels using other forms of payment.

**Accessible rooms:** A variety of accessible room types to assist Members and guests with limited mobility are available at Disney Vacation Club Resorts. Whether you use a wheelchair or simply rely on the assistance of grab bars in the restroom, special features are available throughout the neighborhood at no extra charge. To see which accessible-room options are available for your stay before booking your vacation, log into

disneyvacationclub.com, select your desired Disney Vacation Club Resort on the site’s “Find Destinations” tab; click “Rooms & Points;” enter your desired check-in and check-out dates, along with the number of people in your party and your desired room type; and be sure to check the “Accessible Rooms” box before clicking “Check Availability.” You’ll then see detailed descriptions of available accommodations, complete with notes about each room type’s accessible features.

**Daily room inspections:** Disney Resort hotel Cast Members now visually inspect every room for maintenance, safety, security and other purposes daily. As part of this daily inspection, Cast Members also will remove trash bags as an enhanced service for Disney Vacation Club Members. (Members have historically received limited trash removal based on the length of their stay at Disney Vacation Club Resorts.) Cast Members who arrive at an inconvenient time for your room’s inspection will happily arrange an alternate inspection time.



**‘Crafting’ The Veranda:** The final phase of recent refurbishments to Disney’s Grand Californian Hotel & Spa at the Disneyland Resort included a sweeping transformation of The Craftsman’s Club (the hotel’s concierge lounge) into a sophisticated new space called The Veranda. Inside the exclusive sixth-floor lounge, those staying on the hotel’s Club Level enjoy complimentary refreshments and wall-to-wall windows that open to a balcony offering ideal fireworks viewing in a relaxed setting. While the resort pays homage to the *California* Arts and Crafts movement, The Veranda draws inspiration from the *United Kingdom* Arts and Crafts movement – specifically the architectural and furniture designs of Glasgow’s Charles Rennie Mackintosh and the Mackintosh-designed Willow Tea Rooms.

# An 'Incredible' transformation

## Incredicoaster re-imagines a modern classic

**Disneyland Resort:** As Pixar Pier (formerly Paradise Pier) officially welcomes Disney California Adventure guests to the southern shore of Paradise Bay beginning June 23, the iconic attraction formerly known as California Screamin' takes its first official twists and turns as the Incredicoaster.

Boarding new-look vehicles in a stylish new loading area, guests launch into a boldly re-imagined experience that pairs familiar thrills with new character moments, scenes, effects and music connecting the attraction's story to that of the new Disney-Pixar film *Incredibles 2* (learn more about the film on page 23).

"It's a daunting task changing a beloved attraction," Walt Disney Imagineer Tracey Noce, Creative Director for the Incredicoaster, acknowledged in a conversation with *Disney Files Magazine*, adding that many of her teammates on the Incredicoaster project recently worked on another popular attraction transformation: *Guardians of the Galaxy – Mission: BREAKOUT!* "Every person on the team really cares about these attractions and stories. The success of *Guardians of the Galaxy – Mission: BREAKOUT!* proves that changing something so loved can be fantastic. The entire team working on the Incredicoaster brings their formidable intelligence, problem-solving skills and humor to work every day. They are passionate about creating a great experience. You might say they're...incredible."

(We see what you did there, Tracey.)

Working closely with Pixar filmmakers, who shared constant story updates and imagery from *Incredibles 2* throughout the attraction's development, Imagineers developed a story that begins in the previously nondescript queue.

"We chose to revamp the queue with a cool mid-century vibe, 'incredible' hand-painted art from an amazing Pixar designer and hilarious interviews with the *Incredibles* family," Tracey said of the attraction's first scene. "We saved the crazy show moments for the coaster itself."

The craziest of those moments come courtesy of the attraction's pintsize star, whose superpowers are unleashed in *Incredibles 2*.

"Babies are pretty unpredictable, and superbabies doubly so," Tracey joked. "Jack-Jack is the star of our show, and his unchecked superpowers make for a fun ride while the rest of the *Incredibles* family scrambles to contain the chaos."

Syncing that chaos to a custom soundtrack is the Oscar-, Emmy- and Grammy-winning composer behind *The Incredibles*, *Incredibles 2* and numerous other hits for Pixar, Disney, Marvel and Lucasfilm: Michael Giacchino.

"With a stomach of steel, Michael rode the coaster a solid seven times in a row," Tracey said of the composer's work on the project. "With that kind of dedication, we promise there will be a highly appropriate, awesome new score to launch guests into an *Incredibles* story."





# It's going to be an 'Incredible Summer'

Enjoy new and limited-time experiences

**Walt Disney World Resort:** Whether in need of rescue from a long winter, a long school year or a household of long faces, a Walt Disney World summer has long been a hero to countless families. Even an ordinary summer in the vacation kingdom becomes the sunshine at the end of the tunnel, swooping in just in time to deliver joy and defeat the doldrums. But this is no ordinary summer. Turning the season into something even bigger and bolder with new and limited-time experiences in all four theme parks and beyond, *this* Walt Disney World summer promises to be super. You could even call it "incredible." Here's a look at just some of what's happening during this "Incredible Summer," now underway at Walt Disney World Resort.



The Incredibles take over Tomorrowland as the "Incredible Tomorrowland Expo" invites guests to party with Mr. Incredible, Frozone and more from Disney-Pixar's *The Incredibles* and *Incredibles 2*. Hero-costume designer Edna Mode also makes her debut appearance, and nightfall brings the "Super Party Time" celebration to the Rocket Tower Stage.



The America Gardens Theatre at Epcot invites you to join Star-Lord, Gamora and an alien band for a limited-time "Guardians of the Galaxy – Awesome Mix Live!" rock concert featuring popular hits from the *Guardians of the Galaxy* films' "Awesome Mix Volumes 1 and 2."



In other incredibly good news, the highly anticipated, multi-attraction Toy Story Land (see pages 3-4) opens Andy's backyard to guests on June 30.



