

Disneyland

SECTION - A

INTRODUCTIONOverview Of Project

The overall Fantasyland Project has altered in scope since the last Level I release date of October 10, 1981. As of this revised date these are the Fantasyland Development Scope Modifications that have been noted:

- The Pinocchio Haus Restaurant and Basement have been added back into the scope with the following modifications: The redesign of the restaurant has eliminated the second story dining, added an extensive outdoor dining area, a fountain, a 10,500 square foot basement, and extensive facade work.
- Additional hot water and chilled water lines will be required to service the new restaurant.
- The Big Thunder Trail, the Planters, the Area Rest Rooms, and the Trash Packer behind the Fantasyland Theatre are now impacted by the design of the Pinocchio Restaurant, and will have to be re-located or demolished.
- The telescoping (Main Street type) work lights will not be included in the scope.
- The Fantasyland Theatre will be demolished.
- A new Pinocchio Dark Ride Restaurant, and Basement will be constructed in its place. This will require a new Show and Ride for the Attraction, and the basement will contain the area Audio, Show and Ride Control Room and Merchandise storage that is currently housed in the Butler building.
- The Butler Building will be removed to accomodate the new Pinocchio Show Building and Restaurant.
- The Geppetto Toy Shop will be constructed in the interior of the Pinocchio Restaurant, adjacent to the northwest of the Pinocchio Show Building.
- The Snow White Attraction will receive a new Show and Ride, including all new track, audio, ride and show control, and extensive exterior facade work.
- The Paint Booth will be converted into an Electrical Room, and a new Paint Booth will be constructed in the backstage area behind Casey Jr.



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- The Tinker Bell Toy Shop will be modified only in the areas impacted due to the new Snow White Attraction.
- Peter Pan Dark Ride will receive a new Show, but use existing track and drive units. Some additional new track will be required due to new design considerations. Audio, ride and show control, as well as extensive exterior facade work was also added to the scope.
- The Mad Hatter Merchandise Shop will be converted into a portion of the Mr. Toad Dark Ride Show.
- Mr. Toad Dark Ride will receive a new Show and Ride, including all new track, audio, ride and show control, and extensive exterior facade work.
- The Alice in Wonderland Dark Ride will be modified only in the scene impacted by the Mr. Toad Dark Ride Show for the 1983 Opening.
- Fan II will be demolished and replaced with a new Mad Hatter Merchandising Cottage.
- The Pirate Ship, Lagoon, and Dining Area will be demolished.
- The Tea Cups will be removed and place in storage.
- The Carrousel will be relocated north, toward the vacated Tea Cup area. Extensive Queue lines, the surrounding area development, and new audio have been added to the scope.
- A knoll area will replace the current Carrousel location.
- Dumbo's Flying Elephants will be relocated on a raised platform in the vacated Lagoon/Pirate Ship area.
- Surrounding Dumbo will be three festival canopies, for food and merchandising considerations.
- Modifications to the Casey Jr. track will be necessary to accommodate the new Dumbo area.
- The Skyway entrance and exit will no longer require modification.



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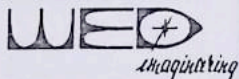
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INTRODUCTIONOverview Of Project (Continued)

- Except for the existing cobblestone Courtyard, the major portion of the area will be paved using asphalt with slurry coat.
- A more extensive landscape and area show development surrounding each attraction as well as the Fantasyland area in general was developed. Utility relocations were also added to the scope.
- The raising and lowering of the castle drawbridge will not be considered a part of the Fantasyland scope.
- The Entertainment Package will no longer be considered part of the Fantasyland Development scope for WED.
- The Alice in Wonderland Dark Ride and Mad Tea Party Tea Cups attractions are to be considered part of the Fantasyland '83 project. The scope of operation, however, has not been defined, and work will not be complete until summer of '84.



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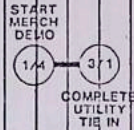
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SCOPE
LEVEL I

STAGING AREA,
 DUMBO DEMO &
 UTILITY
 RELOCATION
 DESIGN



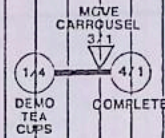
CONSTRUCTION



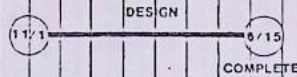
TEA CUPS DEMO
 & CARROUSEL
 DESIGN



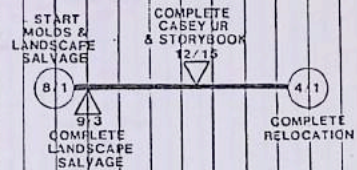
CONSTRUCTION



DUMBO/STORY-
 BOOK DESIGN



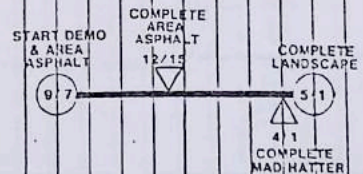
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AREA DEVELOP-
 MENT & MAD
 HATTER DESIGN



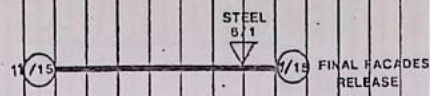
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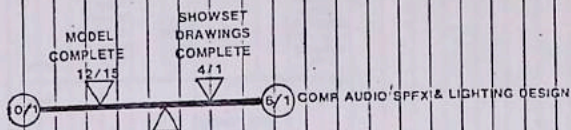
FACILITY DESIGN



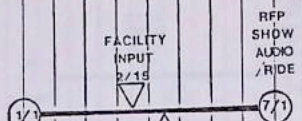
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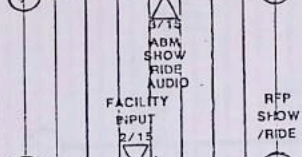
SHOW/RIDE CONCEPT/DESIGN



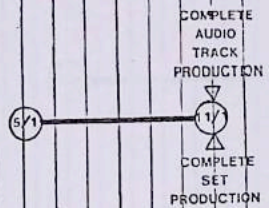
SHOW/RIDE ENG. (510)



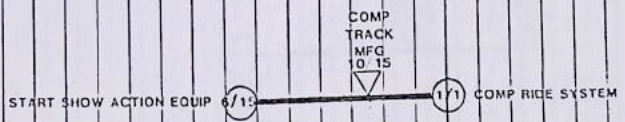
SHOW/RIDE ENG. (520)



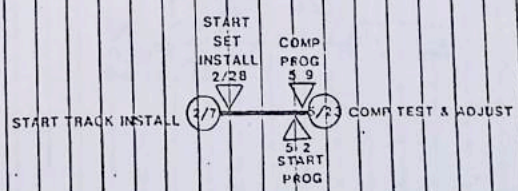
WED PRODUCTION



MAPO MANUFACTURING



INSTALLATION/CHECKOUT



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FACILITY
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CONSTRUCTION

SHOW/RIDE
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 DESIGN

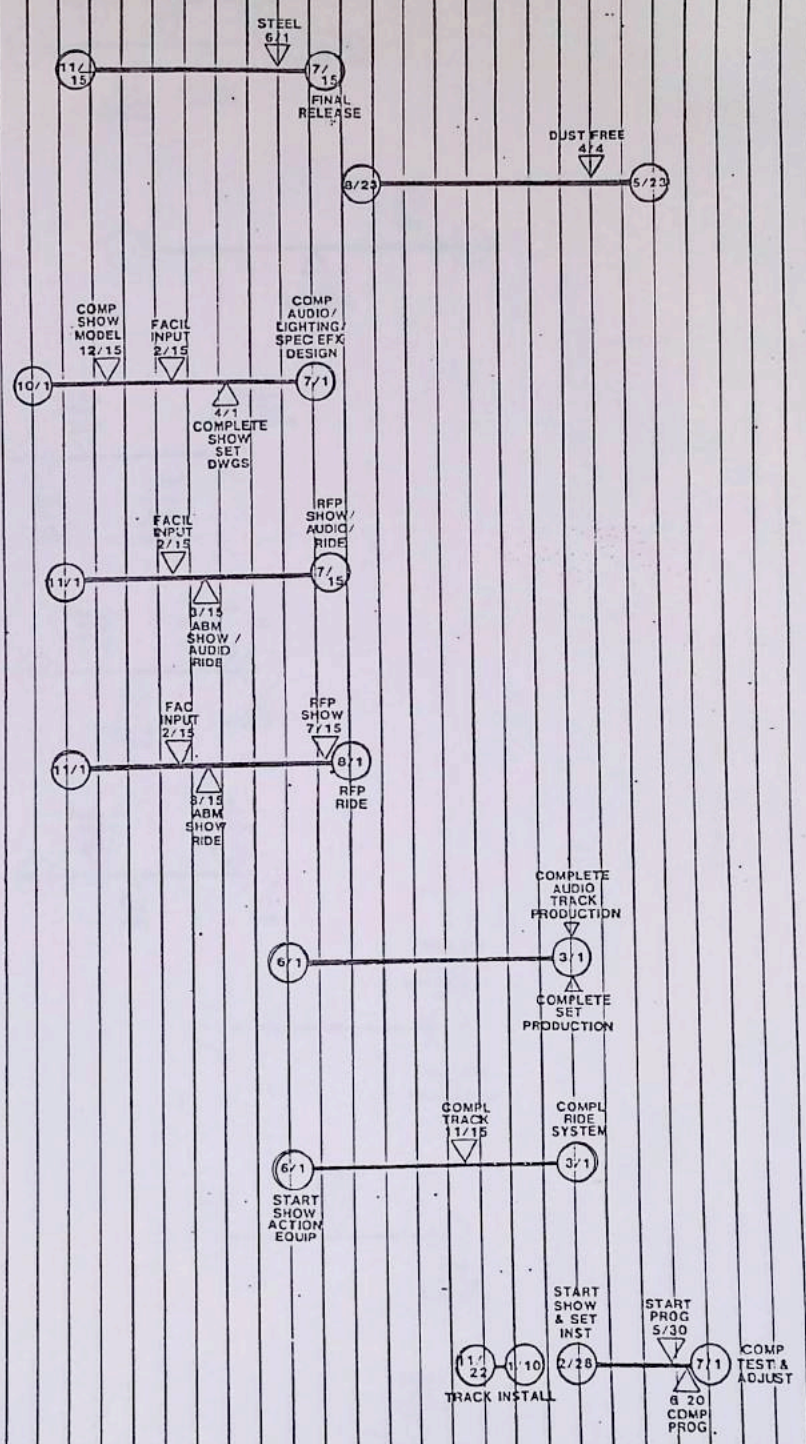
SHOW/RIDE
 ENG. (510)

SHOW/RIDE
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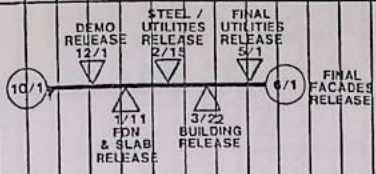
WED
 PRODUCTION

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 MANUFACTURING

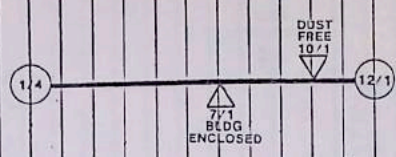
INSTALLATION/
 CHECKOUT



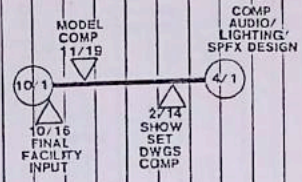
FACILITY DESIGN



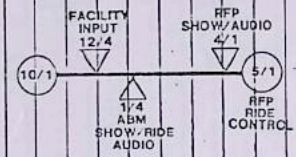
CONSTRUCTION



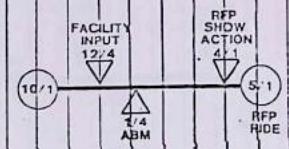
SHOW/RIDE CONCEPT DESIGN



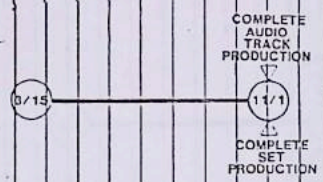
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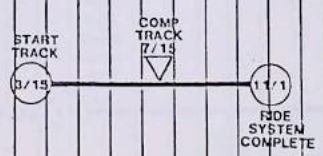
SHOW/RIDE ENG. (520)



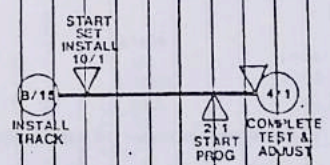
WED PRODUCTION



MAPO MANUFACTURING



INSTALLATION/CHECKOUT



FACILITY
DESIGN
RELEASES

CONSTRUCTION

SHOW/RIDE
CONCEPT/
DESIGN

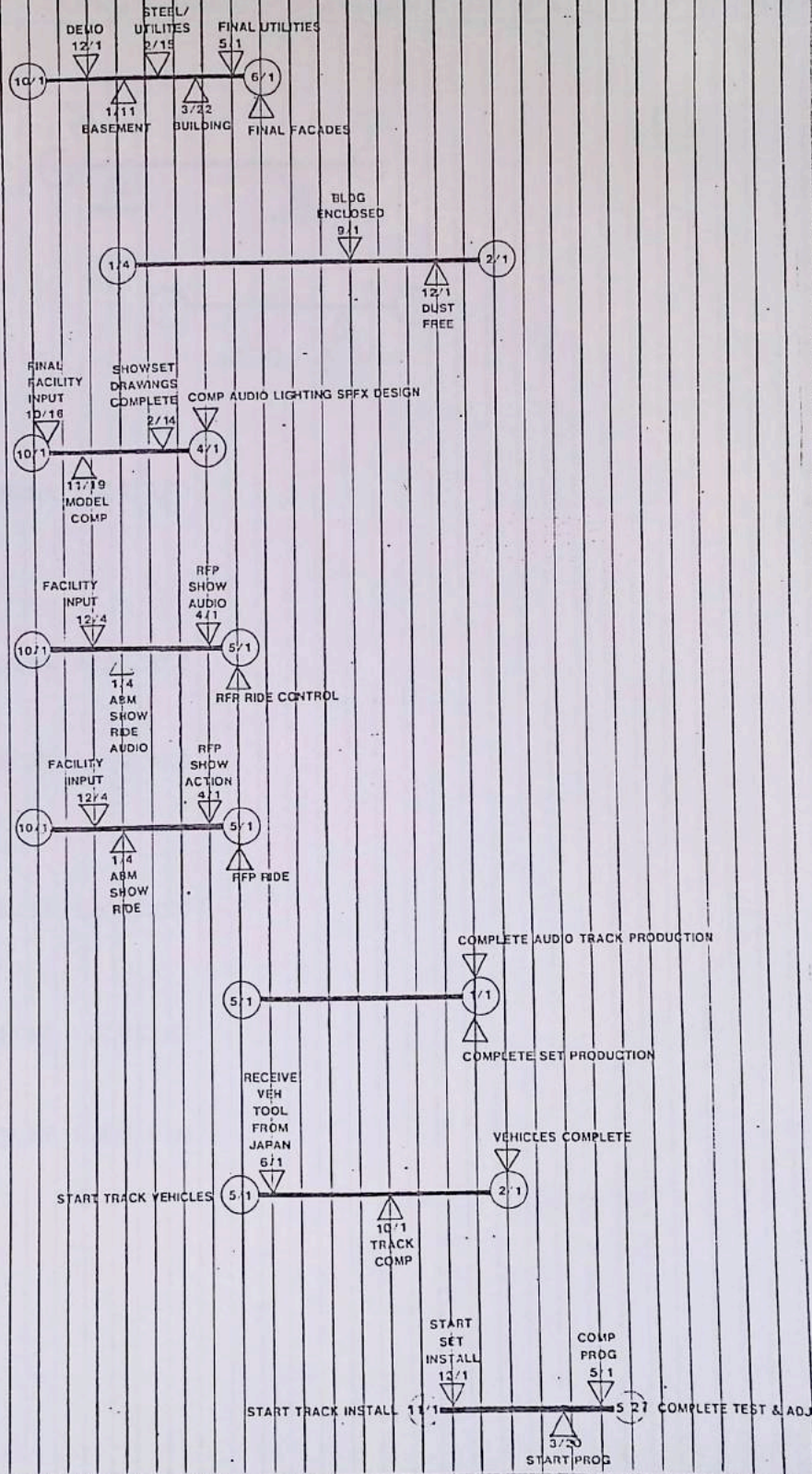
SHOW/RIDE
ENG. (510)

SHOW/RIDE
ENG. (520)

WED
PRODUCTION

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SECTION - B

PROJECT RESPONSIBILITIESSite Preparation

- . A Staging Area and Access Road will need to be prepared to Fantasyland from the Big Thunder Trail Area.
- . Construction Fences will need to be installed and periodically relocated around the entire Fantasyland area.
- . The Trash Compacter located behind the Fantasyland Rest Rooms will be relocated off stage, behind the Casey Jr. Attraction.
- . The Butler Building located behind the Fantasyland Theatre and currently being utilized for merchandise storage, will be removed.
- . The Emergency Power Generator located behind the First Aid Station is no longer impacted by the project and will have to be relocated.
- . The occupancy of the Paint Storage Shop will be changed to an Electrical Equipment Room. The existing air compressor and pad must therefore be relocated.
- . The Employee Break Area equipment will need to be removed, and relocated or put into storage, and the Break area demolished.
- . The telephone distribution panel, presently located in the Fantasyland Theatre will remain if possible. If this is not feasible the panel will be relocated in the basement of the Pinocchio Ride. This may require running all new lines.
- . All materials and equipment must be removed from the Fantasyland Theatre, the Juice Bar, and Fantasyland Gift Shop.
- . Construction Trailers and Temporary Merchandise Sheds will need to be installed.
- . The Fantasyland Theatre Complex will then be demolished and the area rough-graded.
- . The Tea Cups need to be removed and relocated to an available storage area.
- . Once the Tea Cups have been removed, a new site is to be prepared for the relocation of King Arthur's Carrousel.



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PROJECT RESPONSIBILITIESSite Preparation (Continued)

- . The foundation for the Tea Cups is to be demolished.
- . The new foundation for the Carrousel needs to be constructed and the utilities installed. The utilities will include a compressed air line, an electrical line, telephone line, audio cabling and speakers, an intercom system, a hook-up for the Energy Mangement System link as well as work, area and show lighting lines and a remote controlled shut-off system. The pit dimensions will be 4 feet wide by 14 feet long by 3 feet deep.
- . The Dumbo Ride will need to be removed and stored.
- . The existing Dumbo Ride area will then be demolished and rough-graded.
- . The Pirate Ship is to be demolished.
- . The Lagoon, including Skull Rock, will need to be drained and demolished.
- . The rock work surrounding the Lagoon dining area will be demolished and the entire area rough-graded.
- . All trees and foliage behind the dining area and in front of Casey Jr. will need to be demolished or relocated.
- . The new Dumbo Circus area, to be located in the area vacated by the Pirate Ship and Lagoon will require a new elevated foundation to be constructed for the Dumbo Flying Elephants and three festival canopies and utilities to be installed. New utilities will include a compressed air line, an electrical line, telephone line, audio cabling and speakers, an intercom system, a hook-up for the Energy Management System link, as well as area, work, and Show lighting lines, and a remote controlled shut-off system.
- . For purposes of tree and foliage removal, the railroad track on Casey Junior needs to be temporarily removed from the area located directly behind the Lagoon.
- . Utilities for the Fantasyland area will also include the following:

Chilled Water: Chilled Water will be required the Pinocchio Restaurant, as well as for air conditioning in the Basement of the Pinocchio Ride. The introduction of the 28 foot bay behind Snow White will require that the 4 inch chilled water line running between Casa De Fritos and the Tinkerbell Toy Shop be reworked



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Storm Drainage: It will be necessary, due to new drainage patterns, to add 400 feet of 12 inch storm sewer piping with two or three catch basins. This new line would run from the 21 inch recirculating line along Matterhorn row, west across the Fantasyland Area.

Sanitary Sewer Lines: Due to the additional building area behind the West Ride Building, it will be necessary to relocate 200 feet of 4 inch pipe and possibly 400 feet of 6 or 8 inch pipe. There will also be new branch lines running from each new Dark Ride. This is due to the requirement from Special Effects for floor drains.

Water Lines: Additional irrigation needs will require new branch lines. It may be required by the City of Anaheim to add two or three back flow preventer valves.

Due to the additional building area along the rear of the West Ride Building, it will be necessary to relocate another 200 feet of 8 inch water pipe.

Gas Lines: It will be necessary to reroute 400 feet of 3 inch pipe along the West Service Road and the rear of the West Ride Building.

Compressed Air Lines: 500 feet of 3 inch line will be rerouted. In addition, branch lines will be run to Pinocchio, Snow White, Tea Cups, Carrousel, and Dumbo. Peter Pan and Mr. Toad have their own compressor.

Telephone Lines: The telephone distribution panel, presently located in the Fantasyland Theatre will remain if possible. If this is not feasible the panel will be relocated in the basement of the Pinocchio Ride and new phone lines spliced with old where possible.

New lines will need to be run for most of the new or relocated attractions.

Electrical Lines: New power distribution systems will be run from Substation #4 and #7 to all the Attractions covered under this project. Power lines for other Attractions including Skyway and Casey Jr. will also need to be rerouted. New emergency power lines will also be run.



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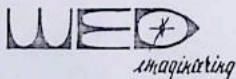
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PROJECT RESPONSIBILITIESSite Preparation (Continued)

The following are the Audio, Energy Management System, and Fire Detection System signal cable requirements from each attraction to the central Audio Room in the basement of the Pinocchio Ride:

East Sound Room:	10 - 10 Pair #18 Audio Cable 2 - 200 Pair #22 4 - Conduits Only For 8-200 Pair #22
Storybook Land:	1 - 10 Pair #18 Audio Cable 1 - 25 Pair #22 Individually Shielded
Dumbo:	1 - 10 Pair #18 Audio Cable 1 - 25 Pair #22 Individually Shielded
Tea Cups:	1 - 10 Pair #18 Audio Cable 1 - 25 Pair #22 Individually Shielded
Castle:	2 - 10 Pair #13 Audio Cable 1 - 25 Pair #22 Individually Shielded
Skyway:	1 - 10 Pair #18 Audio Cable 1 - 25 Pair #22 Individually Shielded
Carousel:	1 - 10 Pair #18 Audio Cable 1 - 25 Pair #22 Individually Shielded
Snow White:	2 - 10 Pair #18 Audio Cable 2 - 25 Pair #22 Individually Shielded
Pinocchio:	4 - 10 Pair #18 Audio Cable 3 - 25 Pair #22 Individually Shielded

For the PLC Ride Control Systems there will be 1-2 Pair transmission cable from each Dark Ride run in its own conduit to the central Audio room. There should also be a spare conduit run for the Alice Ride.



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There will be 2-200 Pair #22 cable run from the central Audio room to the Big Thunder Audio Equipment Room. This is for the Energy Management System and the Fire Detection System.



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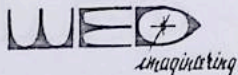
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PROJECT RESPONSIBILITIESFacilityPINOCCHIO DARK RIDE Attraction

- . The Fantasyland Theatre will be demolished and while maintaining the original footprint, it will then be reconstructed as a Show facility with a basement.
- . The basement will be formed by removing the existing sloping concrete floor and excavating to the desired depth. This may require soil stabilization or underpinning of some existing footings, as the wall between the theatre and the Snow White attraction will remain in place.
- . The basement will contain approximately 10,500 square feet of space.
- . A concrete floor will be constructed for the Show and Ride surface.
- . All existing walls must be brought up to present code standards, which will require structural modifications to the facility in order to meet Earthquake Code requirements.
- . Fire sprinkler systems for the ground and basement level must be installed.
- . Air conditioning is required for the Pinocchio Ride basement area. It will utilize a chilled water system.
- . New ventilation blowers must be installed at Show Level.
- . Compressed air lines are required for the Show and Maintenance areas.
- . Telephone lines need to be run for the Audio, Merchandise Storage and Ride Operator's Console.
- . Provisions for Maintenance and Special Effects floor drains are required.
- . Two sections of depressed slab are required in the Show floor for Show Figures.
- . Area Lighting on the roof will be required.
- . Energy Management System links will be necessary as will a fire detection system link.



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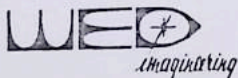
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PROJECT RESPONSIBILITIESFacility (Continued)

- . Work lights, emergency lights and power system, as well as electrical power systems will also be required.
- . A small part of the maintenance area will house three show electronic cabinets. These will need to be air conditioned, and may require a separate room.
- . Ride and Show Control signal wires will be required.

SNOW WHITE DARK RIDE Attraction

- . The entire Snow White Dark Ride and Show will be gutted. This will include all exterior facades, interior sets, props, show action equipment, track, sprinklet systems, electrical systems, compressed air lines, ventilation blowers, and wood flooring.
- . The rear wall will be demolished.
- . The following utilities will be required for the new Snow White Show: new electrical system, fire sprinkler system, compressed air lines, ventilation blowers, telephone lines, work and emergency lighting system, a fire detection link, Energy Management System links, and area lighting on roof.
- . Structural modification to the facility must be made to meet earthquake code requirements.
- . A two hour rated fire wall must be constructed between the Snow White Attraction and the Tinker Bell Toy Shop.
- . There must be provisions for floor drains for special effects and maintenance.
- . A 28 foot bay extension will be added to the rear of the facility. Mechanical and Electrical Equipment will be housed on the Second Level of the added bay area.
- . New concrete flooring must be poured.
- . New architectural facade work will be required.



