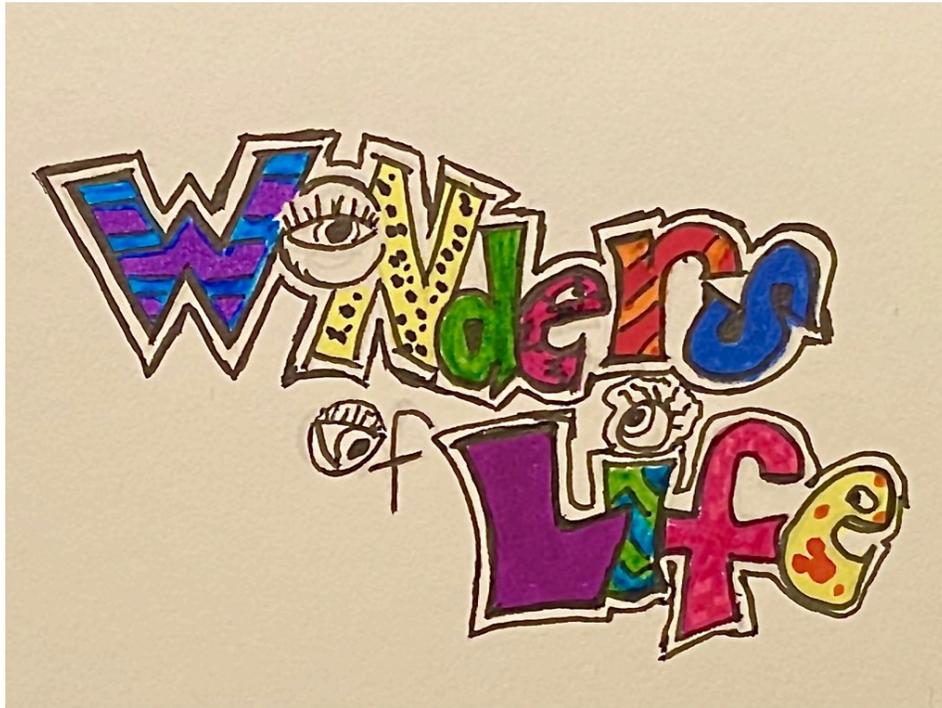


# Introduction



When Wonders of Life opened at EPCOT Center in 1989, it was met with mixed reviews. Some praised the nuance of shows such as Cranium Command, while others loathed the main attraction Body Wars, which became known for its queasy images of the human body as well as being more rough than Star Tours despite being a similar ride system. As reviews kept pouring in, the coming arrival of Test Track sparked new life into Future World East. It was determined in 1998 that Body Wars would close to make room for an attraction that would better fit the Memphis colorful aesthetic that encompassed the rest of the pavilion. Thus *Body Tours* was born.



However, it was met with mixed reactions from Disney fans as they learned of the announcement through their AOL dial up emails and online forums

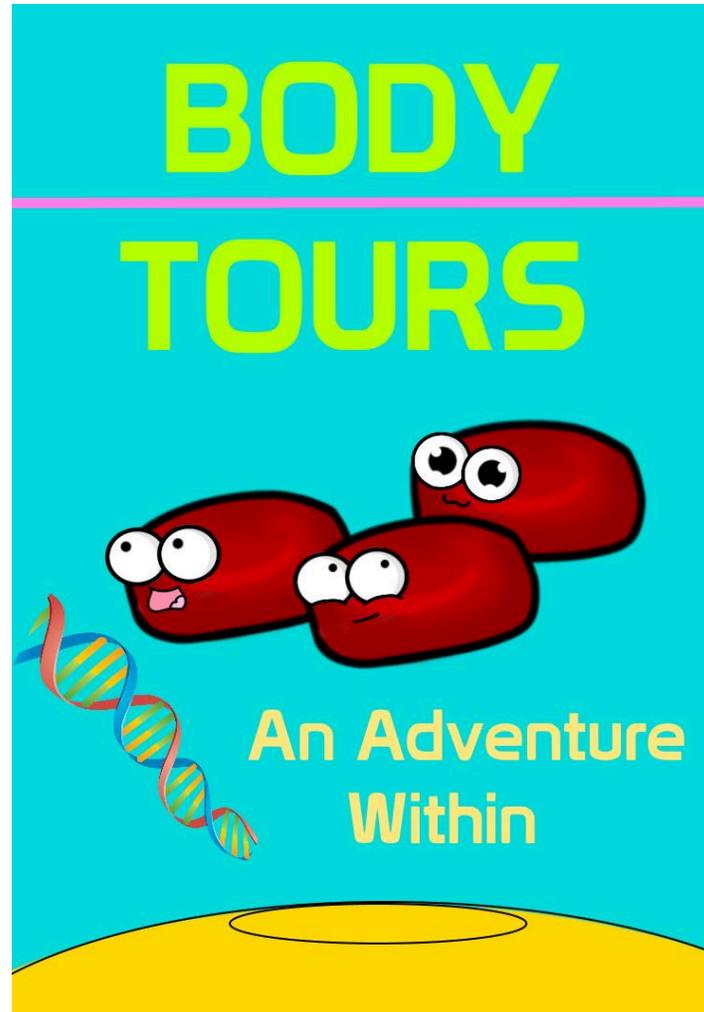
 <b>Tegan pilots a chicken</b> Well-Known Member	 <b>spacent354</b> Chill's
1998 or whatever	1998 or whatever
Wow. They're just destroying everything that made EPCOT Center great. :(	Idk, I kinda have a good feeling about it. Wonders really needs a refresh. This could be it! Those sims made me nauseous anyway.
<a href="#">Report</a>	<a href="#">+ Quote</a> <a href="#">↩ Reply</a>

 <b>Disney Dad 3000</b> Well-Known Member	 <b>MickeyMousketeer</b> Well-Known Member
1998 or whatever	1998 or whatever
<a href="http://photobucket.com/user/disneybf3000/img24982">http://photobucket.com/user/disneybf3000/img24982</a> Looks fun honestly. At least it's not another pointless thrill ride. [image not found] <a href="http://photobucket.com/user/disneybf3000/img24907">http://photobucket.com/user/disneybf3000/img24907</a> They aren't shoeorning a celebrity into this either, that's a bonus. And they're not touching the Wondercycles which is a nice surprise! [image not found]	At least I get to sneak in one more ride next month. Gonna be sad to see it go, but that's the norm at "Epcot" these days.

 <b>Shannoninthemagic</b> Well-Known Member	 <b>Homemade Imagineering</b> Well-Known Member
1998 or whatever	1998 or whatever
Just hearing about this, the bus to Dixie Landings took FOREVER!! I'm just happy there's gonna be a really fun gift shop! :)	How can you guys read about this and NOT be excited about trackless vehicles?! This is gonna be better than Buzz Lightyear!

 <b>tcool123</b> Well-Known Member	 <b>Mickeynerd17</b> Well-Known Member
1998 or whatever	1998 or whatever
Those pink ride vehicles are da bomb! I think you guys need to take a chill pill. Wait until you ride it at least.	..... Honestly I don't know how I'm even commenting right now. I won't be born for like five more years. Why am I here?

# Backstory



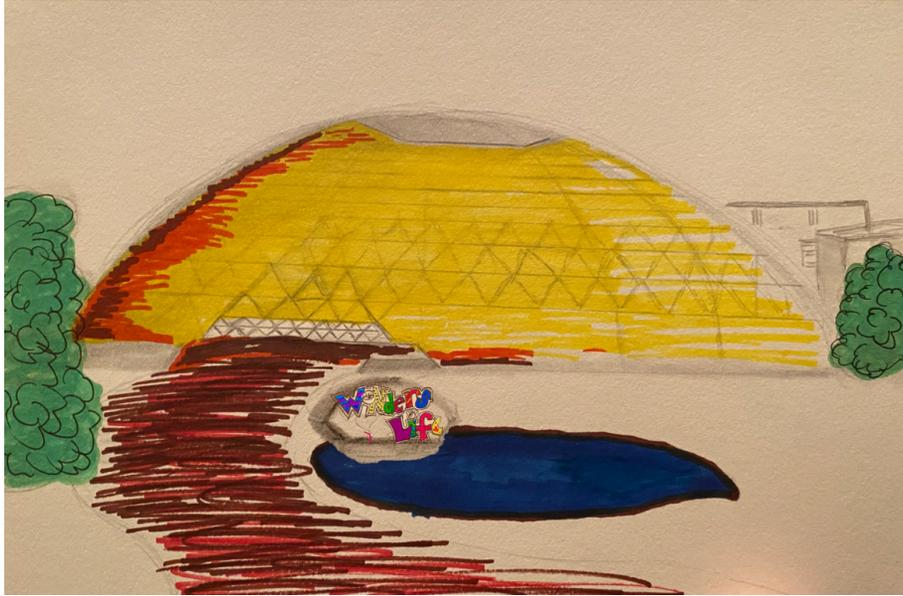
Body Tours is a colorful, bright, and original tale about the inner workings of our bodies. Join a newly created stem cell, Stemphanie, as she finds her place in the vast anatomical systems of the human body. Along the way, Stemphanie meets friends and foes as guests journey with her to learn how their bodies function and keep our lives moving forward.

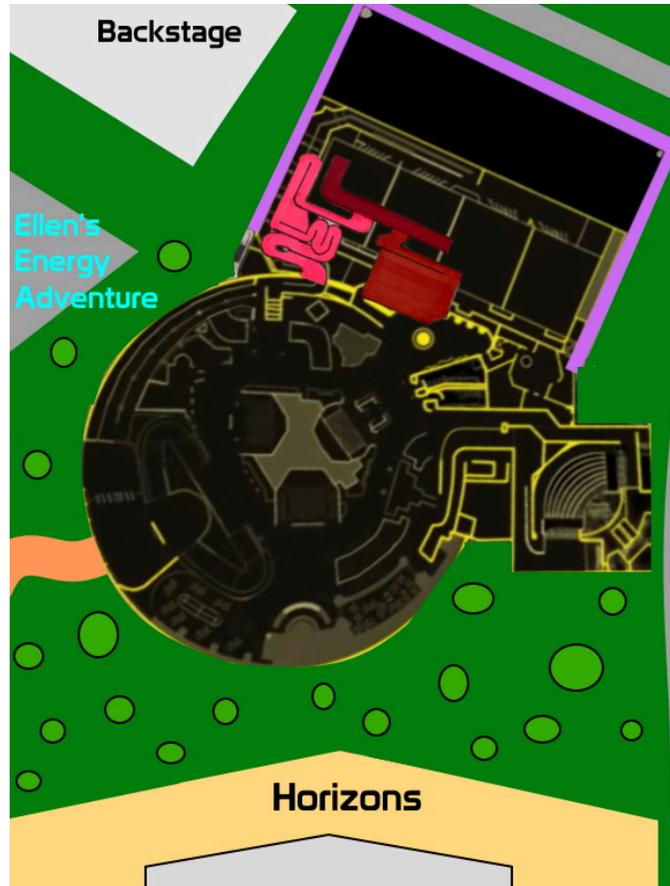


- **Stemphanie:** Your tour guide through the body, she's a spunky Stem Cell with a passion for action and adventure.
- **Nervous Nancy:** A neuronal cell that is wavy and flowy, but she can't really control what she does as almost everything causes her stress and anxiety. Her secret for sleep? A nice mug of hot cocoa.
- **Marco Phage:** A macrophage cell with a passion for junk, well junk food that is. Don't let his blobbiness fool you though he is full of charm, cogneality, and class.
- **Gary Astric:** A gastric cell with a comically long tongue, but don't worry he uses to slurp all the good nutrients from healthy foods.
- **Penny Pancreas:** She's a beauty of an organ while rocking her lumpy and bumpy self. While she may be beautiful she isn't conceited in the slightest, and instead offers words of wisdom to all those who care to listen.
- **Nathanial Killington:** A soldier for the Immune System this NK cell is a natural killer, and will fight off all bad bacteria. He carries around his Immunity Bazooka and Vitamin C grenades to defeat his foes. Just don't ask about his eye.
- **Denny Retic:** A mellow Dendritic Cell, but when duty calls an internal switch forcing him into a protective and defensive soldier of the Immunity System. His lucky bandana keeps all his cellular locks in place.
- **Red Blood Cells:** Commuters rushing throughout the body providing oxygen, whatever you do, DON'T get in their way.
- **Baxter Ria:** A technicolor terror of a bacteria who preys on all cells, young and old, he infects all those he can until the body he entered is completely taken over and his.