Disney's wildest park continues its milestone 20th anniversary celebration with the debut of "UP! A Great Bird Adventure" on the park's Caravan Aviary stage (the re-imagined live bird show noted in the spring edition of *Disney Files Magazine*, inspired by the Disney-Pixar hit *UP*), and the limited-time "Donald's Dino-Bash!" celebrating all things feathered or fossilized in DinoLand U.S.A.



Disney H2O Glow Nights find *Toy Story* pals throwing glow parties at Disney's Typhoon Lagoon Water Park on select nights from June 21-Aug. 11 (8-11 p.m.). While admission to these separately ticketed parties costs \$55 plus tax for adults and \$50 plus tax for kids ages 3-9, eligible Disney Vacation Club Members\* may purchase advance tickets through Member Services for \$49 plus tax.

\*See important eligibility information at the bottom of page 1.



CELEBRATING PIXAR

Celebrate this "Incredible Summer" at home with *Incredibles 2*-themed races through your own neighborhood, on your local running trails or even on a treadmill. Part of the *runDisney* Virtual Running Shorts series, these unique experiences allow you to run, walk or jog in as many as three 5Ks on any course you choose. You'll earn "incredible" medals for each race for which you register, and if you sign up for the entire series of all three 5Ks, you'll receive a bonus medal! You can even download and print themed race bibs and finisher certificates to commemorate your runs. Learn more online at [runDisney.com](http://runDisney.com).

# Reaching new heights

Hong Kong Disneyland castle transformation underway

**Hong Kong Disneyland Resort:** Work is underway on the dramatic transformation of Sleeping Beauty Castle, which upon completion will feature a seamless blend of architectural styles inspired by different times and cultures while also paying tribute to 13 Disney Princess stories. Topping the castle's shimmering spires and metallic domes will be a collection of Disney Princess finials representing everything from Cinderella's coach to Belle's rose. Already unique in its positioning in front of Lantau's lush green mountains, the Hong Kong-exclusive castle will stand as a skyward-stretching symbol of Hong Kong's cosmopolitan character and spirit of renewal, echoing the drive to reach new heights and make dreams come true. Experiential additions to the castle will include a Bibbidi Bobbidi Boutique, Disney Princess photo locations, and a new outdoor stage for daytime shows and a nighttime spectacular. The castle transformation is part of a multiyear park expansion that'll debut new entertainment almost every year through 2023.



# App happy

## Five favorite features of the **MyDisneyExperience** app

**Walt Disney World Resort:** My Disney Experience – the official Walt Disney World mobile app – has become as beneficial to Walt Disney World vacations as sunscreen, comfortable shoes and knowing where to find the best deal on a cheese plate (Epcot, Germany pavilion, Weinkeller shop, you're welcome). Available for Apple and Android devices, the handy app lets you plan and manage numerous elements of your vacation on the go. Guest feedback continues to fuel the app's evolution, with the latest enhancements aiming to make the app smarter and simpler than ever. Here, in no particular order, are five of the *Disney Files* staff's favorite ways to use the app, from established features to new additions.



**Skip the front desk:** Resort Cast Members are lovely, and their smiles alone are probably worth a wait in line. But there's another way. Use the app to start the check-in process before you arrive at your participating Walt Disney World Resort (including Disney Vacation Club Resorts). Add your credit card information, authorize charges (which you can track through the app) and submit your estimated arrival time. You'll receive notification when your room is ready, and if you already have your MagicBand, you can head straight to your room. (And, thanks to the success of a recent test at Disney's Wilderness Lodge, you'll soon be able to unlock your room with your phone!)



**Check wait times:** Hiking through humidity from Africa to DinoLand U.S.A., only to learn that the DINOSAUR line's too long and your kid's too short to ride is a rookie move. Use the app to check wait times and height requirements without leaving the Dawa Bar.



**'Pass' the standby line:** Breezing past an attraction's standby line has been among our favorite simple pleasures since the days of paper passes. Making our Disney FastPass+ plans through the app makes us feel like we're living the life Tomorrowland promised.



**Order food:** Using the app to order and pay for quick-service food, tapping an "I'm here" button and being alerted when our food's available at the window is our favorite execution of Disney magic since *Coco* made us feel better about death and hairless dogs. The Mobile Order service, which has some enhancements of its own in the works, is currently available at 23 Walt Disney World locations, and a similar service recently debuted in California through the Disneyland app. (Note that, as discounts aren't yet available through Mobile Order, you may want to utilize this service at participating restaurants that don't offer a Member discount.\*)



**Hit the road:** No more guessing when the next Disney bus will arrive at your resort or reach your destination, as the app displays that information in your Resort Dashboard. You'll know if you have time to stop for coffee or if you need to pick up the pace. You can also use the app to engage with the Minnie Van service in partnership with Lyft at participating resorts, which currently includes Disney's Old Key West Resort and all Walt Disney World Deluxe Resorts.

Learn more in your smartphone's app store or online at [MyDisneyExperience.com](https://www.mylifetime.com/mydisneyexperience).

**More h-app-y news:** This summer marks the debut of the new Play Disney Parks app for iOS and Android devices. The free app unlocks exclusive digital experiences that interact with the surrounding environment at both Disneyland Resort and Walt Disney World Resort!

\*See important eligibility information at the bottom of page 1.

# BUZZWORTHY

8 STORIES • 2 PAGES • 1 SPACE RANGER



**Disneyland and Walt Disney World Resort:** Work continues on *Star Wars: Galaxy's Edge*, the highly anticipated land scheduled to open in 2019 at Disneyland Park in California and later in the year at Disney's Hollywood Studios in Florida. Walt Disney Imagineering has revealed that the grand-scale land will include a full-size fleet of X-wing star fighters (one of which is pictured above in development), along with a life-size Millennium Falcon ship. The land will feature two marquee attractions that allow guests to control their experiences (one placing guests in the middle of a battle between the First Order and the Resistance aboard a Star Destroyer and another in which guests will pilot the Millennium Falcon), a bustling street market that includes a toy shop run by a Toydarian (one of the creatures from *Star Wars: The Phantom Menace*), interactions with *Star Wars* characters and more. In Florida, *Star Wars: Galaxy's Edge* will eventually connect to a groundbreaking *Star Wars*-themed hotel (opening date for the hotel has not been announced). Unlike anything that exists today, the new luxury resort will welcome guests aboard a starship for a multiday *Star Wars* adventure, with guests becoming active citizens of the galaxy and resort windows offering spectacular views into space.

