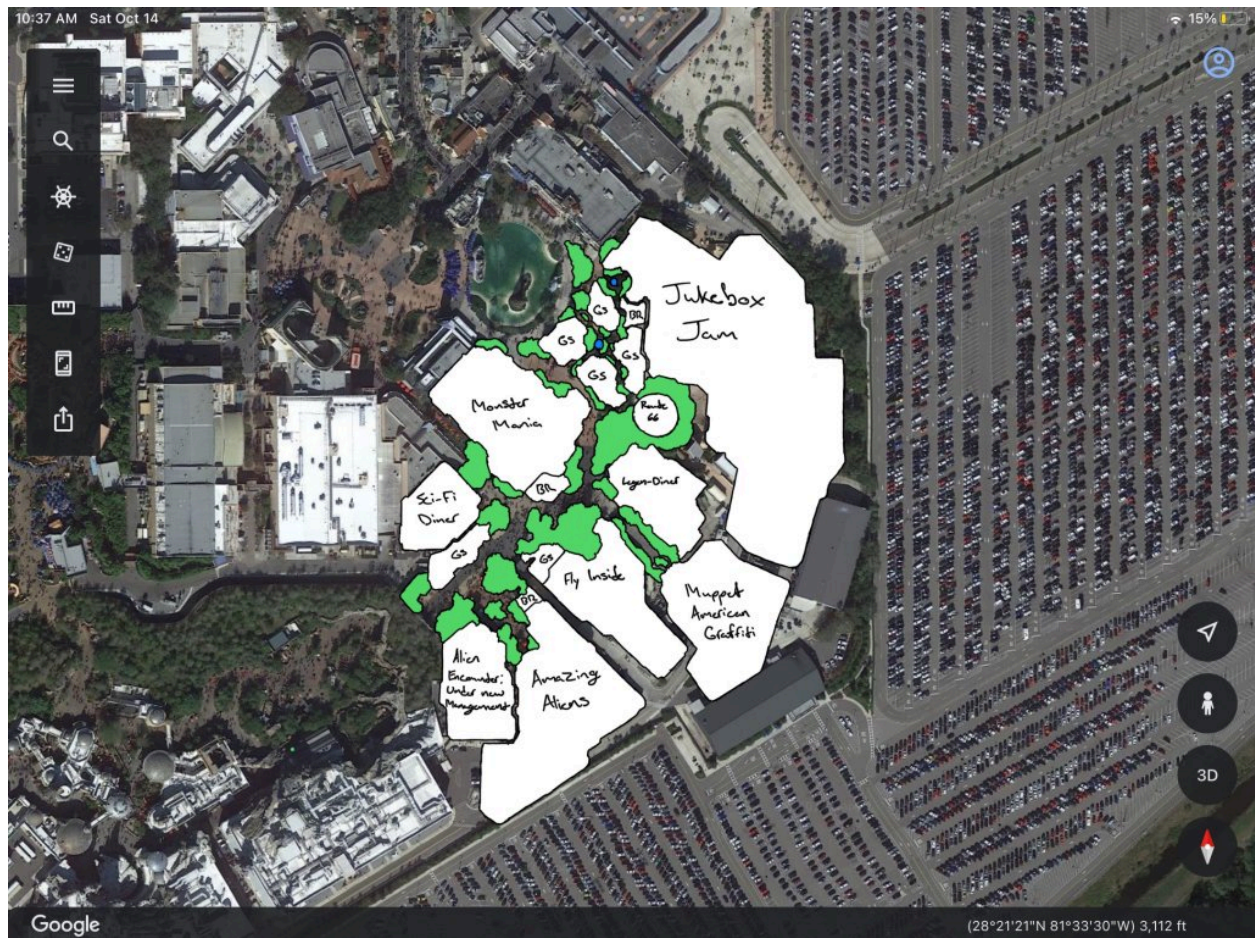




Welcome to the newest land at Disney's Hollywood Studios - NiftyFive Boulevard. Nestled off of Hollywood Boulevard, this land represents the transition through time from the 1930s and 1940s represented as guests enter the park, to the bustling 1950s Los Angeles.



With the foundation of this theme already established with the 50s Prime Time Cafe, this land intends to represent a myriad of themes that represent 50s pop culture, from sockhop to science-fiction. Unlike recent additions to DHS, this new land will not have one specific IP theme, but rather try to emulate prior Disney 'lands' that focused on a broad theme with various attractions playing off of those themes.



List of Attractions

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Jukebox Jam

A musical journey through the airwaves of the 1950s and 1960s. Jukebox Jam is a classic immersive dark ride that highlights the iconic music and performers of an era that still dominates pop culture to this day. Taking guests from a high school sockhop dance floor right into the airwaves, this experience is a perfect addition to Disney's Hollywood Studios and a must see for music lovers of all ages.



Queue

The queue begins outside of Niftyville High School with signs advertising a Sock-hop tonight. The queue works its way up to the building past a running car with its radio blaring loud rotating between the top radio hits of the day. The station is run by the local DJ who provides witty banter between songs.

We move inside the high school past classrooms with playful banter coming from the doors between teachers and students. The speaker system will occasionally interject with announcements from the principle like announcing the lunch special; tunaloaf. We continue to move and approach the gymnasium as we see students arriving outside. This is where we enter the load station. Our vehicles are standard shaped dark ride vehicles but are themed to look like a classic jukebox even having the song Rolodex in from of each row.



Attraction

Our jukebox musicals move into the first scene, the opening of the sockhop is announced as the crowded gymnasium cheers; poodle skirts as far as the eye can see. Right as the music starts Disney magic kicks in as the speakers

start to glow. A massive jukebox in front of us opens us as our vehicle is launched right into it; right into the airwaves. The radio DJ who we've heard throughout the queue narrates our journey throughout the scenes. The ride system is a hybrid between the Omnicoaster technology of Cosmic Rewind and a standard power coaster. The in-train motor allows the vehicles to speed up and slow down with the scenes without the need for frequent lift hills or launch sequences.