And many more friendly faces found around the body, you never know who you'll meet on Body Tours.

## Layout





During the development of Body Tours, it was decided that the health pavilion would receive a fun new logo to better represent the more lighthearted nature of its signature attraction.

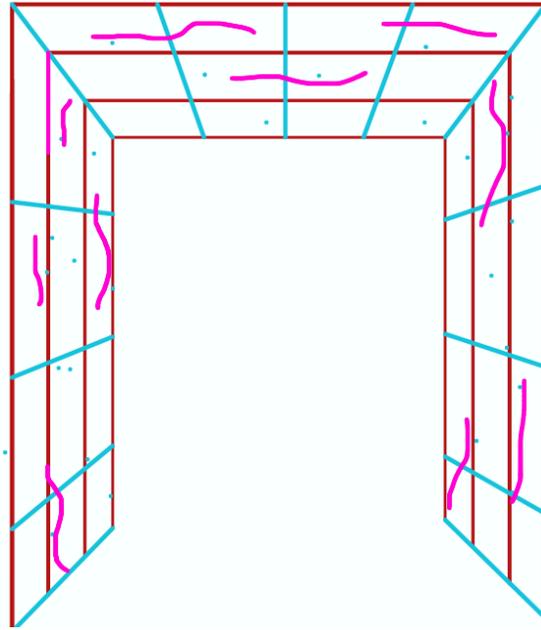
The ride itself would occupy the original Body Wars area, which would also be doubled in size as an extension was added onto the structure. This process also involved rerouting the existing cast member access road.

Not only would Body Tours serve as a much needed jolt of new life for Wonders of Life, but with the inevitable closing of Horizons to make way for Mission: Space, Body Tours would provide guests with one additional major Future World attraction with no height requirement.

# Queue

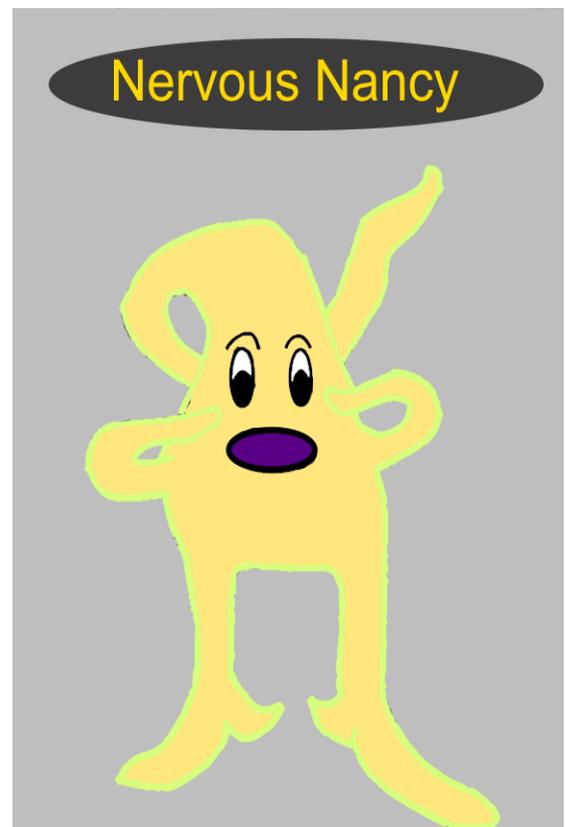


The Body Tours queue acts as an abstract introduction to the concept of being inside of the human brain. The queue is mostly switchbacks through a long hallway and room, both of which are lined with unique pillar-esque features made up of red and pink abstract shapes. These are meant to represent the gyri and sulci of the brain (ripple-y, wrinkly, pinkish exterior). Throughout the queue, guests may notice signage for "Inner Workings Inc." This is the company that manufactured the "portal" that guests will step through immediately prior to the pre-show that will transport them into the brain! Posters in the final room of the will explain this process as going beyond shrinking guests, and instead making them miniature organisms capable of interacting with the body's many functions!



## Pre-Show

After stepping through the Inner Workings Inc. portal into the brain guests encounter Nervous Nancy, a neuronal cell. Her wavy arms completely cover her eyes as her head tentacle wiggles around with fear. She's rather pale with a light green glow. Behind her what looks like big clouds of memories are on the walls of this room. Speaking of the room the carving into the walls and ceiling continues as guests have now entered the hippocampus in the brain. As all the guests are loaded into the preshow room Nancy uncovers her eyes, and begins to speak very anxiously. As the preshow plays out Nancy will often address the guests, but also just talk to herself out of fear. She has all the charisma and speaking prowess as that one kid in class who gets stage fright just by answering a question in class.



**Nancy:** Okay Nancy you got this, just breathe! In and out, think of Bora Bora!

On the memory clouds different clips of Bora Bora play out.

**Nancy:** We liked Bora Bora, that's the stuff Nancy.

Suddenly a giant wave comes crashing throughout all the memory clouds. Nancy's top tentacle twists like crazy similar to how a lizard's detached tail flails around.

**Nancy:** ABORT BORA BORA, REPEAT ABORT!



The memory clouds all go blank as Nancy opens her eyes to see all the guests now watching her.

**Nancy:** AHHHH who are you cells! Oh wait this orientation! Haha! (to herself) Come on Nancy pull it together!

Nancy's head tentacle stops wiggling out of control as her hand tentacles start to shake as she speaks with a worried expression on her face.

**Nancy:** Hahaha, hiii I'm Nancy your orientation speaker. Who even assigned me this role, speaking makes me nervous! Haha you cells didn't hear that right! Anyways welcome to Stem Cell Orientation! This is the hippocampus, the center for learning

and memory, and where I'll give you a quick run up on what you'll be seeing on your tour with head Stem Cell, Stemphanie.

The memory cloud pulls up footage of the ride vehicles along with other guests boarding it. Nancy tries to point with her tentacles, but her trembling makes it hard. Can't somebody get this cell an herbal tea or something?

**Nancy:** So on your tour of the body make sure to buckle up cells! From left to right, and just click! Remember to keep all your cell parts in at all times during the tour, and if you're carrying anything just leave it on the floor! Yes Nancy you nailed it!

Nancy does a quick air pump as the memory cloud now plays cartoon clips of cells that go along with what Nancy is talking about. The clips will be animated to be as if they were taken from a Saturday morning cartoon.

**Nancy:** Okay so on your tour you'll see plenty of cells! Macrophage cells use phagocytosis, a way to completely swallow something, to break down all kinds of things like junk food for example! Meanwhile Gastric Cells use their large tongues to swipe and digest good nutrients!

On the screen something similar to the gifs below are played out, but now with Marco Phage and Gary Astric respectively.



**Nancy:** Red Blood cells travel throughout vein highways in the body carrying cases of oxygen to keep the body running! NK Cells, Dendritic Cells, and White Blood Cells are soldiers in the Immune System that fight off evil bacteria, diseases, and

outsiders from taking over the body. If you're lucky enough to become one they come with their very own Immunity Blasters.

The blasters on the ride vehicles are highlighted as the clouds demonstrate how to fire with the guns.

**Nancy:** (sarcastically) Oh no! Looks they're ready for you further into the brain! All you cells better start going!

As the guests start walking out of the preshow room Nancy is heard breathing a large sigh of relief.

**Nancy:** Now how much longer do I have to host orientation? FOREVER! OH NO!

The relief was very momentary. As guests leave the preshow room Nancy begins to reset covering her face with her arms breathing in and out trying to calm down.

# Ride System



The trackless system at the time was controlled via something new called 'Wi-Fi' technology, ultimately controlling its direction throughout the show space, with a bit of RFID, radio-frequency identification, technology thrown in. The narrow show spaces present in the attraction are around the same size as the transition scenes from Pooh's Hunny Hunt. All vehicles are capable of their own individual movements, and are kept within certain parameters to make sure they don't ultimately fail, or pose any amount of danger to the audience.

## **Ride System Historical Context**

Pooh's Hunny Hunt was being built in Tokyo Disneyland at the time as Body Tours was being built, which accounts for the availability of the trackless ride system for this attraction. However in this SAU timeline, Body Tours ends up being Disney's first trackless attraction by a few months over Hunny Hunt.

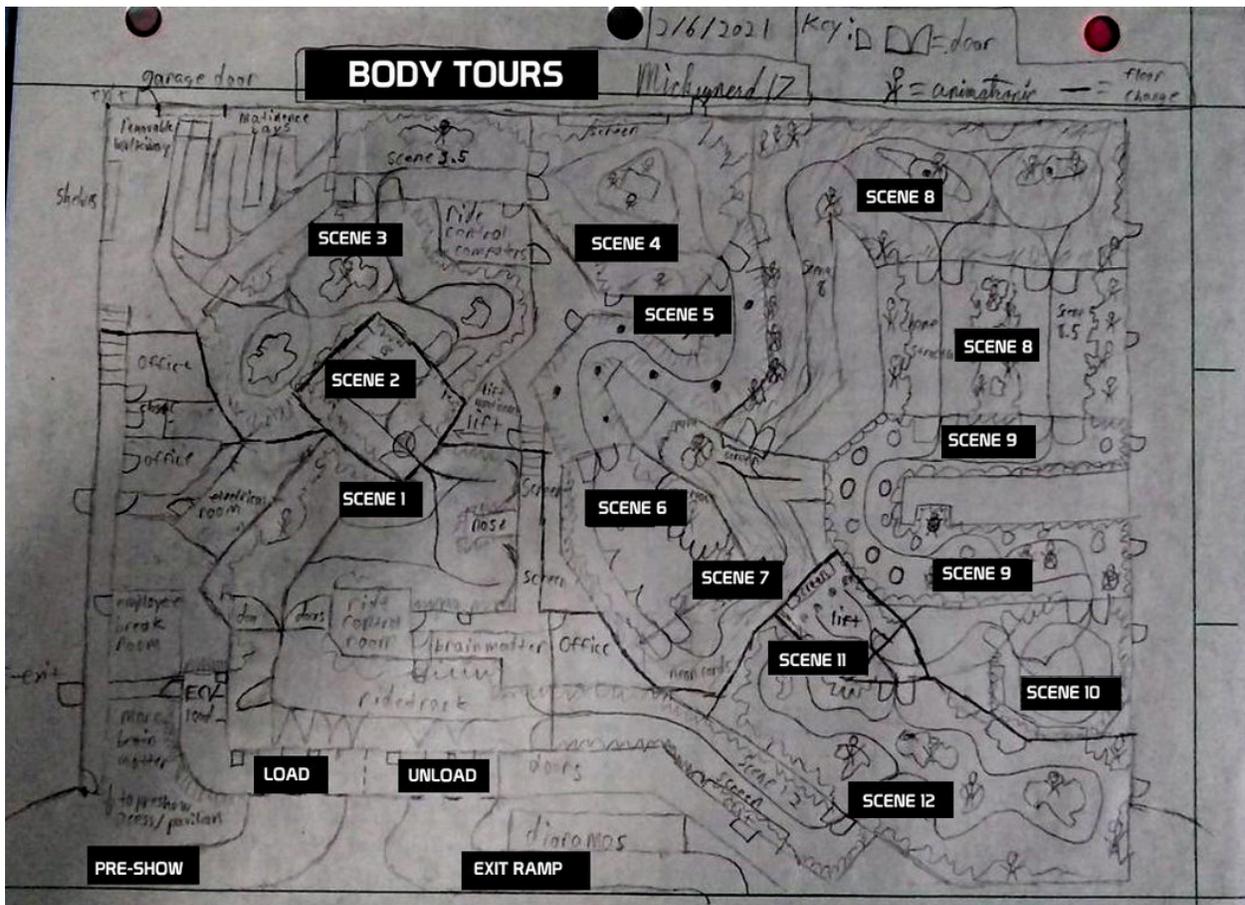
The lifts with RFID guided ride-vehicles is an enhancement from the previous 1994 Twilight Zone Tower of Terror technology.