**Disneyland Resort:** A different kind of spider will soon make his way into the area that currently houses "a bug's land" at Disney California Adventure Park. In 2020, Spider-Man and the Avengers will begin recruiting guests to a completely immersive hero universe, with new experiences joining the already popular *Guardians of the Galaxy – Mission: BREAKOUT!* attraction. The park's "It's Tough to Be a Bug" attraction closed in March to make way for the new development, and the rest of "a bug's land" is slated to close later this summer.

**Walt Disney World Resort:** Enjoy 75 days of foodie fun during the 2018 Epcot International Food & Wine Festival, bringing global food-and-wine marketplaces, culinary demonstrations and seminars, live "Eat to the Beat" concerts and more to the park from Aug. 30-Nov. 12. Learn more at [epcotfoodfestival.com](http://epcotfoodfestival.com).



Artist rendering – proposed

▲ **Walt Disney World Resort:** Mickey & Minnie's Runaway Railway, the first ride-through attraction themed to Disney's "first couple," is racing toward a 2019 debut at Disney's Hollywood Studios. Featuring an original story and song, the attraction in the park's Chinese Theatre will use new technologies to transform two-dimensional worlds from the Emmy Award-winning "Mickey Mouse" cartoon shorts into an unpredictable, multi-dimensional experience.

**Disneyland Paris:** A recently announced, multi-year expansion of Disneyland Paris (rolling out in phases beginning in 2021) will dramatically transform Walt Disney Studios Park, where new Marvel-, *Frozen*- and *Star Wars*- themed areas will include new attractions and live entertainment. A new lake will connect these areas and become a focal point for entertainment experiences. Also among the changes at Walt Disney Studios Park is the previously announced transformation of the Rock 'n' Roller Coaster Starring Aerosmith attraction into a high-speed, hyper-kinetic adventure with Iron Man (opening date not yet announced). Meanwhile, the park is hosting a "Marvel Summer of Super Heroes" celebration through Sept. 30, featuring live shows starring some of your favorite Avengers, a "Guardians of the Galaxy Awesome Dance-Off" party and more. Looking ahead to fall, Disney's Hotel New York is scheduled to close in January to undergo its own transformation, reopening in 2020 as Disney's Hotel New York – The Art of Marvel, with epic galleries celebrating the action-packed world of Marvel Super Heroes.

**Shanghai Disney Resort:** Walt Disney Imagineering, Pixar Animation Studios, and a team of renowned Chinese and international designers, engineers, artists and cultural advisors have created "Disney Toy Story Land" at Shanghai Disneyland, marking the park's first major expansion since its opening in 2016. Guests enjoyed their first "taste" of this seventh themed land when its Toy Box Café opened in February ahead of the land's full opening in April. Attractions include Slinky Dog Spin (Guests climb inside Slinky's springy spirals as he chases his tail around a wavy roundabout), Rex's Racer (a dino-sized take on the traditional U-shaped track ride, with Rex and Trixie at the controls of guests' RC Racer as it zips forward and backward at ever-increasing heights and speeds), Woody's Round-Up (through which guests climb aboard carts pulled by Sheriff Woody's herd of ponies in a square dance) and the nearby Meeting Post (where guests meet Woody, Jessie and Bullseye against the backdrop of the Old West town's

saloon, bank, sheriff's office and more). Guests can shop for toys of their own, meanwhile, at Al's Toy Barn. Disney Toy Story Land adds to the resort's growing trove of *Toy Story* treasures, which already included the world's only *Toy Story*-themed hotel and the popular Buzz Lightyear Planet Rescue attraction, which features the most advanced targeting system of all Buzz Lightyear attractions at Disney Parks around the world.

©2018 Marvel

Artist rendering – proposed



▲ **Hong Kong Disneyland Resort:** The Marvel fandom that has made the Iron Man Experience the most popular attraction at Hong Kong Disneyland since its 2017 debut has sparked plans for a second Marvel attraction, with this one teaming guests with Ant-Man and The Wasp in a battle against Arnim Zola and his army of Hydra swarm bots. Watch *Disney Files Magazine* and the Disney Parks Blog ([disneyparksblog.com](http://disneyparksblog.com)) for updates as new details become available.

**Adventures by Disney:** Guided vacations in Japan will join the globe-trotting array of Adventures by Disney options in 2019. The new trip will include a wide range of immersive cultural experiences, from visiting temples in Kyoto and exploring the bustling metropolis of Tokyo to learning sword techniques from a master samurai. Learn more about this and other Adventures by Disney vacations, including itinerary details and points charts, online at [disneyvacationclub.com](http://disneyvacationclub.com) (Find Destinations, Adventures by Disney) before calling Member Services to book your adventure.\*

\*See important eligibility information at the bottom of page 1.



## Answering the call

### *Incredibles 2* fulfills fans' wish after 14 years

"Does the world really need another hero movie?" Quietly pondered by the filmmakers behind Pixar Animation Studios' *The Incredibles* for more than a decade, it's a question that has long delayed the Parr family's return to the silver screen. Until now.

*Incredibles 2*, written and directed by Brad Bird (the visionary behind the first film) and produced by John Walker and Nicole Grindle, answers fans' call at a time when hero movies are far more prevalent than they were when the first film premiered in 2004.