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PROJECT RESPONSIBILITIES

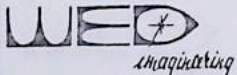
Facility (Continued)

PETER PAN DARK RIDE Attraction

- . The new Peter Pan Show requires that the Mad Hatter Shop be removed.
- . The Peter Pan Dark Ride and Show will be gutted. This will include all exterior facades, interior sets, props, show action equipment, sprinkler systems, electrical systems, compressed air lines, and ventilation blowers.
- . The following utilities will be required for the new Peter Pan Show: new electrical system, fire sprinkler system, compressed air lines, ventilation blowers, telephone lines, work and emergency lighting system, a fire detection link, Energy Management System links, and area lighting on roof.
- . Structural modification to the facility must be made in order to meet earthquake code requirements.
- . A two hour rated fire wall must be constructed between the Peter Pan, Mr. Toad, and Alice Attractions and the Merlin Magic Shop.
- . There must be provisions for floor drains for special effects and maintenance.
- . New structural steel will be required for the introduction of new track and the relocation of existing track.
- . A new Load/Unload area and an extended show structure for the final scene of the ride must be constructed.
- . New concrete flooring must be poured for the Load/Unload area and the final show scene.
- . New architectural facade work will be required.

MR. TOAD DARK RIDE Attraction

- . The entire Mr. Toad Dark Ride and Show will be gutted. This will include all exterior facades, interior sets, props, show action equipment, track, sprinkler systems, electrical systems, compressed air lines, ventilation blowers, and wood flooring.



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PROJECT RESPONSIBILITIESFacility (Continued)MR. TOAD DARK RIDE Attraction (Continued)

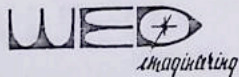
- . The following utilities will be required for the new Mr. Toad Show: new electrical system, fire sprinkler system, compressed air lines, ventilation blowers, telephone lines, work and emergency lighting system, a fire detection link, Energy Management System links, and area lighting on roof.
- . Structural modification to the facility must be made in order to meet earthquake code requirements.
- . A two hour rated fire wall must be constructed between the Peter Pan and Alice in Wonderland Attractions.
- . A two hour rated fire flooring must be constructed between Mr. Toad and Alice in Wonderland for the new courtroom scene in Mr. Toad. This will require some modification to the Tulgy Woods Scene in Alice.
- . There must be provisions for floor drains for special effects and maintenance.
- . New concrete flooring must be poured.
- . New architectural facade work will be required.

ALICE IN WONDERLAND DARK RIDE Attraction

- . Audio tracks for the Alice attraction, which is not part of this project, will still need to be relocated to the central Fantasyland Audio Room in the basement of the Pinocchio Ride. This will make room in the East Dark Ride Building Complex for new show control equipment. The new Show Control Equipment will require air conditioning.

KING ARTHUR'S CARROUSEL

- . A 4 foot wide by 14 foot long by 3 foot deep pit must be excavated for the Carrousel and a concrete pad poured. Concrete queue lines will also be required.



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PROJECT RESPONSIBILITIESFacility (Continued)DUMBO CIRCUS Area

- Three new canopies will be constructed using the existing design elements from the front facades of the Fantasyland Theatre and Dark Rides.
- The center canopy will contain the "Sadie Mae" band organ, which will require a protective casework covering.

GEPPETTO'S TOY SHOP

- The Toy Shop will be a 350 square foot merchandising facility located west of the new Pinocchio Dark Ride Attraction.
- The facility will require the following utility considerations: a fire sprinkler system, air conditioning, telephone lines, electrical power for lighting and equipment, Energy Management System links, and a fire detection system link.
- The facility will also require interior casework and shelving, as well as interior theme lighting.

TINKER BELL TOY SHOP

- There will be no project construction on the Tinker Bell Toy Shop except for the following: the relocation of the rear exit door due to the 28 foot extension on the Snow White Dark Ride, the rerouting of electrical lines to a new panel, and the miscellaneous Snow White/Tinker Bell interface work that must occur during construction.

MAD HATTER SHOP

- The old Mad Hatter Shop will require having the exterior facades, the walls and ceiling, the roof top air conditioning system and duct work, sprinkler system, and all electrical systems removed.

FAN II

- This facility which consists of a kitchen, storage, and serving area will be demolished.



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PROJECT RESPONSIBILITIESRideFantasyland Central Ride Control System

- . The Centralized Ride Control System is composed of four Allen-Bradley 1774 Programmable Logic Controllers (PLC), one Allen-Bradley CRT console, and an Isolation Transformer for system power.
- . The four PLCs will be used for the following Dark Rides: Peter Pan, Pinocchio, Snow White, and Mr. Toad.
- . An Isolation Transformer will be used to provide filtered 120 volt A.C. power to all PLC units.
- . The remote part of the system consists of a PLC remote input output (I/O) card cage with a remote I/O controller card, and up to eight I/O cards with a power supply to power the system.
- . The remote part of the system is responsible for inputting information back to each PLC. This data is composed of information on track sensors, operator commands, track switch monitors, and electrical equipment monitors. The remote, utilizing information from the PLCs, also controls the electrical track equipment used to insure safety in the ride. In addition, remote also controls operational indicator lamps, such as the track map on the operations console.
- . These remote units are located in each individual Dark Ride, and communications to and from the PLC units is accomplished through a two pair shielded cable in its own rigid conduit.
- . Inputs or outputs can get into or out of the PLC remote in one of two ways. Inputs or outputs can be directly connected to the PLC remote if they are isolated or very close to the PLC remote. If, however, a group of inputs or outputs are close together then they would get back to the PLC remote through a 25 pair termination box and 25 pair cable.

Ride Control Console

- . The ride control console should contain the following elements: two raised and illuminated push buttons, one green for Control and Track power on, and one red for power off, a two position auto-manual illuminated Dispatch selector, two raised and illuminated push buttons



DATE ISSUED: 10/10/81

DATE REVISED: 11/30/81

SCOPE
LEVEL I

SECTION - B

PROJECT RESPONSIBILITIES

Ride (Continued)

Ride Control Console (Continued)

for show lights, green for black lights on, and red for emergency lighting, green for lights off and red for lights on, a two position non-illuminated Jog #4 Active Bypass Selector, a green illuminated mushroom push/pull type unit, four black jog buttons without illumination, an illuminated two function ride status indicator, green for 102 and red for 101, two raised and illuminated push buttons for sound, LED indicators for zone lights, a microphone with toggle switches for mute and emergency P.A., an intercom, park phone, and three position non-illuminated selector for mural and marquee lights.

- . A block zone system with a relay back-up system should be utilized.
- . Dispatch and jog buttons should run from right to left.
- . The location of the consle should be positioned close enough to the wall to allow for installation of a flip-up seat.
- . The console must also be located close enough to the vehicles to allow for one employee to efficiently operate the entire attraction. When only one employee is operating the attraction, it must be possible to stay at the panel, yet be within arms distance of the vehicle in order to 1) take tickets; 2) put the safety bars down and 3) physically stop coasting vehicles with a foot.

Track

- . All new track including switches and maintenance track, will be required for three of the four new Dark Rides: Pinocchio, Snow White and Mr. Toad will use 16 pound rail; Peter Pan will use existing track except for the new Show areas where approximately 252 linear feet of new track must be added.
- . Insulated bus bars will be required for all rides.



DATE ISSUED: 10/10/81

DATE REVISED: 11/30/81

SCOPE
LEVEL I

SECTION - B

PROJECT RESPONSIBILITIESRide (Continued)Vehicles

- It will be necessary to manufacture 18 vehicles for Pinocchio. They are almost identical in configuration to the existing Snow White vehicles.
- No additional vehicles will be manufactured for the Snow White Show. Modifications to the collector and bogie assemblies will be necessary to accommodate the new larger type rail. The existing rail was only 10 to 12 pound type. A step-up transformer will be required, and new safety bars may also be added.
- No additional vehicles will be manufactured for the Mr. Toad Show. However, four additional vehicles will be brought from Walt Disney World. It may be necessary to change the drive units on these vehicles to match the Disneyland vehicles. It will be necessary to modify the collector and bogie assemblies on all the vehicles for the new larger type rail.
- The rear wheels of the Disneyland Mr. Toad cars will need to be replaced with the larger Walt Disney World size, which may necessitate modifying drive train ratios to maintain the current speed.
- No additional vehicles will be manufactured for Peter Pan. However, two additional vehicles will be brought from Walt Disney World. These vehicles will need new drive units and bogies to accommodate the Disneyland system.

SECTION - B

PROJECT RESPONSIBILITIESShow

- Pinocchio, Snow White, Peter Pan and Mr. Toad Dark Ride attractions will all receive entirely new shows, including sets, props, backdrops, show action equipment, animated props, Audio-Animatronic figures, and special effects.
- There will be a Central Audio, Show, and Ride Control room for these shows in the basement of the Pinocchio Dark Ride building.
- The Central Room will house an animation monitoring and sound start unit, bin loops, tape decks, amplifier racks, low level cross connect cabinets, high level cross connect cabinets, and intercom units.
- Show Control for all Dark Rides will be achieved through the use of two mini DACS units.
- The intent is to use one mini DACS unit for Pinocchio and Snow White and one unit for Peter Pan and Mr. Toad.
- In addition to the two mini DACS units, each show may have a dimmer cabinet and work light control panel, 1 flicker flame cabinet with cards, several animation breakout boxes, and several monitor breakout boxes.

SECTION - B

PROJECT RESPONSIBILITIESArea Development

The Fantasyland Area Development will include the following:

- Irrigation, planting, fencing, curbing, and possibly paving patterns, will be required around each of the four Dark Rides.
- There will be concrete queue lines and themed stanchions for each attraction in Fantasyland.
- The new "Sword in the Stone" knoll area, located midway between the Snow White and Peter Pan Dark Rides will require built in benching, curbing, fencing, irrigation, lighting, audio, and planting.
- A fountain or pool will need to be constructed in front of the Peter Pan Dark Ride. This will require curbing, fencing, electrical, and water hook-ups, as well as coordination of lighting, filtering, pumping, overflow skimming, and drainage lines.
- Special poodle-cut trees will be planted around the Mr. Toad Dark Ride facade.
- Around the Dumbo Flying Elephants will be a circular pool. This will necessitate a pump and filter system being installed, as well as a retaining wall and fencing. There will also be show lighting in the pool itself, as well as extensive rock work around the pool, irrigation, planting, poodle-cut and topiary plants, and curbing.
- Due to the elevation of the Dumbo Flying Elephants, upramps will be required on both the east and west sides of the attraction.
- New planting will be required between Casey Jr. and the Dumbo Circus area.
- The following elements will be included in the overall Fantasyland area development package: drinking fountains, benches, railings, lighting, planter walls, paving patterns, irrigation, and landscaping.

WED ENTERPRISES

INTER-OFFICE COMMUNICATION

P-1328 R-2

TO THOSE LISTED DATE APRIL 26, 1982
FROM JANIS SPICE EXT: 3141 SUBJECT FANTASYLAND '83 - DISNEYLAND
COORDINATION MR. TOAD: PROP ANIMATION LIST

Attached is the Preliminary Prop Animation List for the Mr. Toad attraction in Fantasyland '83 - Disneyland.

Please review the list carefully and contact me at extension 3141 with any questions or comments.

APPROVED: Stan Abrahamson
Stan Abrahamson

JS:dp

Attachment

cc: Stan Abrahamson (2)
Ken Anderson
Bill Balya (WDW)
Glenn Barker
Bruce Barnes
Tony Baxter
Mel Black (D/L)
Alex Boen
Daphne Brown
Pat Burke
Paul Burri
Carl Collins (WDW)
Clark Conrad
Stan Cooper
Phil Dagort
Larry Danielson (WDW)
Joyce Dazzo
Maggie Elliott
Blaine Gibson
Rick Golding
Bill Gonzalez
Bill Guy (D/L)
Dick Hardenbrook
Craig Heller
Tim Hickman
Monte Hault
John Kavelin
John Kreigenhofer
Bob Kurzweil
Raellen Lescault
Marshall Long (Marshall Long Acoustics)
Bud Martin
Mike McCullough
Dave Melanson
Steve Miller
Jeannette Minor (WDW)
Lee Nesler (WDW)
Delbert Peavy (WDW)
Leonard Potter
Matthew Priddy
Russ Read
Mark Rhodes/Bob Stephens
Ray Roberts
Molly Rose
Kurt Sawitskas
Jack Schilder
Pete Stougaard
Jack Taylor
Don Tomlin
Don Updyke
Mike Valentino
Bill Vanek
Mike White
George Windrum
Gary Younger
MAPO Finance

WED *Engineering* PROP ANIMATION LIST

PROJECT: MR. TOAD

PAGE 1 OF 3

LOCATION: FANTASYLAND - DISNEYLAND

DATE APRIL 26, 1982

REVISION NO. PRELIMINARY

PROP. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE # 1 - GRAND HALL LOAD/UNLOAD				
AP-01	SUIT OF ARMOUR		D-S1	FALLS TOWARD VEHICLE (TRACK SWITCH)
SCENE # 2 - LIBRARY				
AP-02	DESK		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
AP-03	"MACBADGER" ON LADDER		-S1	LADDER TEETERS (CONSTANT)
SCENE # 3 - LONG HALL				
AP-04	CHANDELIER WITH "WEASEL"		-S1	SWINGS BACK & FORTH (CONSTANT) } Opposite Directions SWINGS BACK & FORTH (CONSTANT)
AP-05	CHANDELIER WITH "WEASEL"		-S1	
SCENE # 4 - DINING ROOM				
AP-06	DINING ROOM TABLE		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
AP-07	DINING ROOM CHAIRS		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
AP-08	DINING ROOM CHAIRS		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
SCENE # 5 - RIVERBANK				
AP-09	COP (WITH WHISTLE)		D-S1	LEFT HAND MOVES FORWARD (TRACK SWITCH)
AP-10	COP (BEHIND TREE)		D-S1	COP LEANS OUT (TRACK SWITCH)
AP-11	WOODEN GATE		D-S1	SWINGS OPEN (TRACK SWITCH)
AP-12	FARMER		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
AP-13	BRIDGE		D-S1	BREAKS AWAY (TRACK SWITCH)

WED *imagineering* PROP ANIMATION LIST

PROJECT: MR. TOAD

PAGE 2 OF 3

LOCATION: FANTASYLAND - DISNEYLAND

DATE APRIL 26, 1982

REVISION NO. PRELIMINARY

PROP. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE # 6 - WHARF				
AP-14	CRATE ON PULLEY		D-S1	LOWERS TOWARD VEHICLE (TRACK SWITCH)
AP-15	CRATE ON CRANE		D-S1	CRANE SWINGS AWAY FROM TRACK (TRACK SWITCH)
SCENE # 7 - WAREHOUSE				
AP-16	CRATES/BARRELS		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
AP-17	CRATES/BARRELS		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
AP-18	CRATES/BARRELS		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
AP-19	TOPPLING BARRELS		D-S1	TOPPLE TOWARD VEHICLE (TRACK SWITCH)
AP-20	TOPPLING BARRELS		D-S1	TOPPLE TOWARD VEHICLE (TRACK SWITCH)
SCENE # 8 - VILLAGE ROAD				
AP-21	MOVING VAN		D-S1	SWINGS AWAY FROM TRACK (TRACK SWITCH)
SCENE # 9 - THE PUB				
AP-22	CHANDELIER		-S1	SWINGS BACK & FORTH (CONSTANT)
AP-23	CHANDELIER		-S1	SWINGS BACK & FORTH (CONSTANT)
AP-24	"WINKY THE BARTENDER"		D-S1	DROPS BEHIND BAR (TRACK SWITCH)
SCENE # 10 - TOWN SQUARE				
AP-25	BAKER		-S1	BALANCING MOTION (CONSTANT)
AP-26	SCAFFOLD WITH WORKMEN		D-S1	SCAFFOLD COLLAPSES/WORKMEN SLIDE FORWARD (TRACK SWITCH)
AP-27	CHIMNEY SWEEP		D-S1	POPS OUT OF CHIMNEY (TRACK SWITCH)
AP-28	CHIMNEY SWEEP		D-S1	POPS OUT OF CHIMNEY (TRACK SWITCH)

WED *imagineering* PROP ANIMATION LIST

PROJECT: MR. TOAD

PAGE 3 OF 3

LOCATION: FANTASYLAND - DISNEYLAND

DATE APRIL 26, 1982

REVISION NO. PRELIMINARY

PROP. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE # 10 - TOWN SQUARE (CONTINUED)				
AP-29	CHIMNEY SWEEP		D-S1	POPS OUT OF CHIMNEY (TRACK SWITCH)
SCENE # 11 - COURTROOM				
AP-30	JUDGE		D-S1	LEANS FORWARD (TRACK SWITCH)
SCENE # 12 - TRAIN TUNNEL				
AP-31	RAILROAD CROSSING GATE		D-S1	RAISES FOR VEHICLE (TRACK SWITCH)
AP-32	TRAIN HEADLIGHT		D-S1	MOVES OVERHEAD TOWARD VEHICLE (TRACK SWITCH)
SCENE # 13 - INFERNO				
AP-33	JUDGE/DEVIL		D-S1	LEANS FORWARD (TRACK SWITCH)

WED ENTERPRISES
INTER-OFFICE COMMUNICATION

P-1328 R-2

TO Those Concerned DATE June 22, 1981
FROM Mark Rhodes/ MR. EXT: 8251-232 SUBJECT Proposed New Fantasyland
Bob Stephens BS -234

This document is a preliminary scope of the overall project for the proposed New Fantasyland. As the shows, attractions, and the scope of effort involved become more defined, this scope will be updated.

At the present time, the Fantasyland scope is to be used as a work copy for conceptual evaluation only, and should not be used for production purposes.

If there are any additions, corrections, or deletions that need to be made for the accuracy of this scope, please contact WED Scope Productions, Airway Tower ex. 232/234.

cc: Stan Abramson Wayne Jackson
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Paul Hebert Jack Taylor
Craig Heller Brock Thoman
Tim Hickman Don Tomlin
Morrie Houser Bud Washo
Dick Hoyt Bill Watkins
Don Hudson Gary Younger
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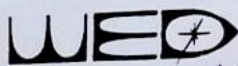
PROPOSED NEW FANTASYLAND

PROJECT DESCRIPTION

SCOPE LEVEL I

Prepared by:

WED Scope Productions
Mark Rhodes
Bob Stephens
Kevin Rafferty
E. J. Irish



DATE ISSUED: 04/10/81

DATE REVISED: 06/19/81

SCOPE
LEVEL I

FANTASYLAND



Proposed New Fantasyland

Disneyland's summer season for 1983 will be geared toward Fantasy, and a celebration of Walt Disney Productions' 60th Anniversary. The scope of this project is comprised of two major elements - an Entertainment package and the presentation of a New Fantasyland.

The two elements are to work in conjunction with one another to highlight the artistic achievements produced by the Studio in the area of filmed animation, and the mastery of Walt Disney Productions in the realm of fantasy.

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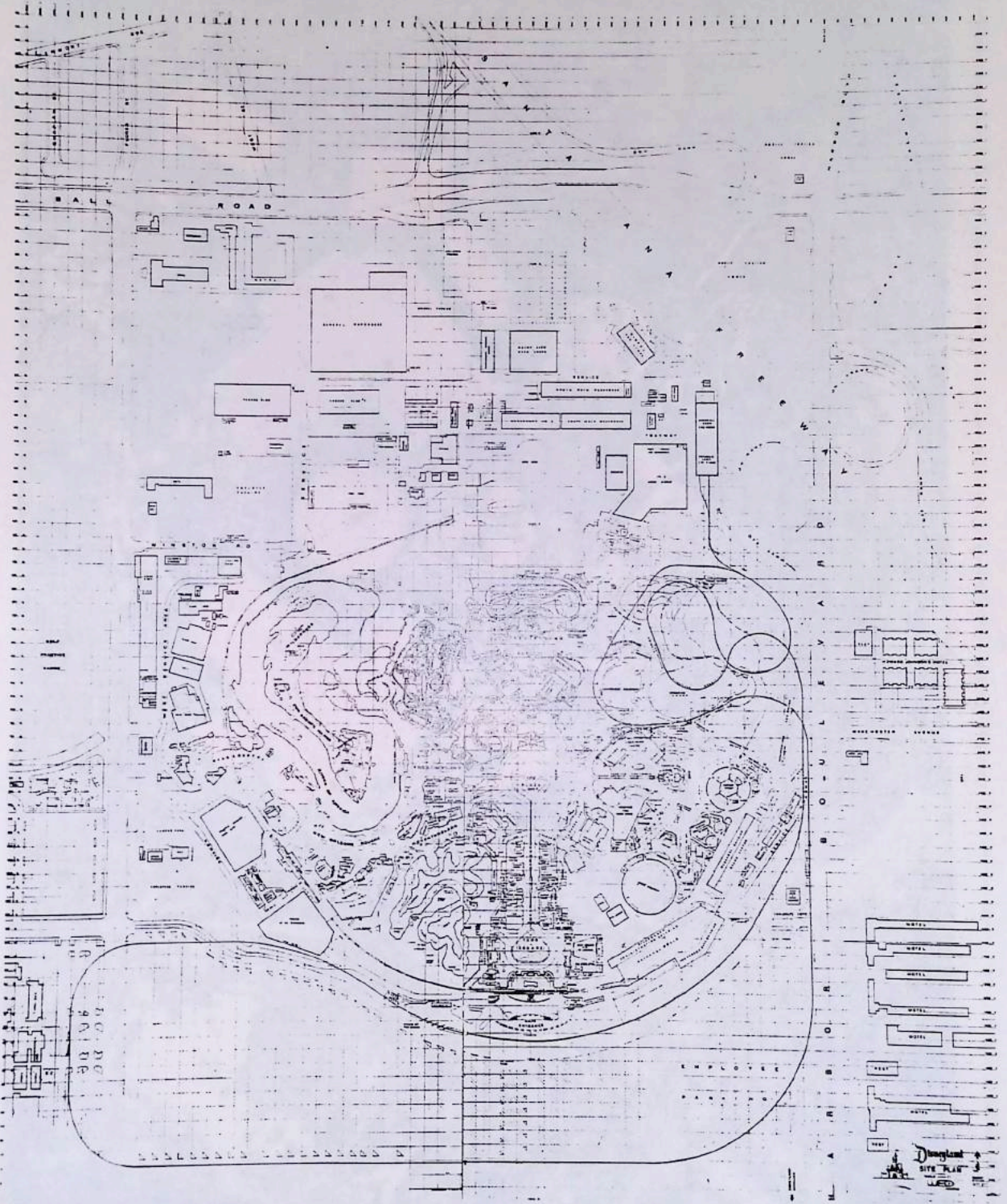
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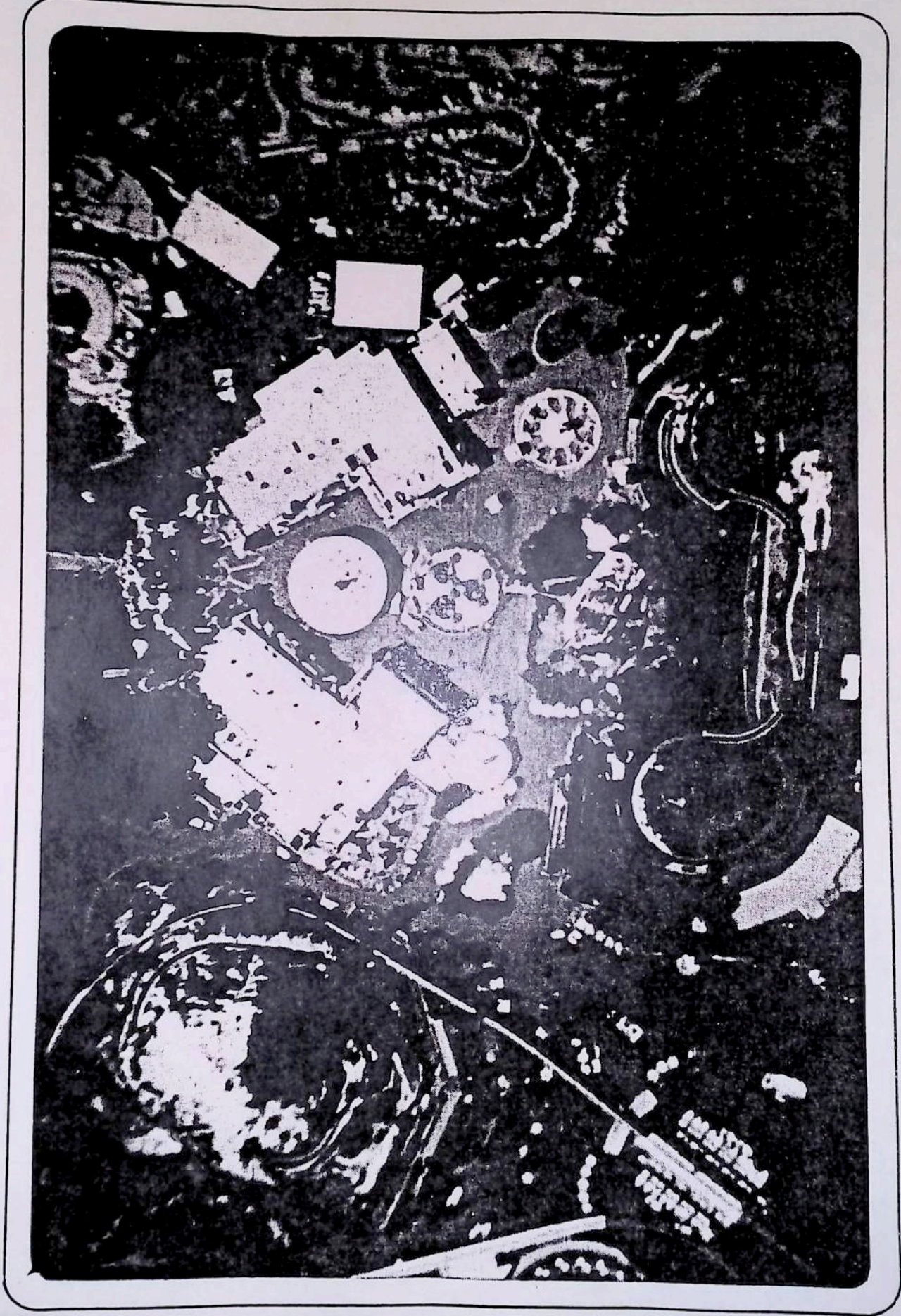
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DISNEYLAND SITE PLAN





Overview Of Project

In order to facilitate the possibility of a new attraction for Disneyland's 1983 season, the following proposal was submitted by WED to the Park Operating Committee for their consideration:

The "Pinocchio" Ride currently in production for the Tokyo project was originally designed for Disneyland. The show drawings are presently at a 90% level. Therefore, the attraction could feasibly be adapted into a new ride and show for the park by converting the existing Fantasyland Theatre to a Show Building. A Pinocchio restaurant complex, presenting a view of the ride on the ground level, would adjoin the show building and contain a second level dining patio that overlooks the Fantasyland area, as well as a basement area for offices and storage. This package could be accomplished without affecting the operational continuity of any of the surrounding attractions.