A shooting gallery dark ride also opened in 1998 with Buzz at Magic Kingdom, and Men In Black following in 2000.

The bobbing and ripple effect mentioned in the stomach was pulled from Many Adventures of Winnie the Pooh from 1998.

The door screens are just doors covered with tiny screens that made up the globe on Illuminations from the 90's.

## Ride-Through



As guests depart the pre-show, and enter the load they will realize it is a bustle of energy. New stem cells are constantly entering the loading area, and guests excitedly board them as they ready for an epic ride of microscopic proportions.

The loading room is circular in shape, and observant guests will notice carvings and etchings into the walls and ceiling of the room meant to represent the sulci on the brain. Red and blue fiber optic lighting runs throughout these carvings representing the nervous system, and these fiber optics actually lead out to the ride hallways and pre-show hallway in order to signify how the brain is the center of the nervous system. In addition, red lighting hidden in the crevices of the sulci illuminate the room in a reddish-pinkish glow. In addition faint light strips are implanted into the floor to allow for guests to better see their surroundings as they wait to board. Two vehicles are constantly being loaded, and two others are being dispatched at the same time.

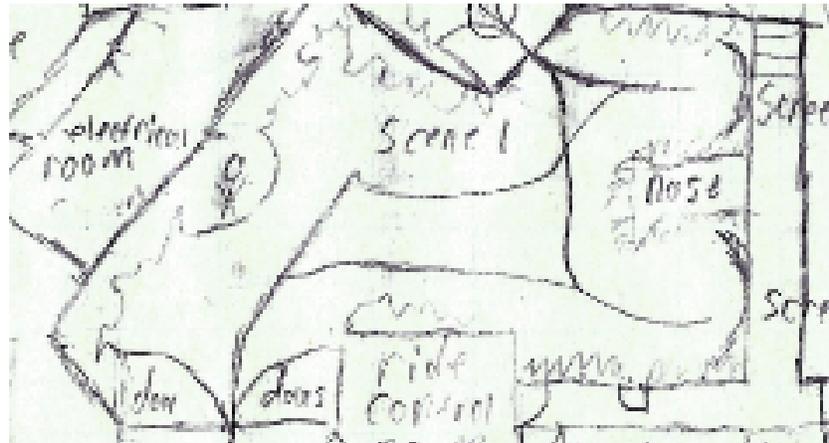
During the attraction - ambient custom ORGAN music plays tranquilly as you navigate the human body, rising and falling with the mood of the scenes.

*Body Tours Ambiance*

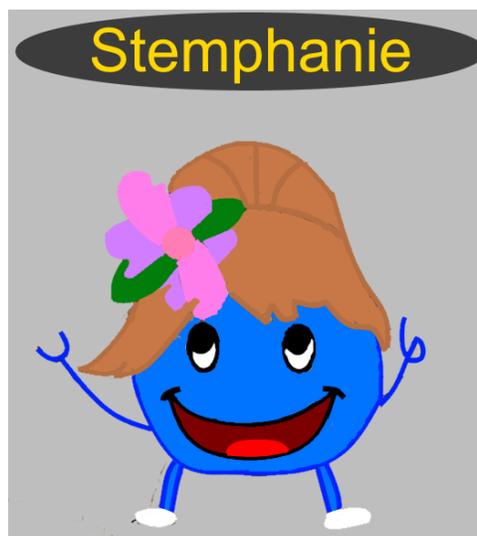
[https://www.youtube.com/watch?v=8GKLogkTClk&feature=emb\\_title](https://www.youtube.com/watch?v=8GKLogkTClk&feature=emb_title)



**Scene 1: Meeting up with Stemphanie**



Once guests board their very own stem cell vehicles they are whisked away from the brain, and enter a dimly lit room that forces attention onto the sole character here, Stemphanie.



**Stemphanie:** Oh my gosh! Hey you must all be the new stem cells I've heard so much about! Not to brag but I'm kind of a big deal around here. Yeah, I'm a whole 30 minutes old! Come on follow me, you gotta take a look at this body! It's an amazing thing!

Right before guests go on Stemphanie's tour, the vehicles quickly spin away and move towards large semi-dome screens. Each vehicle enters its own screen which seems to be flickering? Upon closer inspection guests will realize it is actually

blinking. The vehicles get closer, and this allows guests to view out the eyes. Looking down a large red bushy moustache is predominant, and in the distance a small man runs around an office carrying bunches of papers, and what seems like a map of the brain in the background? Guests in the know will be aware that it is Buzzy from the nearby Cranium Command, and therefore the red mustache must belong to none other than General Knowledge.



Imaged by Heritage Auctions, HA.com

With a flutter of a blink a large blast of wind shoots towards guests, and pushes the vehicles backward into the tour.

**Stemphanie:** Uh oh, no not that way everybody! That's the esophagus, well if you insist hang on!

## Scene 2: Down into the Unknown

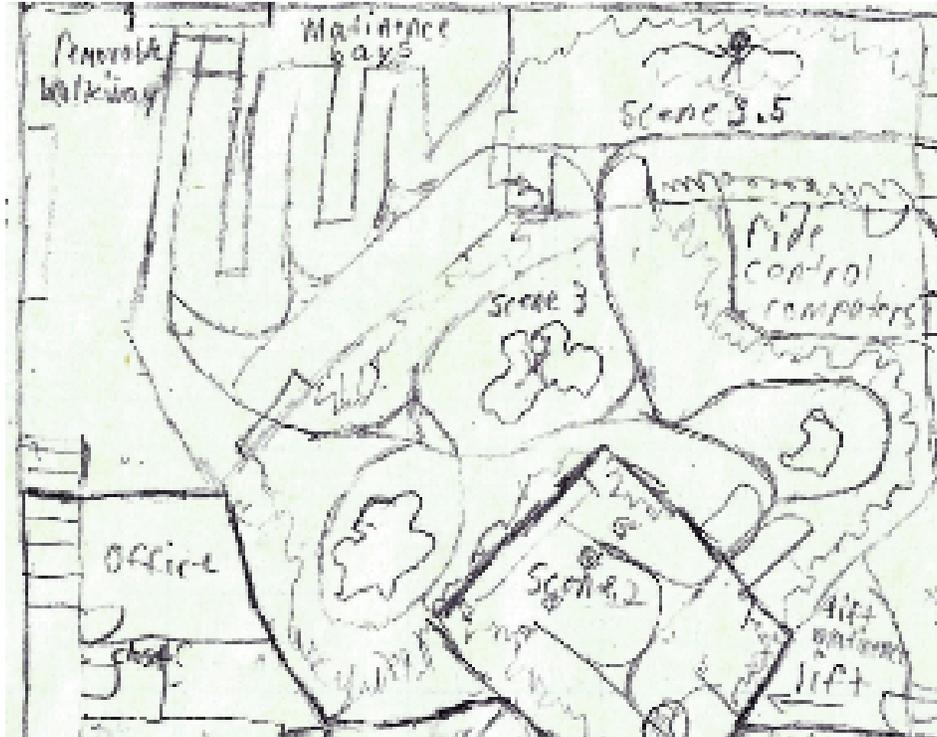


As the vehicles continue backwards they pass under a swinging uvula, and are then spun to face a screen that recreates the throat and esophagus. This screen room is actually a cleverly disguised lift. As the vehicles go down the lift the screens show a rapid slide down the esophagus with Stemphanie sliding down with guests. Large gusts of air are blown towards the guests to simulate the falling.

**Stemphanie:** Watch that landing we're entering the stomach! Stay away from stomach acid!

The lift downwards ends with the vehicles "splashing" into the stomach, and this allows for guests to be sprayed with what is hopefully water and not stomach acid. The vehicles quickly turn away entering a physical scene.

## Scene 3: The Floor is Acid!



Entering the stomach the room is illuminated a dark green as various oversized cheese puffs and popcorn bits bobbing up and down in the green stomach acid. Similar to the Many Adventures of Winnie the Pooh the vehicles will bob around as if they're floating in the acid themselves, and around the various props ripples can be seen. These ripples are projections that move with the bobbing props in order to add depth to the scene. Stempahnie is seen on a flipped over potato chip, and with a pretzel stick in her hand.



**Stemphanie:** Okay cells I think we're safe. We'll keep the tour going sailing through the stomach! Just stay out of the digestive acid things could get messy!

As the vehicles begin to move through the stomach, Stemphanie follows as she uses her pretzel stick as an oar slowly pushing herself along the sea that is the stomach acid. The vehicles suddenly shake out of nowhere as Stemphanie winces in pain. A siren goes off as the room suddenly changes to emergency red lighting. A mysterious voice talks calmly but with urgency over the body's apparent PA system.

**Omnipresent Voice:** WARNING! Left forearm wounded. Immune system report immediately. White blood cells report immediately. All other cells stay away, dangerous bacteria has been detected.

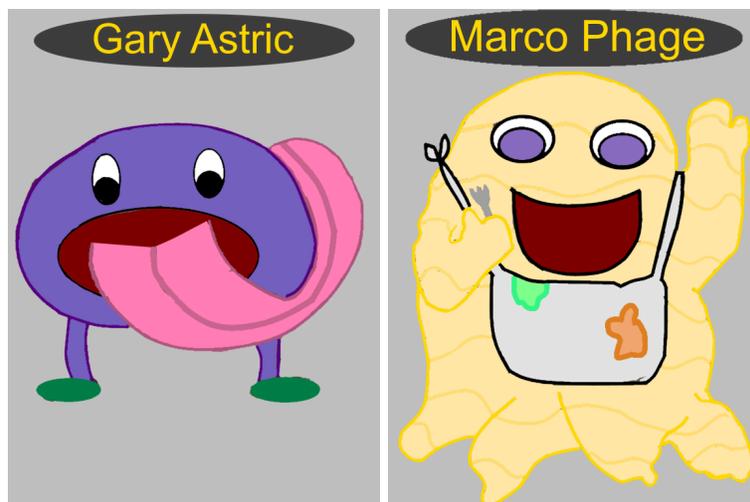
**Stemphanie:** You guys heard that? Adventure! In all 32 minutes of my life this is the most exciting thing I've ever experienced! Let's take a shortcut I know about!

The vehicles quickly move out, and go deeper into the stomach entering the breakdown dining room.

#### Scene 4: The Breakdown Dining Room



As the vehicles continue to bob through the canals of stomach acid they enter a bizarre dining room of sorts. One can only describe this as large tortilla rafts housing tables made pieces of graham and saltine crackers with seats made of hard candies. At these tables are gastric cells and macrophages dining. The macrophages are these large blobs that are made of some liquidy substance that is constantly moving. They wear large bibs and hold utensils in their blobby nubs for hands. Splatters of food sit on their bib, and the macrophages are snacking away on the junk food. The gastric cells are simpler in design with comically large tongues some of them are using them to hold up nutritious food, and others are using their tongues to stuff the food in their mouths.



Stemphanie's potato chip boat "floats" to the left of the guests, and on the opposite of two named patrons at the dining room. This means that on the right of the guests Gary Astric the Gastric Cell and Marco Phage the Macrophage are on their own tortilla raft. On Gary's side of the table lies a piece of an orange which emits a nice citrus scent, and on Marco's side of the table is a large chunk of chocolate emitting its own chocolate smell.

**Stemphanie:** Hey Marco, hey Gary!

**Marco Phage** (in a stuffed voice, as if food was in his mouth) : Why Stemphanie, what are you and all these stemmies doing in here? Come for a bite! HAHAHA!

As Marco laughs he slams his fist with the fork down on his table, all his goo seemingly jiggles with every chuckle. Gary is taken aback, but can't say much because of his giant tongue.

**Stemphanie:** Actually me and my new besties are on our way to the wound, we're gonna watch all this action.

**Marco Phage:** Never been much for watching action, never been much for watching my figure, or lack there of either! HAHAHA!

Once again as Marco laughs his whole body wobbles with every chuckle.