"It's become a crowded landscape, and we were hesitant to go back to the genre until we really had something new to say," Walker told *Disney Files Magazine*. "But we eventually acknowledged that the Parr family is, first and foremost, a family. They happen to be Supers, but ultimately, *The Incredibles* was as much a family film as it was a hero film. So that led us to explore the heroism of parenting. Bob (aka Mr. Incredible) is reminded throughout *Incredibles 2* that good parenting requires heroics."

Those reminders come as Helen is called upon to lead a campaign to bring Supers back, while Bob navigates the day-to-day heroics of life at home with Violet, Dash and Jack-Jack, whose powers are about to be discovered. Their mission is derailed when a new villain emerges with a brilliant and dangerous plot that threatens everything.

Arriving 14 years after its predecessor, *Incredibles 2* is exciting young adults in a way that few animated features have before.

"It's similar to what we observed with *Finding Dory*," Walker said. "There was this whole group of people who were 8, 9, 10 years old when they first saw *Finding Nemo*, and here they were in their 20s, with a deep affinity for those characters when they finally returned to the screen. I don't think we realized just how deeply fans connected with *The Incredibles* until we released the first teaser trailers for *Incredibles 2*. Fans of the original were all over social media, saying, 'This movie is for us! We're going to push the kids out of the theater!'" (Please don't push kids.)

*Incredibles 2* brings back a voice cast that includes Holly Hunter as Helen, Craig T. Nelson as Bob, Sarah Vowell as Violet and Samuel L. Jackson as Frozone. Huck Milner joins the cast as Dash, replacing Spencer Fox (who no longer sounds like a 10-year-old). The film also features the voices of Bob Odenkirk, Jonathan Banks, Sophia Bush and Isabella Rossellini.

Walker said the returning actors were eager to resume their roles.

"Whenever Sam Jackson saw Brad," Walker recalled, "he'd ask, 'When are we makin' it?!' Everyone was eager to return, and it's hard to imagine this film without them."

***Incredibles 2* is now playing in U.S. theaters!**

# Disney Christopher Robin

## Lost in adulthood

### Winnie the Pooh helps an old friend in Disney's *Christopher Robin*

Sooner or later, your past catches up to you. That's the idea behind Disney's *Christopher Robin*, a new live-action adventure starring Ewan McGregor (*Moulin Rouge*) as the boy who once embarked on imaginative adventures with his band of spirited stuffed animals in the Hundred Acre Wood. With that young boy having now grown up and lost his way, it's up to Winnie the Pooh and friends to venture into our world and help Christopher Robin remember the loving and playful kid who's still inside.

"It's always fun to imagine a character at a different point in his or her life," producer Kristin Burr told *Disney Files Magazine*. "But really, it was us wondering how an adult would respond to the wisdom of Pooh and the lessons of his childhood that he had forgotten."

Burr, whose own lifelong friendship with the honey-loving bear finds her still protecting the plush Pooh and Tigger toys of her childhood, experienced profound emotions on location in the United Kingdom.

"The most profound was the day we shot a very emotional apology scene between Christopher and Pooh," she shared. "Everyone on set was tearing up. The scene was fantastic. But it had been foggy all day, and we were worried that you wouldn't get the true beauty of our location. At the perfect moment, the fog cleared and the sun set as Christopher and Pooh embraced. None of us could believe it. It felt like the universe was helping us."

Like all of his friends from the Hundred Acre Wood, the Winnie the Pooh that Christopher embraces in that scene comes to life through photo-realistic computer animation that blends the visual style of E.H. Shepard (illustrator of A.A. Milne's *Winnie the Pooh* books) with the character designs of early Disney films and the gently worn look of well-loved toys.

Bringing those characters to life is a voice cast that includes Toby Jones (*Captain America: The Winter Soldier*) as Owl; Peter Capaldi (BBC's "Doctor Who") as Rabbit; Nick Mohammed (*The Martian*) as Piglet; Brad Garrett ("Everybody Loves Raymond") as Eeyore; Sophie Okonedo (*Hotel Rwanda*) as Kanga and Disney Legend Jim Cummings as both Tigger and Pooh.

"Pooh's voice in particular is so iconic," Burr said of Jim's decades-long work with the character. "When you hear Jim voice Pooh, you're immediately hit with warmth and nostalgia. We couldn't imagine anyone else doing it."

Equally warm and nostalgic is the music of Disney Legend Richard Sherman, who wrote new songs for the film.

"It was easy to imagine what it must've been like to be Walt Disney, working with the Sherman brothers in the '60s," Burr said of listening to Richard play work-in-progress songs over the phone. "You were hearing a genius at work."

Disney's *Christopher Robin*, directed by Golden Globe-nominee Marc Forster (*Finding Neverland*) from a screenplay by Alex Ross Perry (*Golden Exits*) and Oscar-nominee Allison Schroeder (*Hidden Figures*) and a story by Perry based on characters created by A.A. Milne and E.H. Shepard, opens in U.S. theaters on Aug. 3.





## Oswald fans in luck

Definitive new book marks character's 90th anniversary

By Dave Bossert

Like many Disney fans, I was very aware that Oswald the Lucky Rabbit was an early and popular animated character that eventually faded into obscurity. Eclipsed by the popularity of Mickey Mouse, Oswald went through several design changes and by 1938, Universal stopped making cartoons starring that rambunctious rabbit. Many of the cartoons were forgotten and some even lost to time. Nevertheless, Oswald was an important part of animation and Disney history.

In early December 2011, I was sitting in my office at the Walt Disney Animation Studios. On my computer screen was an article describing a recently found Oswald the Lucky Rabbit cartoon titled "Hungry Hoboes" that was being auctioned off in Hollywood. It was an interesting piece of history. How wonderful, I thought to myself, that a print of a previously thought-to-be-lost cartoon had surfaced.

Just as I finished reading that article, my e-mail chimed with an incoming message from my then-bosses at the studio. They had forwarded an e-mail from someone inquiring about the Disney-created Oswald cartoons. At that serendipitous moment, the planets seemed to have aligned just right for the "Oswald the Lucky Rabbit" lost cartoons!

