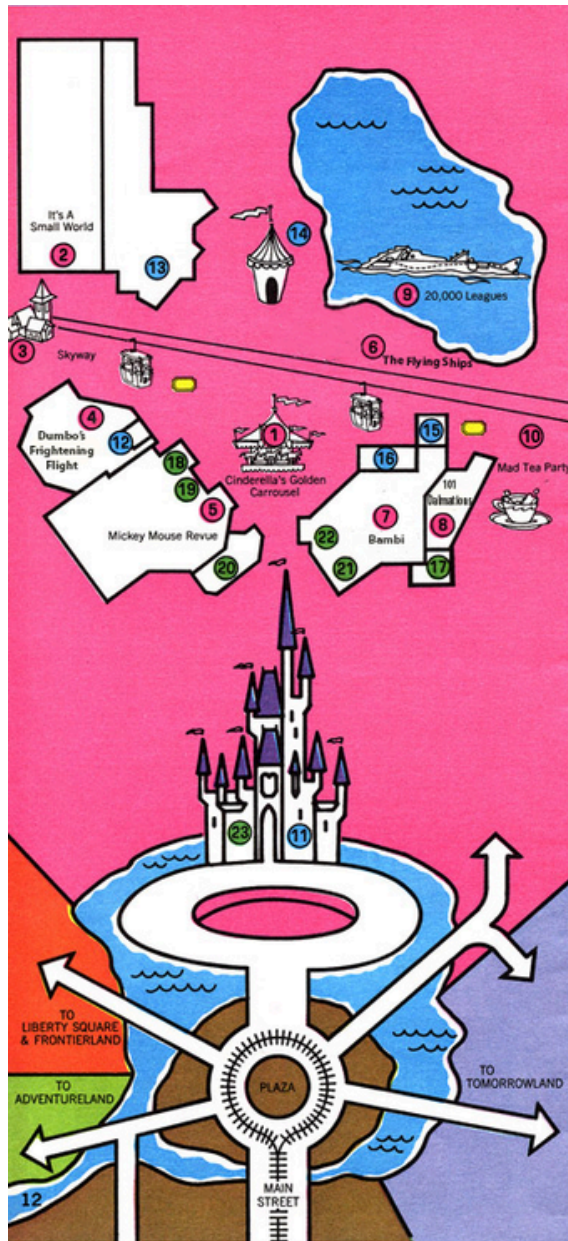


Team Danny DeVido humbly presents...

*Three new and exciting attractions for Walt Disney World
World, specifically Fantasyland!*



Fantasyland

ADVENTURES AND ATTRACTIONS

- 1 Cinderella's Golden Carrousel "A"
- 2 It's A Small World "E"
- 3 Skyway to Tomorrowland "D"
- 4 Dumbo's Frighthening Flight "C"
- 5 The Mickey Mouse Revue "D"
- 6 Pixie Dust Flying Ships "B"
- 7 Bambi Song of Seasons "C"
- 8 The Wild Dalmatian Escape "C"
- 9 20,000 Leagues Under the Sea Submarine Voyage "E"
- 10 Mad Tea Party "B"

FOOD AND REFRESHMENTS

- 11 King Stefan's Banquet Hall
- 12 Troubadour Tavern (Welch's)
- 13 Pinocchio Village Haus
- 14 Tournament Tent
- 15 The Round Table (Borden)
- 16 Lancer's Inn

SHOPS AND STORES

- 17 Fantasyland Art Festival
- 18 Castle Camera Shop
- 19 The Mad Hatter
- 20 Tinkerbell Toy Shop
- 21 Merlin's Magic Shop
- 22 The AristoCats Gift Shop
- 23 The King's Gallery

ENTERTAINMENT

- The Pearly Band
- Walt Disney Characters
- The Polka Band
- The Briny Boys

TICKETS AND INFORMATION



Attraction 1:

SuB-tEaM WaCkY PrEsEnTs:

The Wild Dalmatian Escape!

Take a wild spin through London and help all 101 Dalmatians escape the evil terror of Cruella De Vil in this fast and fun dark ride!

Located in the building originally slated for Mr Toad's Wild Ride, (more stuff here). The attraction's facade is designed to resemble Hell Hall. The building's architecture is reminiscent of the gothic style. The building looks a little worn out, reflecting its antiquity.

It's painted in a blueish gray. Meanwhile, the cornices of the building are dark gray. There's a big window with an opaque crystal around 8 feet to the left of the entrance to the building. A silhouette of Cruella is standing in front of it.

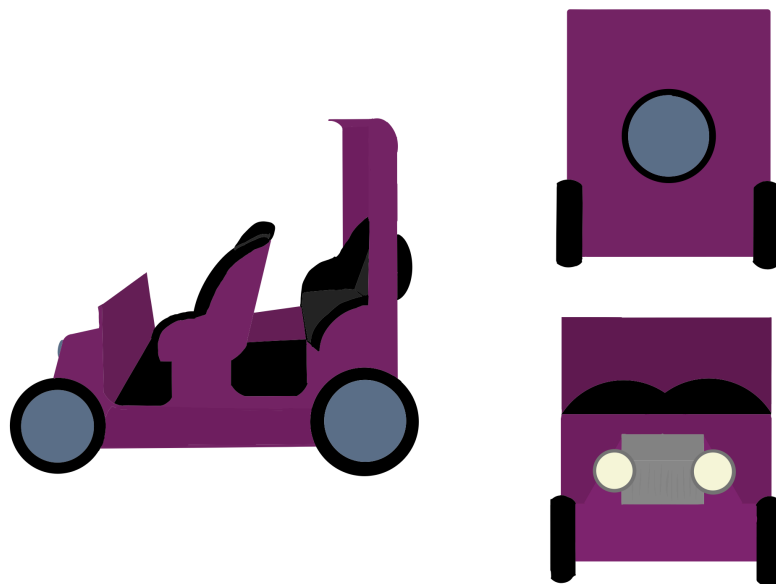


The guests enter the attraction through an open metal gate with the words Hell Hall on top of it. Then, the guests will venture into the queue, which is divided into two sections: the exterior and the interior. On the exterior section of the queue, guests will walk through the path from the gate to the entrance of the manor. This path is filled with dead trees with a few black and white leaves coming out of the few branches they still have.