**Marco Phage:** Well either way, best of luck Stemphanie!

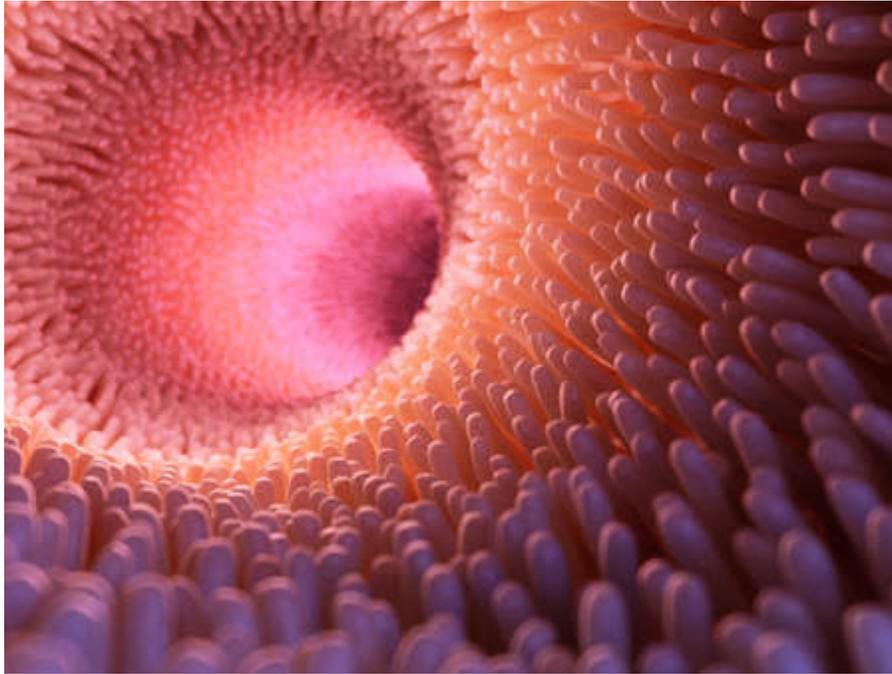
**Stemphanie:** Thank you both! Onward cells, we got a show to catch!

Marco Phage waves goodbye with his other "hand" to the cells wishing them good luck on their mission, and Gary Astric waves goodbye with his tongue clearly happy with the events although he remained silent throughout.

### Scene 5: Thru the Duodenum

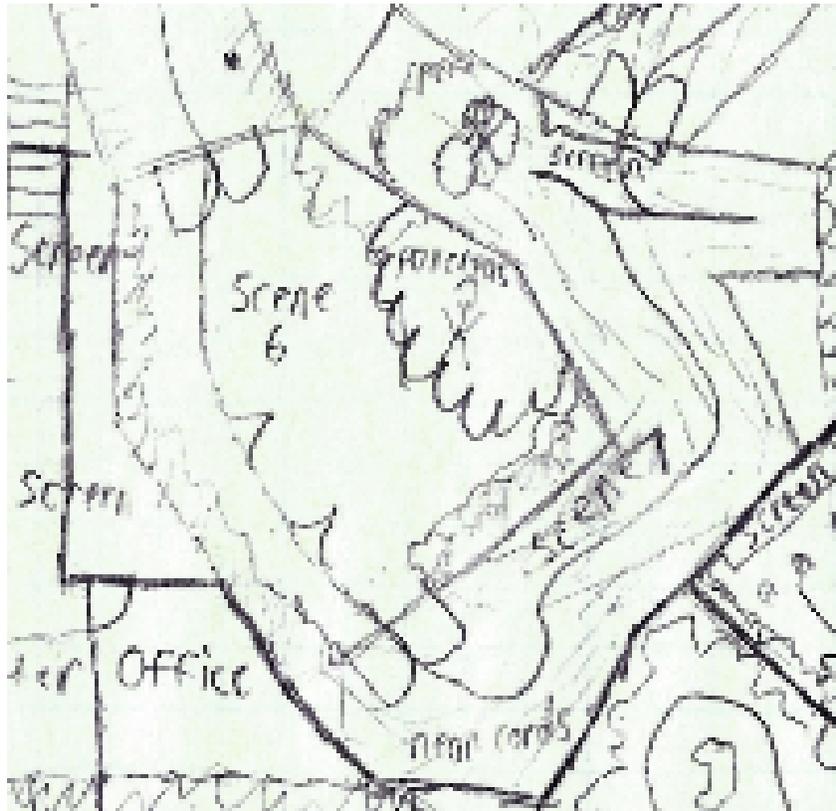


**Stemphanie** (unseen, just audio): Hang on everybody we're going through the duodenum! Hopefully my shortcut works out!



The vehicles twist and through the duodenum avoiding various muscle spikes in the floor. These same spikes completely incase the walls and ceiling, and some even act as lighting for the tunnel. Vehicles quickly exit out of the tunnel leaving behind its pink glow, and enter Penny's domain.

## Scene 6: Penny's Domain



Entering Penny's Domain the vehicles turn to face a large pancreas hanging from the ceiling and walls. Throughout the room strands of fiber optics representing neuron cords leading into the next room are present. This gives the room the look of being inside an electric spider web with Penny as the spider herself. Penny is seen on a platform ready to swing on one of the neuron cords.



**Stemphanie:** Hey Penny! Fun fact about the pancreas, she's able to regulate blood sugar and build up your insulin to keep the body healthy and functioning!

**Penny:** That's right cells, now Penny what do I owe the pleasure of your company?

**Stemphanie:** Oh ya know just going to....the wound.

**Penny:** Ooooh no no Stemphanie, you best watch out! This is a nasty breakout, I hope you aren't taking those good stems to the fight!

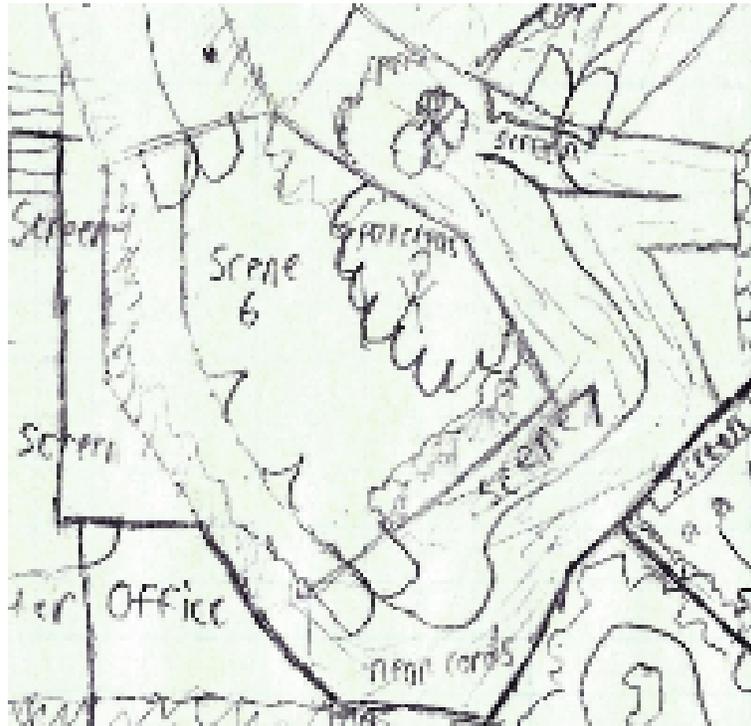
**Stemphanie:** Penny! Don't be such a worry wart! They're with me after all!

**Penny:** That's what I worry about!

**Stemphanie:** They'll be safe don't worry, come on cells lets bounce!

The vehicles swiftly turn and spin into the neuron cordway.

## Scene 7: Neuron Blockade



**Stemphanie** (unseen, just audio): Hold on tight cells, these neurons will take us straight to Bone City!

As the vehicles enter the neuron cordway they pass through a tunnel that's made of color changing pulsing fiber optics that truly look like neuron cords from this point of view. As the vehicles spin and turn into a corner Baxter Ria the Bacteria is blocking the cordway to Bone City.

**Baxter:** PERFECT, more delicious cells to infect!



The vehicles approach Baxter Ria, and then back into a corner. Angling it just perfectly so guests believe they are in a dead end with Baxter Ria about to infect them. In reality Baxter Ria is next to a pair of doors that are covered in little screens to make one larger screen like the globe in Illuminations. It's on this screen that Nathaniel Killington the NK cell and Denny Retic the Dendritic cell both of which are soldiers in the Immune System they appear alongside Stemphanie. The two soldiers flank Stemphanie allowing her to be in the middle.

**Denny:** Not so fast Baxter Ria! You're going down!

**Nathaniel:** YOU'RE GOING DOWN BACTERIAL SCUM!



The two soldiers begin to shoot laser beams at Baxter with their Immunity Blasters, the same blasters that have been on the ride vehicle.

**Stemphanie:** Cells? I think we just found our calling!

In a very Sailor Moonesque transformation Stemphanie changes from stem cell to a white blood cell, protector of the body and soldier in the immune system. As she transforms the Immunity Blasters flip forward activating, and allowing guests to start shooting.



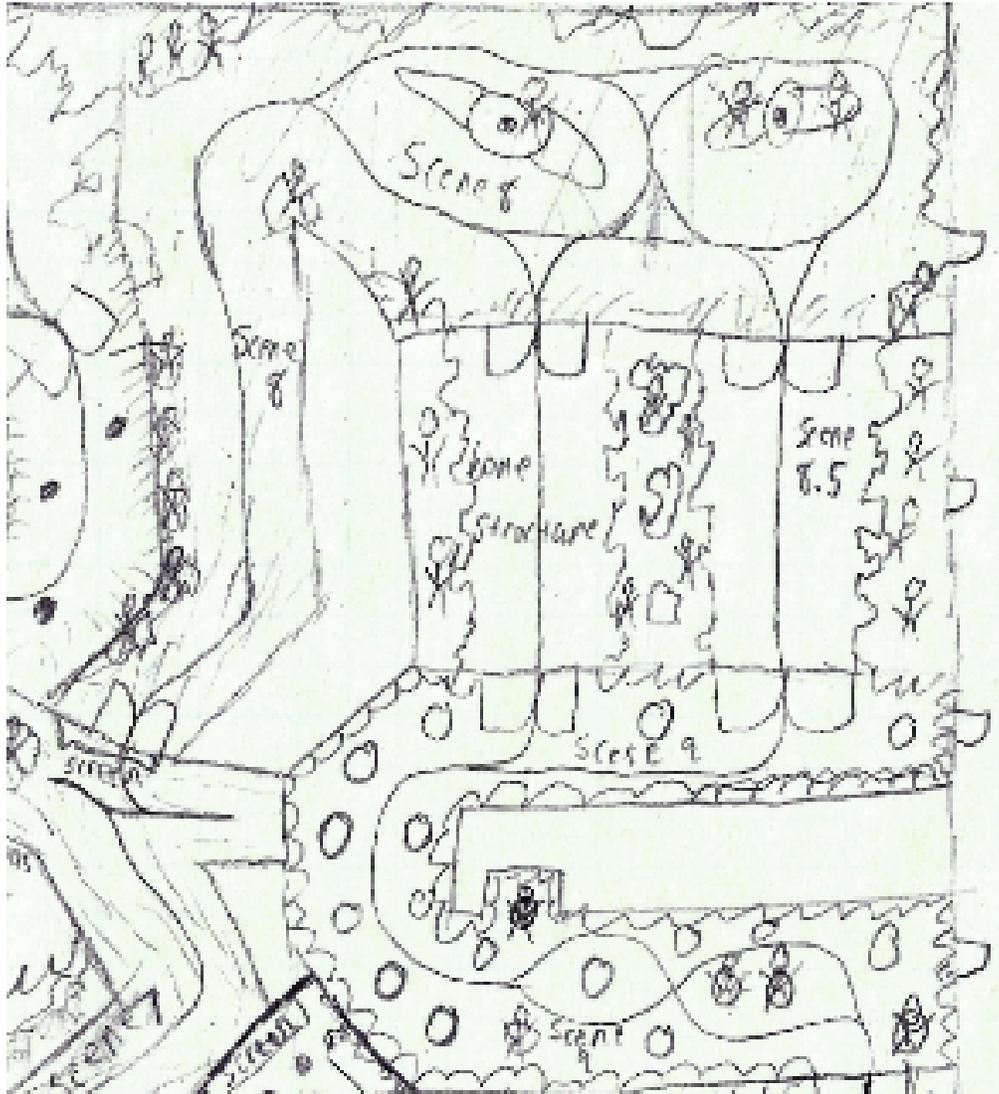
**Stemphanie:** Cells grab your blasters, and start firing at that bacteria!