I responded back with an e-mail letting them know that, speaking of Oswald, one of the lost Oswald cartoons, "Hungry Hoboes," had surfaced, that it would be in an animation memorabilia auction in Hollywood on Dec. 14 and that I thought the company should purchase it. They agreed and got the funding allocated so that I could make that purchase on behalf of the company. That began my involvement in a multi-year hunt for the lost "Oswald the Lucky Rabbit" cartoons.

I was drawn to Oswald, not just because of the historical nature of the character, but also by his design and animated antics. Oswald has a very simple and appealing design that leaves a lot of room for inventive animation. When I watch the Oswald cartoons, what strikes me most is the unabashed imagination the animators had for dismembering, contorting and shape-shifting the characters. They used the medium in the way that it was meant to be used—they took "cartoon" license with the characters. Thought bubbles become balloons. An animated word comes alive and takes on the attributes of a quadruped animal. It was an "anything goes" approach.

That has been lost in large part in today's contemporary animated films, which are heavy on humanoid characters. It would be unsavory to dismember a human character, but seeing Oswald pop off his lower leg and foot, kiss it and rub it on his head as a 'lucky rabbit's foot' before reattaching it is hilarious. Even though the Oswald cartoons are 90 years old, they have a freshness to them that defies their age because of those inventive animation gags.



**And I'll Do The  
Same For You,**

"These are sure great cartoons.  
A great drawing card for the  
kids especially."

—J. M. Rinehart,  
Majestic Theatre,  
Stuttgart, Ark.

"These Oswald cartoons al-  
ways give entire satisfaction."

—G. L. Berquish,  
Auditorium,  
Medina, N. D.

**OSWALD**  
**The Lucky Rabbitt**

The Creation of Walt Disney  
Winkler Productions

Released by  
**UNIVERSAL**

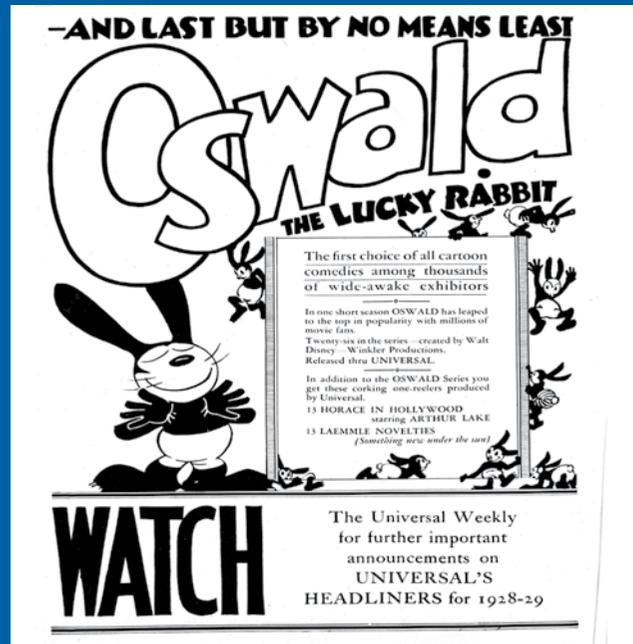
A multi-time Member Cruise presenter and longtime friend to Disney Vacation Club, David A. Bossert is a celebrated artist, filmmaker and author. The 32-year veteran of The Walt Disney Company is now an independent producer, creative director and writer. Also a noted historian, Bossert is a respected authority and expert on the history of Disney animation. He is a member of the CalArts Board of Trustees and is a visiting scholar at Carnegie Mellon University's Entertainment Technology Center (ETC) in Pittsburgh. Bossert co-authored *Disney Animated*, which was named iPad App of 2013 by Apple and won a prestigious British Academy of Film and Television Arts (BAFTA) award. His new book, *Oswald the Lucky Rabbit: The Search for the Lost Disney Cartoons*, is published by Disney Editions. Learn more about the author online at [davidbossert.com](http://davidbossert.com).

The other aspect that I found intriguing about Oswald was the fact that half of the 26 Walt Disney-created cartoons were missing—completely lost with no apparent film prints known. When Oswald was repatriated back to The Walt Disney Company, there were only thirteen titles that had known film prints. The rest were classified as lost, and locating those lost cartoons presented itself as an appealing challenge.

There is a misnomer that Walt Disney lost the rights to Oswald, but that is not true. Walt never owned the rights to Oswald; he was merely a contractor—a pencil for hire. What he lost was the contract to create more Oswald shorts. Oswald was created at the request of his producer, Charles Mintz of the Winkler Film Corporation, and their distributor, Universal. Walt and his top animator, Ub Iwerks, created Oswald. The first theatrical release was Oswald the Lucky Rabbit in "Trolley Troubles," and it was an instant success.

Even with that success, Walt and Mintz had a frosty relationship. Mintz frequently criticized the cartoons and admonished Walt on the quality of the films. For his part, Walt was constantly under financial pressure and looking for ways to save on costs, often pushing Mintz for more money. Ultimately, Mintz believed Walt to be unnecessary and thought he could set up his own studio of animators for the second order of 26 Oswald cartoons.

Not only had Mintz set up his own studio, but he had signed away most of Walt's animation staff. The fine print of the Oswald paperwork gave

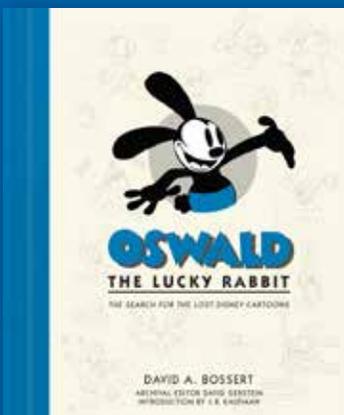


Walt no ownership rights to Oswald. Mintz had a Universal contract and therefore control of the character. Walt had nothing.