Captain Hook's Pirate Ship, situated behind the Mad Tea Party Cups, could then be taken down for rehab and re-scaled to a 5/8 version of its current design. As the food operation from the proposed "Pinocchio" Restaurant will produce an operational capacity greater than the Pirate Ship and Fan II area combined, it would thus meet not only the current but future food demands of the area. The fast food operation in the Pirate Ship can then be replaced with a juice bar and a possible merchandise area, while the Fan II food operation could be entirely eliminated without detracting from operational output. The dining area behind the ship can then be segregated into an island effect and turned into a play area, similar to the operation on Tom Sawyer's Island.

The "Alice in Wonderland" Load/Unload should be situated nearer the Ride building, beneath the second level of track, thus allowing a site to be prepared in front of the attraction for the Tea Cups.

The "Mad Hatter" Shop could then be relocated during the rehab of the Alice dark ride from its present location between "Mr. Toad" and "Peter Pan" to the site presently occupied by "Fan II," next to the "Alice in Wonderland" attraction. This would present a more consistent theming aspect to the area.

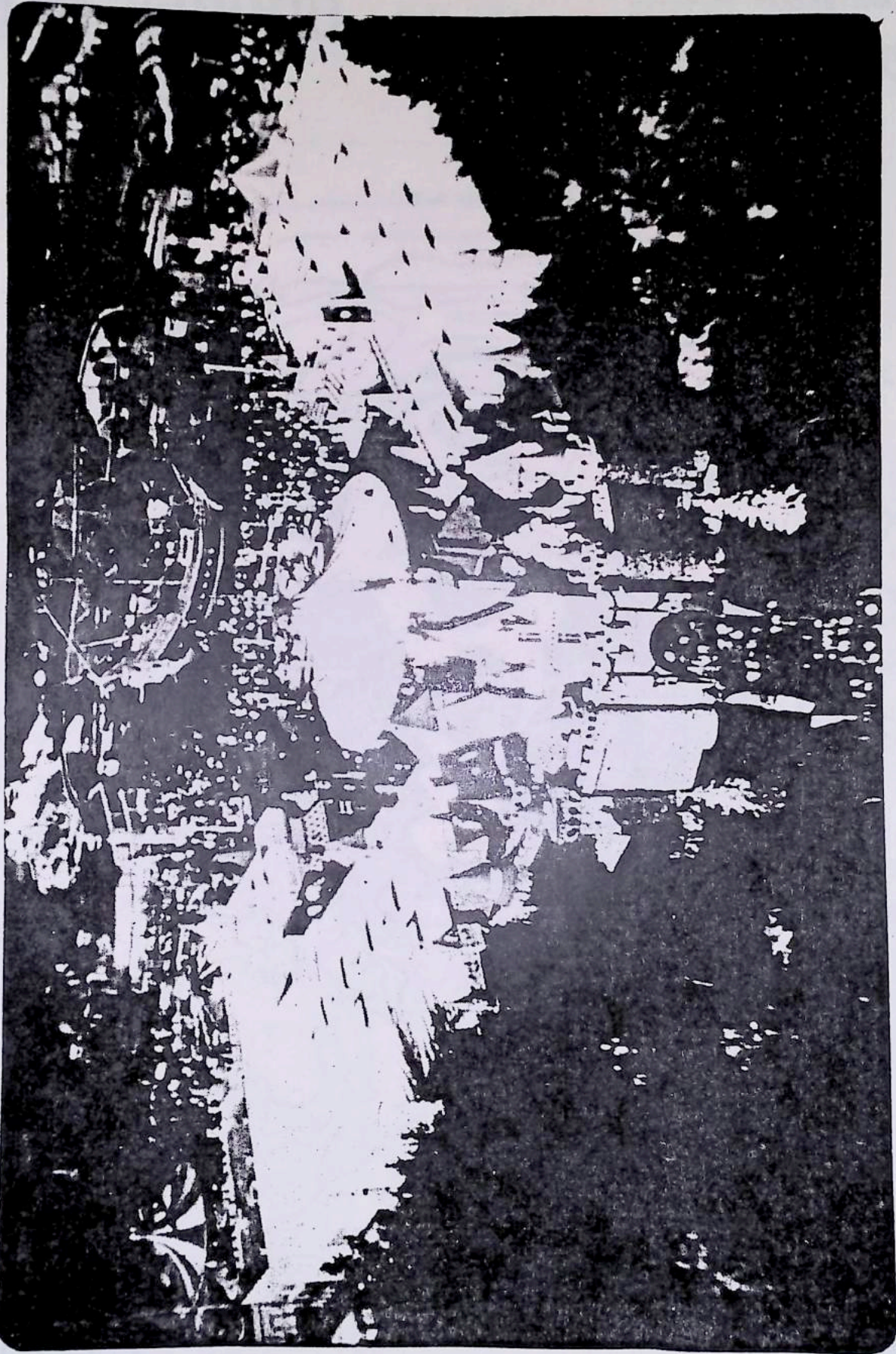
The Teacups could then be relocated to the northwest portion of the Fantasyland area next to the "Alice in Wonderland" attraction, where they would more appropriately fit with the surrounding "Wonderland" theming.

Overview Of Project (Continued)

By moving the "King Arthur Carrousel" from its present location to the site currently occupied by the "Mad Tea Party" cups, a crowd congestion problem in this area could be eliminated while still retaining the visual draw of the Carrousel through the Castle portals.

In the area vacated by the Carrousel, a small grassy knoll could be established with a sword placed in a stone, emphasizing the courtyard area, as well as presenting the possibility of a new live show aspect. The streets could be given a cobblestone texture and the "Peter Pan" and "Mr. Toad" rides, during normal rehab operations, could have new shows implemented as well as having their track lengths and front queuing areas increased. The "Snow White" attraction could then be rehabed with a new show and greater track length.

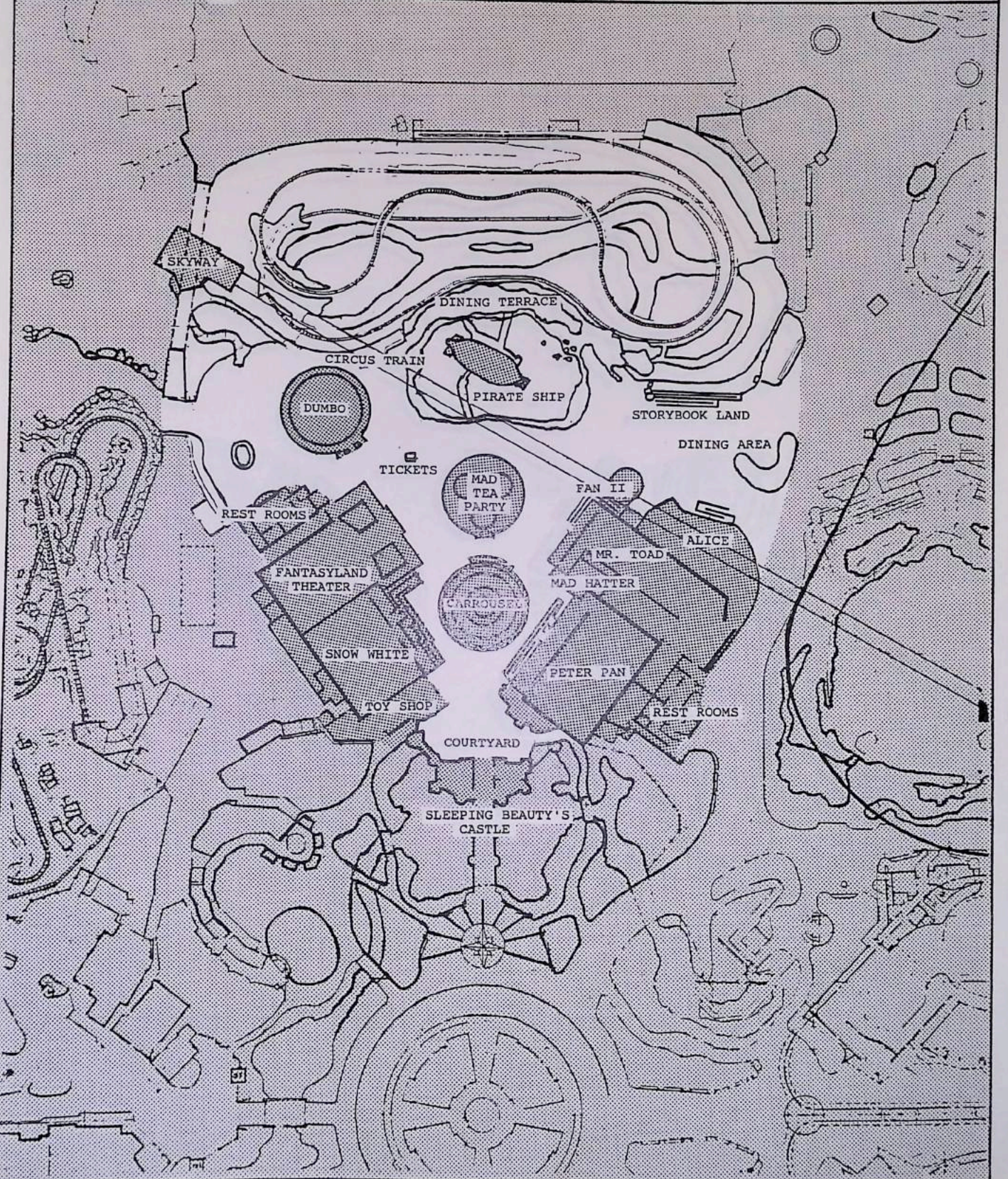
Upon completion of the total Fantasyland Rehab Proposal, the area would have two new attractions, the Pinocchio ride and the Pirate's Cove play area, as well as complete new shows on the four dark ride attractions and a new high-capacity fast foods facility.



Disneyland

WORK COPY

EXISTING FANTASYLAND



DATE ISSUED: 04/10/81

DATE REVISED: 06/19/81

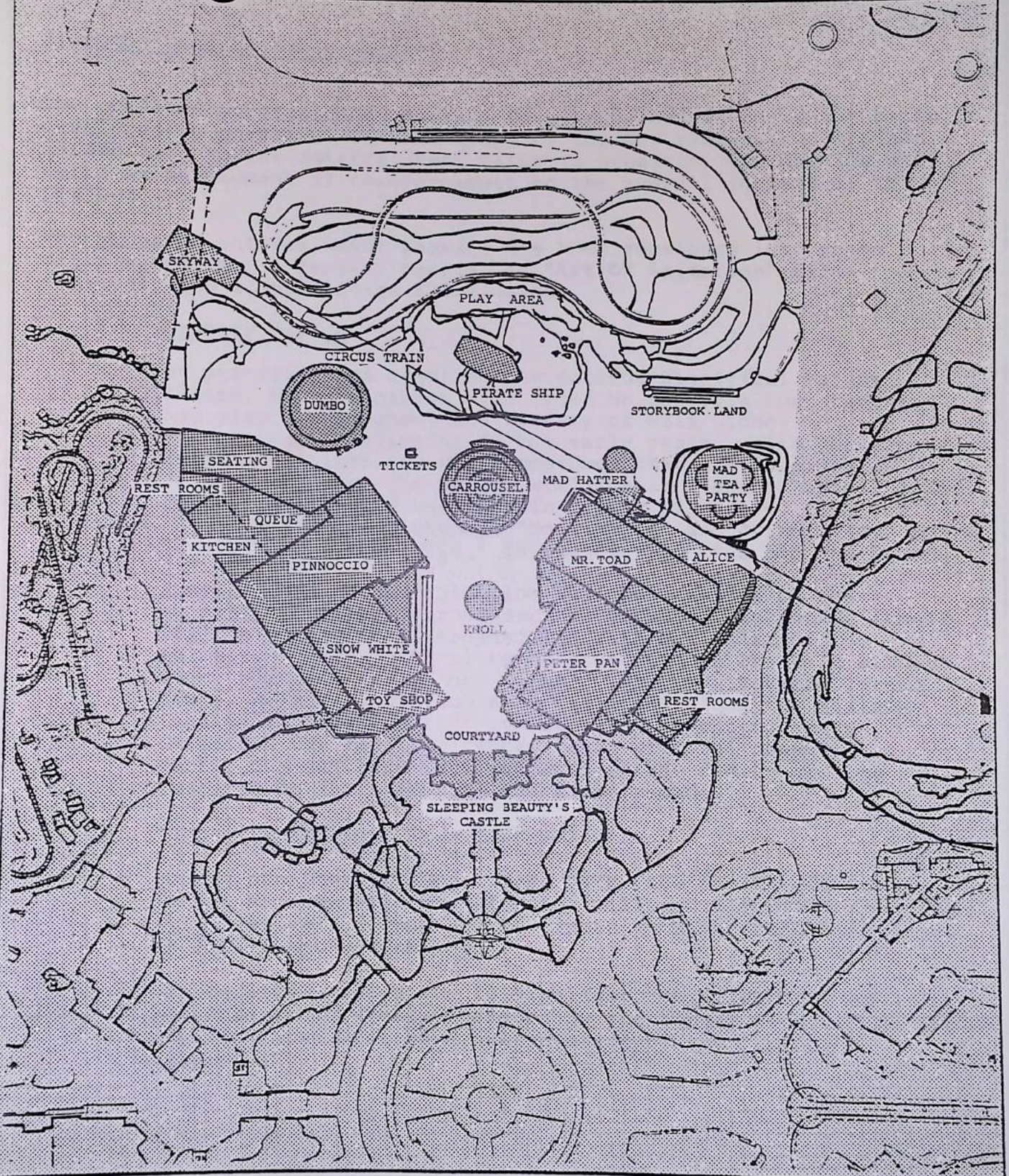
SCOPE
LEVEL

I

Disneyland

WORK COPY

PROPOSED FANTASYLAND



Proposed Entertainment Package

The proposed entertainment package for Disneyland is currently being developed to coincide with the scope of the New Fantasyland project. In addition to the entertainment value it presents, the package will serve as an element of reinforcement to the overall success of the project.

The proposed entertainment package has been sectioned into three major elements: a fantasy parade, an "Art Of Animation" film festival, and a Space Stage Extravaganza.

I. Fantasy Parade

By utilizing and adapting the current Electrical Parade floats, the new parade will focus on the role that fantasy has played throughout the history of Walt Disney Productions. Beginning in the early years, using characters dressed in black and white costumes that depict classics from the 1920's, the parade will run in a chronological time frame highlighting the best in Disney film work, from the "Silly Symphonies" through "Snow White" and "Pinocchio," to "Dumbo" and "Cinderella," to the current "Fox and the Hound."

Special effects and animation will be utilized on the majority of floats throughout the parade. The parade itself will be developed in conjunction with the "Art Of Animation" film festival to be presented in the Walt Disney Story adjacent to the Mr. Lincoln Theatre. Between parade times, select floats could be stationed along the aisleway leading to "Small World" and utilized as photographic backdrops for family pictures taken with the characters. During the day, the more animated of the floats will be featured in the afternoon character parade.

II. "Art of Animation" Film Festival

During non-peak periods in the park, the theatre featuring "Great Moments with Mr. Lincoln" will run a monthly changing film festival, featuring the finest in Walt Disney's history of full-length animation.

The festival will serve to highlight the milestones of artistic achievement generated by the Disney Studio. In the Pre-Show area will be a presentation of the "Art Of Animation".

Proposed Entertainment Package (Continued)

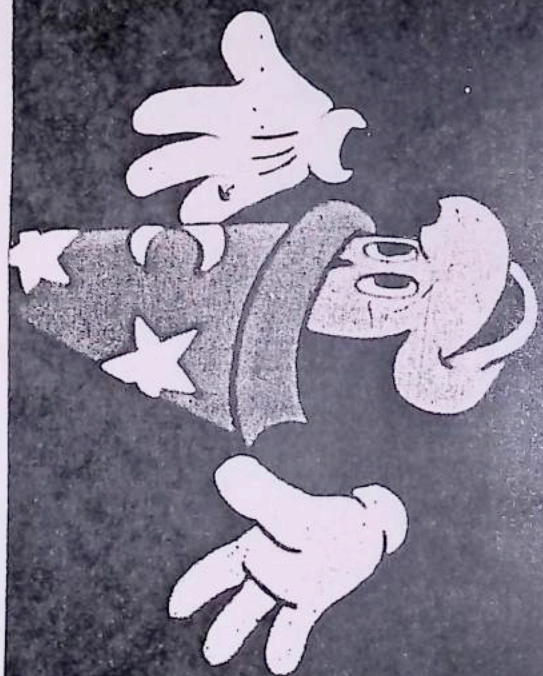
II. "Art of Animation" Film Festival (Continued)

During peak park periods the theatre will house a 20 minute presentation of selected Disney animated shorts showcasing the greatest moments in Disney short animation. The Walt Disney Story will feature an exhibition on the "Art of Animation."

III Space Stage Extravaganza

The Space Stage Extravaganza will be a night time, multi-media presentation featuring special effects such as lasers, fog, and steam, split screen film work, live actors, and dancers.

Using Fantasia as its overall theme, a different show will be presented hourly, highlighting such memorable moments as the "Rite of Spring," the "Dancing Mushrooms," "The Sorcerer's Apprentice," and "Night on Bald Mountain."



Phase I

Operations on Captain Hook's Pirate Ship, King Arthur's Carrousel, and the Mad Party Teacups will begin Phase I of the proposed new Fantasyland project.

FACILITY - King Arthur's Carrousel, Mad Teacups

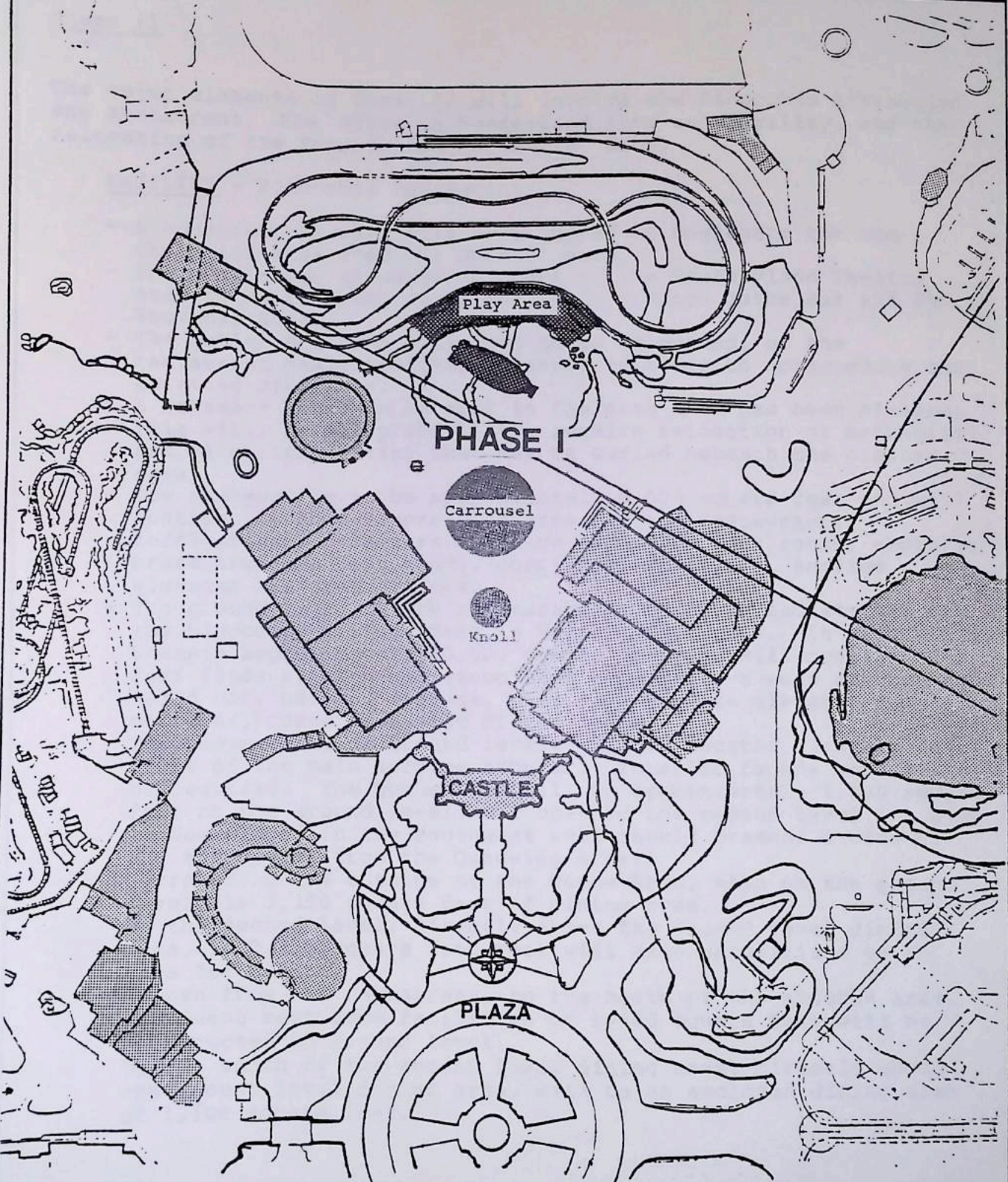
- The Teacups are to be temporarily relocated backstage where they will undergo a complete rehab.
- Once the Teacups have been removed, the site is to be prepared for the relocation of King Arthur's Carrousel.
- The Carrousel is then to be relocated to the new site.
- A grassy knoll will replace the site vacated by the Carrousel.
- A sword in a stone is to be situated in the center of the knoll.
- The area surrounding the knoll is to be re-graded and concrete poured and stamped to reflect a cobblestone relief.

FACILITY - Pirate Ship

- The Pirate Ship and dining area behind the ship is to be demolished.
- The Pirate Ship will then be reconstructed at a reduced scale.
- The Fast Foods in the ship will be replaced with a juice bar, an exhibit, or possible merchandising operation.
- The Lagoon area will be extended on the east and west sides, segregating the area behind the ship from public access.
- This area will then be converted into a play area similar to that of Tom Sawyer's Island.

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PROPOSED NEW FANTASYLAND



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SCOPE
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I

Phase II

The major elements of Phase II will involve the Pinocchio Attraction and Restaurant, the Alice in Wonderland show and facility, and the relocation of the Teacups and Mad Hatter Shop.

FACILITY - Pinocchio Restaurant

- A construction wall will be required to segregate the construction area from the Guests' view.
- The rest rooms situated adjacent to the Fantasyland Theatre need to be removed, as do the Welch's Grape Juice Bar and Fan I Souvenir Shop.
- The Butler Building will need to be relocated, or the restaurant design slightly altered in order to accommodate the existing structure.
- A basement needs to be sunk in the area that has been cleared. This will, in all probability, require relocation of mechanical and electrical wiring that may be buried beneath the cleared area.
- The basement is to be approximately 8,000 square feet and will contain the Food Preparation area for the restaurant, refrigerators, freezers, storage and syrup tank rooms, employee break area and rest rooms, corridors, stairways, service elevator and area offices.
- The ground level of the restaurant is to be styled similar to the Pinocchio Village Haus in Walt Disney World. It will contain approximately 10,000 square feet and will consist of a fast foods kitchen and associated equipment, a main counter and salad bar, office, storage, stairway, service elevator and corridor, Queue Area, and dining space.
- The Queue Area, at ground level, will be located directly in front of the main service counter. Interior facade work will be required. The Queue Area will be approximately 2,500 square feet on the ground level, and open to the second level. A show window placed in the southwest wall should present a view of the attraction from the Queueing Area.
- Surrounding the outside of the Queue Area, also on the ground level, is 3,150 square feet of dining area.
- On the second level, directly above the ground level dining area, is 2,375 square feet that will also be utilized as an area for dining.
- Across from the restaurant, to the north of the kitchen area, new Guest rest room facilities of 1,400 square feet will be constructed on ground level.
- To the south of the second level dining area, directly above the ground level dining area, will be an enclosed dining area of 1,100 square feet.