As the guests shoot the bacteria smoke rises from the floor and above him hiding him from the view of the guests. The screen doors slowly begin to open as the immune system soldiers disappear leaving behind Stemphanie.

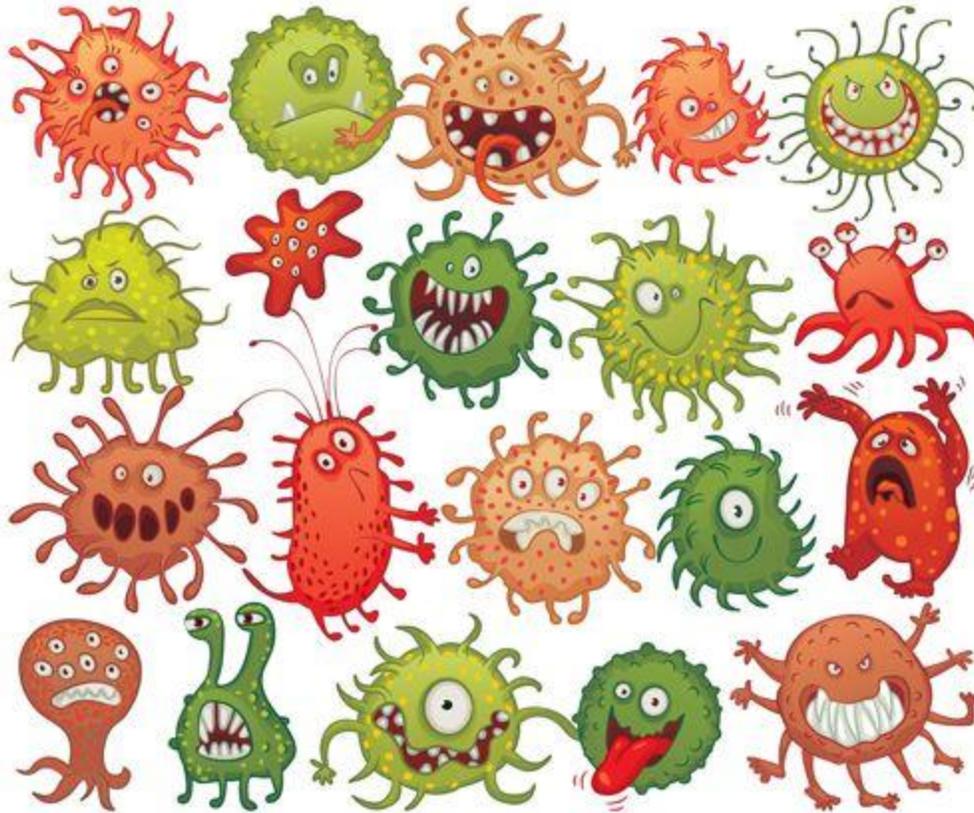
**Stemphanie:** Come on cells! It's time for action, let's save this body!

The vehicles lurch forward into the newly revealed pathway, and from here on out the ride becomes a trackless shooter dark ride.

## Scene 8: Invasion of the Bacterial Invaders



Vehicles rush into the revealed neuron cordway as they are thrown into the midst of a battle between the Bacterial Invaders and the Immune System. These bacteria are nameless foes with some sharing similar designs with recolors, but all are built with sensors that when shot activates a special effect that symbolizes defeating that specific bacteria. These bacteria tend to be more like static figures or well done cutouts in the vein of other shooting gallery dark rides of the time.



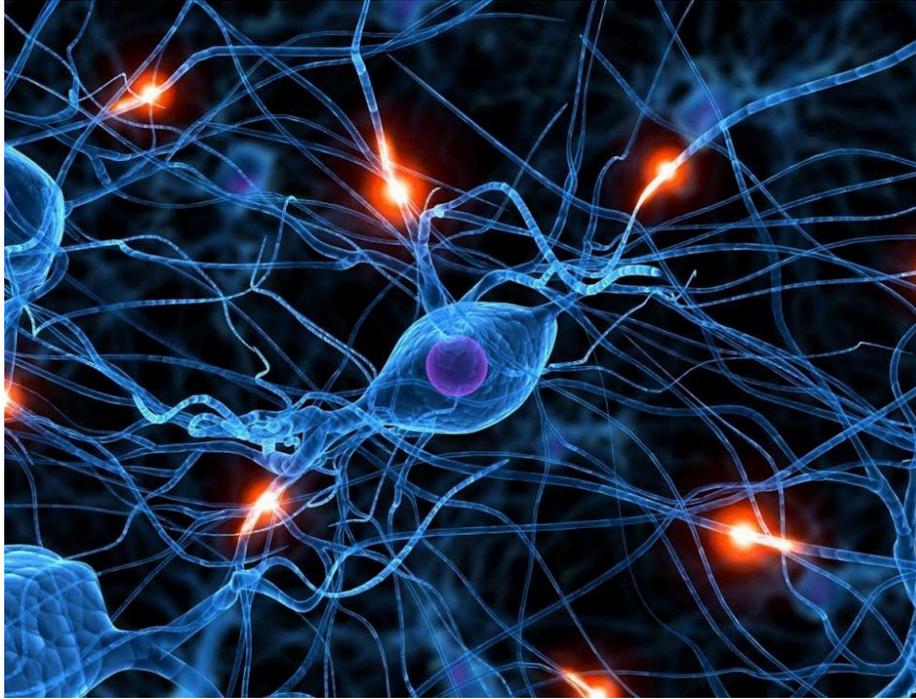
After vehicles exit the neuron cordway, and guests defeat stationery bacteria which served as target practice, the real challenge begins.

**Nathanial** (audio only) : Recruits get ready, the real challenge begins!

**Denny** (audio only) : We're entering the spinal cord! Cells, protect this body at all times!

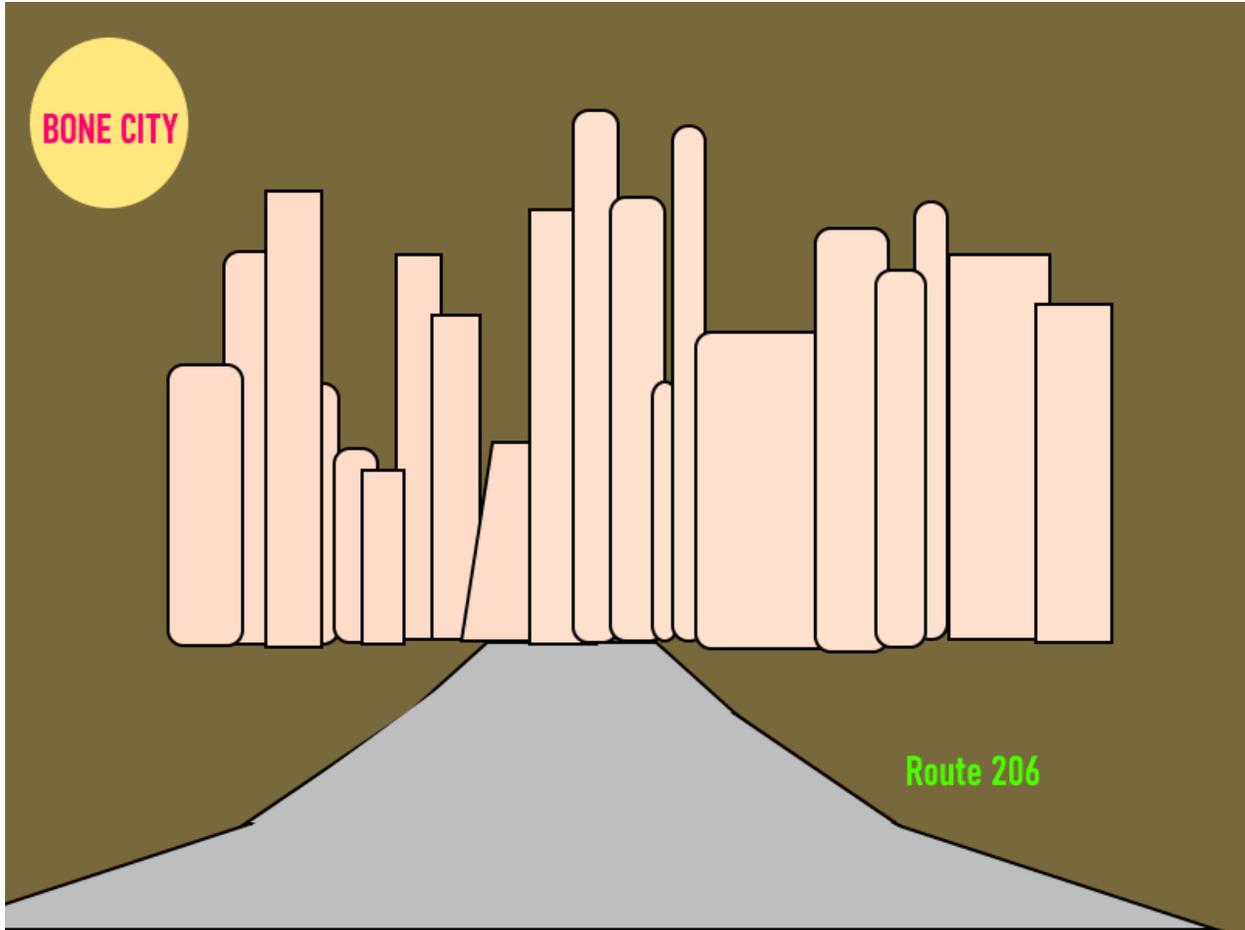
**Stempahnie** (audio only) : Come on cells we got this, look around at all corners they can be anywhere!

The vehicles have now entered the spinal cord. Large webs of fiber optic nerves course throughout this expansive room which visually pulls from Tron. Darkness sans for the blacklight and the pulsing of the fiber optics in the nerves cover this whole room. In certain areas bacteria have infected neurons, these infected neurons grow a putrid green. When fired at, the bacteria pop out screaming in agony. A rainbow of lasers shoot out around the bacteria signifying its defeat while the immense amount of colour gives a satisfying feeling to guests.



Not all bacteria will be so cleverly hidden within this scene. Some bacteria seemingly are gnawing on nerve cords, others are swinging around the ceiling with fiber optics, some are just sitting there. Sitting there with nothing happening in their dark yet cute beady little eyes, but behind those eyes? Infection monsters that are not to be trusted, and must be defeated. Weaving in and out between webs of nerve cords, taking advantage of the vehicle's ability to travel in random paths ensures that the two groups are split up in the web of neurons.

**Stemphanie** (audio only) : Let's go cells, we're entering Bone City let's hope the bacteria have been kind!



As the vehicles enter Bone City it resembles tall white buildings made of marble, but upon closer expectation it's matted ivory paint to look like bones. Nathaniel Killington stands in front of one of the buildings with his bazooka ready to launch. He occasionally fires at a fire off bacteria that seems impossible to hit.

**Nathaniel:** Take this bacteriod!

Above Nathaniel in a window another bacteria appears for guests to shoot. As the vehicles continue through the abandoned streets of Bone City countless more bacteria appear, and more have affected various elements of the city. Denny Retic appears outside of an Immunity Cleansing Facility, and signals guests to enter.

**Denny:** Hurry in, we have word that one of your good cells has been infected!

As the vehicles split up they turn to face each other, and during this time a pepper's ghost bacteria appears in each vehicle with a devilish smile. Ignore the bananas below for a visual of this sinister infector.