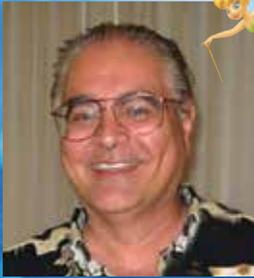
While finishing off the Oswald obligation, Walt, his brother Roy and Iwerks, who had remained loyal, were working on a new character named Mickey Mouse in secret behind locked doors at the Hyperion studio and at Walt's and Roy's homes on Lyric Avenue in Los Angeles.

Mickey's popularity quickly eclipsed that of the other animation fare of the day, including Oswald. Walt Disney turned a devastating setback into a triumphant success.

There is no question that Oswald the Lucky Rabbit is an important part of the early history and success of The Walt Disney Company. If Walt had not lost the contract for Oswald, he might never have created Mickey Mouse.



Read more in Dave's latest book from Disney Editions, *Oswald the Lucky Rabbit: The Search for the Lost Disney Cartoons*, available wherever books are sold.



# 65 years of <sup>Disney</sup> PETER PAN

By Jim Korkis

The animated classic about the boy who wouldn't grow up has technically reached retirement age. That's right, Disney's *Peter Pan*, which first took audiences "off to Never Land" in 1953, is now 65 years old.

The film was a box office hit, earning more than three times its production budget during its initial run in theaters and significantly bolstering the studio's financial recovery after World War II. But to Walt Disney (the living embodiment of the boy who would never grow up), the film was more than just a business success – it was the realization of a childhood dream.

"[Walt] was working on ideas for *Peter Pan* before he even began work on *Snow White*," animator and Disney Legend Frank Thomas confirmed to me many years ago. (Frank, along with fellow Disney Legend Ollie Johnston, worked on *Peter Pan* off and on as early as 1935, despite the fact that the Disney Studio didn't yet own the rights.)

Walt's first exposure to the story came as a young boy in Marceline, Mo., when he and his brother Roy saw posters plastered on local barns, advertising a touring production of *Peter Pan* with actress Maude Adams in the title role. (The play had opened on Broadway in 1905 before touring the country, stopping briefly in Marceline sometime between 1909 and 1911, when Walt would've been less than 10 years old.)

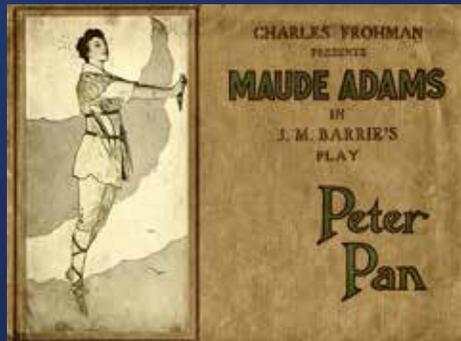
Walt and Roy excitedly broke into their piggy banks to buy tickets to the show.

"For two hours, we lived in Never Land with Peter and his friends," Walt later recalled of the experience. "I took many memories away from the theatre with me, but the most thrilling of all was the vision of Peter flying through the air."

Walt would have the opportunity to make that flight himself when he later starred in a school production of *Peter Pan*.

"I was more realistic than Maude Adams in at least one particular: I actually flew through the air," he remembered. "Roy was using a block and tackle to hoist me. It gave way, and I flew right into the faces of the surprised audience in the front row. (Editor's note: While "block and tackle" may sound like American football terminology, Walt was referencing a block-and-tackle hoist, which threads a rope between pulleys.)

In 1939, with *Snow White and the Seven Dwarfs* having proven Walt's vision of full-length animation in lucrative and critically acclaimed fashion, Walt and Roy purchased the film-production rights to *Peter Pan* from the Great Ormond Street Hospital, the charity to



which *Peter Pan* author Sir James Matthew Barrie had bequeathed them.

It wasn't until a year later that story development and character design for *Peter Pan* seriously began at the Disney Studio, with British illustrator David Hall doing early conceptual sketches.

"I was unwilling to start until I could do full justice to the well-loved story," Walt wrote in 1953. "Animation techniques were constantly improving, but they still fell short of what I felt was needed to tell the story of *Peter Pan* as I saw it."

Disney Legend Ward Kimball once told me, "Walt would look through the different story versions and give it the old 'ho-hum' every time. The talk among the crew at the time was either that he wasn't satisfied with it, or maybe he just wasn't ready for it."



The start of World War II and ensuing financial hardships at the studio delayed further development of *Peter Pan* until 1950, when it was finally slated for production.

"Here was a story that deserved, really demanded, the added dimension of the animated cartoon," Walt said of the project. "I believe that if Sir James Barrie were alive today, he would write his fantastic adventure in Never Land directly for the screen. For this, particularly the animated cartoon, is the only medium which can do real justice to the quality of his spirit and his talents."

Frank Thomas, who ultimately was among the animators behind *Captain Hook*, described *Peter Pan* as a complicated story, saying, "It seems so simple and direct, but who are all those characters—Nana in the nursery, the mermaids, the Indians, the Lost Boys and the pirates? There were lots of wonderful things you could do with all those characters, but then before you knew it, there was too much of Nana. You had to try to keep things in proportion. I always would have liked more pirates, myself. But then, what would you have to give up?"

Walt made some key visual changes within the story, including moving Captain Hook's namesake hook to his left hand, allowing his right hand to be more expressive (originally, Peter cut off Hook's

sword-wielding right hand) and giving Tinker Bell a personality-driven identity instead of just being a ball of light.

Interestingly, the casting of Bobby Driscoll as the voice and live-action reference model for Peter Pan was publicized as being the first time a male actor had played the title role, which traditionally had been played by a woman.

While some British reviewers accused Walt of Americanizing the story, Walt would later tell stories that reflected a level of acceptance by British audiences who saw the film. In one story, Walt recalled overhearing two elderly women (one of whom had seen the film) entering a screening at a London theater. One of them reportedly asked the other, "Have you seen it yet? I hear it's terribly Americanized." The other answered, "Well, yes, but while you're watching it, you really don't mind it."