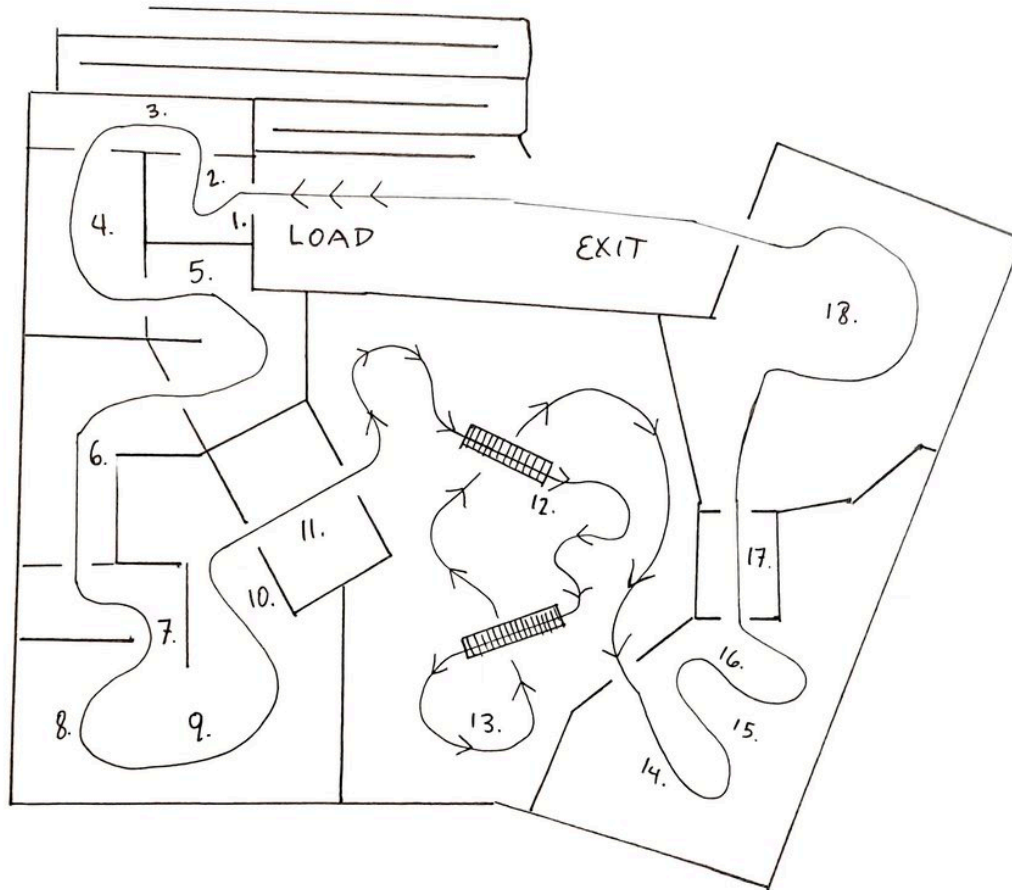
The guests will also be able to spot a crocodile skull, a baby fox hiding in the bark of a tree and a trashed bird cage.

Once they arrive at the entrance of the manor, the interior section of the queue begins. It is themed to the main hall of Cruella's home. As guests walk through it, they'll be able to admire paintings of Cruella in different styles from Van Gogh's Post-Impressionism to Picasso's Cubism. There will also be a couple of framed sketches from the dresses that Cruella considers her best work, including one made out of Dalmatian skin. However, the piece that will catch the eyes of the guests before they load their ride vehicles is a mural in that depicts Cruella's kidnapping of the Dalmatian puppies.

The Wild Dalmatian Escape will use the same layout and ride system, the busbar-powered vehicles, as Mr. Toad's Wild Ride, but features new enhancements that will make this ride feel unique. Guests will be able to ride in a vehicle themed to Cruella's car. The vehicle will have a purple-magenta type color with a glossy finish to make it stand out. The back of the vehicle will be raised and slightly curved to give that hooded feel.



The building itself has been enhanced too with the left side of the attraction being completely turned into more show scenes. There will be small technological enhancements inside the attraction just to give that extra boost to make it much more immersive.



Statistics

Ride Duration: 2 minutes

Number of Ride Vehicles: 16

Ride Vehicle Capacity: 4 people per vehicle

Hourly Ride Capacity: 1,920 people per hour

The adventure begins as guests depart the loading platform through a narrow passage in the woods (1) accompanied by an instrumental version of “Cruella De Vile” before making an immediate right turn. The woods open up and reveal the menacing and decrepit Hell Hall straight ahead. **Hell Hall is a large cardboard cutout with cardboard dark clouds placed above to give an uneasy feeling.** The music continues but takes on a much more sinister tone. Bursting through the doors (2), the cars make an immediate left and traverse a short hallway illuminated by crimson red light. The hallway features statues of armor, and a haze fills the air above (3). Crashing through another door, riders make another sharp turn to the left and will be immersed in the TV room. To guests’ left, facing away is a couch where hired goons Jasper and Horus are enjoying some choice beverages (4). The two crooks make indecipherable

small talk under drunken giggles. A TV set sits in front of them, playing a loop of the fictional game show “What’s My Crime?”



A shrieking voice is heard from somewhere else in the manor, “I don’t care what it takes! Finish the job tonight!” **When this is said, a shadow of Cruella is shown with her hands up in the air. This is achieved by a Cruella statue being hidden behind a wall with light fixtures pointing to where the guests can see her shadow.**

Sergeant Tibbs, a tabby cat, gestures to riders from the back wall of the room. There is a noticeable crack in the wall, which serves as a hidden doorway for the ride. The vehicles now enter the English countryside, trees surrounding vehicles on both sides (5). Making another quick left turn, a large barn is now visible. The vehicles plow through the main door of the barn and after a quick right turn, riders encounter a group of dairy cows (6) who softly talk with one another. One of them wishes riders could “just stay here with us forever!”

Making another fast right turn, riders exit the barn and begin a slow climb up some hilly terrain. As the cars exit the barn, the same shrieking voice from earlier is heard once more, “Don’t let them get away!”

The cars now begin a series of alternating left and right corners (7), slowly climbing uphill. The cars tilt slightly on each bend, passing by trees, large rocks, and old cabins. **This is achieved by having either the left or the right side of the track be raised a**

couple of inches higher than the other side to give the feel that guests are driving crazily. Rounding one bend, Jasper and Horus, now in their beat-up old truck, pop out from behind some foliage (8), providing a bit of a jump scare. **This is similar to how the Evil Queen pops out of the cottage in Snow White's Scary Adventure, but in this case, bushes will open up to reveal the duo.** Continuing the climb, passing many potential obstructions, riders pass Lucy and Towser, a friendly goose and dog (9). Rounding one last corner, Jasper and Horus once again attempt a vehicle ambush (10) but are unsuccessful.

Riders next take a slight right and pass through a dark and narrow corridor featuring cutouts of glistening clouds up above, while "snow" gently falls on the surrounding areas, and the vehicles (11).