Phase II (Continued)

FACILITY - Pinocchio Restaurant (Continued)

- This will provide a total dining area of 6,635 square feet. At 48 square feet per one table with 4 chairs, this will create a dining area capable of containing 138 tables and 552 seats. Estimating a twenty minute per table turnover, this will produce a theoretical hourly capacity of 1,656.
- This is an operational increase of over 400 Guests per hour as compared to the combined current capacity of 1,250 for Fan II (T/H/C 1,000) and Captain Hook's Pirate Ship (T/H/C 250).

FACILITY - Pinocchio Attraction

- The interior of the Fantasyland Theatre is to be gutted. All theatrical equipment including projectors, cabinets, chairs, curtains and stages to be removed.
- Structurally, the walls and ceiling remain intact, but a new sub floor must be poured.
- The back wall of the theatre should be removed and the facility extended to the edge of the current employee break area. This new enclosed space will provide an additional 28' bay that will be utilized as a maintenance and service area for the "Pinocchio" and "Snow White" attractions.
- The current Fantasyland Theatre facade must be stripped off, and replaced with a new "Pinocchio" dimensional facade.

SHOW - Pinocchio Attraction

- Working drawings on a Pinocchio attraction designed for Disneyland are currently at a 90% level.
- All A.A. Figures, animated props, lighting, audio, and special effects as well as ride vehicles, track and show equipment presently being produced for the Tokyo project can also be produced and utilized on this project.
- A new ride control system should be installed.
- Electrical service in the building, along with HVAC equipment must also be installed.
- Upon completion, this will provide a new attraction for the park with a theoretical hourly capacity 1,200. There will be 32 A.A. figures, 43 animated props, 16 ride vehicles (4 to be used as spares), and 568 linear feet of track.

Phase II (Continued)

FACILITY - Alice in Wonderland

- Fan II, including the kitchen and storage facilities, is to be demolished, and the surrounding dining area entirely removed.
- A construction wall needs to be placed in front of the "Alice in Wonderland" attraction.
- The track for the "Alice" attraction is to be re-routed so that the Load/Unload area is situated closer to the Main Show building, directly beneath the upper level of exterior track.
- This will necessitate converting the service area that is situated directly adjacent to the northeast section of the attraction into an interior show area with a descending ramp.
- New sets, painted flats, possibly animated props, and an extension of track length will be required in the Main Show building, as well as for this new show section.
- A new facade will be required for the converted service area.
- New "Alice" exterior sets will be required once the Load/Unload track has been re-routed.
- The exterior sets and props, such as the giant plants and flowers, need to be relocated closer to the Load/Unload area of the Main Show Building.
- A dual level Merchandise Shop with a "Queen of Hearts" castle facade needs to be constructed extending from the north of the converted service area, replacing the Fan II fast foods that was occupying the area.
- The Mad Hatter merchandise will be relocated to the "Queen of Hearts" shop.
- Once the Fan II dining area has been removed and the "Alice in Wonderland" Load/Unload track re-routed next to the Main Show building, the site directly in front of the "Alice" attraction is to be prepared for the relocation of the Mad Tea Party attraction to that area.
- The Teacups are to be relocated to the new site with the attraction to be situated below grade.

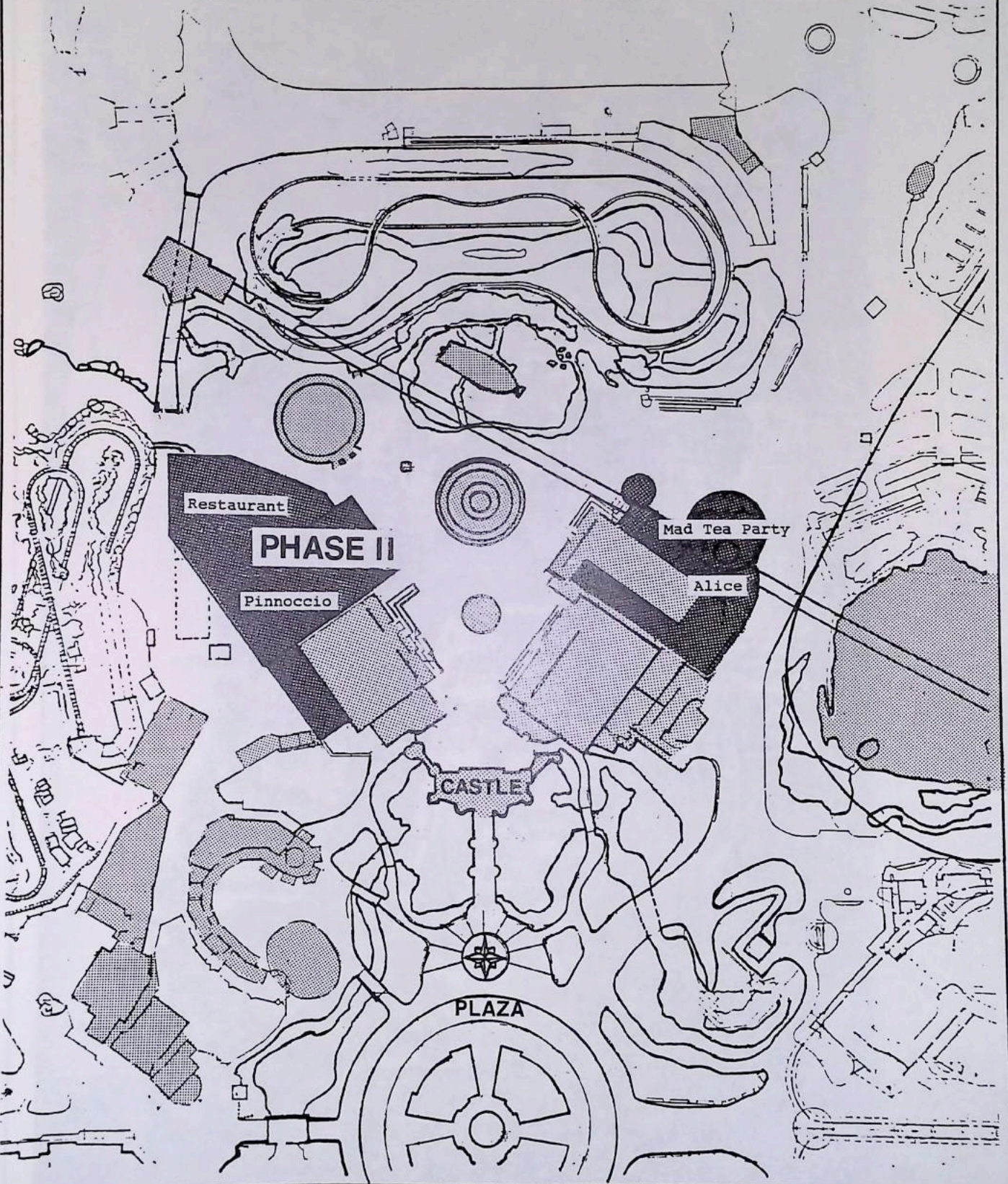
SHOW - Alice In Wonderland

- The "Alice In Wonderland" ride will require a new show.
- The animated singing flowers designed for the Mickey Mouse Revue, and currently placed in storage, can be utilized in a rehab of the show.

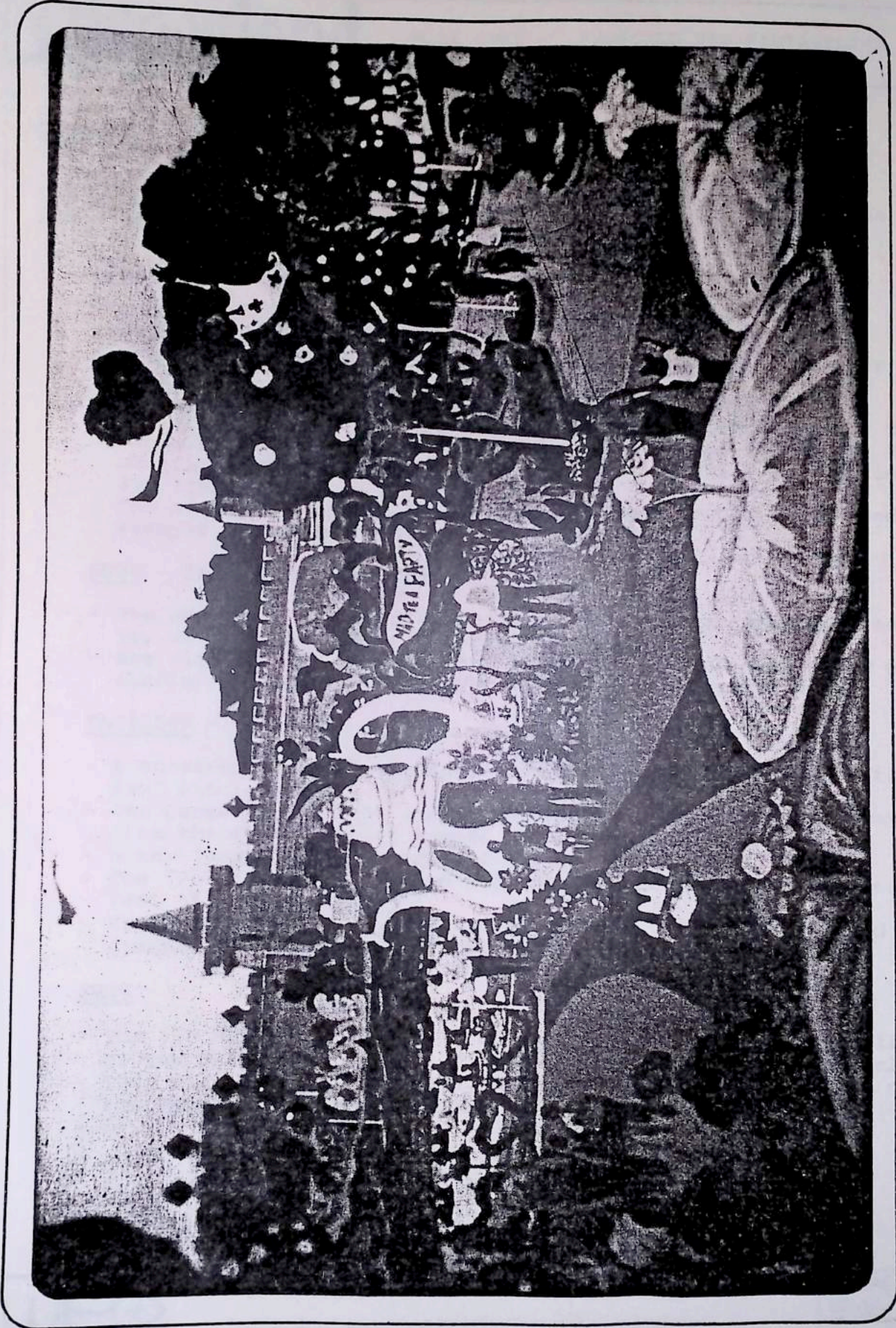
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PROPOSED NEW FANTASYLAND







Phase III

The Phase III facet of the New Fantasyland project consists of the Peter Pan, "Snow White" and "Mr. Toad's Wild Ride" attractions.

FACILITY - Snow White, Mr. Toad

- A construction wall needs to be placed in front of both attractions.
- The Queue Areas are to be brought forward toward the center courtyard.
- New facades will be required for both attractions.
- The track in both attractions will need to be lengthened. The "Snow White" attraction will need an additional 100 linear feet of track, and "Mr. Toad's Wild Ride" will require an additional 120 linear feet.
- The areas in front of the attractions need to be repaved and stamped with a cobblestone relief pattern.

SHOW - Snow White, Mr. Toad

- The show for "Mr. Toad's Wild Ride" will remain primarily as is, with perhaps minor alteration.
- The old show for "Snow White" is to be replaced with a new one similar to the show currently in production for Tokyo.

FACILITY - Peter Pan

- A construction wall needs to be placed in front of the "Peter Pan" attraction.
- The Queue Area of the attraction needs to be brought forward from the show building toward the center courtyard.
- A new facade will be required for the attraction.
- The "Peter Pan" attraction will need an additional 170 linear feet of track.
- The area in front of the attraction will need to be repaved and stamped for a cobblestone relief effect.

SHOW

- The old Peter Pan show will be replaced with a new one similar to the attraction currently in operation at Walt Disney World.
- This will require converting the Mad Hatter Shop into part of the Peter Pan Show building.

Phase III (Continued)

FACILITY (Continued)

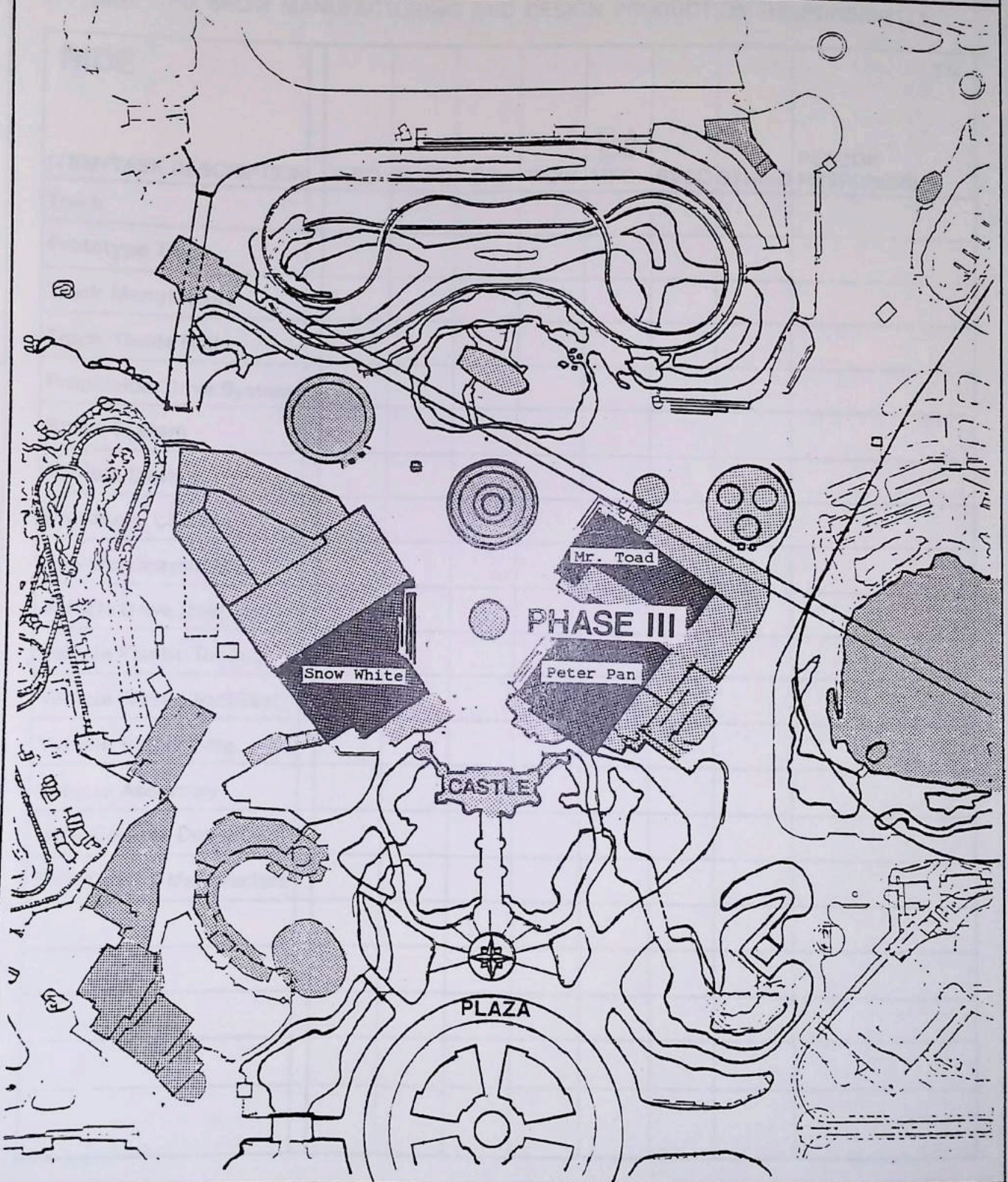
- The Tea Cups are to be relocated to the new site with the attraction to be situated below grade.
- Once the Tea Cups have been removed, the site is to be prepared for the relocation of King Arthur's Carrousel.
- The Carrousel is then to be relocated to the new site.
- A grassy knoll will replace the site vacated by the Carrousel.
- A sword in a stone is to be situated in the center of the knoll.
- The area surrounding the knoll is to be re-graded and concrete poured and stamped to reflect a cobblestone relief.
- A construction wall needs to be placed in front of the "Peter Pan" attraction.
- The Queue Area on the attraction needs to be brought forward from the show building toward the center courtyard.
- A new facade will be required for the attraction.
- The "Peter Pan" attraction will need an additional 170 linear feet of track.
- The area in front of the attraction will need to be repaved and stamped for a cobblestone relief effect.

SHOW

- The old Peter Pan show will be replaced with a new one similar to the attraction currently in operation at Walt Disney World.
- This will require converting the Mad Hatter Shop into part of the Peter Pan Show building.
- The "Alice in Wonderland" ride will require a new show.
- The animated singing flowers designed for the Mickey Mouse Revue, and currently placed in storage, can be utilized in a rehab of the show.

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PROPOSED NEW FANTASYLAND



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DATE ISSUED: 04/10/81

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SCOPE
LEVEL

I

RIDE AND SHOW MANUFACTURING AND DESIGN PRODUCTION RESPONSIBILITIES

SHOW									AS
ITEM/TASK DESCRIPTION	WED	MAPO	D/L	WDW	FLA. S/R MFG.	BVCC	STUDIO	PERSON RESPONSIBLE	
ANIMATED SETS/STAGING									
Design									
Manufacture/Fabrication									
Mechanical Assembly									
Paint/Decorate									
Installation									
SETS/SCENIC									
Design									
Fabricate									
Paint/Decorate									
Installation									
DRAPERIES									
Design/Selection									
Fabrication									
Installation									
DRAPERY HARDWARE									
Design									
Fabrication									
Installation									
FURNISHINGS/PROPS/DRESSINGS									
Design									
Purchase									
Fabrication									
Paint/Decorate									
Installation									

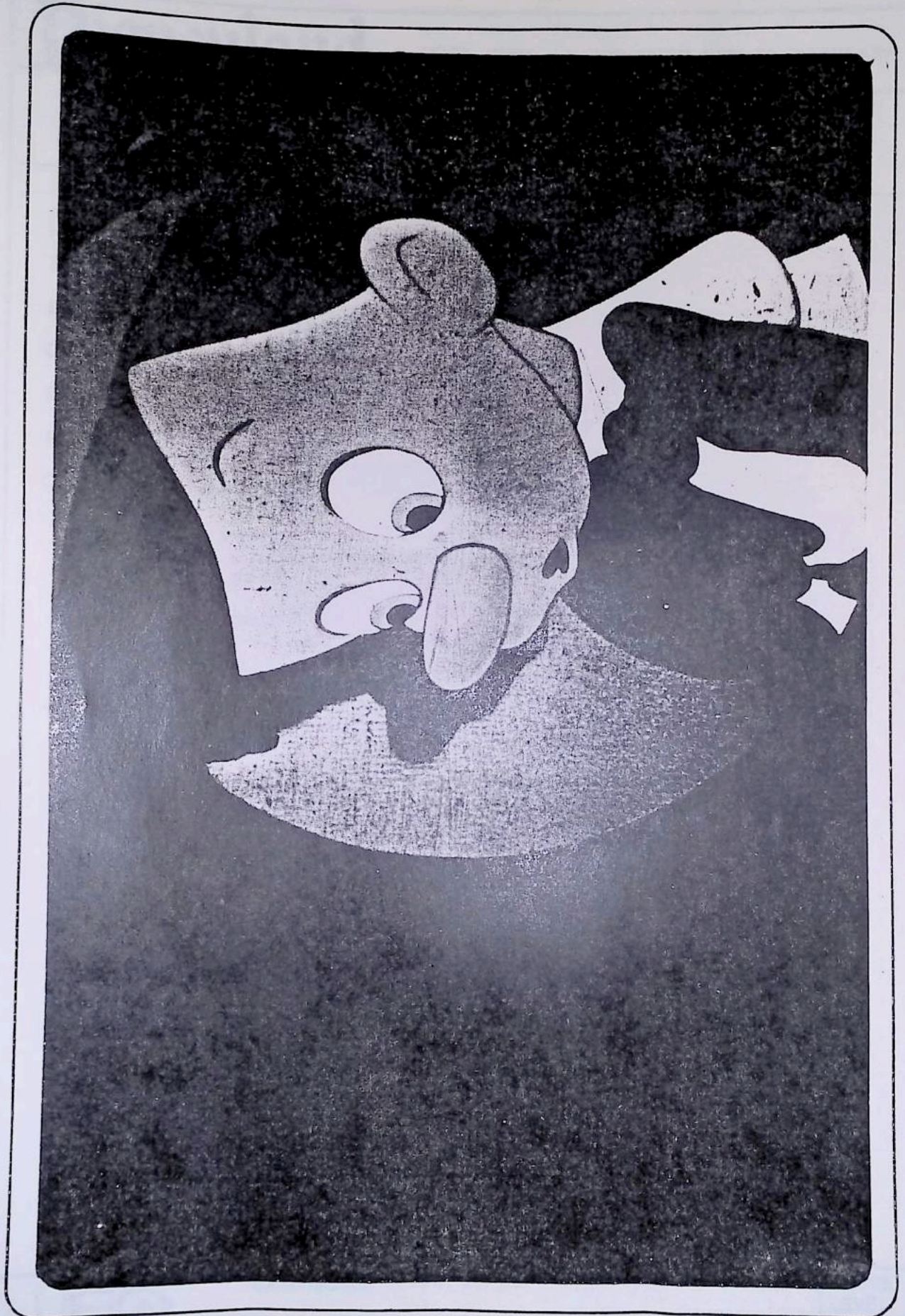


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SCOPE LEVEL I

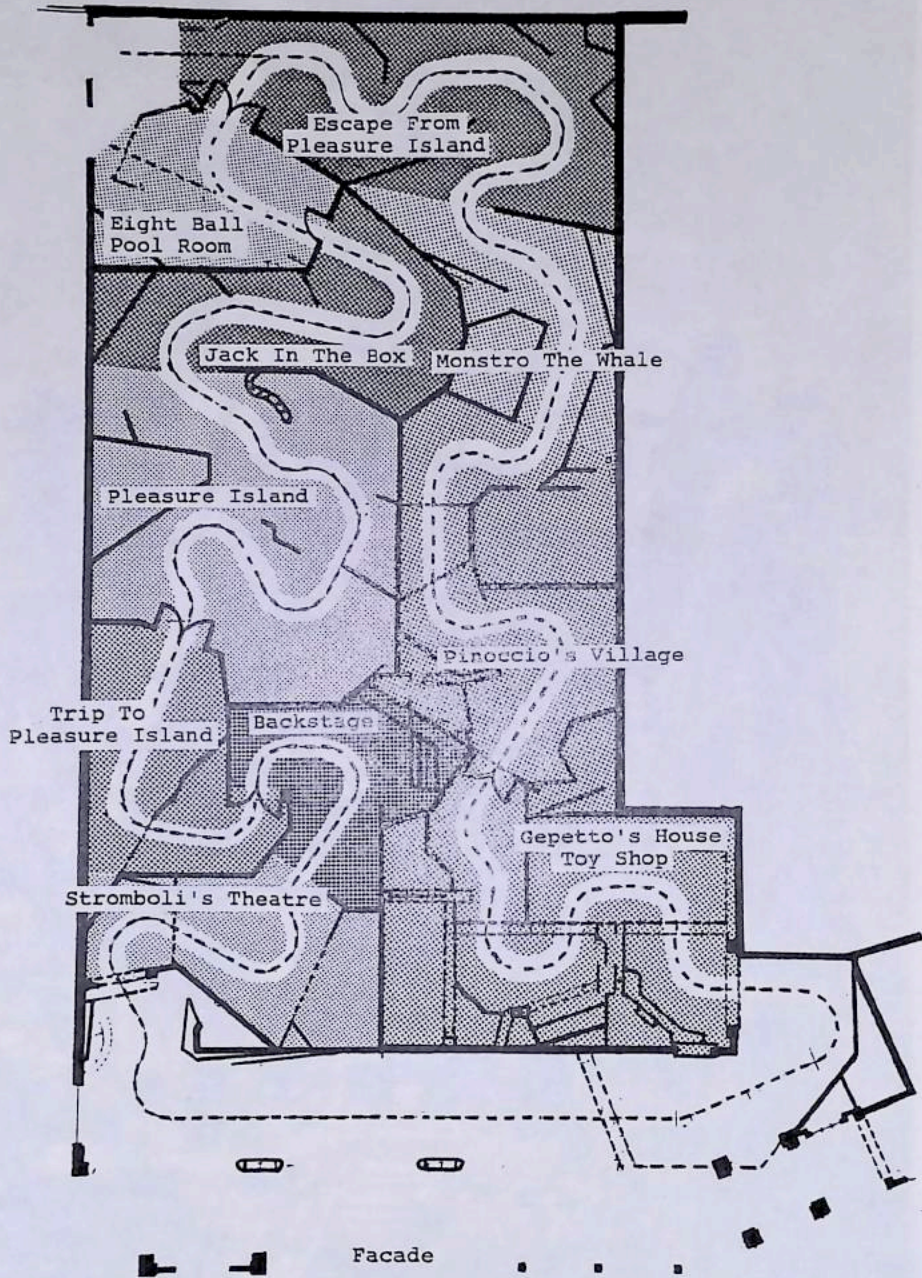
PINOCCHIO RIDE
PROJECT DESCRIPTION
SCOPE LEVEL I