**Stemphanie** (audio only) : Oh no they're both infected! Hurry immunize the bacteria!

Whenever a guest makes contact with the specific sensor on the other ride vehicle it will cause the other guests to spin around rapidly as the bacteria laughs like a wild man. The pepper's ghost bacteria quickly disappear.

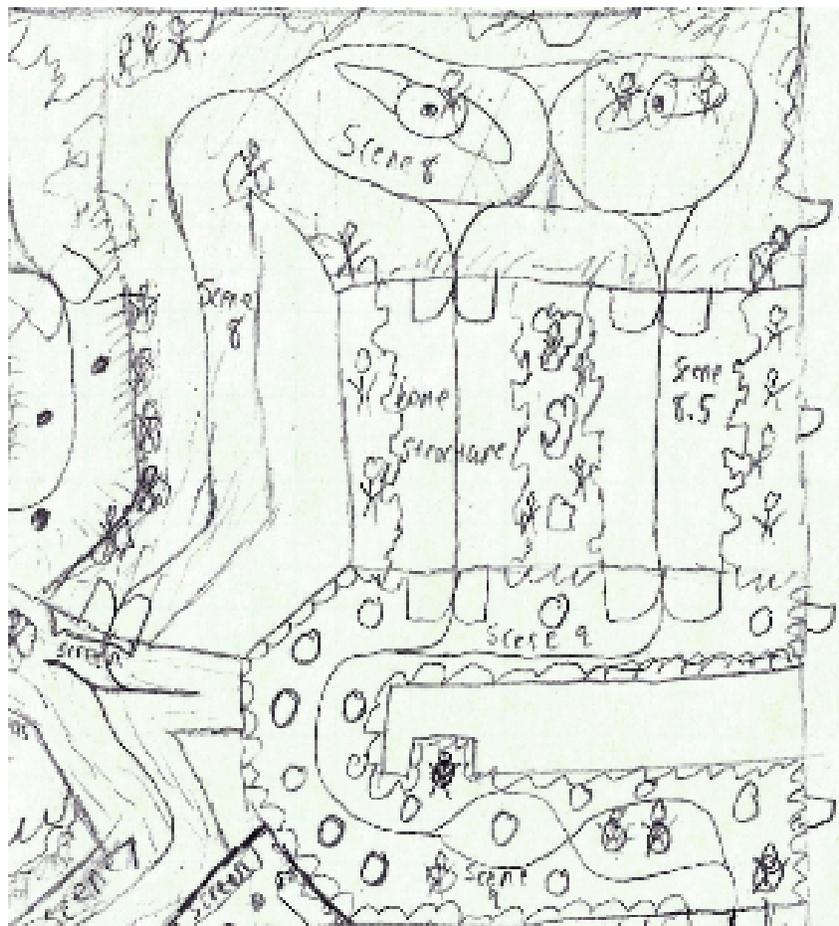
**Nathanial** (audio only) : Not on my watch! Get ready for some Vitamin C!



From the ceiling a ticking Vitamin C descends down, and slowly the capsule opens up to reveal orange lasers. As the Vitamin C capsule explodes it ushers guests out with a flash of orange light, and back into the streets of Bone City. Stempahnie is standing there with her newly acquired jetpack from her earlier transformation.

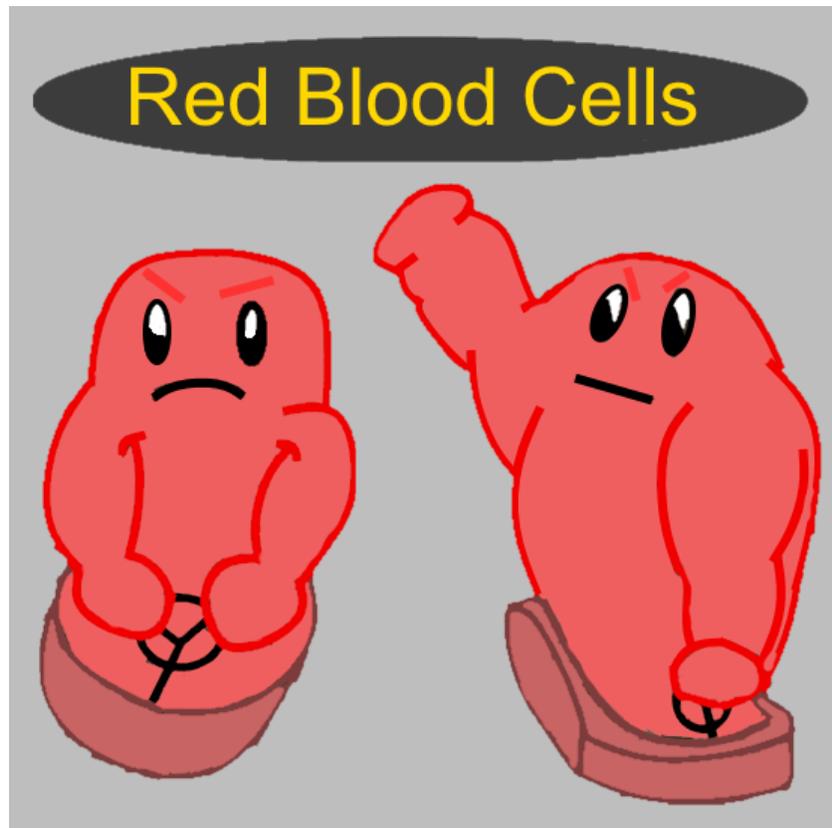
**Stempahnie:** Cells get ready to move out! Bone City is safe, but now it's time to get to the wound to heal it up!

### Scene 9: Red Blood Cellway



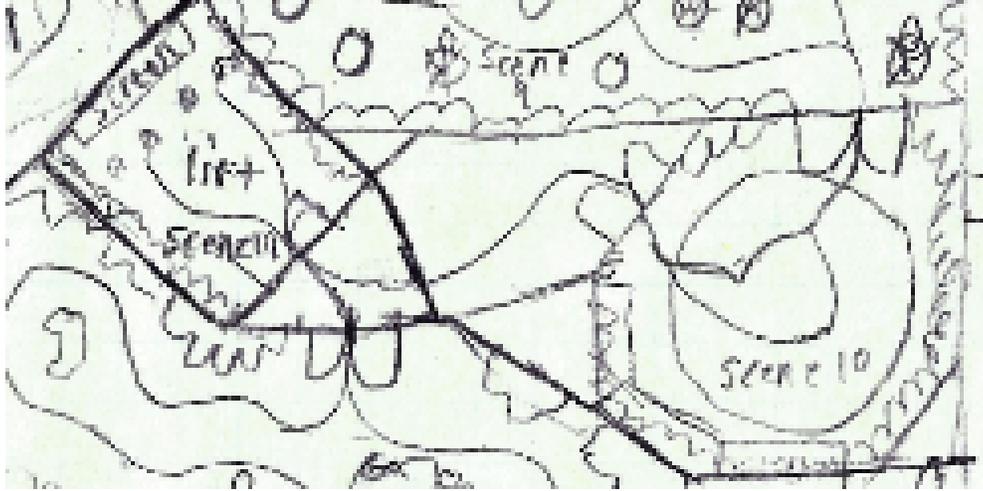
The vehicles make a sharp turn into the bloodstream. Guests now find themselves in a massive traffic jam of red blood cells in "cars." These cells and cars will be static figures with limited range of motion in the hands and face. Stempahnie is seen on the back of one of the "cars" calling out to the guests.

**Stemphanie:** Drat, red blood cell traffic jam! If only this body ate more leafy greens, there would be a faster flow! Plan B team, maneuver around the cells!

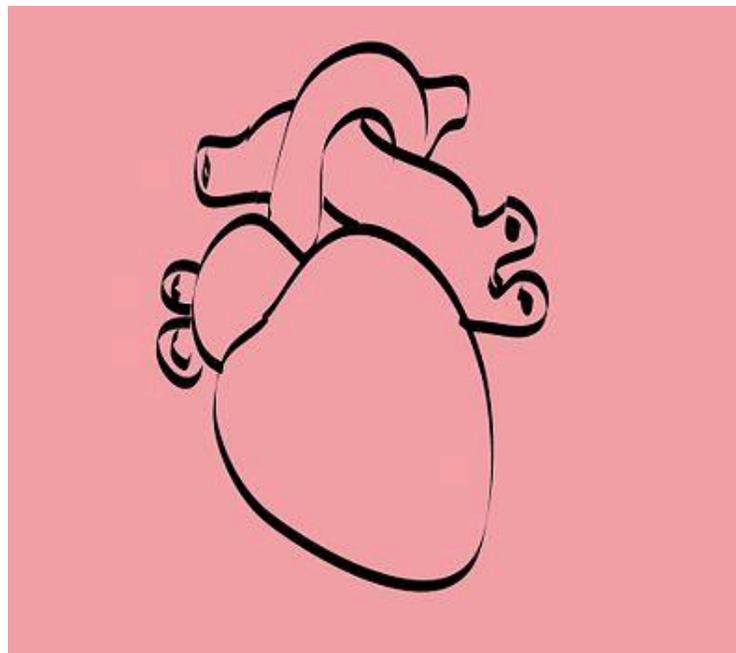


The vehicles split up, weaving in and out of traffic. All the while the red blood cells prove they are red for anger as they yell at the cells for cutting them off, and disrupting traffic. For some odd reason they all sound like the typical New Yorkers with their loud abrasive voice while honking their car horns. As the vehicles near the end of the tunnel a loud beating can be heard.

### **Scene 10: Heart of Command**



Now entering a bright red factory looking environment, pipes run throughout the room up to the large heart shaped object. This room mirrors Penny's Domain except now the heart doesn't speak because THAT would be ridiculous. In some parts of the heart slow beats are seen under its tissue. Similar to the bounce room at Pooh's Hunny Hunt, the vehicles will bounce with every beat of the heart as they traverse throughout the heart's room.



Elevated platforms on the walls like in a factory allow for a place for Stemphanie, Nathaniel and Denny to stand. Stemphanie is on the guest's left, and the other two

on the right. Vacts, valves, and giant wheels controlling blood pressure sell the theme of a heart factory powering the body.

**Nathanial:** Ain't she a beaut?

**Denny:** The heart everycell! Thank goodness Baxter Ria and his fiends didn't reach it.

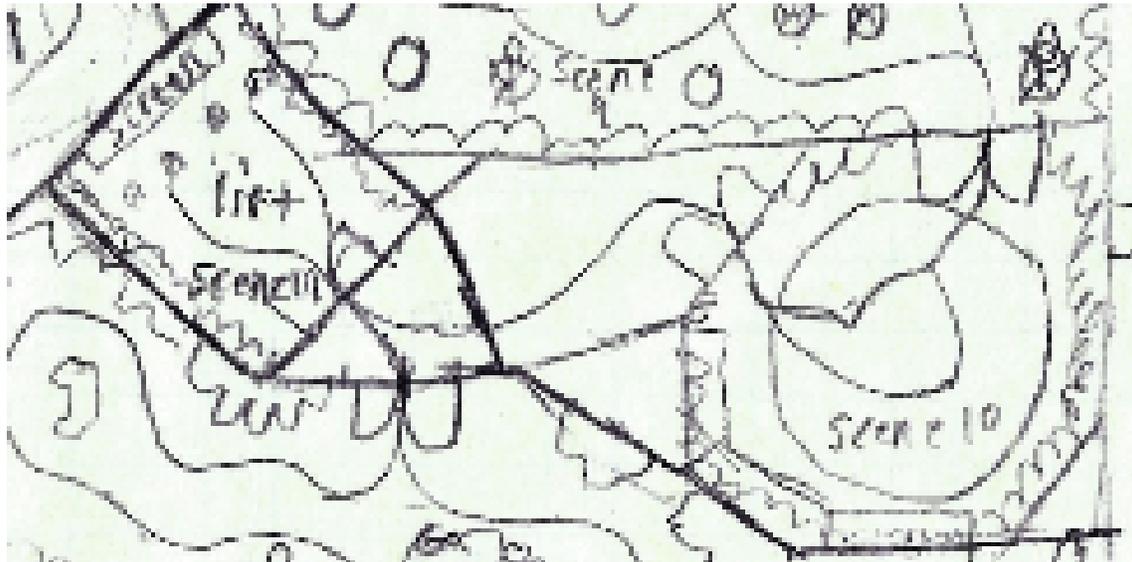
**Stemphanie:** Hey cells! Fun fact the heart is the center of all blood activity in the body, and keeps arteries and veins flowing. If you listen, you can hear it pumping!