Exiting through a hidden doorway, guests, now on the upper floor of the attraction, enter a massive show scene. **This massive show scene is created by using some of the second track layout as one big scene.** The background music becomes slightly more urgent as guests pass the snow-covered terrain. Guests next crossover then first of two large overpasses. From these overpasses, guests are actually able to look down at portions of the scene below; a snow-coated landscape of the city. Reaching the end of the second overpass (12), Cruella in her roadster comes flying up the side of the hill!

When this happens, Cruella's roadster makes a honking sound, has tires screeching, and has flashing headlights. She is heard shouting out in that now too familiar voice, "I'll get you yet if it's the last thing I do!"

Eluding Cruella, guests continue along the road, veering right to the right and straightening out briefly before crossing over yet another overpass, offering more amazing views into the town below. The track then enters a lengthy sweeping turn to the left, back down to ground level. Around the bend, riders encounter an angry Cruella (13) with her iconic "crazy" red eyes lit up and spinning in her head. "Those puppies are mine!" **This will be a very kinetic scene with the tips of Cruella's hair moving, her eyes spinning to create a hypnotic effect, and lights on her car flashing brightly.** Tire screeching can be heard as guests leave the room.



Descending to the base of the track once more, the cars veer to the left, and the music becomes much more upbeat as riders enter an idealized version of the city of London. The tops of buildings and trees are coated in a light dusting of snow, but everything is still illuminated. After winding around a few more bends, guests depart the heart of the city and enter The Park.

The Park is populated by numerous dogs and their pets (humans) who are out for walks (14). **These humans will be the ones from the film who have matching auras and personalities with their pets.** The trees and other foliage make it impossible to see over to the other side. The cars make many quick left and right turns, being careful to avoid people, trees, and fences



. Finding the exit of the park, the cars pass by an old office building of some kind, and Jasper and Horus make a last-ditch effort, unsuccessfully, to sneak attack by bursting through the wall (15). Their efforts are thwarted, however, and around another right-hand turn, riders see Cruella and her hired help having gotten in a car accident; both their vehicles are absolutely wrecked. **Jasper and Horace sit on a piece of wreckage while Cruella yells at them. Jasper and Horace have a scared look on their face as Cruella raises her fists and yells some dialogue to them.**

The vehicles make a sharp left turn onto a town street. Surrounded by townhouses (17), the vehicles pass straight down the cobblestone street and enter the front door of one of the homes.

At last everyone is home safe! The cars enter one final, large scene, making a curved path around the family's living room (18) with their large, brightly illuminated Christmas tree at the center of the room. Anita, Roger, and Nana sit cozily on the couch and loveseat, surrounded by all 101 Dalmatian puppies, who are now safe from the clutches of Cruella.

The vehicles burst out the back door of the family home and come upon the unload platform. Guests must watch their steps and disembark their ride vehicles, taking small children by the hand, be sure to grab any personal belongings.

What happened next?

The Wild Dalmatian Escape was a big hit among guests, it's chaotic nature filled guests with joy for nearly 50 years. However it wasn't without hurdles, on October 22, 1997, Disney announced plans to replace the attraction with The Many Adventures of Winnie the Pooh. Fortunately, those plans fell through before the attraction closed due to management listening to the guests' requests to keep the beloved ride in its place. The budget intended for The Many Adventures of Winnie the Pooh was instead allocated to bringing new life to The Wild Dalmatian Escape by updating the Animatronics and the ride technology. Nevertheless, the attraction ultimately closed in Summer 2019 to be repurposed into an attraction inspired by the upcoming movie based on the iconic villain of the 101 Dalmatians: Cruella. Cruella's Fashion Heist opened in October 1, 2021 for the The Walt Disney World Resort 50th Anniversary Celebration.

Credits:

Exterior/Aesthetics/Queue

DisneyFan18

Technical Descriptions in Ride Through/Ride Vehicles/Art

NateD1226

Ride Through/Layout

Tegan Pilots a Chicken

Attraction 2:

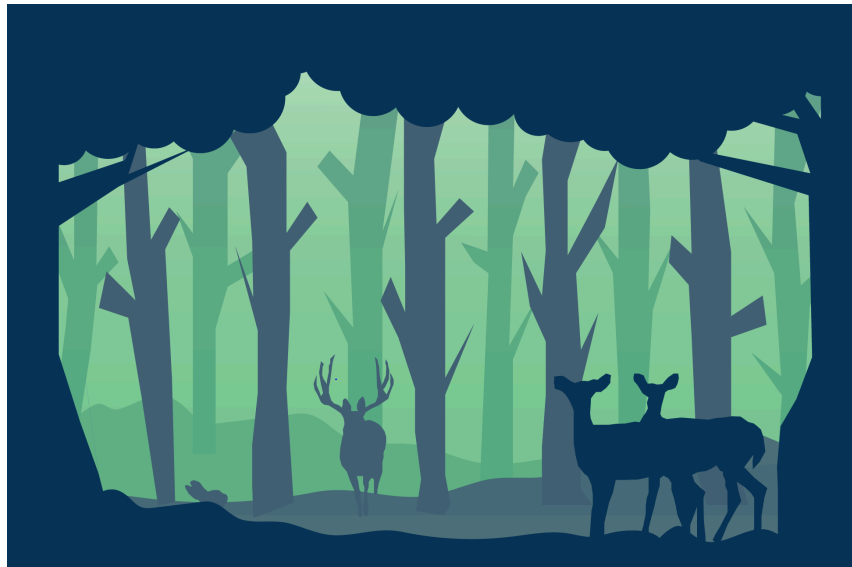


With Disneyland, Peter Pan's Flight was focused more on the beauty of the ride than anything else. It allowed us to take a tour through London/ Neverland and hit all

the major highlights of the movie. Bambi's Song of the Seasons takes that same element to showcase another visually stunning film from early Disney.

Queue

Guests enter the queue under an arch made of gnarled branches that look like they twisted together over a number of years. The opening section of the queue takes guests down a winding pathway through a dark wooded area. Through some of the trees, guests may see some animals like deer, which are very simple Audio Animatronics with functions conveying that these animals are alive without any complicated functions.



Towards the end of the path, guests enter an air-conditioned log cabin, which is very lightly decorated. This is the home of Man, and a mounted buffalo head above a crackling fireplace reinforces the ominous nature of this cabin, giving a slight feeling of unease.



However, after guests exit the cabin, they enter a brighter portion of the forest with flowers blooming and birds chirping. This serves as a perfect lead in to the opening of the attraction. Finally, guests come to the final portion of the queue, where guests will wander past paintings of different woodland creatures, including deer, skunks, and bunnies. This section is the largest of the queue so that guests are able to be in AC for as long as possible. At the end of the queue, guests are ready to load into their ride vehicles and begin their journey through the world of *Bambi*.