RIDE CONTROL EQUIPMENT - PINOCCHIO

<u>Description</u>	<u>Quantity</u>
Ride Control Computer	1
Ride Operator's Console	2
Computer I/O Assembly	1
Sensors	21
Relays	25
Cables & Computer	
400' of 2 pair	21
300' of 10 pair	4
100' of 25 pair	2

PINOCCHIO TRACK PLAN



DATE ISSUED: 04/10/81

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SCOPE,
LEVEL I



SHOW DESCRIPTION

PROJECT NAME Pinocchio
PROJECT LOCATION Fantasyland Theatre
PROJECT ACCOUNT NUMBER _____
CORPORATE SPONSER Walt Disney Productions

OPERATIONAL CHARACTERISTICS

DESCRIPTION OF ATTRACTION The Pinocchio Ride and Show is a journey through the fairy tale land of one of Walt Disney's most beloved characters, Pinocchio, Jiminey Cricket, Geppetto, Gidion, and Foul-fellow come to life through the magic of Audio-Animatronics.
THEORETICAL HOURLY CAPACITY 1,200 TYPE OF LOAD/UNLOAD Static Unload/
OPERATIONAL STANDARD CAPACITY _____ Jog/Static Load/Ready/Dispatch
THEATER SEATING CAPACITY N/A LOAD TIME _____ UNLOAD TIME _____
SEATING PER VEHICLE 4 JOG TIME _____ READY TIME _____
NUMBER OF VEHICLES 12 + 4 Spares RIDE/SHOW TRIP TIME 02:22
VEHICLE ASCENT- MAX _____ MIN _____ RIDE/SHOW CYCLE TIME 02:51
VEHICLE DESCENT- MAX _____ MIN _____ TRACK LENGTH 568 Ft.
DISPATCH INTERVAL 00:12
AVERAGE RIDE SPEED 4 Ft./Sec.
NUMBER OF PERSONNEL REQUIRED TO OPERATE FACILITY PER SHIFT MIN _____ MAX _____

DESIGN/CONSTRUCTION CHARACTERISTICS

	SQUARE FEET	(SQUARE METERS)		SQUARE FEET	(SQUARE METERS)
QUEUING AREA	<u>925</u>		PRE-SHOW AREA	<u>Not Applicable</u>	
MAIN SHOW AREA			POST SHOW AREA	<u>Not Applicable</u>	
OFFICE AREA	<u>Not Applicable</u>		SERVICE AREA		
OVERALL FACILITY DIMENSION/SIZE				<u>11,750</u>	
NUMBER OF A.A. FIGURES	<u>25</u>		NUMBER OF STATIC FIGURES	<u>7</u>	
NUMBER OF ANIMATED PROPS	<u>29</u>		NUMBER OF STATIC PROPS	<u>71</u>	
SPECIAL REQUIREMENTS	<u>6 Show Action Doors</u>				



SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 1 Load/Unload

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: The Pinocchio ride entrance facade is scenically painted to resemble the roads, cottages, and shops of the little puppet's tiny "fairy tale" village. On a cobblestone road, a gullible Pinocchio is being lured away from school by the temptations offered from Honest John Foulfellow, Gidion, and the diabolical Coachman.

SET DESCRIPTION The set consists of a dimensionally constructed "entrance" and "exit" way. The facade at the entrance to the show building will be two stories high. There will be a (Continued)

SHOW FUNCTIONS The Load area introduces the Guests to the tiny village that is the setting for the popular Pinocchio fairy tale.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> No A.A. Figures Or Animated Props 	<ul style="list-style-type: none"> Music Track -- "An Actor's Life For Me" 	<ul style="list-style-type: none"> Lighting in the load/unload area is presently undefined. Roof lighting provided to accent exterior architectural features. 	<ul style="list-style-type: none"> The vehicles move into the unload position, jog, and then move forward into the Load area.

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PROPOSED NEW FANTASYLAND

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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 1 (Continued) Load/Unload

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION (Continued) scenic painting on the facade depicting the hamlet in which Pinocchio resides as well as the "Entrance to Pleasure Island". The mural will be done on muslin (Continued)

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION



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SCOPE LEVEL I

SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 1 (Continued) Load/Unload

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION (Continued) measuring 540 feet._____

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION



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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 2 Stromboli's Theatre

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: Having been lured away from school with visions of a grand life in the theatre, Pinocchio is found to be happily acting and singing with other puppets on stage. Pinocchio, however, is unaware that Foulfellow has actually sold him to Stromboli, and he will not be allowed to go home to Geppetto after the performance. Guests travel through each scene seeing it as (Continued)

SET DESCRIPTION This scene depicts a raised wooden stage with painted shapes and flats serving as stage set pieces. Figure props include 2 trumpets with banners and 2 drums for (Continued)

SHOW FUNCTIONS The scene presents the seemingly carefree life of the theatre.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none">3 A.A. Puppet Figures<ul style="list-style-type: none">-Can-Can Puppet #F-03-Pinocchio #F-04-Dutch Girl #F-052 Static Puppet Figures<ul style="list-style-type: none">-Trumpeter #F-01-Trumpeter (Continued)	<ul style="list-style-type: none">Music Track - Orchestration Of "An Actor's Life For Me"	<ul style="list-style-type: none">Incandescent Lighting - "Stage Lighting"	<ul style="list-style-type: none">Vehicles move smoothly through the scene.



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SCOPE LEVEL I

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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 2 (Continued) Stromboli's Theatre

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: (Continued) though through the eyes of Pinocchio.They are constantly presented with choices to make as to whetherthey should take the "easy road" or the "right road".SET DESCRIPTION (Continued) Trumpeter Puppets #F-1, and #F-2, and
strings for A.A. puppet figures #F-3, #F-4 and #F-5.

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) #F-02 . 1 Show Action Equipment - Door #D-1 . <u>TOTAL</u> -3 A.A. Fig- ures, Human -2 Static Figures, Human -1 Show (Continued)			



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LEVEL I

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PROPOSED NEW FANTASYLAND

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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 2 (Continued) Stromboli's Theatre

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION _____

SHOW FUNCTIONS _____

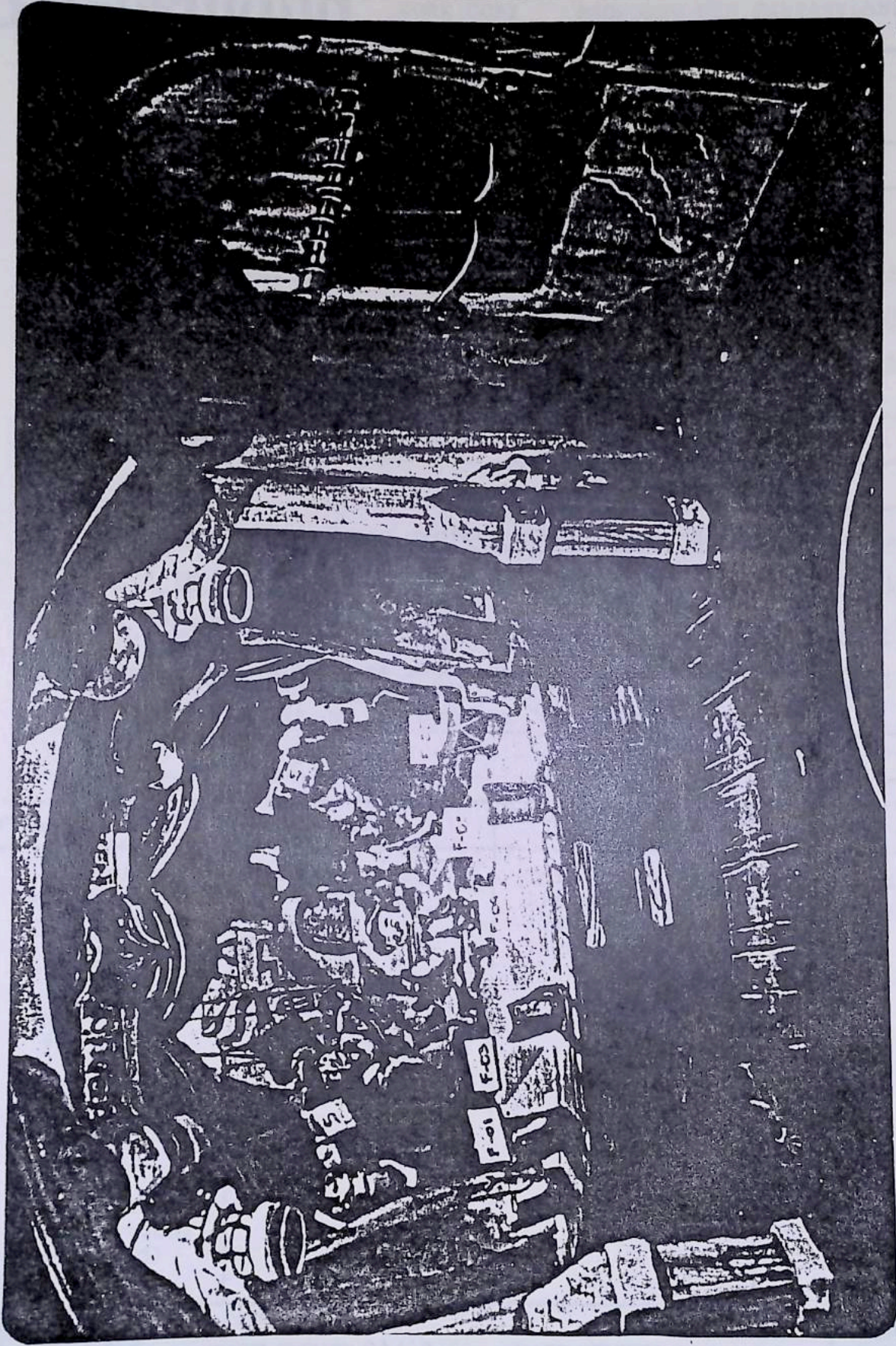
FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Action Equipment			



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SCOPE LEVEL I



SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 3 Backstage

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: Backstage, Pinocchio realizes that he has actually been sold into slavery, and is as much a prisoner as are all the other stage performers in Stromboli's theatre. A large cage is also reserved for the Guests, who have not heeded the warnings of their conscience to stay on the "right road".

SET DESCRIPTION This scene depicts a backstage "dungeon-like" area with bars on the windows. Here the performers are imprisoned in hanging bird cages. Figures in scenes utilizing black- (Continued)

SHOW FUNCTIONS This scene shows the disintegration of the glamour that seemed to await on the road to "an actor's life".

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . 2 A.A. Figures -Stromboli #F-06 -Soldier Puppet (Caged) #F-09 . 4 Static Figures -Pinocchio (Caged) #F-07 -Mandarin Puppet (Caged) (Continued) 	<ul style="list-style-type: none"> . Voice Track: Jiminey Cricket 	<ul style="list-style-type: none"> . This scene utilizes black-light illumination. 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene.

SCENE DESCRIPTION

SDB

PROJECT NAME PinocchioSCENE NUMBER 3 (Continued) Backstage

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION (Continued) light illumination are sculpted
(including costumes) and then painted with blacklight paint.

Figure Props include a lock and rope for Stromboli #F-6, (Continued)

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Static #F-08 -Puppet In Woodbin - Static #F-10 -Jiminey Cricket - Static #FA-1 . 1 Animated Prop -Cage #AP-1 (Continued)			



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SCOPE
LEVEL I

SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 3 (Continued) Backstage

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION (Continued) a cage and trunk for Pinocchio #F-7, a cage for Mandarin #F-8, a cage for soldier #F-9, an umbrella for Jiminey Cricket #FA-1, and a woodbin for Puppet #F-10.

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) • 1 Show Action Equipment -Door #D-2 • <u>TOTAL</u> -2 A.A. Figures, Human -3 Static Figures, (Continued)			



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SCOPE LEVEL I

SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 3 (Continued) Backstage

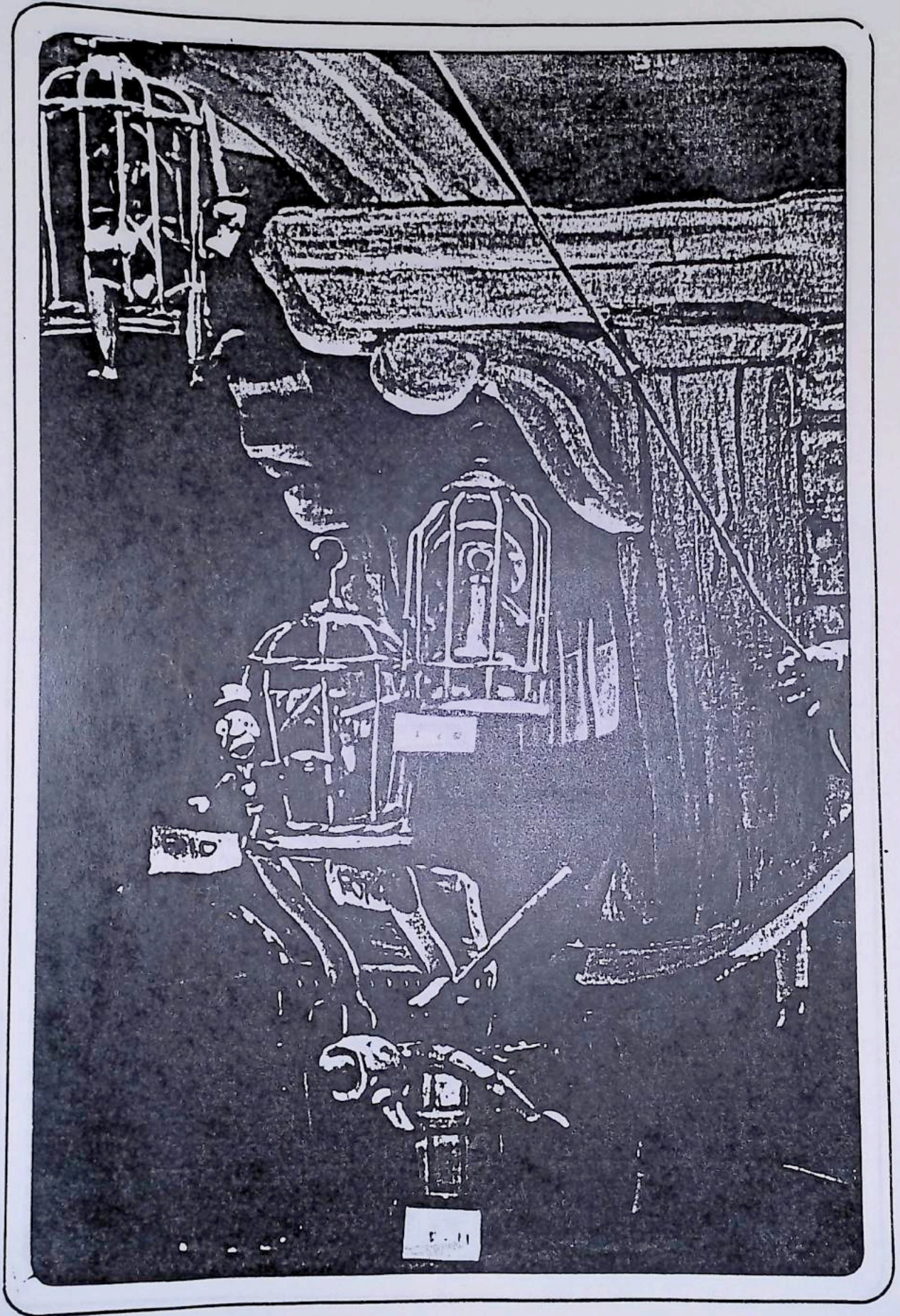
SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION _____

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Human -1 Static Figure, Animal -1 Animated Prop -1 Show Action Equipment			



5-11



SCENE DESCRIPTION

SDB

PROJECT NAME PinocchioSCENE NUMBER 4 To Pleasure Island

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: The Guests are magically released from Stromboli's cage through the intervention of the Blue Fairy. But along the road back to Geppetto's house, they once again end up choosing to take the wrong road. There is a path which leads to fun and excitement, and Jiminey Cricket is unable talk the Guests out of joining a group of bad boys bound for "Pleasure Island".

SET DESCRIPTION This scene serves as a transition area simulating the cobblestone streets and quaint shops of Pinocchio's village. Figure Props consist of an umbrella for Jiminey Cricket #FA-2.

SHOW FUNCTIONS Guests have the opportunity to take the "right road", but instead choose to ignore the warnings of their conscience, and end up on the wrong track.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . 1 A.A. Figure -Jiminey Cricket With Umbrella #FA-2 . 1 Show Action Equipment -Door #D-3 (Continued) 	<ul style="list-style-type: none"> . Voice Track - Cricket . Music Track - "Fair Music" - "An Actor's Life For Me" On Calliope 	<ul style="list-style-type: none"> . Twinkle Lights On Scenic Painting Of The Fair . This scene utilizes black-light illumination. . Fireworks Effect (Fiber Optic) 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene.

SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 4 (Continued) To Pleasure Island

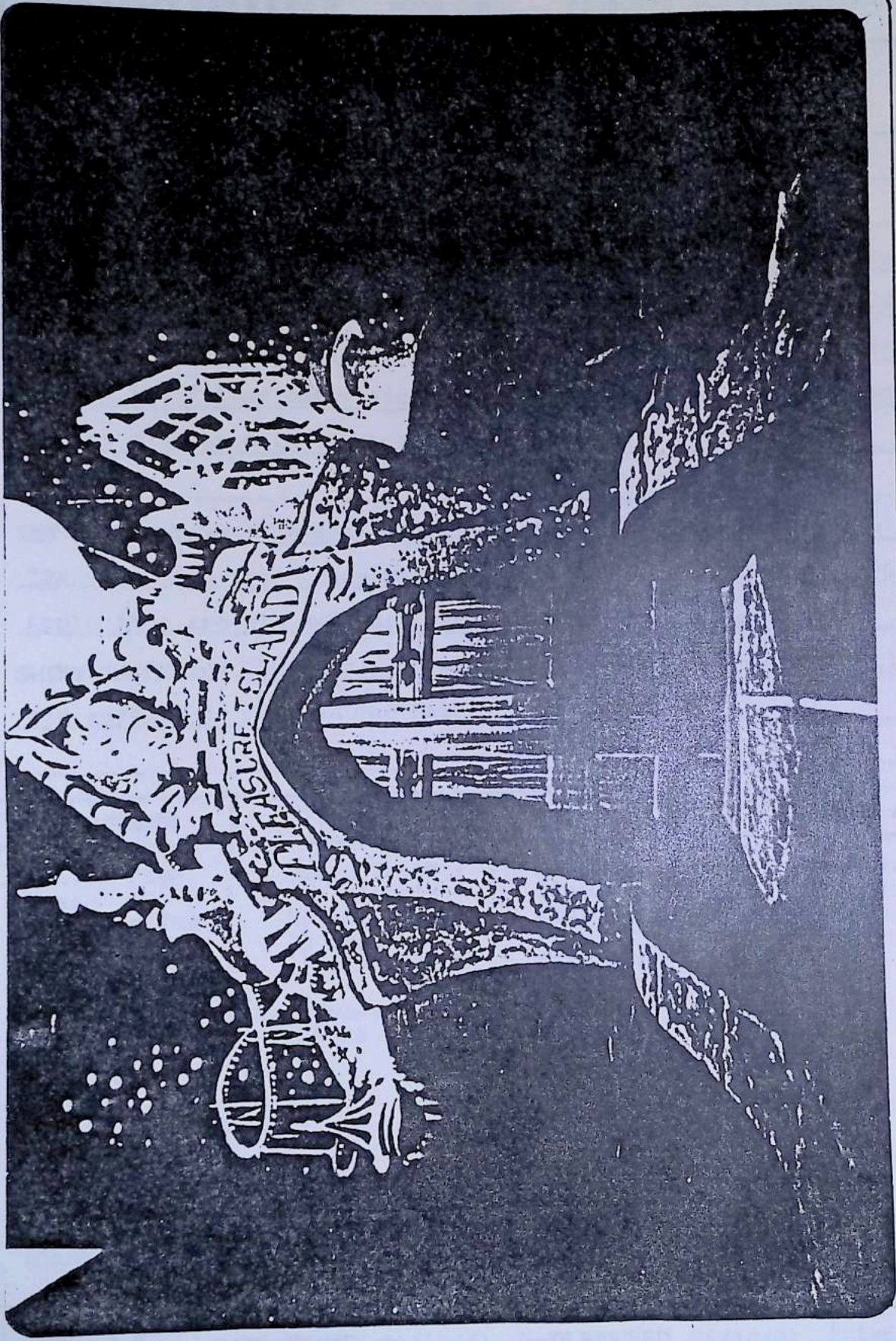
SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION _____

_____SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) • <u>TOTAL</u> -1 A.A. Figure, Animal -1 Show Action Equipment			



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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 5 Pleasure Island

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: The Guests, as are the bad boys, are lead to think that they have found a veritable paradise, where life is always like a trip to the fair. They are encouraged to overindulge in all of the fun filled activities of the Fair including the candy and treats displayed in overwhelming abundance.

SET DESCRIPTION The set is designed to simulate the atmosphere of a "Fair". Here the "Candy Carousel", the Ferris Wheel, and the Candy Apple Shop are all made of tasty things to eat. (Continued)

SHOW FUNCTIONS This scene reveals the excitement and festivities one expects to find at the fair.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none">. 3 A.A. Figures<ul style="list-style-type: none">-Gidion The Cat #FA-3-Foulfellow The Fox #FA-4-Guard #F-11. 3 Animated Props<ul style="list-style-type: none">-Merry-Go-Round #AP-2 (Continued)	<ul style="list-style-type: none">. Music Track - "An Actor's Life For Me" On Calliope ("Fair Music"). 3-Voice Tracks	<ul style="list-style-type: none">. Fireworks Effect (Fiber Optic). This scene utilizes black-light illumination.	<ul style="list-style-type: none">. Vehicles move smoothly through the scene.
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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 5 (Continued) Pleasure Island

SHOW TIME _____ TRACK LENGTH _____

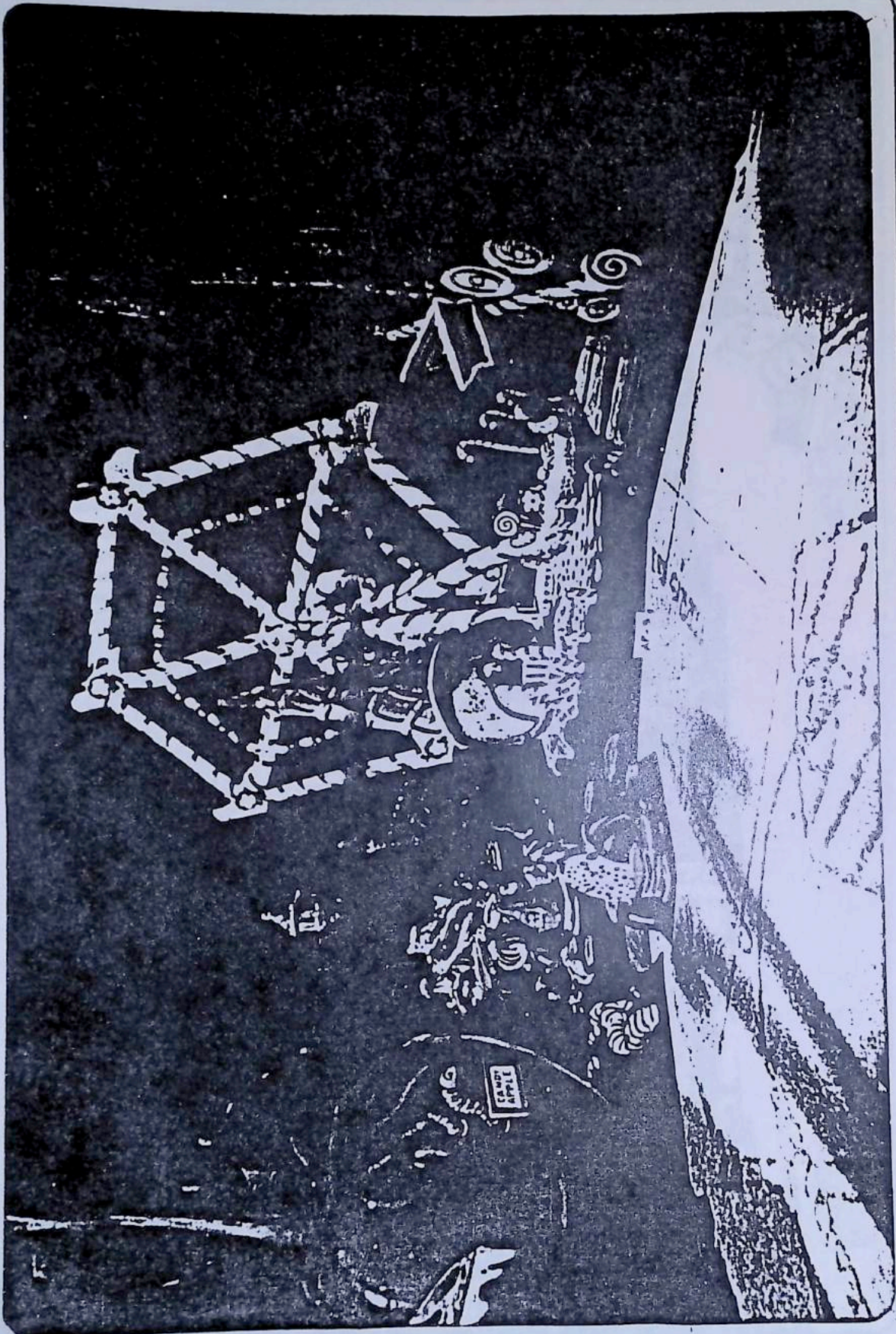
STORY/NARRATION: _____

SET DESCRIPTION (Continued) Show Props and Dressings consist of a balloon with ropes, flags, and basket. Figure Props include a cane for Gidion #FA-3 and a mallet for Foulfellow #FA-4.