From those who "don't mind" it to those who just plain love it, *Peter Pan* endures as an ageless symbol of eternal childhood. For me, I see in the film that little boy from Marceline, whose imagination ignited him to defy gravity and soar past the second star to the right and straight on 'til morning, taking us all on new adventures to ever-evolving Never Lands.

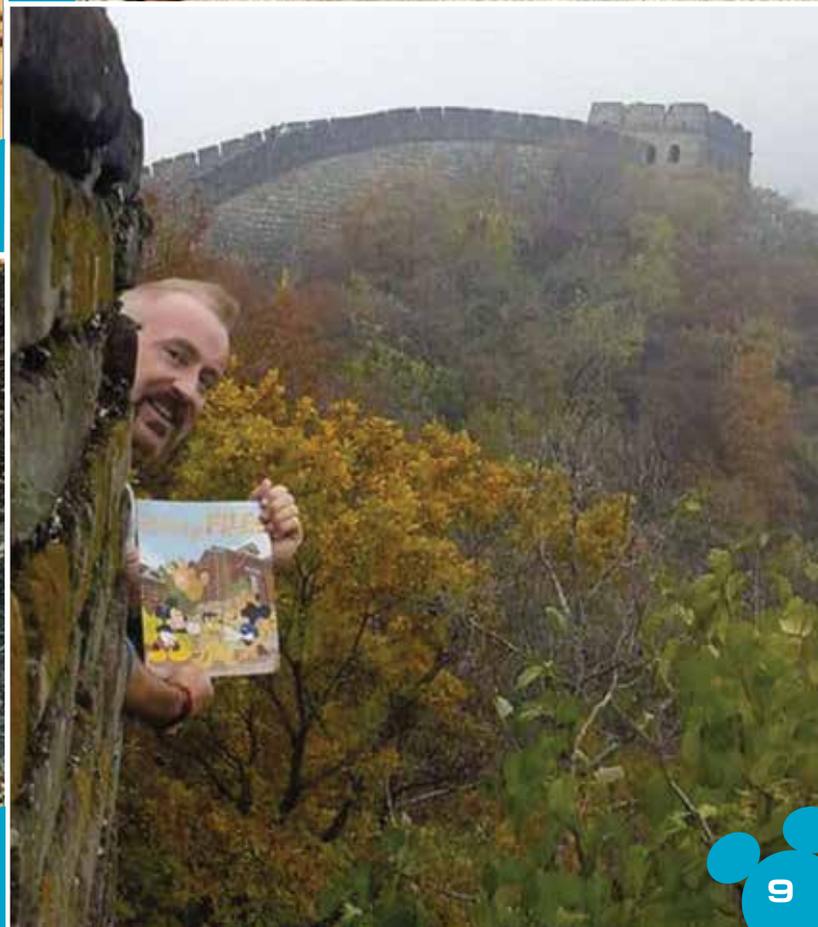
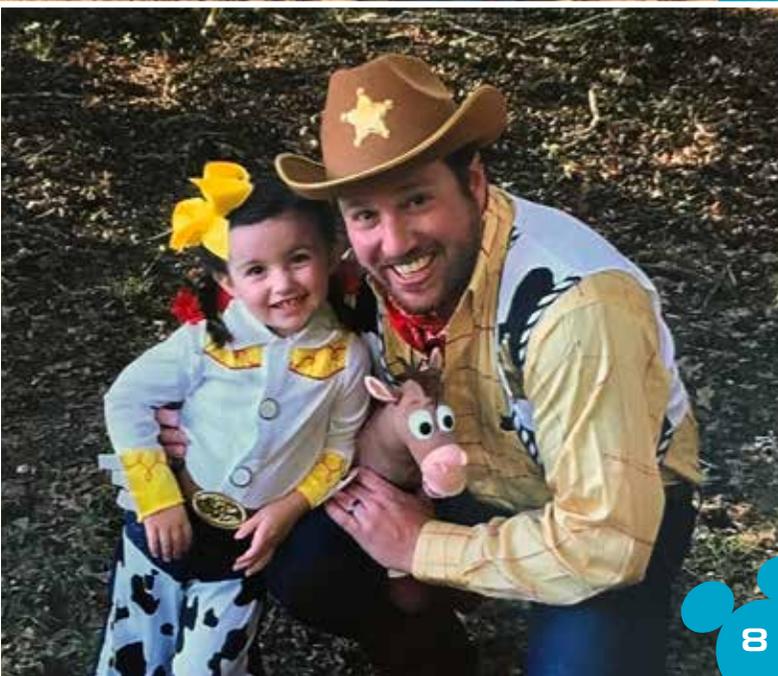
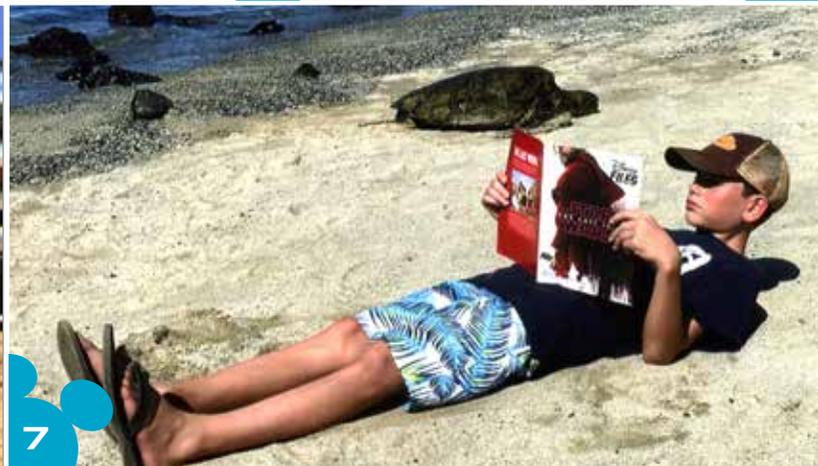
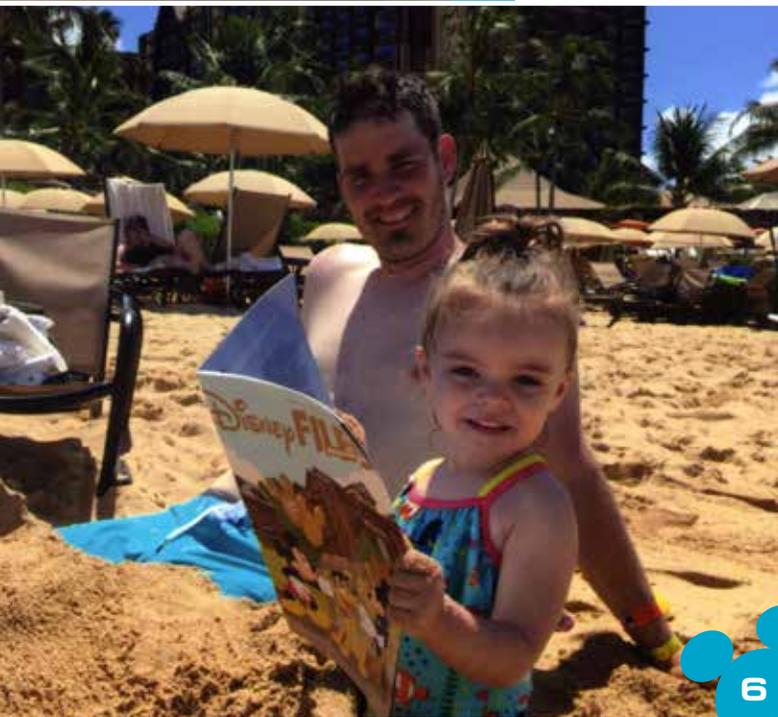
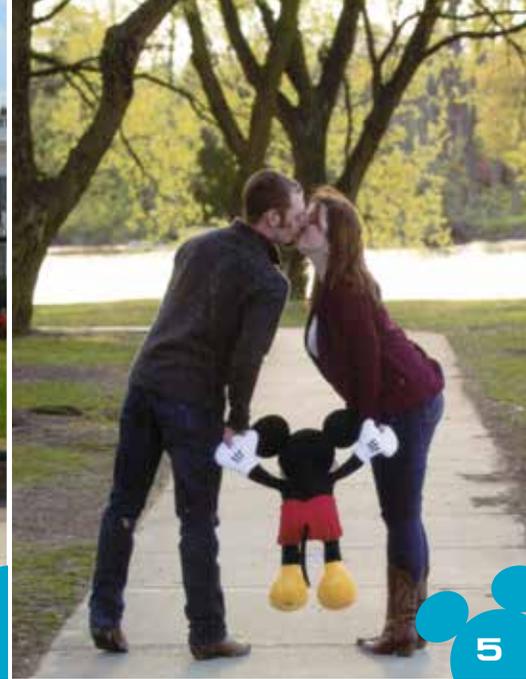
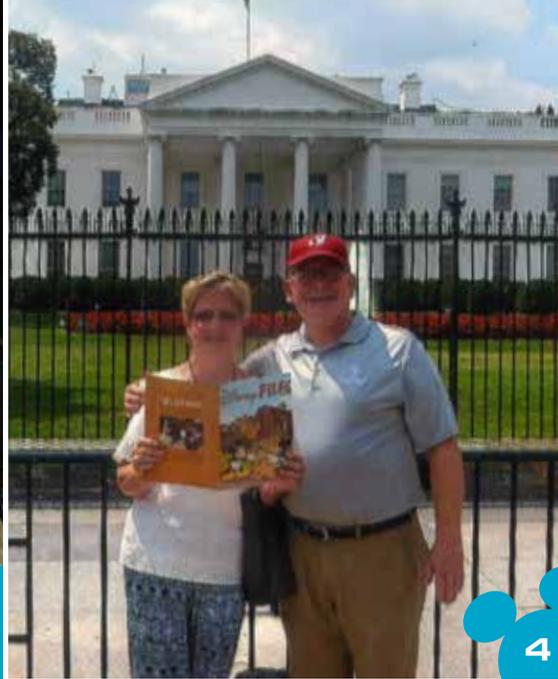