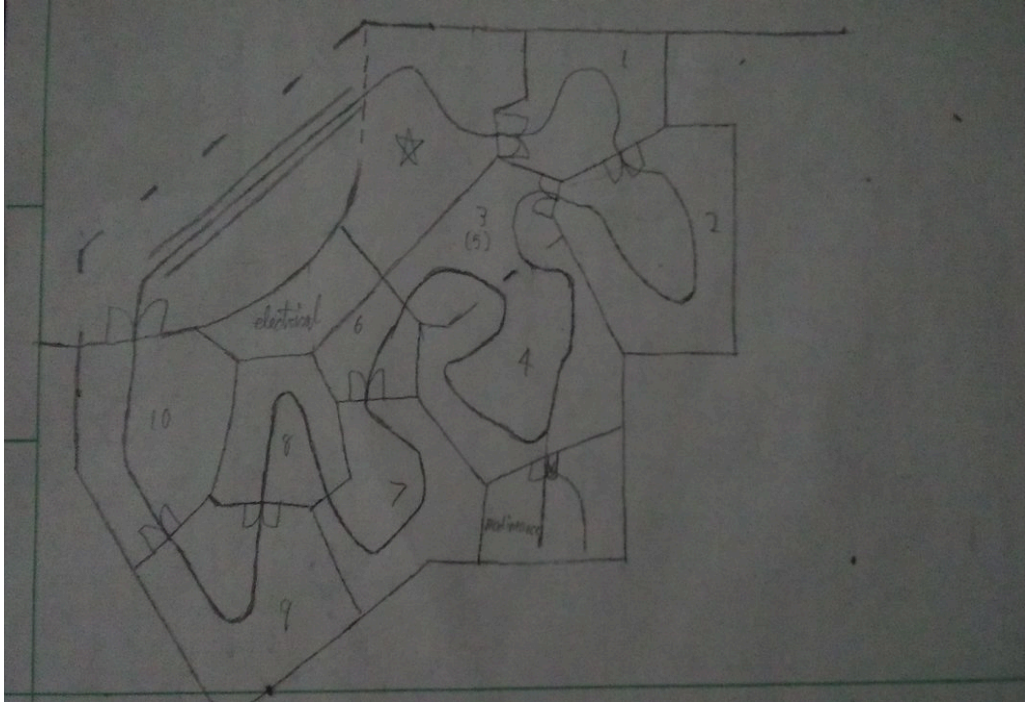


For this ride, the common Busbar-style ride vehicles are used similar to the ones Snow White's Scary Adventures used. These vehicles consist of two rows holding 2-3 people themed to wooded vehicles. Each vehicle is labelled after a character from the movie and has a matching statue at the front (Thumper with a rabbit, Flowers with a skunk, etc.).

On the next page you can find conceptual 3D renderings of what the ride vehicles will look like.



-- MAP --



Star: Framing Sequence; **One:** Summer; **Two:** Fall; **Three:** Fall's End; **Four:** Winter; **Five:** Run, **Six:** Lost; **Seven:** Spring; **Eight:** Twitterpatted; **Nine:** Forest Fire; **Ten:** Seasons' Song

Our journey begins in a beautiful summer forest. Glistening sunlight beams overhead through thick forest canopies. The steady dripping of a small stream can be heard behind. All around us are small animatronics, showing birds, bunnies, ducks, moles, and frogs happily enjoying this lovely summer day.



Resting atop one of the larger trees, we find Friend Owl, fast asleep before being rudely interrupted by our passing. As ride vehicles continue along the Summer Scene, Friend Owl gives a short introduction, framing his story of Bambi's journey:



“Hoo! Hoo-hoo. Hoo! Hoo-hoo! Oh my, how time flies! Summer again, just like last year. Why, these seasons are coming and going faster than I can keep hoo-ing. Hoo-hoo! But I’ll never forget the year the Prince, Bambi, was born. What, you don’t know who Bambi is!?! Hoo! Well let me tell you...”

SCENE ONE: SUMMER

Suddenly our vehicles turn, a mossy wall opens like a branch door, and we are whisked away in the forest’s past. The forest is experiencing a beautiful summer day: near identical to the present we just left behind. However it is clear this day is a special one. The animals are gathering around something we can’t yet see, and whispering excitedly.

“I think I see him!” – says the first Bunny

“Where? Where?” comes the voice of a second Bunny

“I can’t see!” – whispers the Raccoon, “someone scoot over!”

“Quit your yapping,” hushes back the Quail, “we don’t want to disturb the Prince!”

And now we at last get our view. Bambi, the Prince of the Forest, has been born, and the forest is excitedly celebrating. Near the front view we can catch a glimpse of Thumper, who's left hind foot thumps up and down as he looks upon Bambi with glee.



SCENE TWO: FALL

Our scene shifts, and suddenly the seasons have changed! It has been some time since Bambi's birth, and we can see that like the forest around him, Bambi has gotten a little older. As we move from tree to tree, Bambi, Thumper, and new friend Flower explore new areas of the forest, learning to jump and speak new words as the time flies.



“Bird..”

“Butterfly...”

“Flower...”

As Bambi and his friends explore the forest, the Great Prince himself can be seen watching in the distance, expressionless as can be.

SCENE THREE: FALL’S END

The wind starts to growl (fans) as the trees begin losing the last of their leaves. Finally there are only two leaves left in the forest, sticking together despite their inevitable fate.



SCENE FOUR: WINTER



Turning the corner, winter has come to the forest! Thick white snow covers the land, the trees are indeed devoid of leaves, and Bambi is excitedly exploring his new

environment. He and Thumper take to the ice, skating with the ride vehicles around the now-frozen pond. All is well in the world.



SCENE FIVE: RUN

We turn the corner and return to the windy room from before.



“Bambi. Quick! The thicket!”

*“Faster! Faster, Bambi! Don't look back! Keep running! Keep - **BOOM.***

SCENE SIX: LOST

Fear sets in as we follow a stranded and confused Bambi through the snowstorm.

Wind and particles blow blocking our view, and the once-beautiful trees look sinister and imposing. As we circle about the darkened forest, a figure begins to emerge... the Great Prince. He guides us back home.



SCENE SEVEN: SPRING

The story abruptly shifts as winter ends and spring begins. The forest resembles the summer setting as earlier, only unlike the grown leaves and bushes from before, during the Spring Season everything is still young. Flowers bloom, rivers flow anew, and the animals of the forest begin to have what Friend Owl calls, “twitterpated”.

The flowers aren’t the only thing that has grown. Bambi has grown into adolescent, trading his spots for antlers, and with the change in weather is ready to embark on the next stage of the song of the seasons... though he doesn’t know it yet.