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -Ferris Wheel #AP-3 -Strength Tester #AP-4 • <u>TOTAL</u> -1 A.A. Figure, Human -2 A.A. Figures, Animal -3 Animated Props			

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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 6 Jack-In-The-Box

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: The Guests' experience at Pleasure Island takes on a more sinister quality, as they leave the frivolity of the Fair behind and become involved in new activities such as fighting and smoking cigars.

SET DESCRIPTION A giant dimensional Jack-In-The-Box overlooks the other scenically painted areas of Pleasure Island such as "Tobacco Row", "The Fortune Teller", and "The Rough House".

SHOW FUNCTIONS This scene demonstrates how an overindulgence can lead to more destructive activities.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . No A.A. Figures . 6 Animated Props <ul style="list-style-type: none"> -Rough House #AP-5 -Boxing Shadow #AP-6 -Wooden Indian #AP-7 -Wooden Indian #AP-8 (Continued) 	<ul style="list-style-type: none"> . "Fair" Music In Background . Sound Effects Track - "Roughhouse" and "Tobacco Row" 	<ul style="list-style-type: none"> . This scene utilizes black-light illumination. . Rough House Animated Shadows Effect 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene.



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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 6 (Continued) Jack-In-The-Box

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION _____

_____SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -Jack-In-The-Box #AP-9 -Clown #AP-10 . 1 Show Action Equipment -Door #D-4 (Continued)			

SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 6 (Continued) Jack-In-The-Box

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION _____

SHOW FUNCTIONS _____

_____**FIGURES/PROPS****AUDIO****PROJECTION/LIGHTING
EFFECTS****VEHICLE ACTION**

(Continued)

. TOTAL

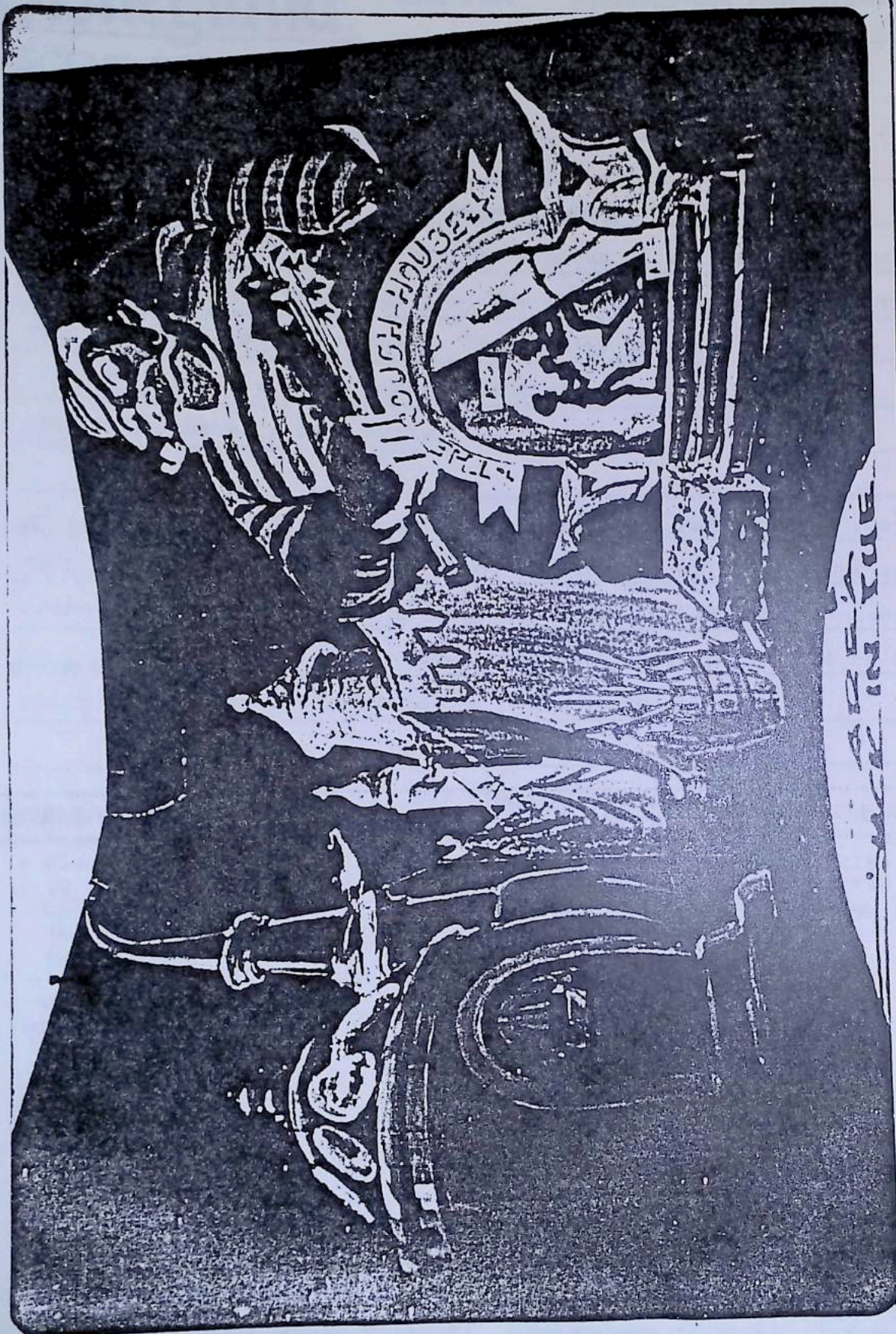
- 6 Animated Props
- 1 Show Action Equipment



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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 7 Eight Ball Poolroom

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: At this point, the glamour of the fair has degraded into gambling and pool-playing. The evil Coachman suddenly appears and issues an ominous warning, "Now you've had your fun...it's time to pay". It is a frightening moment with Lampwick suddenly sprouting the ears of a donkey.

SET DESCRIPTION This area depicts a scenically painted pool room with gambling machines and a money-changing cage. Show Props and Dressings consist of a pool table and 4 pool balls. (Continued)

SHOW FUNCTIONS This scene shows that ultimately there must be a price to pay for not listening to one's conscience.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . 3 A.A. Figures <ul style="list-style-type: none"> -Lampwick (Donkey) #FA-5 -Pinocchio #F-12 -Coachman #F-13 . 1 Show Action Equipment <ul style="list-style-type: none"> -Door #D-5 <p>(Continued)</p>	<ul style="list-style-type: none"> . Voice Track: Coachman . Soundtrack - "Crash" Exit Through (D-5) Door 	<ul style="list-style-type: none"> . This scene utilizes black-light illumination. . Light Effect On Coachman Face (Shuttered Black-light) 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene.



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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 7 (Continued) Eight Ball Poolroom

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION (Continued) Figure Props include a stool for Pinocchio #F-12 and a booth and coins for the coachman #F-13.

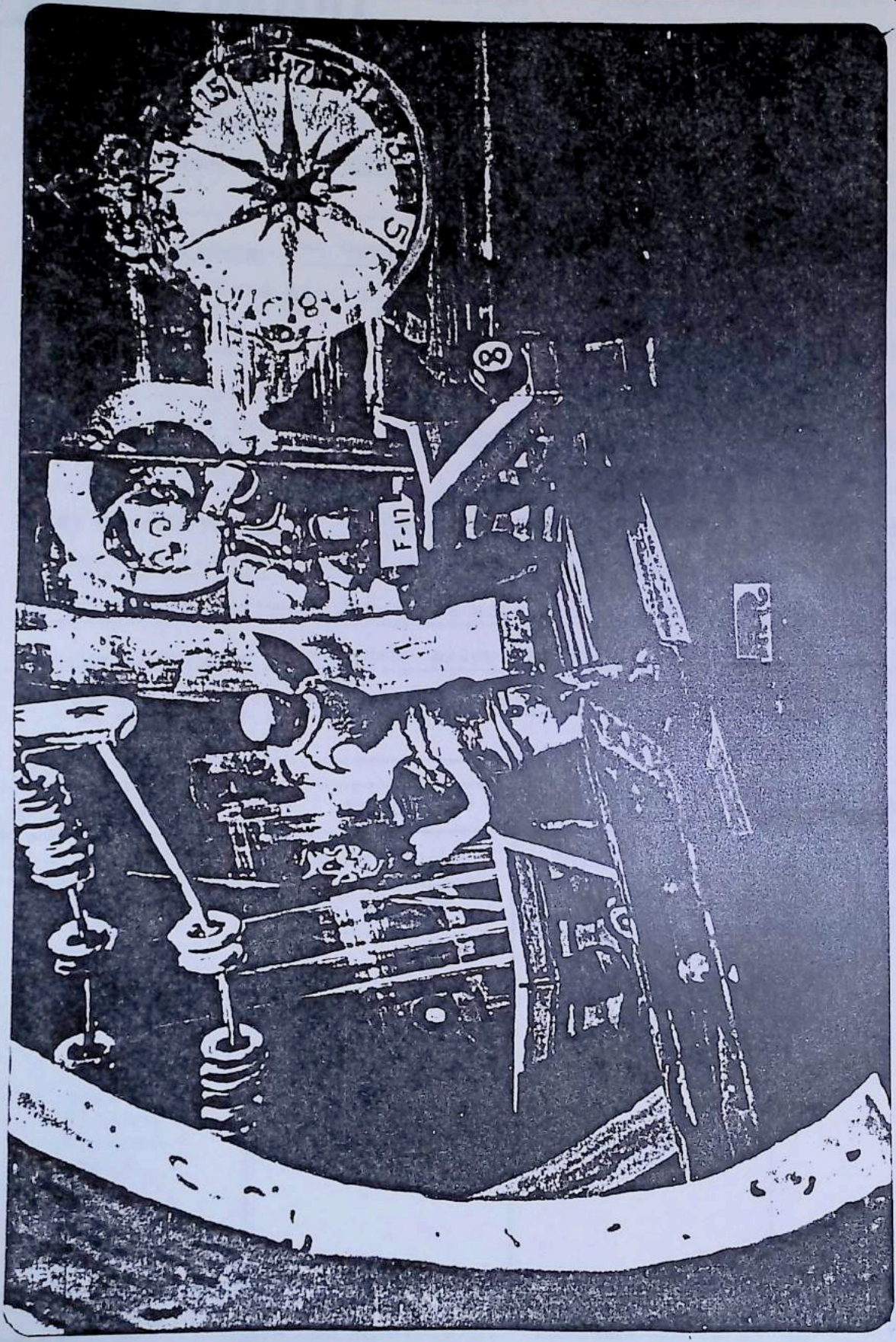
SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<p>(Continued)</p> <p>. <u>TOTAL</u></p> <p>-2 A.A. Figures, Human</p> <p>-1 A.A. Figure, Animal</p> <p>-1 Show Action Equipment</p>			



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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 8 Escape From Pleasure Island

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: The Guests begin to realize that all of the boys on Pleasure Island are, one by one, being turned into donkeys and sold to the Salt Mine by the evil Coachman. They glance back in time to see a small donkey wearing Lampwick's clothes, and then frantically head toward the cliffs overlooking the ocean in order to escape a similar fate.

SET DESCRIPTION The dimensional broken-down wooden fence bordering Pleasure Island's Fair buildings is splattered with graffiti, trash and broken prizes. There are wooden crates stamped (Continued)

SHOW FUNCTIONS This scene allows Pinocchio a last chance to listen to his conscience and take the "right road".

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . 3 A.A. Figures <ul style="list-style-type: none"> -Donkey #FA-6 -Donkey #FA-7 -Coachman #F-14 . 1 Static Figure <ul style="list-style-type: none"> -Jiminey Cricket #FA-8 . 1 Animated Prop <ul style="list-style-type: none"> -Doors 	<ul style="list-style-type: none"> . Voice Tracks (3): Donkeys And Jiminey Cricket 	<ul style="list-style-type: none"> . This scene utilizes black-light illumination. . (F-14) Hands/ Cage Door Raise And Lower (Track Switch) 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene.



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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 8 (Continued) Escape From Pleasure Island

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION (Continued) "Sold to the Salt Mine." A scenic painting of small donkeys wearing boy's clothing can be seen through the open slats of some of the crates. Figure (Continued)SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) #AP-11 • <u>TOTAL</u> -1 A.A. Figure, Human -2 A.A. Figures, Animal -1 Static Figure, Animal -1 Animated Prop			

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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 8 (Continued) Escape From Pleasure Island

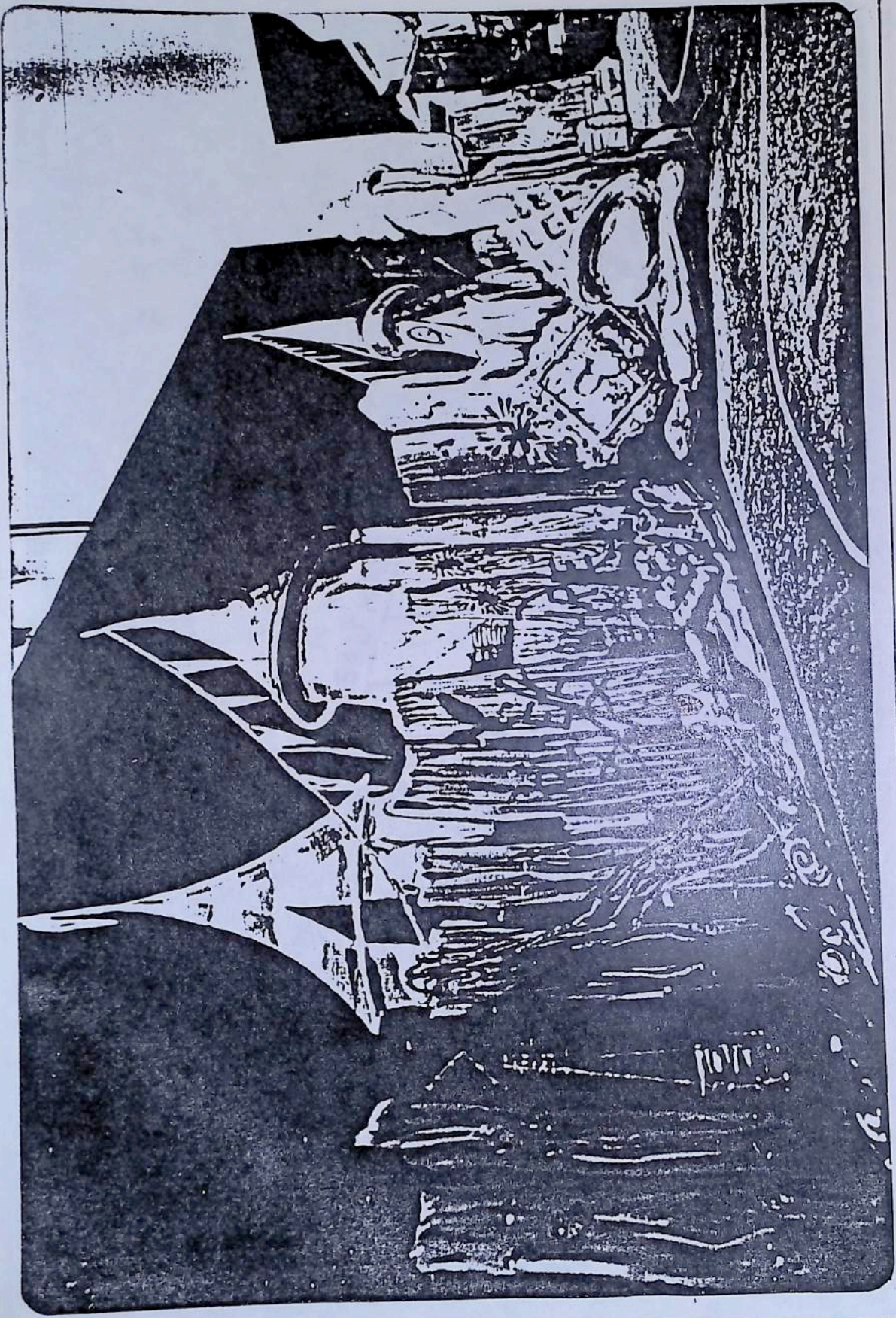
SHOW TIME _____ TRACK LENGTH _____

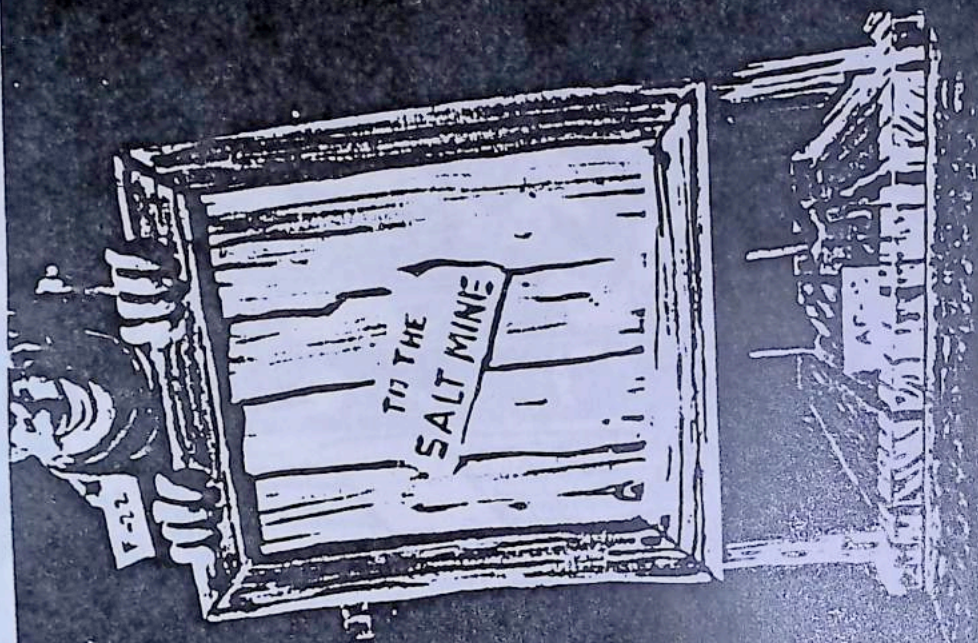
STORY/NARRATION: _____

_____SET DESCRIPTION (Continued) Props include 2 cages for Donkeys #FA-6 and #FA-7, and an umbrella for Jiminey Cricket #FA-8.

_____SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 9 Monstro The Whale

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: Pinocchio and Jiminey Cricket are at last on their way home, when they are suddenly confronted by Monstro the Whale. They escape his jaws through the bravery and resourcefulness of Pinocchio, and return home to find Geppetto waiting at the doorstep.

SET DESCRIPTION The track and scenic walls simulate a trip over the sea. Monstro the Whale appears, and the travelers narrowly escape his jaws. Geppetto is seen with a lantern at the (Continued)

SHOW FUNCTIONS This scene shows Pinocchio finally resolved to follow his conscience and do a brave and unselfish deed.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . 4 A.A. Figures -Jiminey Cricket On Buoy #FA-9 -Monstro #FA-10 -Geppetto With Lantern #F-15 -Jiminey Cricket With Umbrella (Continued) 	<ul style="list-style-type: none"> . 2 Tracks Of Sound Effects 	<ul style="list-style-type: none"> . This scene utilizes black-light illumination. . Water Effect (Projected) . Sea Gull Shadow Projection . Geppetto's lantern is lit - (flicker unit). 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene.



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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 9 (Continued) Monstro The Whale

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION (Continued) doorstep of his toy shop. Figure props include a buoy for Jiminey Cricket #FA-9, a lantern and glasses for Geppetto #F-15, and an umbrella for Jiminey Cricket #FA-11.

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) #FA-11 . No Animated Props . <u>TOTAL</u> -1 A.A. Figure, Human -3 A.A. Figures, Animal			



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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 10 Pinocchio's Village

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: Pinocchio's little village is washed in the glow of a twinkling star which hovers just above Geppetto's Toy Shop.SET DESCRIPTION This area depicts a scenic painting of the houses, shops and towers along the cobblestone streets of Pinocchio's village. There is a full view of the road, the town (Continued)SHOW FUNCTIONS This scene transitions the characters from a frightening situation to one of joy.

FIGURES/PROPS

- . No A.A. Figures
- . 1 Show Action Equipment
 - Door
 - #D-6
- . TOTAL
 - 1 Show Action Equipment

AUDIO

- . Music Track: "Little Wooden Head"

PROJECTION/LIGHTING EFFECTS

- . This scene utilizes black-light illumination.
- . "Wishing Star" Illuminated

VEHICLE ACTION

- . Vehicles move smoothly through the scene.

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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 10 (Continued) Pinocchio's Village

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

SET DESCRIPTION (Continued) shops, and a bright star in the sky above the Toy Shop.

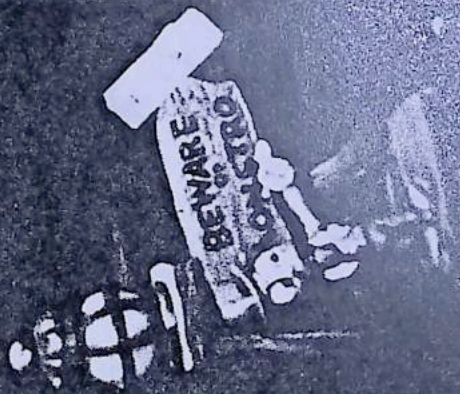
SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION



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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 11 Geppetto's House

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: Having finally taken the right road home, the
Guests are able to witness the Blue Fairy as she turns Pinocchio
into a real live boy. All the members of Geppetto's family
celebrate the happy ending. Jiminey Cricket can be seen proudly
wearing his "Official Conscience" badge.

SET DESCRIPTION This area depicts the dimensional interior of
Geppetto's bedroom, kitchen, and living room. Show Props and
Dressings consist of a stand for Cleo's fishbowl. (Continued)

SHOW FUNCTIONS This scene shows the unexpected rewards that can
come from unselfish acts.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . 6 A.A. Figures -Geppetto With Candle #F-16 -Figaro #FA-12 -Cleo In Fishbowl #FA-13 -Pinocchio #F-17 -Blue Fairy #F-18 -Jiminey (Continued) 	<ul style="list-style-type: none"> . Music Track 	<ul style="list-style-type: none"> . Incandescent illumination is used for this scene. . The Blue Fairy's dress and the area around her are covered with twinkle lights. . All figure lighting on F-18 is on a (Continued) 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene.