1. Dorothy and Robert of Pennsylvania, Members since 1999, visit the Acropolis of Athens (a place containing architectural remains of great significance) with a copy of *Disney Files Magazine* (a publication containing Disney reports of moderate significance).
2. Brenda and Joe of California, Members since 2005, read to bronze buddies in Shanghai.
3. Carolyn of Ohio, Member since 1996, takes the "liberty" (see what we did there?) of sharing seemingly astonishing news with Disney's first couple at Magic Kingdom Park.
4. *Disney Files Magazine* violates its usual policy of not printing peoples' addresses by revealing that the Washington, D.C., home in this photo of Mary and Thomas of Florida, Members since 1993, is located at 1600 Pennsylvania Avenue.
5. *Disney Files Magazine* congratulates Derrick of Ontario, Canada, for marrying into our magical community by wedding Sarah, a Member since 2010, as this issue hits the press.
6. Shaun of Utah, Member since 2005, looks on as daughter Kennedee emerges from the Aulani sands with buried treasure.
7. Calvin, whose Michigan parents have been Members since 2011, stars in a photo capturing two rare sights: a sea turtle on land and a kid consuming content in print.
8. Travis of South Carolina, Member since 2010, and daughter Everly are all geared up for Toy Story Land.
9. Jeff of Texas, Member since 2011, enjoys one of the eight wonders of the world while also enjoying the Great Wall of China.

**Send your photos** (keeping copies for yourself as we won't return ours) to *Disney Files Magazine*, Disney Vacation Club, 1390 Celebration Blvd., Celebration, FL 34747. Remember to include your name, hometown and "Member Since" year, along with a signed release form for each person pictured. The form is available online at [disneyvacationclub.com/releaseform](http://disneyvacationclub.com/releaseform).





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Woody in 1999's *Toy Story 2*