Winding around the forest, we watch Flower, Thumper, and Bambi progressively find love... while Friend Owl comedically tries to find some peace and quiet amongst all this youthful activity. As Bambi and Faline reunite to the music of, "Let's Sing a Gay Little Spring Song", Bambi begins to daydream...



SCENE EIGHT: TWITTERPATED

We transition into Bambi's head, where from atop the clouds he and Faline jump and frolic. Playful music sets the tone for this short but silly scene.



But our fun is caught short when suddenly --

“Bambi, Bambi! Wake up Bambi! The forest is on fire!”

SCENE NINE: FOREST FIRE

We jerk awake to find the lovely scene from before unrecognizable. Man has arrived in the forest, and Man has made a tiny mistake for Him that will prove catastrophic to the inhabitants of the forest.



We quickly pick up pace. Actual heat is felt from our surroundings, as fake fire bursts alive from tree to tree. Though Man is never seen, his presence is ever-felt, from the sounds of barking dogs to the occasional (misfired) shot across the forest. Numerous animals guide us to safety, as the forest must work together to survive against their common enemy.

“Quickly, this way!”

“Mind the gap!”

“Don’t look back!”

Just as we escape to safety, we pass above the stagnant animatronic of Bambi (held by an invisible string) jumping overhead, proving to us why he is the Prince of the Forest. The others watch awestruck.

SCENE TEN: SEASONS’ SONG

We return to a beautiful summer forest. Glistening sunlight beams overhead through thick forest canopies. The steady dripping of a small stream can be heard behind. All around us are small animatronics, showing birds, bunnies, ducks, moles, and frogs happily enjoying this lovely summer day.

Sounds familiar? As we loop full circle through the Song of the Seasons, the atmosphere isn't the only alike. The animals have gathered once more to witness the birth of a new Prince of the Forest - or should we say, Princes!



As we pass by, Friend Owl turns to our vehicles and winks.

“Hoo! Hoo-hoo. Hoo! Hoo-hoo! And that is the tale of Bambi. From Summer to Fall to Winter to Spring and then Summer again. Hoo! Bye-bye now! Hoo-hoo!”

As we pass by the crowd, we catch a glimpse up the “mountain” where we see the unmistakable silhouettes of Bambi and the Great Prince watching over the newborn princes. The cycle is indeed complete.



What happened next?

Bambi: Story of Seasons' queue expanded in 2006 into the space formerly occupied by the restrooms themed to a gallery of art showcasing the wonders of the forest (including many cameos from familiar critters) along with adding a state of the art audio system with new sound effects and voice work from the cast of Bambi 2. In 2021 for the 50th anniversary of WDW, Story of Seasons got brand new projection effects scattered throughout the ride similar to the update made to its West Coast counterpart 8 years prior.

Credits:

Queue: goofyukyuk

Vehicles: AceAstro

Attraction Description: Outbound

Attraction 3:

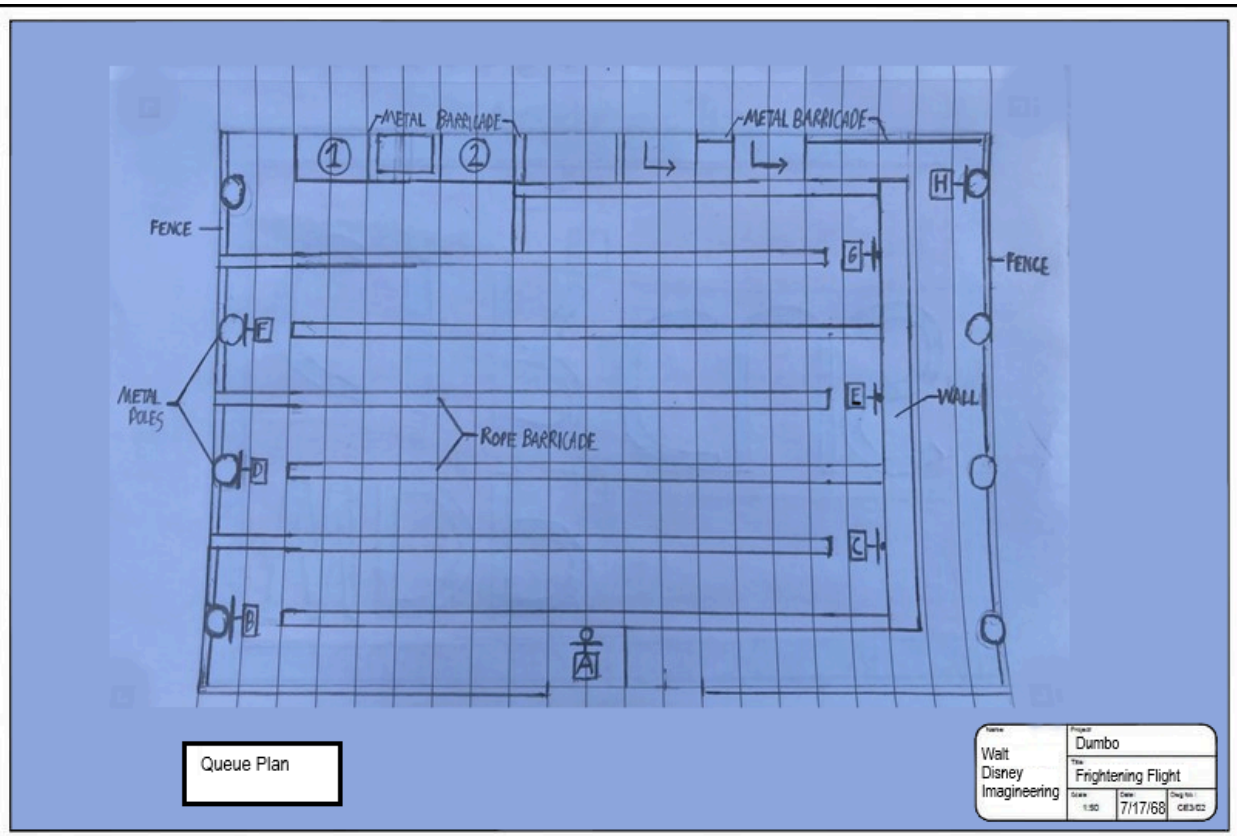
Sub-Team Scary Presents:

Dumbo's Frightening Flight



Facade--In keeping with the medieval tournament-tent look of the Magic Kingdom's Fantasyland courtyard area, Dumbo's Frightening Flight is a yellow circus tent. The entrance and exit are next to each other at the front of the building to give the appearance of a real big top. The entrance (with an 'Entrance' sign) is located on the left; the exit (with an 'Exit' sign) is located on the right.