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SCENE DESCRIPTION

PROJECT NAME PinocchioSCENE NUMBER 11 (Continued) Geppetto's House

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION (Continued) Figure props include glasses, a candle and holder for Geppetto #F-16, a fishbowl for Cleo #FA-13, bed steps for Pinocchio #F-17, a wand for the Blue Fairy (Continued)SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Cricket With Badge #FA-14		(Continued) Timer. • Special Ef- fects -Light Wand In The Hand Of F-18 • Fiber Optic Lights Around The Image Of The Blue Fairy At The Foot Of The Bed	

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SCENE DESCRIPTION

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PROJECT NAME PinocchioSCENE NUMBER 11 (Continued) Geppetto's House

SHOW TIME _____ TRACK LENGTH _____

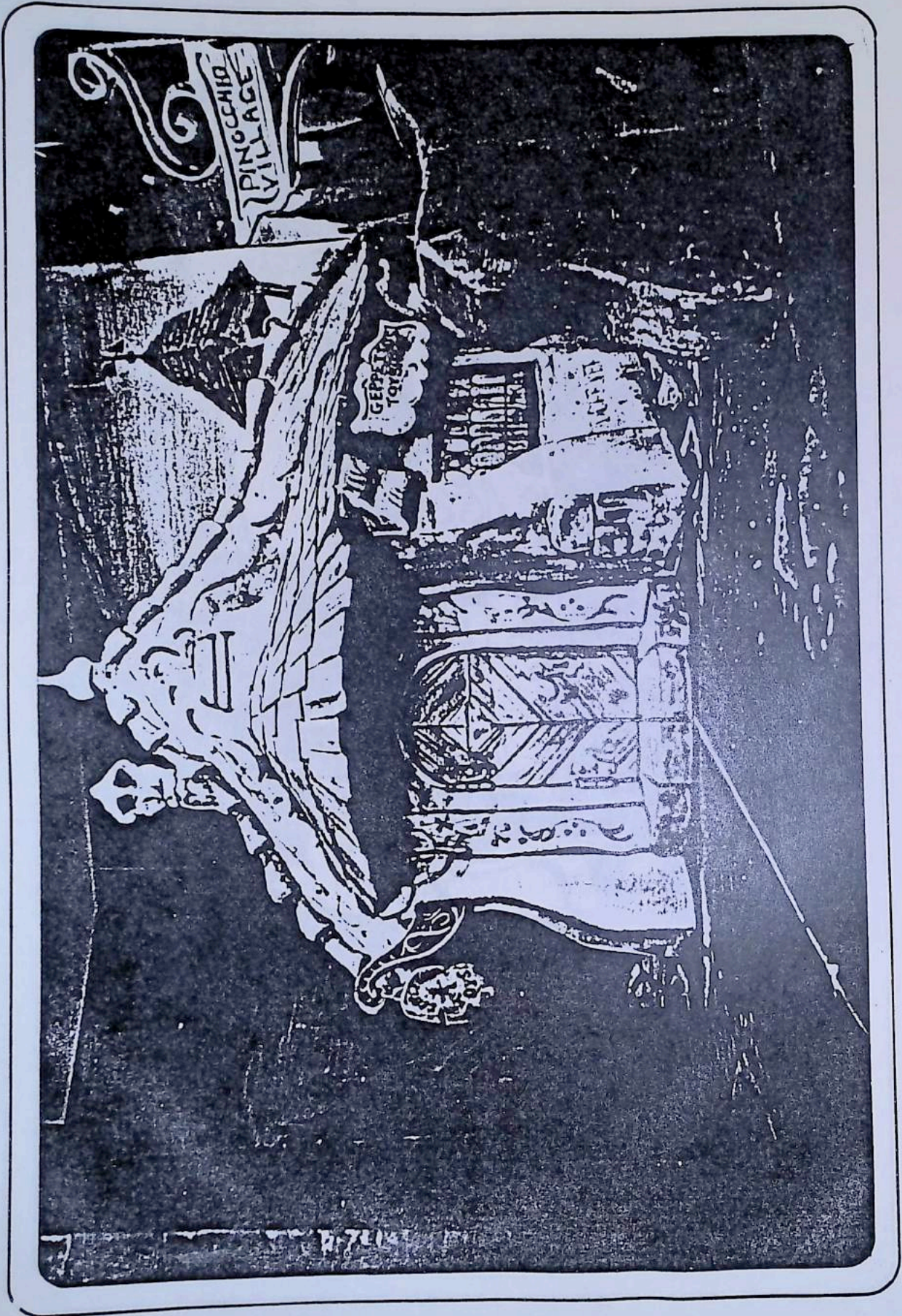
STORY/NARRATION: _____

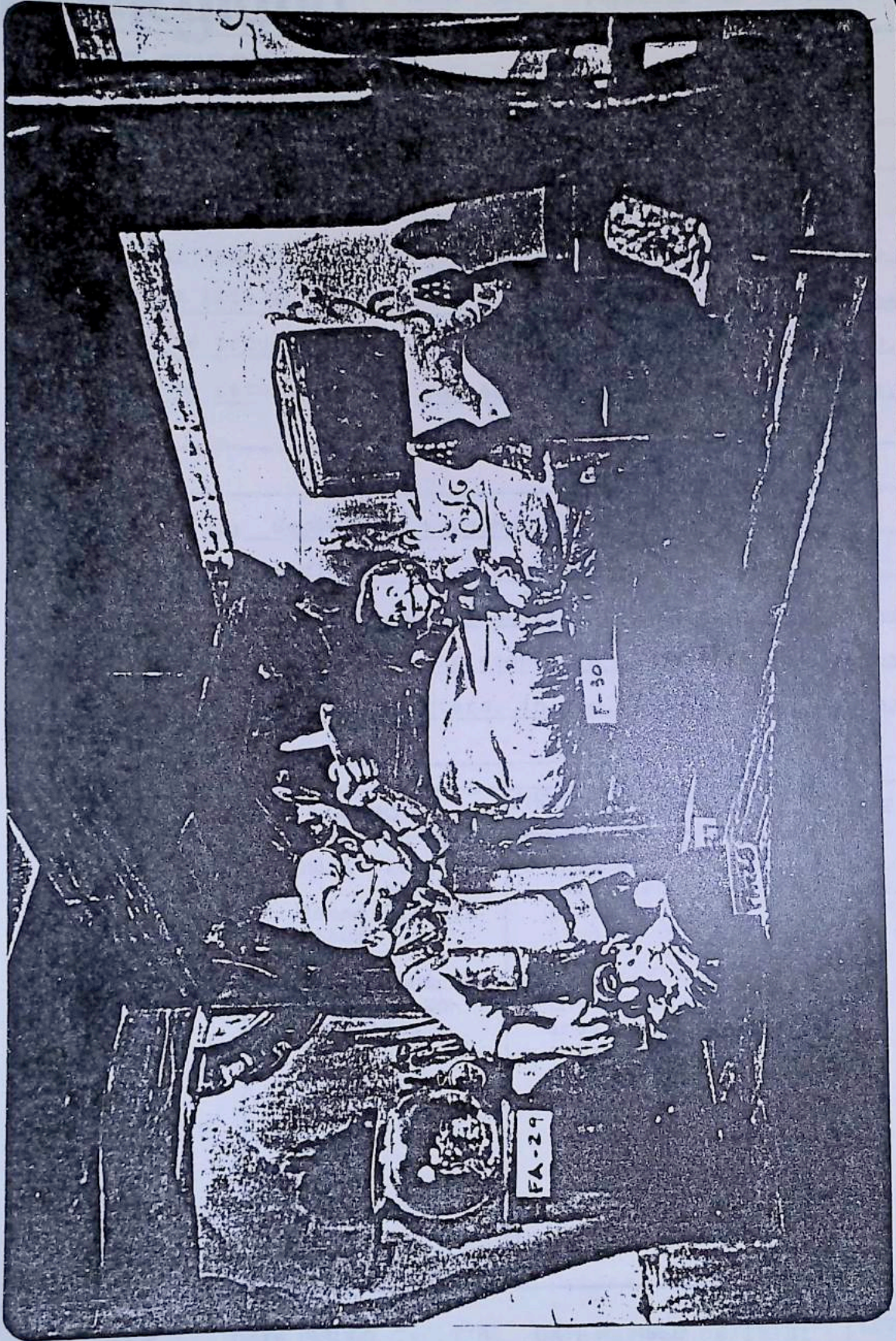
SET DESCRIPTION (Continued) #F-18, and a badge and book for Jiminey Cricket #F-14.

SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION

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SCENE DESCRIPTION

PROJECT NAME Pinocchio

SCENE NUMBER 12 Toy Shop

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: All of the toys and clocks in Geppetto's shop seem to come to life in celebration of Pinocchio's successful endeavor, in which he proved himself worthy of becoming a real live boy. The Guests then return to the Load Area where they disembark from their vehicles.

SET DESCRIPTION Geppetto's workshop is filled with numerous animated toys and clocks. The set will also contain scenic paintings on stationary and moving flats, with moving (Continued)

SHOW FUNCTIONS This scene expresses the joy and happiness that is shared by the story's characters, in seeing Pinocchio's fondest wish granted.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> . No A. A. Figures . 18 Animated Props <ul style="list-style-type: none"> -Bell Ringer Clock #AP-12 -Elephant Clock #AP-13 -Flower/Bee Clock #AP-14 -Small Cuckoo (Continued) 	<ul style="list-style-type: none"> . Music Track . Sound Effects Track . Crowd Control Spiel In Unload Area 	<ul style="list-style-type: none"> . This scene utilizes incandescent illumination. . Lighting in the Load/Unload area is presently undefined. 	<ul style="list-style-type: none"> . Vehicles move smoothly through the scene to the Load/Unload area.



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SCENE DESCRIPTION

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PROJECT NAME PinocchioSCENE NUMBER 12 (Continued) Toy Shop

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION (Continued) pendulums, eyes, and various assorted animation. Show Props and Dressings include 1 chest, 1 table, 1 railing, 1 small chest, 1 chair, 1 window ledge, 1 chair (Continued)SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Clock #AP-15 -Organ Grinder With Mon- key #AP-16 -Large Cuc- koo And Windmill Clock #AP-17 -Piglet #AP-18 -Owl Clock			

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SCENE DESCRIPTION

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PROJECT NAME PinocchioSCENE NUMBER 12 (Continued) Toy Shop

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION (Continued) by oven, 1 pot by oven, 1 mantle, 1 ledge, 1 basket, 1 unicorn, 1 Pegasus, 1 camel, 1 present, 1 Dutch boy doll, 2 angel puppets, 1 basket with present, (Continued)SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) #AP-19 -Swiss Barn Clock #AP-20 -Red Barn Clock #AP-21 -Conductor With Musicians (Music Box) #AP-22 -Angels With Trum- (Continued)			

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SCENE DESCRIPTION

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PROJECT NAME PinocchioSCENE NUMBER 12 (Continued) Toy Shop

SHOW TIME _____ TRACK LENGTH _____

STORY/NARRATION: _____

_____SET DESCRIPTION (Continued) 1 bear, 1 horse, 1 kettle, 1 drum major puppet, 1 small bear, and 1 salt box.

_____SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) pet Clock #AP-23 -Windmill And Skaters' Clock #AP-24 -Harlequin Puppet #AP-25 -Soldier On Horse #AP-26 -Carousel (Music Box) #AP-27 (Continued)			

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SCENE DESCRIPTION

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PROJECT NAME PinocchioSCENE NUMBER 12 (Continued) Toy Shop

SHOW TIME _____ TRACK LENGTH _____

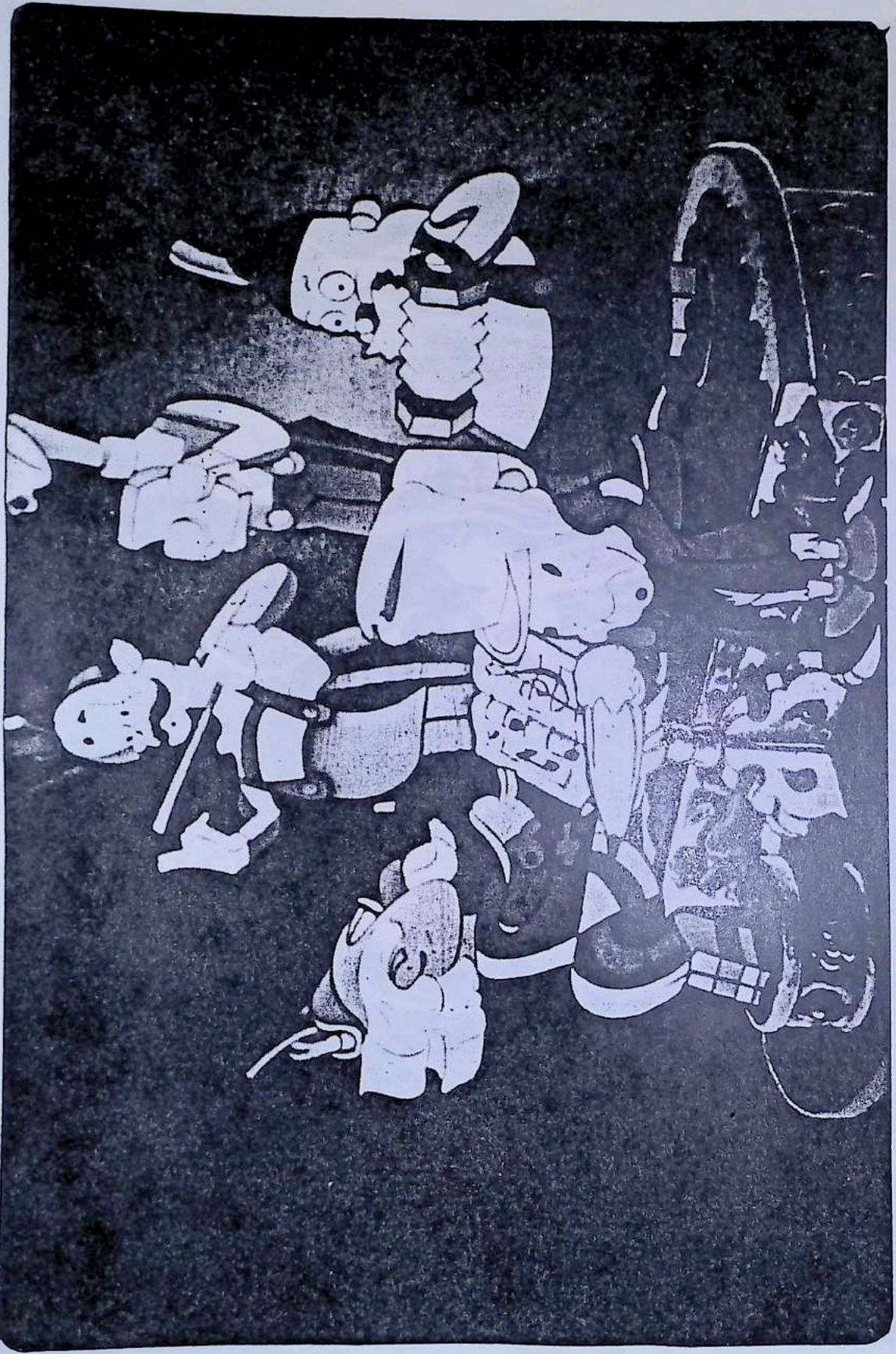
STORY/NARRATION: _____

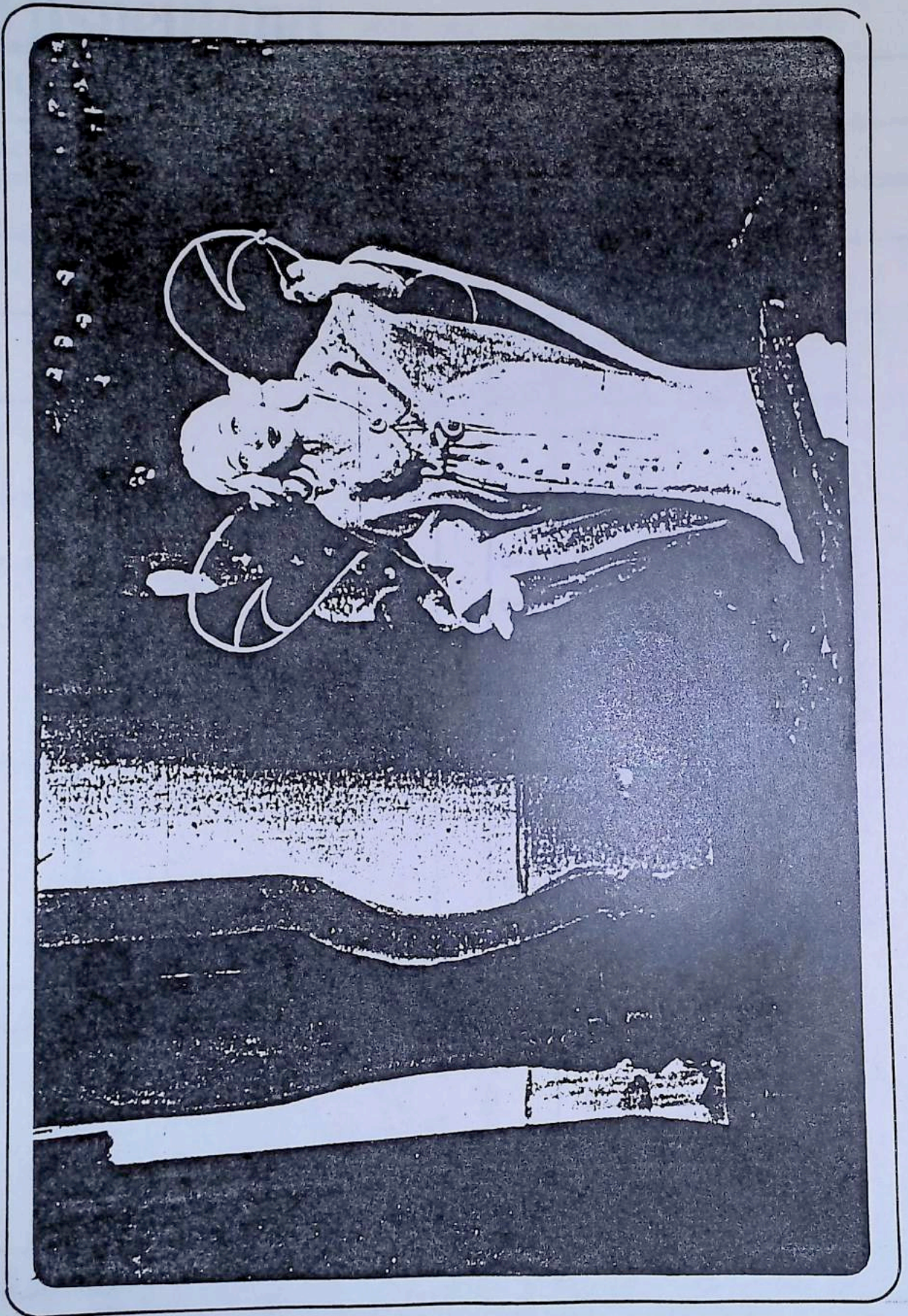
_____SET DESCRIPTION _____

_____SHOW FUNCTIONS _____

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -Ship Clock #AP-28 -Duck #AP-29 • <u>TOTAL</u> -18 Ani- mated Props			

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FIGURE ANIMATION LIST - PINOCCHIO

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #1 - LOAD AREA				
	No. A.A. Figures			No Animation
SCENE #2 - STROMBOLI'S THEATRE				
F-01	Trumpeter Puppet			Static
F-02	Trumpeter Puppet			Static
F-03	Can-Can Puppet		D-5	Left Arm Forward
			D-9	Right Arm Forward
			D-26	Left Knee Bend (Motor)
			D-S1	Body Up And Down (Motor)
F-04	Pinocchio		D-14	Right Wrist Forward And Back
			D-17	Left Wrist Forward And Back
			D-38	Eye Blink
			D-S1	Right Knee Bend And Body Bounce (Motor)
F-05	Dutch Girl Puppet		-3	Head Turn
			-26	Right Knee) (Mechanical Link- Body Bounce) age) (Motor))



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FIGURE ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #3 - BACKSTAGE				
F-06	Stromboli		D-1	Mouth (Animation And Sound Sync - Track Switch)
			D-3	Head Turn
			D-5	Right Arm Forward
			-9	Left Arm Forward (Motor)
F-07	Pinocchio - Caged			Static
F-08	Mandarin Puppet - Caged			Static
F-09	Soldier Puppet - Caged		D-10	Left Arm Out
			-S1	Cage Swings (Motor)
FA-1	Jiminy Cricket			Static
F-10	Puppet - In Wood Bin			Static
SCENE #4 - TO PLEASURE ISLAND				
FA-2	Jiminy Cricket - With Umbrella		D-S1	Body Lower And Raise (Animation And Sound - Track Switched) (24")



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FIGURE ANIMATION LIST - PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #5 - PLEASURE ISLAND				
FA-3	Gidion The Cat	*	-S3	Head Turn (Motor - Drive Track Switched)
			-9	Right Wrist Twist (Mechanical Linkage)
			-12	Left Elbow Bend (age)
FA-4	Foulfellow The Fox		D-2	Head Nod (Sync To Movement of AP-4)
	NOTE: F-13, F-14, And AP-4 Animation Sequence Together - Same Track Switch.			
F-11	Guard		-39	Eyes Right And Left
			-40	(Motor)
SCENE #6 - JACK-IN-THE-BOX				
	No A.A. Figures			No Animation
SCENE #7 - EIGHT BALL POOL ROOM				
FA-5	Lampwick - Donkey		D-S1	Right Ear Extend (Animation And Sound - Track Switched)
			D-S2	Left Ear Extend



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FIGURE ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #7 - EIGHT BALL POOL ROOM (Continued)				
F-12	Pinocchio		-14	Right Wrist Forward And Back (Motor)
F-13	Coachman			Static (Sound - Track Switched)
			-S1	Lift Effect On Face
SCENE #8 - ESCAPE FROM PLEASURE ISLAND				
FA-6	Donkey		-2	Head Nod (Motor)
			-S1	Right Foot Raise (Motor)
FA-7	Donkey		D-1	Mouth (Animation And Sound Sync - Track Switched)
			D-51	Neck Raise
FA-8	Jiminey Cricket			Static
F-14	Coachman And Cage		D-S1	Hands/Cage Door Raise And Lower (Track Switched)
SCENE #9 - MONSTRO THE WHALE				
FA-9	Jiminey Cricket - On Buoy		D-S1	Buoy Raise
			D-S2	Body Foresway (Motor)



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FIGURE ANIMATION LIST - PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #9 - MONSTRO THE WHALE (Continued)				
FA-10	Monstro		D-S1	Body Raise, Body Forward And Back
F-15	Geppetto - With Lantern		D-3	Head Turn
			D-9	Left Arm Forward
			D-24	Body Twist
	NOTE: F-24, F-25 Animation Sequence Together - Each Track Switched.			
FA-11	Jiminy Cricket - With Umbrella		D-S1	Body Raise (Track Switched)
SCENE #10 - PINOCCHIO'S VILLAGE				
No A.A. Figures				No Animation
SCENE #11 - GEPPETTO'S HOUSE				
F-16	Geppetto - With Candle		-3	Head Turn (Motor)
			-9	Left Arm Forward (Motor)
FA-12	Figaro		-S1	Feet In And Out (Motor)



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FIGURE ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #11 - GEPPETTO'S HOUSE (Continued)				
FA-13	Cleo - In Fishbowl		-S1	Bobbing Action Up And Down (Motor)
F-17	Pinocchio		D-3	Head Turn
			D-38	Eye Blink (Track Switched)
F-18	Blue Fairy		D-12	Left Elbow Bend
			D-17	Left Wrist In And Out - Light Wand In Hand
	NOTE: F-30, F-31 Animation, Sound And Light Effects Sequence Together - Same Track Switch.			
FA-14	Jiminey Cricket - With Badge		-14	Right Wrist Forward And Back (Motor)
SCENE #12 - TOY SHOP				
	No A.A. Figures			No Animation