The volume of the heart's beat suddenly increases as vehicles continue to bounce with the beat.

**Denny:** Let's get a move on everycell! We're taking the aorta up to the wound!

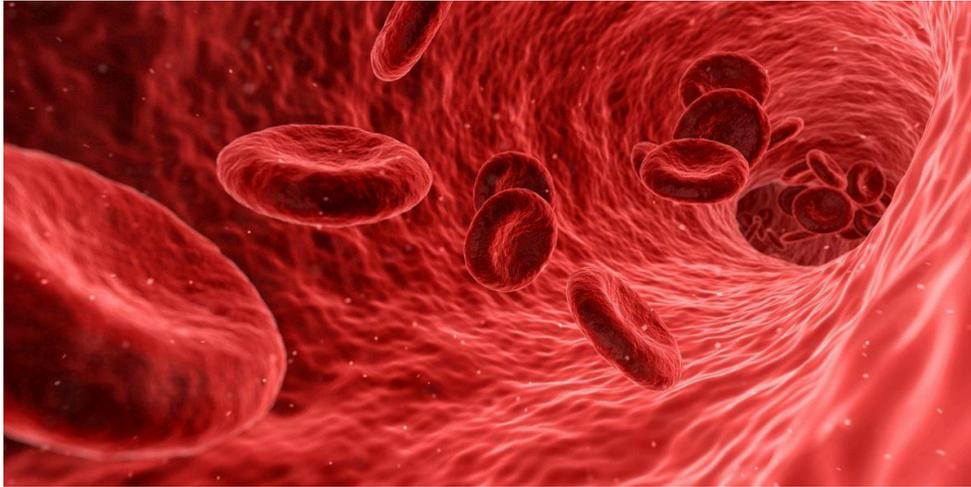
The vehicles spin out into the next scene.

### Scene 11 : To Aorta and Beyond



Spinning into the aorta keen eye guests will realize this is another cleverly hidden lift. Once again the lift is surrounded with screens showing the rising aorta. As the

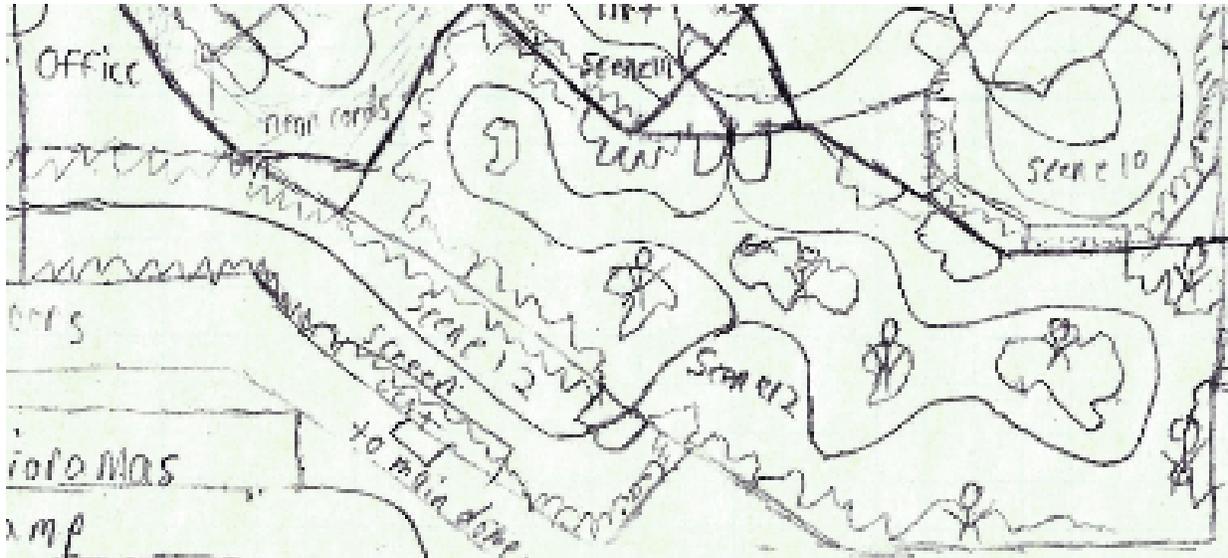
lift starts air rushes pass guests as they fly through the aorta. Flying past guests is Stemphanie in her White Blood Cell armour and jetpack, and Nathaniel Killington with Denny Retic surfing upstream past guests. A bit after they pass from below Baxter Ria pops up.



**Baxter Ria:** SURPRISE! Didn't think those measly blasts would scare me did you!  
BAHAHA! I'm going to infect your friends and this whole body!

As Baxter Ria leaves guests in the aorta large gust of wind spins the vehicles throwing them out into the next scene.

## Scene 12: Bye Bye Baxter Ria



Exiting out of the lift the vehicles enter a large room swarming with nasty bacteria.

**Stemphanie:** (static) Hel --- Baxter --- Infec ---

The reception was cut off resulting in what one could only assume the worse has occurred to the cellular heroes. The vehicles split up to defeat the evil bacteria that are being harbored within the room. Slimy bacteria with long tentacles have wrapped themselves around various chains of ligaments if shot they will flail their tentacles as their head comically spins around. Meanwhile in the muscle fibers some bacteria are hiding, and pop out to blow raspberries at guests if they're hit they spit out bubbles.



As guests fight off other miscellaneous bacteria in this muscle chamber a siren goes off.

**Omnipresent Voice:** RED ALERT! Infection imminent! All Immune System soldiers report to the wound!

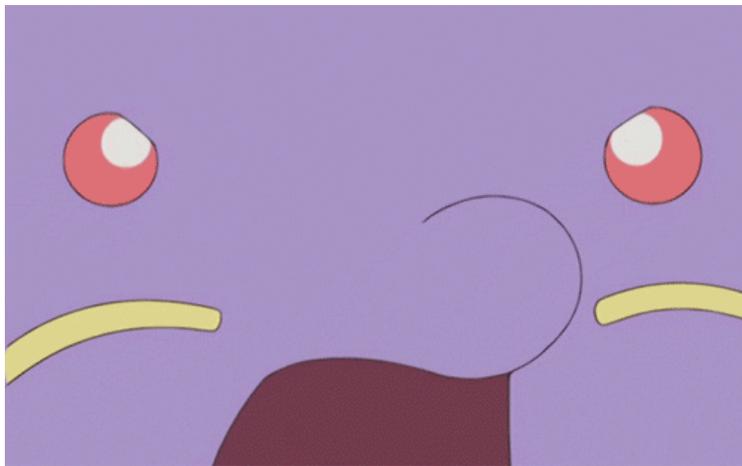
The vehicles rejoin in order to answer the red alert, and round a corner to find a large screen. In this screen is a large open wound represented by a bright light. An oversized Baxter Ria stands tall terrorizing all around him. On narrow shelves flanking the screen are smaller screens depicting Stemphanie, Nathaniel Killinton, Denny Retic, and a mysterious fourth cell. Like seriously who is this cell?



Either way all four Immune System soldiers are firing their weapons at Baxter Ria. However he shrugs it off as the wound behind him slowly is filled with green slime.

**Stemphanie:** You all made it! Cells fire with everything you got!

As guests fire away Baxter slowly shrinks as he yells in agony. As his blobbiness shrinks and shrinks a new blobby figure slowly enters the screen. It turns out to be Marco Phage! He opens his maw wide, and just swallows Baxter whole.



**Marco Phage:** YUCK, now he was a rotten apple!

As each hero speaks they change direction on the screen to address guests. The mysterious hero just continues to just shake like mad, seriously what is wrong with them?

**Stemphanie:** Well ... ok then! Baxter Ria was defeated?

**Nathaniel:** Thank cell for macrophages!

**Denny:** Yes a macrophage's ability to just swallow up whole bacteria when they're tame enough!

**Marco:** BURRRRAHHPPPP, ahem oh how embarrassing! Excuse me!

**Stemphanie:** I guess it's just time to...PARTY!



A new original song called Audatex Calypso plays. It's name is a reference to the auditory cortex in one's brain which processes many elements associated with music. The song is a mixture of disco and electro synthpop, and contains no words of actual note. The wound quickly turns into a blood clot, and somehow the light now entering from it now swirls and changes color. Must be how blood clots look like from the inside. From all signs of the screens cells seen throughout the ride come out and dance along with our heroes. Well our heroes except for that once cell.

**???:** IS IT OVER? CAN I OPEN MY EYES? HE'S GONE? GOOD THEN SO AM I!!!!

Throwing off their helmet and facing guests Nervous Nancy stands shaking as her Immunity Blaster is being flung around tentacle to tentacle. She throws her blaster and helmet aside, and quickly runs off screen yelling.

**Nancy:** If Steve ever enters necrosis again get another cell to cover! This nerve cell is out!

As Nancy runs off the vehicles pick up and start moving. All the cells excitedly wave goodbye to guests. As the vehicles head to unload, Stemphanie wishes them farewell.

**Stemphanie:** Wow, what an adventure! Hopefully you have a better understanding of how the human body works and what it takes to keep you happy and healthy each and every day. See you later!

Guests reach unload and exit the ride.

## Post-Show : The Vision Tunnel

After exiting the ride, guests will be ushered towards a tunnel with a moving walkway. The Vision Tunnel will lead guests to the VTA, located in the occipital lobe.

Entering the Vision Tunnel, guests will automatically notice the strands of lights above and around them alternating between one another and between colors. As guests move along the pathway, they'll notice on their left the first diorama.

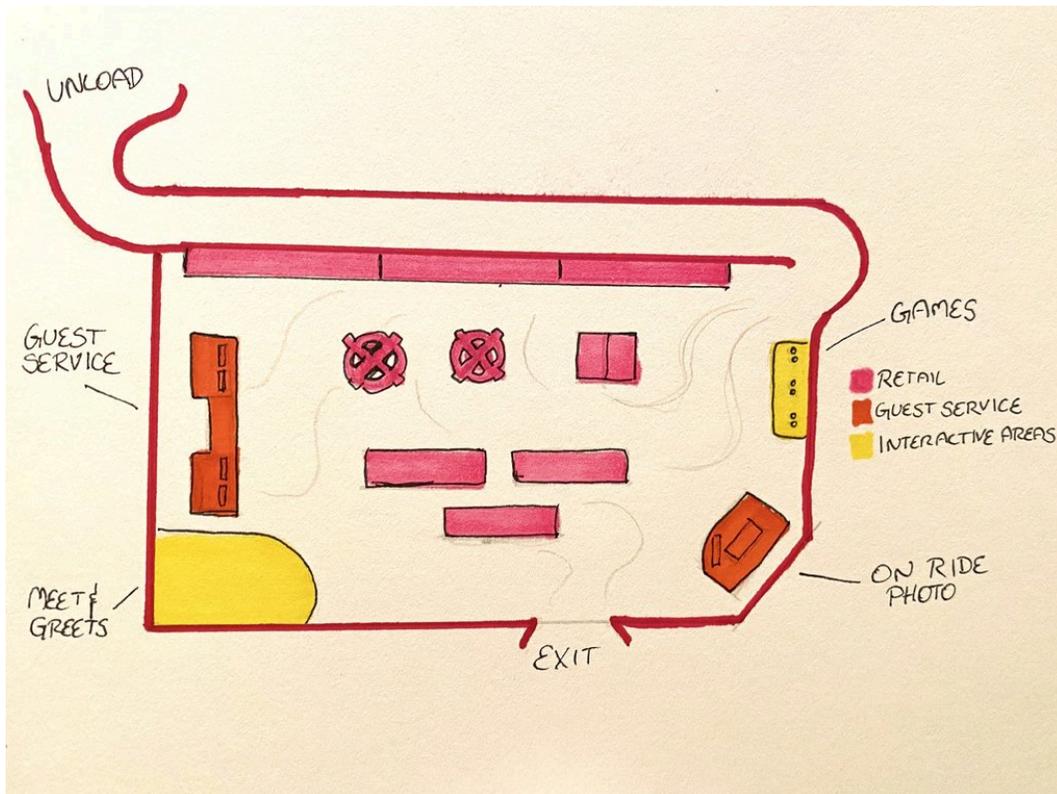
This first diorama, Blurry Blitz, guests will notice that common everyday objects around them are “blurry.” This effect is created by having the objects on an arm that quickly moves them back and forth. After the announcer talks about how our eyes perceive things, and how some people have blurry vision. Lights flicker on these objects as if a lens was put on the guests’ eye, as the moving objects stay in place.