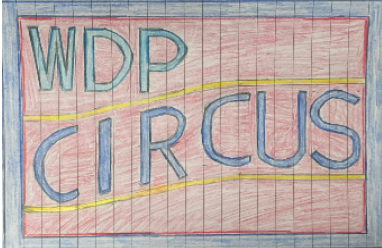
(Queue)



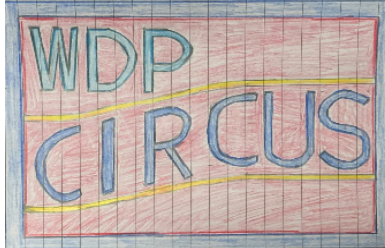
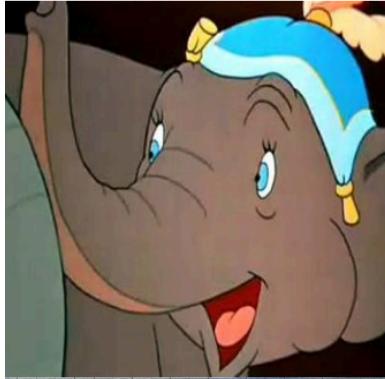
Posters (symbolized by a letter in a square)--The posters are 11-½ x 17 and are protected in frames. Posters with letters A/B/D/F/H are mounted to what looks like metal poles but are in fact columns supporting the building. Posters with letters C/E/G are mounted to a wall. Below are the particular posters (followed by their images):

- A. Pyramid of Pachyderms
- B. Giddy
- C. Catty
- D. Prissy
- E. Elephant Matriarch
- F. Mrs. Jumbo
- G. Dumbo
- H. Newspaper of Dumbo Flying

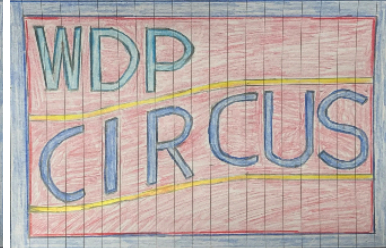
**Pyramid of
Pachyderms**



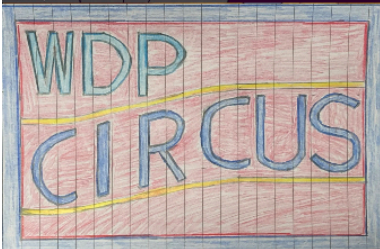
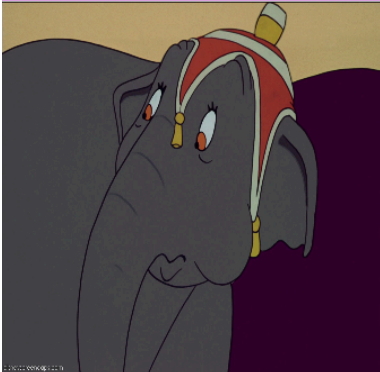
Giddy



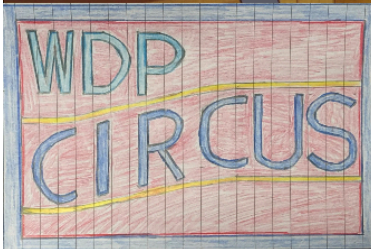
Catty



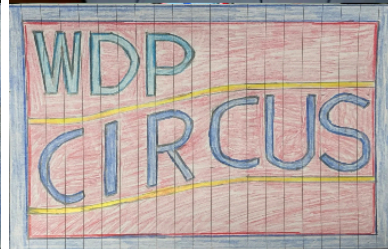
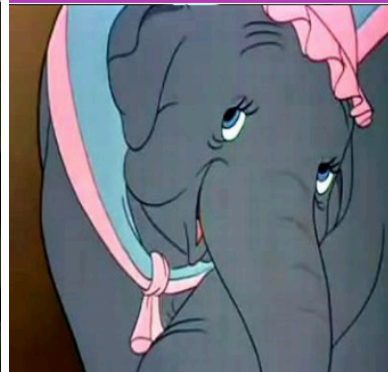
Prissy



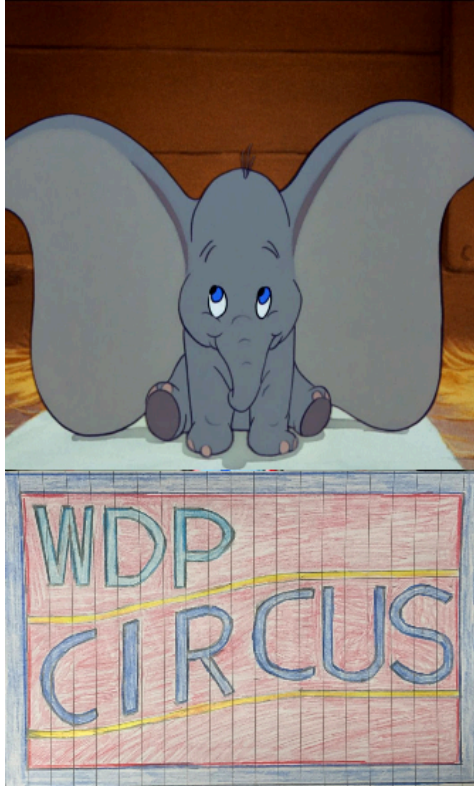
**Elephant
Matriarch**



**Mrs.
Jumbo**



Baby "Dumbo"



Rope Barricade--the queue is lined with rope barricades and wooden posts. The ropes are taut so that guests cannot swing them.

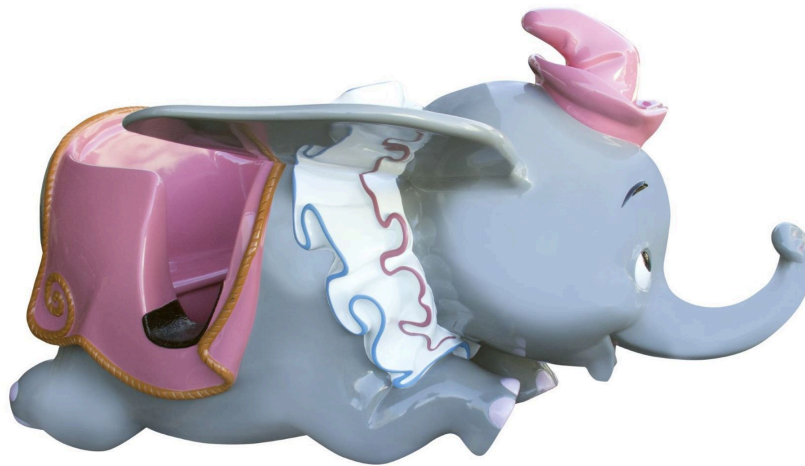


Fence--a lattice fence is found along the perimeter of the ride building to allow for some open air into the queue while prohibiting guests from entering or leaving the queue.