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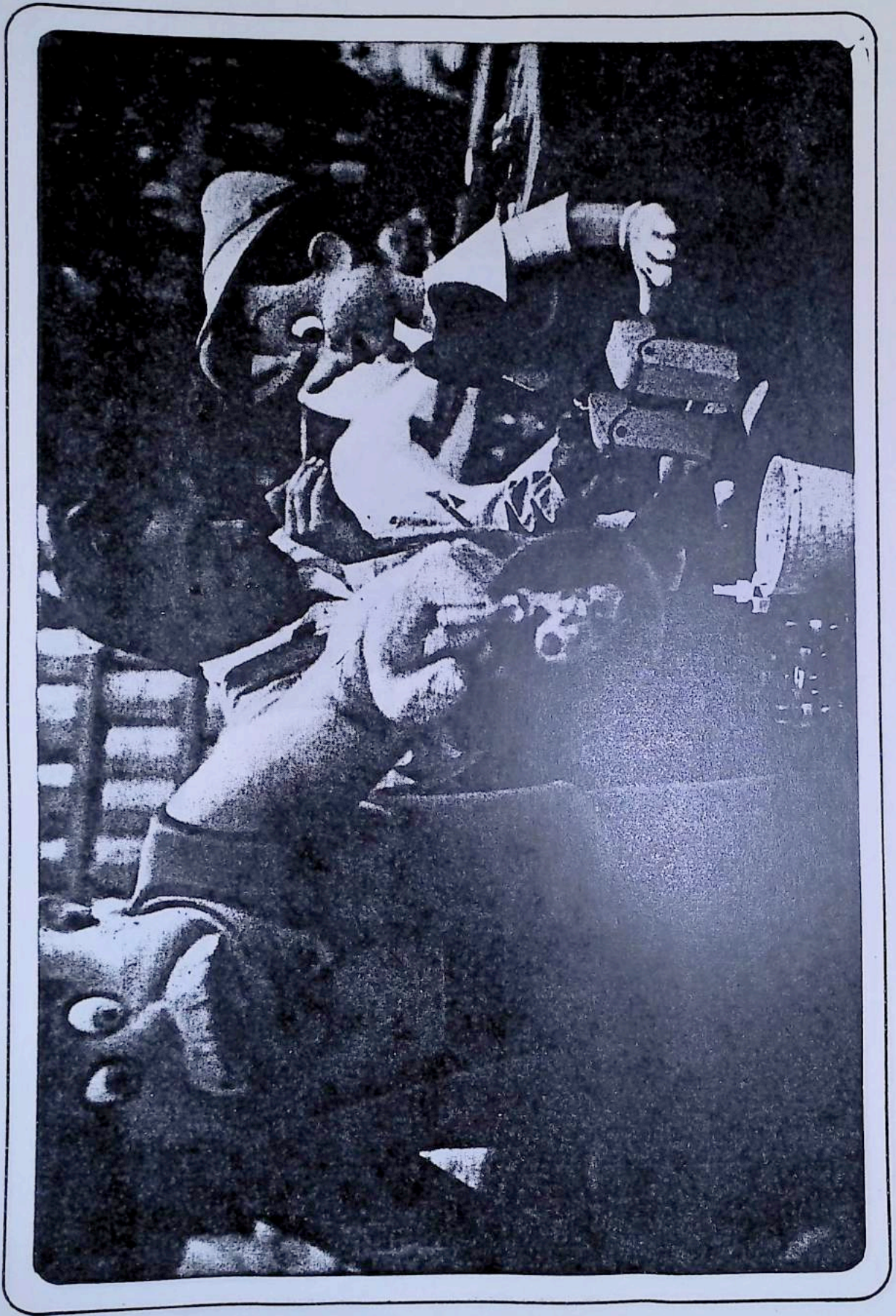
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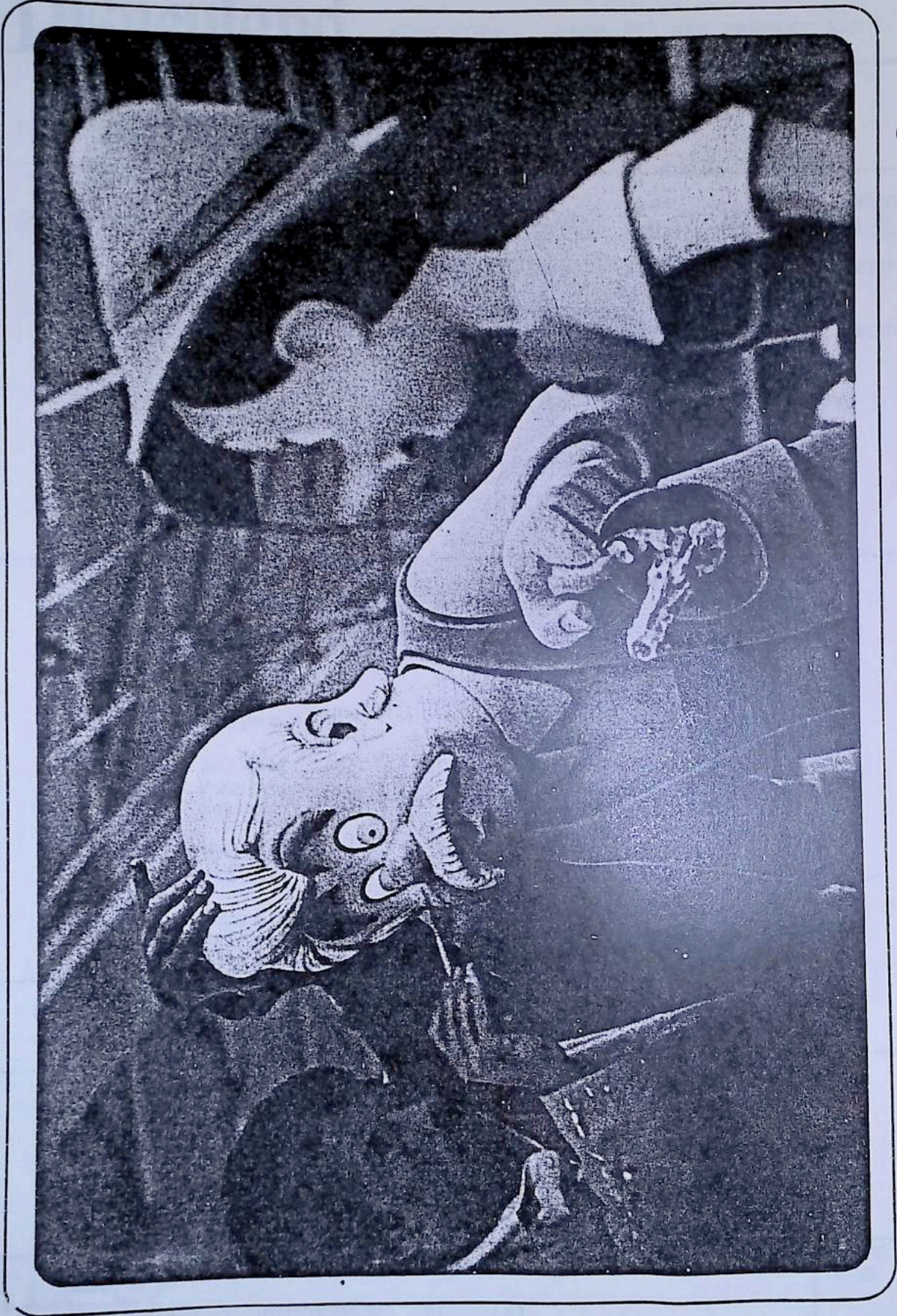


FIGURE SPECIFICATIONS - PINOCCHIO

<u>SCENE</u>	<u>FIG. NO.</u>	<u>DESCRIPTION</u>	<u>HEAD I.D.NO.</u>	<u>BODY I.D.NO.</u>	<u>ARM I.D.NO.</u>	<u>LEG I.D.NO.</u>	<u>HANDS I.D.NO.</u>
#2	F-1	Puppet - Trumpeter	PIN-2	PIN-2	PIN-2		PIN-2
	F-2	Puppet - Trumpeter	PIN-2	PIN-2	PIN-2		PIN-2
	F-3	Puppet - Can Can					
	F-4	Pinocchio	PIN-3	PIN-3	PIN-3	PIN-3	
	F-5	Puppet - Dutch Girl	PIN-4	PIN-4	PIN-4	PIN-4	
#3	F-6	Stromboli	PIN-6	PIN-6	PIN-6		
	F-7	Pinocchio - Caged	PIN-7	PIN-7	PIN-7	PIN-7	
	F-8	Mandarin Puppet		PIN-8			
	F-9	Soldier Puppet - Caged	PIN-9	PIN-9	PIN-9	PIN-9	
	FA-1	Jiminey Cricket		PIN-10			
	F-10	Puppet - In Wood Bin	PIN-11	PIN-11	PIN-11	PIN-11	PIN-11
#4	FA-2	Jiminey Cricket		PIN-12			
#5	FA-3	Gidion The Cat	PIN-13	PIN-13	PIN-13	PIN-13	

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FIGURE SPECIFICATIONS - PINOCCHIO (Continued)

SCENE	FIG. NO.	DESCRIPTION	HEAD	BODY	ARM	LEG	HANDS
			I.D.NO.	I.D.NO.	I.D.NO.	I.D.NO.	I.D.NO.
#5 (Continued)	FA-4	Foulfellow The Fox	PIN-14	PIN-14	PIN-14		
	F-11	Guard		PIN-17			
#7	FA-5	Lampwick - Donkey	PIN-16	PIN-16	PIN-16	PIN-16	
	F-12	Pinocchio	PIN-15	PIN-15	PIN-15		
	F-13	Coachman	PIN-18	PIN-18		PIN-18	
#8	FA-6	Donkey	PIN-19	PIN-19		PIN-19	PIN-19
	FA-7	Donkey	PIN-19	PIN-19		PIN-19	PIN-19
	FA-8	Jiminey Cricket					
	F-14	Coachman And Cage	PIN-18	PIN-18		PIN-18A	
#9	FA-9	Jiminey Cricket On Buoy					
	FA-10	Monstro (Body And Tail)	Mouth PIN-24 Teeth				
	F-15	Geppetto - With Lantern	PIN-25	PIN-25	PIN-25		



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FIGURE SPECIFICATIONS - PINOCCHIO (Continued)

<u>SCENE</u>	<u>FIG. NO.</u>	<u>DESCRIPTION</u>	<u>HEAD I.D.NO.</u>	<u>BODY I.D.NO.</u>	<u>ARM I.D.NO.</u>	<u>LEG I.D.NO.</u>	<u>HANDS I.D.NO.</u>
#9 (Continued)	FA-11	Jiminey Cricket - With Umbrella					
#11	F-16	Geppetto - With Candle	PIN-25	PIN-25	PIN-25		
	FA-12	Figaro		PIN-28			
	FA-13	Cleo - In Fishbowl		PIN-29			
	F-17	Pinocchio	PIN-30	PIN-30	PIN-30		
	F-18	Blue Fairy	PIN-31	PIN-31	PIN-31		
	FA-14	Jiminey Cricket With Badge		PIN-32			



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PROP ANIMATION LIST

- PINOCCHIO

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #1 - LOAD AREA				
	No Animated Props			No Animation
SCENE #2 - STROMBOLI'S THEATRE				
	No Animated Props			No Animation
SCENE #3 - BACKSTAGE				
AP-1	Cage		D-S1	Cage Door Raises And Lowers, Linked With Stromboli's Arm (F-06)
SCENE #4 - TO PLEASURE ISLAND				
	No Animated Props			No Animation
SCENE #5 - PLEASURE ISLAND				
AP-2	MERRY-GO-ROUND			Shooting Gallery Mechanism (Motor)
AP-3	Ferris Wheel			Revolves (Motor)
AP-4	Strength Tester		D-S1	Gong Up And Down (Track Switched)



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PROP ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #5 - PLEASURE ISLAND (Continued)				
	NOTE: F-13, F-14, AP-4 Animation Sequence Together - Same Track Switch.			
SCENE #6 - JACK-IN-THE-BOX				
AP-5	Rough House			Left Elbow Bend (Motor)
AP-6	Boxing Shadow			Boxing Shadows of Kids (Motor)
AP-7	Wooden Indian			Right Arm Up And Down (Motor)
AP-8	Wooden Indian			Left Arm Up And Down (Motor)
AP-9	Jack-In-The-Box			Head Rocking On Large Spring (Motor)
AP-10	Clown			Revolves (Motor)
SCENE #7 - EIGHT BALL POOLROOM				
	No Animated Props			No Animation



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PROP ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE # 8 - ESCAPE FROM PLEASURE ISLAND				
AP-11	Doors		D-S1	Doors Open And Close (Animation And Sound - Track Switched)
SCENE #9 - MONSTRO THE WHALE				
	No Animated Props			No Animation
SCENE #10 - PINOCCHIO'S VILLAGE				
	No Animated Props			No Animation
SCENE #11 - GEPPETTO'S HOUSE				
	No Animated Props			No Animation
SCENE #12 - TOY SHOP				
AP-12	Bell Ringer Clock		D-S1	Figures Rotate To face Each Other
			D-S2	Dutch Door Opens And Closes
			D-S3	Pendulum Swings
			D-S4	Speed Up Of Typical Clock Movement



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- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #12 - TOY SHOP (Continued)				
AP-13	Elephant Clock		D-S1	Head Swings As Pendulum Movement
			D-S2	Boy's Head Turns
			D-S3	Speed Up Of Typical Clock Movement
AP-14	Flower/Bee Clock		D-S1	Bee Spins Clockwise
			D-S2	Speed Up Of Typical Clock Movement
AP-15	Small Cuckoo Clock		D-S1	Bird's Head Turns 180° Left To Right
			D-S2	Cuckoo Bird Pops In And Out
			D-S3	Pendulum Swings
			D-S4	Speed Up Of Typical Clock Movement
AP-16	Organ Grinder With Monkey (Music Box)		D-S1	Monkey Hops Back And Forth From Left To Right
			D-S2	Organ Grinder Turns Crank And Keys Turn
			D-S3	Eyes Move Left To Right
AP-17	Large Cuckoo And Windmill Clock		D-S1	Windmill Turns
			D-S2	Water Wheel And Crank Turns
			D-S3	Cuckoo Bird Pops In And Out
			D-S4	Pendulum Swings
			D-S5	Speed Up Of Typical Clock Hands



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PROP ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #12 - TOY SHOP (Continued)				
AP-18	Piglet		D-S1	Rocks Back And Forth
			D-S2	Nose Goes Up on Forward Movement
AP-19	Owl Clock		D-S1	Eyes And Tail Move In Opposite Directions
			D-S2	Speed Up Of Typical Clock Movement
AP-20	Swiss Barn Clock		D-S1	Figures Rotate On Turntable
			D-S2	Pendulum Swings
			D-S3	Speed Up Of Typical Clock Movement
AP-21	Red Barn Clock		D-S1	Figures Rotate On Turntable
			D-S2	Pendulum Swings
			D-S3	Speed Up Of Typical Clock Movement
AP-22	Conductor With Musicians (Music Box)		D-S1	Conductor's Hand Raises And Lowers
			D-S2	Conductor's Head Turns Left To Right
			D-S3	Violinist's Right Arm Moves Bow
			D-S4	Singer's Head Follows Ride Vehicle



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PROP ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #12 - TOY SHOP (Continued)				
AP-22	Conductor With Musicians (Music Box) (Continued)		D-S5	Concertina Player's Arms Compress Instruments
			D-S6	Concertina Player Rocks Forward And Back At Hip
AP-23	Angels With Trumpet Clock		D-S1	Arms Go Up And Down
			D-S2	Pendulum Swings
			D-S3	Speed Up Of Typical Clock Movement
AP-24	Wind Mill And Skaters' Clock		D-S1	Wind Mill blades Move Counterclockwise
			D-S2	Skaters Move Past Each Other Spin At Each Movement Stop
			D-S3	Speed Up Of Typical Clock Movement
AP-25	Harlequin Puppet		D-S1	Arms Move Up And Down
AP-26	Soldier On Horse		D-S1	Horse Rocks On Shelf
AP-27	Carousel (Music Box)		D-S1	Figures Move As Typical Carousel
			D-S2	Key Turns
AP-28	Ship Clock		D-S1	Ship Rocks Slightly
			D-S2	Speed Up Of Typical Clock Movement



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PROP ANIMATION LIST

- PINOCCHIO (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #12 - TOY SHOP (Continued)				
AP-29	Duck		D-S1	Clacking Bill
			D-S2	Wings Flap



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ANIMATED PROP DEVELOPMENT - PINOCCHIO

<u>PROP NO.</u>	<u>DESCRIPTION</u>	<u>CONSTRUCTION/MFG. RESPONSIBILITY</u>
AP-1	Cage	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-2	Merry-Go-Round	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-3	Ferris Wheel	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-4	Strength Tester	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-5	Rough House	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-6	Boxing Shadow	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-7	Wooden Indian	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-8	Wooden Indian	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-9	Jack-In-The-Box	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-10	Clown	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate



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ANIMATED PROP DEVELOPMENT - PINOCCHIO (Continued)

<u>PROP NO.</u>	<u>DESCRIPTION</u>	<u>CONSTRUCTION/MFG. RESPONSIBILITY</u>
AP-11	Doors	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-12	Bell Ringer Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-13	Elephant Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-14	Flower/Bee Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-15	Small Cuckoo Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-16	Organ Grinder With Monkey (Music Box)	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-17	Large Cuckoo And Wind Mill Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-18	Piglet	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-19	Owl Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-20	Swiss Barn Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate



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ANIMATED PROP DEVELOPMENT - PINOCCHIO (Continued)

<u>PROP NO.</u>	<u>DESCRIPTION</u>	<u>CONSTRUCTION/MFG. RESPONSIBILITY</u>
AP-21	Red Barn Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-22	Conductor With Musicians (Music Box)	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-23	Angels With Trumpet (Clock)	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-24	Windmill And Skaters Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-25	Harlequin Puppet	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-26	Soldier On Horse	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-27	Carousel (Music Box)	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-28	Ship Clock	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate
AP-29	Duck	WED Show Prod. - Fabricate WED Show Prod. - Paint/Decorate MAPO - Animate



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SHOW PROPS & DRESSINGS - PINOCCHIO

<u>SCENE</u>	<u>QTY.</u>	<u>UNIT</u>	<u>DESCRIPTION</u>	<u>RESPONSIBILITY</u>
#5 - Pleasure Island	1	EA.	Balloon With: Ropes Flags Basket	
#7 - Eight Ball Pool Room	1 4	EA. EA.	Pool Table Pool Balls	
#11 - Geppetto's House	1	EA	Stand For Fishbowl	
#12 - Toy Shop	1	EA.	Chest	
	1	EA.	Table	
	1	EA.	Railing	
	1	EA.	Chest	
	1	EA.	Chair	
	1	EA.	Window Ledge	
	1	EA.	Chair By Oven	
	1	EA.	Pot By Oven	
	1	EA.	Mantle	
	1	EA.	Ledge	
	1	EA.	Basket	WED Show Prod. - Fabricate
	1	EA.	Unicorn	WED Show Prod. - Fabricate
	1	EA.	Pegasus	WED Show Prod. - Fabricate
	1	EA.	Camel	WED Show Prod. - Fabricate
	1	EA.	Books	WED Show Prod. - Fabricate



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SHOW PROPS & DRESSINGS - PINOCCHIO (Continued)

<u>SCENE</u>	<u>QTY.</u>	<u>UNIT</u>	<u>DESCRIPTION</u>	<u>RESPONSIBILITY</u>
#12 - Toy Shop (Continued)	1	EA.	Present	WED Show Prod. - Fabricate
	1	EA.	Dutch Boy Doll	WED Show Prod. - Fabricate
	2	EA.	Angel Puppet	WED Show Prod. - Fabricate
	1	EA.	Basket With Present	WED Show Prod. - Fabricate
	1	EA.	Bear	WED Show Prod. - Fabricate
	1	EA.	Horse	WED Show Prod. - Fabricate
	1	EA.	Kettle	WED Show Prod. - Fabricate
	1	EA.	Drum Major Puppet	WED Show Prod. - Fabricate
	1	EA.	Bear	WED Show Prod. - Fabricate
	1	EA.	Salt Box	WED Show Prod. - Fabricate



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FIGURE PROPS - PINOCCHIO

<u>SCENE</u>	<u>FIG. NO.</u>	<u>FIGURE</u>	<u>PROP/DESCRIPTION</u>	<u>FURNISHED BY</u>
#2 - Stromboli's Theatre	F-1	Puppet - Trumpeter	Trumpet Banner On Trumpet Drums	Interiors Show Production Show Production
	F-2	Puppet - Trumpeter	Trumpet Banner On Trumpet Drums	Interiors Show Production Show Production
	F-3	Puppet - Can-Can	Strings	Interiors
	F-4	Pinocchio	Strings	Interiors
	F-5	Puppet - Dutch Girl	Strings	Interiors

#3 - Backstage	F-6	Stromboli	Lock Rope	Interiors Interiors
	F-7	Pinocchio - Caged	Cage Trunk	MAPO/Fiberglass Show Production
	F-8	Mandarin - Caged	Cage	MAPO/Fiberglass
	F-9	Soldier Puppet - Caged	Cage	MAPO/Fiberglass



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FIGURE PROPS - PINOCCHIO (Continued)

<u>SCENE</u>	<u>FIG. NO.</u>	<u>FIGURE</u>	<u>PROP/DESCRIPTION</u>	<u>FURNISHED BY</u>
#3 - Backstage (Continued)	FA-1	Jiminey Cricket	Umbrella	MAPO/Fiberglass
	F-10	Puppet In Wood Bin	Wood Bin	MAPO
#4 - To Pleasure Island	FA-2	Jiminey Cricket With Umbrella	Umbrella	MAPO/Fiberglass
#5 - Pleasure Island	FA-3	Gidion The Cat	Cane	Interiors
	FA-4	Foulfellow The Fox	Mallet	Show Production
#7 - Eight Ball Poolroom	F-12	Pinocchio	Stool	Show Production
	F-13	Coachman	Booth Coins	Show Production Show Production
#8 - Escape From Pleasure Island	FA-6	Donkey	Cage	Show Production
	FA-7	Donkey	Cage	Show Production
	FA-8	Jiminey Cricket	Umbrella	MAPO/Fiberglass

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FIGURE PROPS - PINOCCHIO (Continued)

<u>SCENE</u>	<u>FIG. NO.</u>	<u>FIGURE</u>	<u>PROP/DESCRIPTION</u>	<u>FURNISHED BY</u>
#9 - Monstro The Whale	FA-9	Jiminey Cricket On Buoy	Barrel Buoy	Show Production
	F-15	Geppetto With Lantern	Lantern Glasses	MAPO/Fiberglass Interiors
	FA-11	Jiminey Cricket With Umbrella	Umbrella	MAPO/Fiberglass
#11 - Geppetto's House	F-16	Geppetto With Candle	Candle And Holder Glasses	MAPO/Fiberglass Interiors
	FA-13	Cleo In Fishbowl	Fishbowl	MAPO/Plexiglass
	F-17	Pinocchio	Bed Steps	Show Production Show Production
	F-18	Blue Fairy	Wand	
	FA-14	Jiminey Cricket With Badge	Badge Book	Show Production Show Production



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SHOW ACTION EQUIPMENT LIST - PINOCCHIO

EQUIP.
NO.

DESCRIPTION

FUNCTION
NO.

ANIMATION

SCENE #1 - LOAD AREA

No Show Action Equipment

No Animation

SCENE #2 - STROMBOLI'S THEATRE

D-1

Door

D-

Opens

SCENE #3 - BACKSTAGE

D-2

Door

D-

Opens

SCENE #4 - TO PLEASURE ISLAND

D-3

Door

D-

Opens

SCENE #5 - PLEASURE ISLAND

No Show Action Equipment

No Animation

SCENE #6 - JACK-IN-THE -BOX

D-4

Door

D-

Opens



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SHOW ACTION EQUIPMENT LIST - PINOCCHIO (Continued)

<u>EQUIP. NO.</u>	<u>DESCRIPTION</u>	<u>FUNCTION NO.</u>	<u>ANIMATION</u>
-----------------------	--------------------	-------------------------	------------------

SCENE #7 - EIGHT BALL POOL ROOM

D-5	Door	D-	Opens
-----	------	----	-------

SCENE #8 - ESCAPE FROM PLEASURE ISLAND

No Show Action Equipment			No Animation
--------------------------	--	--	--------------

SCENE #9 - MONSTRO THE WHALE

No Show Action Equipment			No Animation
--------------------------	--	--	--------------

SCENE #10 - PINOCCHIO'S VILLAGE

D-6	Door	D-	Opens
-----	------	----	-------

SCENE #11 - GEPPETTO'S HOUSE

No Show Action Equipment			No Animation
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SCENE #12 - TOY SHOP

No Show Action Equipment			No Animation
--------------------------	--	--	--------------



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SCOPE
LEVEL

I

C-2j

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PROPOSED NEW FANTASYLAND

SHOW EQUIPMENT LIST - PINOCCHIO

<u>DESCRIPTION</u>	<u>QTY.</u>	<u>RESPONSIBILITY</u>
1/4 Inch Tape Machine	5	
Amplifier Cabinets	3	
Pre-Amp 750 (105750)	2	
Animation Breakout Box (102920)	4	
Monitor Breakout Box	4	
Sound Breakout Box	10	
Show Start-Up Panel	1	
Timers	0	
Flicker Cabinets	2	
Work Light Control Panel	1	
Intercom P. S.	1	
Show Start-Up Cage	1	
Mini DACS Cabinet	6	
Card Cages	13	
Power Card	13	
Control Card	13	
Memory Card	2	
Discrete Control Card	38	
SMACS	1	
Audio Monitor Cabinet	1	
Dimmer Cabinet	1	



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SCENIC DROP/BACKING SPECIFICATIONS - PINOCCHIO

<u>SCENE</u>	<u>NO.</u>	<u>DESCRIPTION</u>	<u>SIZE</u>	<u>MATERIAL</u>
Facade	1	"Pinocchio Village" Mural	540 Ft.	Muslin

LIGHTING EQUIPMENT LIST - PINOCCHIO

<u>SCENE</u>	<u>DESCRIPTION</u>	<u>QTY.</u>	<u>RESPONSIBILITY</u>
	Shannon Luminous Flood	23	
	Hubbell UV Bullet (309-10)	25	
	Minimole	19	
	40W Fluorescent	10	
	Wall Washer	7	
	Porcelain Socket	10	
	15W Fluorescent	8	
	Electro Controls Parhead 38	2	
	Hubbell Bullet (309-14)	1	

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SPECIAL EFFECTS/PROJECTOR LIST - PINOCCHIO

<u>SCENE</u>	<u>DESCRIPTION</u>	<u>QTY.</u>	<u>RESPONSIBILITY</u>
To Pleasure Island	Fairground Twinkling Lights And Chasing Lights On Ferris Wheel And Roller Coaster	1	Fiber Optic Unit - WED
		1	Illuminator - Studio
Pleasure Island	Fireworks	TBD	Fibre Optic Unit - WED Illuminator - Studio
Jack-In- The-Box	Rough-House Animated Shadows (AP-6)	1	Point Source Lights - WED
		1	Animated Silhouette - MAPO
		1	Plex Window - MAPO
Sea And Monstro	Water Ripple Effect	4	Water Ripple Projector - Studio
	Flying Sea Gull Shadows	1	16mm Projector With Loop Cabinet - Studio
		1	Mirror Ball - Studio
Pinocchio Village	Wishing Star	TBD	Twinkle Star On Scenic Flat
Geppetto's House	Twinkling Blue Fairy	1	Fiber Optic Unit In Cos- tume - WED
		1	Illuminator - Studio
	Twinkle On Bed And Room	1	Fiber Optic Unit - WED Illuminator - Studio



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