Past the first diorama and closer to the exit, guests will be immersed in the Color Wheel, a spectacle of changing colors and spinning lights as guests learn how wavelengths help them perceive light as different colors. As an added interactive

element, buttons will be placed along the walkway that have the ability to control the movement of the lights and their colors.

Just as if they travelled as fast as the speed of light, guests are finally in the occipital lobe which houses the VTA!

## Gift Shop : The VTA



Guests exit into the VTA, ventral tegmental area, otherwise known as the gift shop.

As guests enter the gift shop area, there are game stations along the wall. A counter along the back wall is the photo selling booth where people can view and buy their on ride photos. This is themed to visuals and the occipital lobe and there's a video monitor showing areas around the park. The merch sold here is varied though most of it is related to the ride and health sciences. A colorful pathway guides you through the store. Guests can meet various characters from the ride in both walk around positions and in a small separate room.

# Conclusion



spacent354  
Chili's

1999 or whatever

I have to admit, I absolutely love this ride! WoL may have been my least favorite pavilion before, but now it's in my top 3!



Tegan pilots a chicken  
Well-Known Member

1999 or whatever

Omggg! I knew it was gonna be fun, but WOW!! It's mindblowing!! EPCOT Center is the best!! <3



Magic Feather  
Premium Member

1999 or whatever

I liked it more than I thought I would. It's even better than the original!



Disney Dad 3000  
Well-Known Member

1999 or whatever

(I told you so)  
Also, can we get a mute button for Tegan ;)



Mickeynerd17  
Well-Known Member

1999 or whatever

Yep. Still at least a few years away. This makes zero sense. Wait, why is Horizons closed??!  
:O



tcool123  
Well-Known Member

1999 or whatever

Okay, not even kidding, this might be my fave. It's so hilarious and fun!



MickeyMousketeer  
Well-Known Member

1999 or whatever

This is everything that makes EPCOT the BEST PARK in the world! We rode it three times in a row!



Homemade Imagineering  
Well-Known Member

1999 or whatever

The lifts?! How has nobody even mentioned the lifts?!  
That was the coolest part by far!

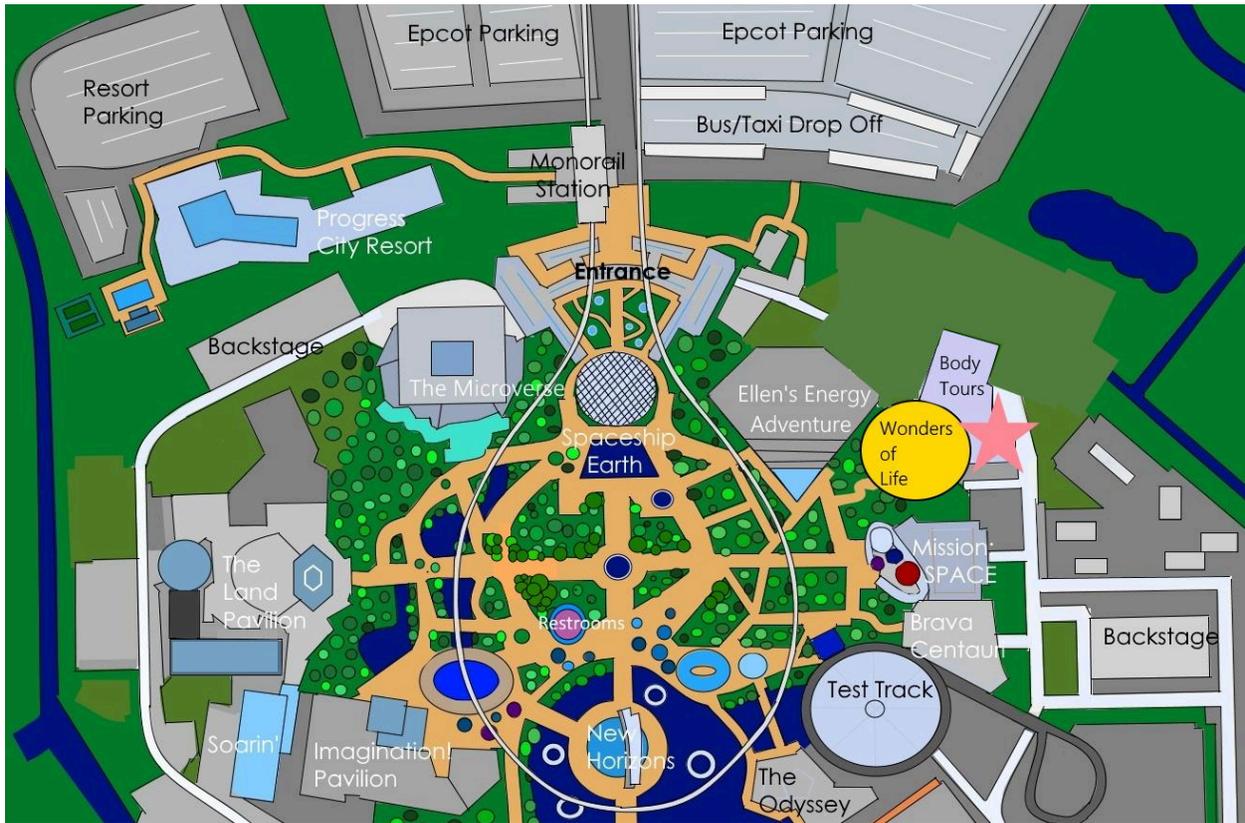


Shannoninthemagic  
Well-Known Member

1999 or whatever

I'm about to upload some pix of all the sweet merch I picked up! So thankful for resort delivery!

# The Future

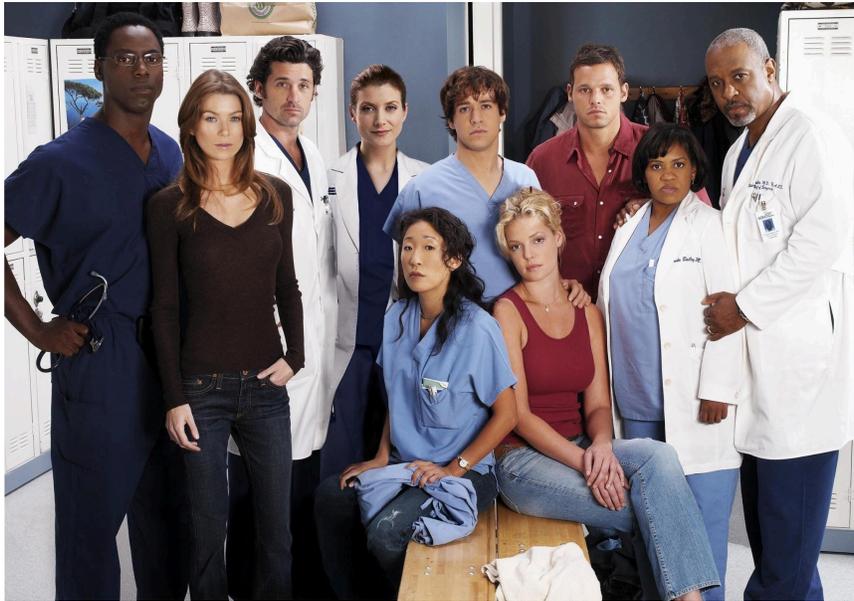


## Epcot

In 2004 the entirety of Wonders of Life received an "update". This was due to the loss of the MetLife sponsorship, and Disney wishing to save costs by closing various smaller things, left only Body Tours, The VTA, Cranium Command, Well & Goods Limited, and Pure & Simple as the only things remaining in operation. The Making of Me Theater and Sensory Funhouse sat empty and abandoned. Meanwhile Goofy About Health, Coach's Corner, Wonder Cycles and Anacomical Players were just completely ripped out.

In 2007 in order to boost synergy between divisions in the company, Grey's Anatomy was brought into the pavilion. The Making of Me Theater became The Grey's Theater showing off the real medical cases that inspired episodes for that season on Grey's Anatomy, and ending with a sneak preview of the season. The Sensory Funhouse became Grey's Anatomy: The Exhibit featuring recreated sets from the show along with costumes and props from the show. Is it amazing? No. Do

Epcot purists like it? No. Does it make sense for Disney to capitalize on a show's immense popularity to open rushed and cheap attractions? Yes.



Following an inconsistent updating schedule with the Grey's Anatomy elements of the pavilion, fans are excited in 2016 when construction walls mysteriously go up around the site of the former WonderCycles, Goofy About Health and Anacomical Players areas. However the excitement died down when Disney announced it will be to house meet and greets with Baymax the Healthcare Robot, along with a separate Joy and Sadness meet and greet. The Grey's Theater also closed to become the Inner Workings Theater playing the Disney short Inner Workings and Pixar short Riley's First Date.

At D23 2019 Wonders of Life was given the update fans so desperately craved, but it was the Chapek era. A new Inside Out attraction was announced which initially had fans excited until they were told it was to be replacing the now classic Cranium Command. A Save Buzzy campaign gained traction on Twitter, but ultimately fell onto deaf ears. In addition to the Inside Out attraction, a new healthcare wonders exhibit hosted by Baymax presented by AdventHealth would be replacing the now aging, Grey's Anatomy: The Exhibit. Also included in the update was an overhaul of Pure & Simple to be a health theme gastrobear which served wellness shots, and the overhaul of Well & Goods LTD to work in the Inside Out and Big Hero 6 IPs.



In 2022, in celebration of Epcot's 40th, the final plussing of Wonders of Life that can be spoken about was completed. The Inner Workings Theater now plays an original 12 minute film called, What is in a Soul? a comedic journey around the Great Before hosted by Jerry and Jerry and well also Jerry in which they give guests a seminar on what it means to really live and have well soul! In the former site of Coach's Corner a new meet and greet with Joe Gardener as a soul debuted, and adjacent to him an interactive exhibit allowing guests to make their own soul with unique traits opened up.

### Disneyland

In 2003 with the new leadership under Matt Ouiment quick change was needed to be done at Disneyland in order to gain back the love of the people and prepare for Disneyland's 50th anniversary celebration, the Happiest Homecoming on Earth.

Ouiment turned to Walt Disney World and the recent Epcot hit, Body Tours. Ouiment's angle in doing so was to bring an interactive dark ride that would appeal to repeat guests, but also play on the legacy of Adventure Thru Inner Space.

Replacing the former 360 theater and Tomorrowland Terrace, Body Tours was a runaway hit at Disneyland with its colorful characters, unique ride system, and overall fun atmosphere it contained. In order to not confuse guests with the nearby Star Tours, Body Tours was renamed Adventure Thru the Inner System as a nod to Adventure Thru Inner Space. Notably absent from this iteration of the ride was its preshow which meant that fan favorite Nervous Nancy did not make the jump to Hollywood.

However all was not cheery at the Disneyland location under the Chapek regime. Given the recent implementations of IP at the parks, the top dog himself ordered a

new ride to replace Body Tours with a ride themed around the 2022 blockbuster Disney\*Pixar's Lightyear. Reskinning the ride vehicles to be Spaceranger Battleships, guests followed space ranger Buzz Lightyear on a top secret mission inspired by the events of the film. When announced at D23 2021 a common complaint was that Toy Story Midway Mania existed in DCA, and Imagineers responded with Lightyear being "talented, brilliant, incredible, amazing, show stopping, spectacular, never the same, totally unique, completely not ever been done before, unafraid to reference or not reference" - some monster of an imagineer.