(Vehicles)

The Dumbo vehicles used for the popular spinner attraction (as at Disneyland) have been modified for the suspended dark ride with two flags like you'd see on a parade elephant, one on its head and one on the back, to hide the connections to track. It also has clown makeup on like in the circus scenes in the movie to add to the creepiness of the attraction.



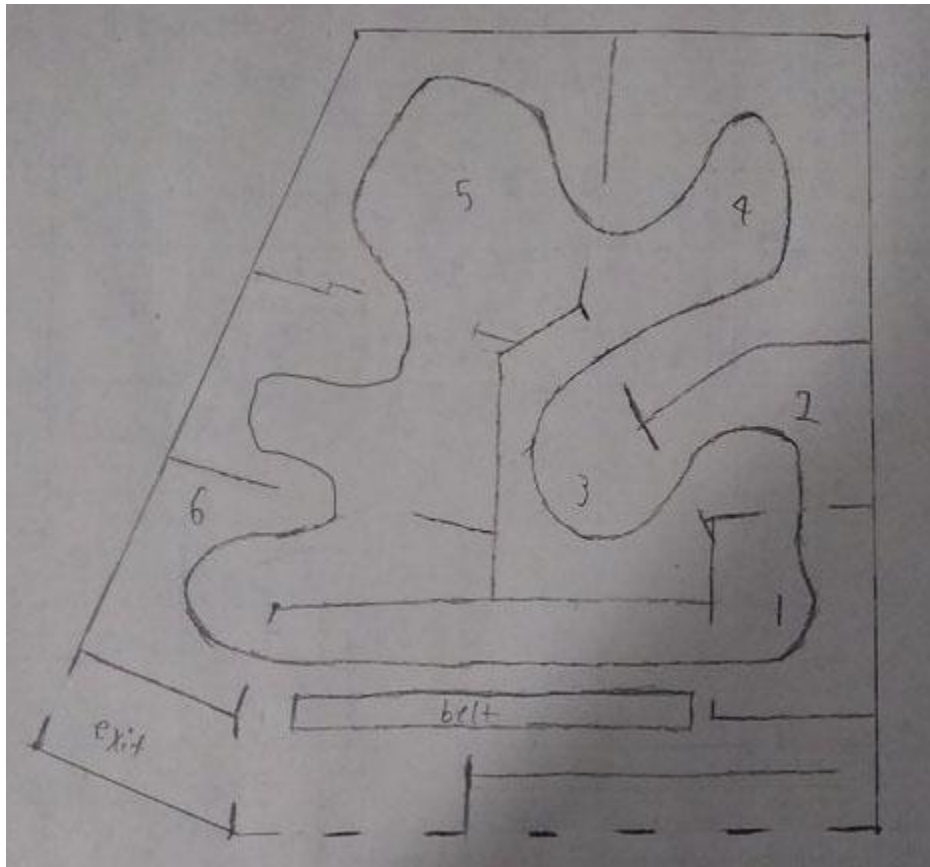
(Voice Cast)

Mel Blanc - Timothy Q. Mouse, Various Clowns

Paul Frees - Ringmaster

Betty Noyes (archival) - Mrs. Jumbo

(Ride Map)



(Ride Scenes)

Guests board their elephant shaped suspended vehicles at a boarding station themed to the hills and natural landscape that Casey Jr. traveled (and is still traveling judging by the train moving throughout the model). In the center is the Circus with a small flag on top waving. After everyone is fully seated, guests are off on their clown makeup-covered elephants as they enter the backstage area of the circus.

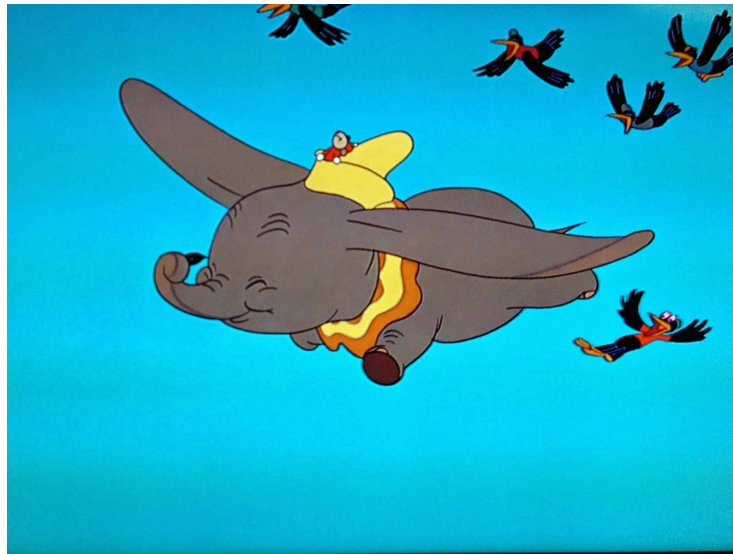


(Scene 1) Inside the distant sound of Miss Jumbo singing Baby Mine is heard echoing from afar. Cages filled with the captive elephants stare at guests almost disapprovingly and those eyes follow the guests (just like the portraits in the Haunted Mansion). After making a U Turn, there are piles and piles of crates all moving as if they'll fall any second. The elephant vehicles exit the dark shack through a crash door, just as the crates are heard crashing to the ground, scaring the elephants within the storage area.



Now guests are “outside” on the circus’s surrounding fairground where a shade protects riders from the rain (done in the same way as what’s later seen in the Great Movie Ride. There Miss Jumbo (the first dimensional figure of the ride) in her heavily-locked wagon sings Baby Mine to all the other circus animals trapped in their surrounding cages including lions, tigers, and giraffes. It’s a beautiful song, but not all good things are destined to last...

(Scene 2) For around the corner is the sinister Ringmaster! Standing seven feet tall with an unseeable face, his fearsomeness is only increased by his willingness to use his whip (done with a simple motion). Yelling “Freaks! Freaks! Get back into your cages!”. The only obvious solution is to run away which the elephant vehicles do by quickly turning the other way. But it seems not to be as a dead end in the form of a brick wall is ahead! Timothy Q. Mouse cries “Dumbo! You’re gonna hit the wall!”, but suddenly the elephants start to ascend off the ground and narrowly avoid the brick wall below.



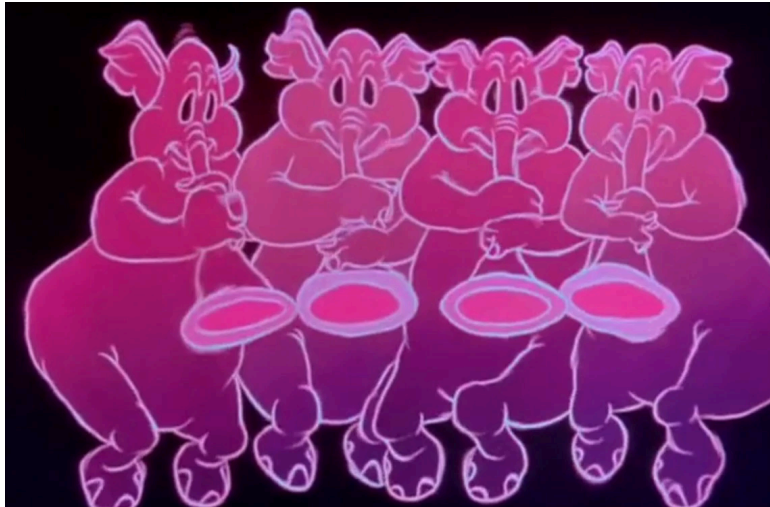
(Scene 3) Now guests after a brief transition flying above the natural landscape that gets smaller and smaller, they’re now flying high above the circus tent and are circling around it as the night sky surrounds it. But just as guests are starting to enjoy the view the flying pachyderms

make a turn out of the room where they start descending rapidly and the landscape becomes bigger and bigger straight ahead is the circus! Flying over the hills, guests are nearly hit by Casey Jr. hidden in the darkness until his headlights turn on and reveal his devious face as a loud brake sound effect is heard. He yells in his emotionless voice “GET OUT OF THE ROAD MACK.” The elephants fly into the big top where the show has started.



Inside through the use of forced perspective, both the audience and the ground below feel like it's miles below, for in this clown act that guests will see and be a part of will be where the acrobat's usually do their death-defying acts. Clowns (all flats) with twisted faces and red glowing eyes greet guests with laughs of mockery on columns that rise far off the ground all seemingly swinging towards the guests with axes, guns, and other dangerous tools before dodging back to their safe haven on their ledges before they could possibly be hit. After meeting face to face with 5 clowns one after another, there pops the shadowy ringmaster out of a box unexpectedly. The ringmaster yelling “You'll never escape!” The elephant vehicles then quickly turn the other way and start descending towards the entry to the backstage dressing rooms of the circus. Inside is a bar covered in a thick layer of

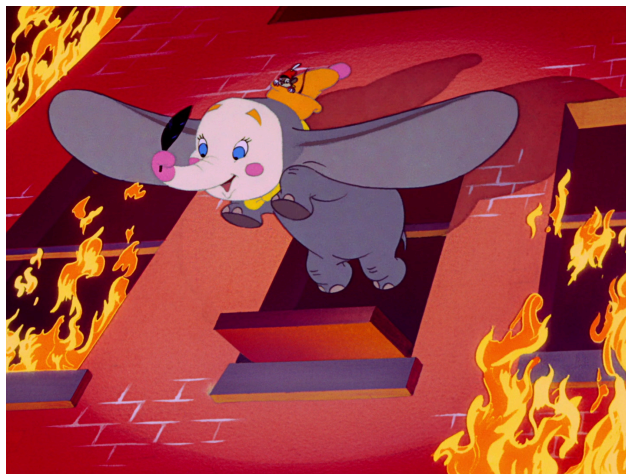
“fog” where all the clowns are enjoying drinks. In reality this is all a crash door so the bar splits in half taking guests to a hallucination-filled world.



(Scene 4) In what at first appears to be a dark room, an organ version of the “Pink Elephants On Parade” song plays. Guests see the first pink elephant that like all the others has bright pink neon skin, but it’s giant. Only it’s large head is visible featuring black featureless eyes and massive fangs spaced far apart with no middle teeth (just black track). The vehicles enter the mouth where the monster starts laughing as guests will notice a sign reading “Welcome! Enjoy a Parade in Your **HORROR**.” on its uvula. Now inside the stomach(?) pink elephants on both sides of the vehicle play their “trumpets” ghoulishly staring at guests. At the end of this hallway a tuba player elephant pops out and makes a large toot with his instrument.



Next room there's a giant M.C Escher-like staircase that rises from the ceiling to the ground. Pink Elephants are present throughout the staircase in various positions upside down, on the walls, and right side up. The Elephant vehicles circle throughout the room giving guests many views of the various crazy Pink Elephant activities like charming a snake upside down or on the walls dancing. But after that comparative bit of levity, suddenly a monster roars around the corner. A multicolored elephant made out of the faces of many elephants seemingly stomps "forward" (with their being a hidden black colored support propping it). Turning just in time to not be stomped, the final Pink Elephant room has elephants with swirling red and orange patterns. As guests go further into the room, the silhouettes of elephants become flames as the black, boundless room becomes a burning building.



(Scene 5) Now inside the burning building using similar effects as seen in Pirates of the Caribbean), the elephant vehicles turn down the end of a fiery hallway where portraits of those clowns from earlier shake as if the building is structurally ready to fall. A sign reads "Fire Escape " next to a set of open glass windows, the elephants following instructions escape this way, where they are met by a pop up fireman clown laughing evilly. The elephant vehicles then fly off the catwalk once again flying high above the circus using forced perspective. The shadowy, but now driven to insanity, Ringmaster for the last time, standing on an acrobat's platform, raises his whip, while making a deep chuckle. The elephants narrowly escape through a hole in the tent.

(Scene 6) A small room decorated like a great forest serves as a transitional room between the ride and the boarding station. Playing an instrumental version of "When I've Seen an Elephant Fly" reminiscent of the finale version in the original film plays in celebration of escaping the dastardly Ringmaster and living to see another day. It may not be the most heroic ending around, but it's better than being dead.

Exit to your left.

What happened next?

Dumbo's Frightening Flight remained the same for the park's first 25 years other than the facade being changed to change the 70's-eque font on the ride's sign to more of a turn of the century Circus style and adding a statue of Timothy Q. Mouse holding the magic feather (a clone of the statue of Timothy seen on Dumbo's Flying Elephants at Disneyland). In 1997, the ride was heavily modified to tone down the scary elements (including removing the Ringmaster's antagonist role),

giving Timothy Q. Mouse a physical presence in the ride for the first time, and a new finale based on the movie.

Credits:

Facade, Posters, and Queue--ThemeParkPriest

Ride Synopsis--Sharon&Susan

Ride Layout -- Mickeynerd17

Brainstorming and Ride Vehicles--PerGron

Everyone at Team Danny DeVito is proud to have worked on such an endeavor, and I am both humbled and honored to have helped guide them through the creative process developing these three attractions. I hope mine and everyone else's work satisfactorily exceeded the requirements of the prompt with style and creativity.

Thank you for your time.

-Mickeynerd17

Project leader