Elvis Presley

We're launched right into a raucous concert of arguably the most recognizable American musician of all time, the king concert himself. The crowds go wild as he sings one of his iconic hits accompanied by the legendary moves.

Miles Davis

We move next right into a swinging jazz club featuring the legendary Miles Davis and his trumpet. Our vehicle shakes and swings with the soulful sounds of the brass and percussion as we dive in and out of the tables and deep blue and purple lights.



The Supremes

Out of the jazz club and into the music hall hosting the queen girl group themselves; The Supremes. The high energy beats of Motown fill the hall as we spin and bounce through the glistening stage.

The Beatles

Our next musical stop gets a little trippy as we are transported right into the bright yellows and reds of The Beatles. The British Invasion is here as the smooth and slower pace of the ride focused us on the colorful and whimsical scenes.



The Grateful Dead

Next we are transported right into a musical festival of The Grateful Dead. Free love fills the crowds as we sway with them, getting lost in the jam.

The Beach Boys

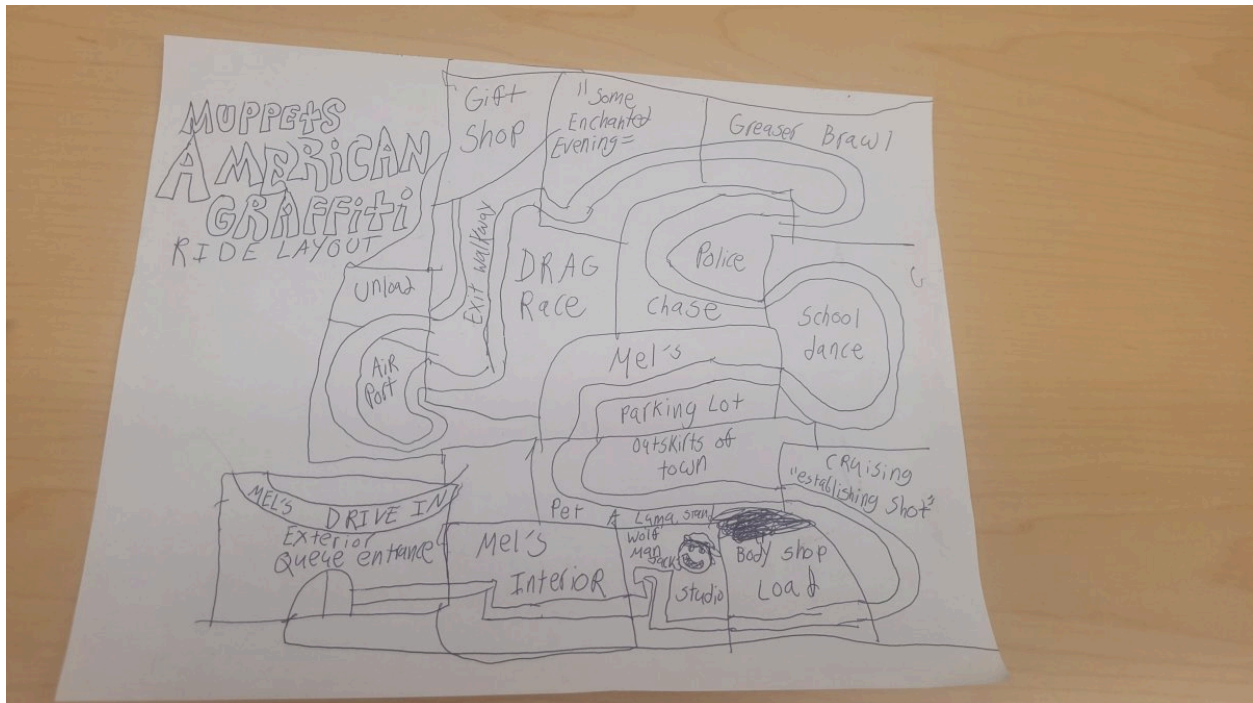
We pick up the pace as we boogie down to the beach to the sounds of The Beach Boys. Surfs up as we hit the waves before we land back to the high school gymnasium.

Exit

We exit our vehicle back into the gymnasium where the sockhop has wrapped up. We leave the high school and see students lingering around their cars with the radios car keeping the party going. We exit onto the street

next to the Niftyville Records store; the ride's gift shop featuring merchandise from popular music groups of the 1950s and 1960s and other gifts for music lovers.

Muppets American Graffiti



The Cast

Curt Henderson - Fozzie Bear
Steve Bolander - Kermit the Frog
John Milner - Gonzo the Great
Terry "The Toad" Fields - Scooter
Carol - Yolanda
Laurie - Miss Piggy
Wolfman Jack - Dr. Teeth
Bob Falfa - Pepe
Mr. Gordon (Pinball arcade owner) - Sweetums
Blonde in the T Bird - Beverly Plume

Located on the outskirts of the new land is a brand new dark ride that folds the Muppets into the land's general time period while also acting as a loving homage to the original pre-Star Wars hit from George Lucas. With the attraction being on the outskirts of the 50s, the time period also slightly shifts. As the iconic tagline says, "Where were you in '62?"

One of the big themes of American Graffiti is the transition from the youthful idealism of the 1950s into the cynicism and turbulence of the 1960s. With the specific 1962 time stamp on the film's events, the movie paints a picture of the last gasp of 50s culture in the days immediately preceding the assassination of John F. Kennedy.

This new attraction weaves those themes into the land in a wacky off-kilter way as only the Muppets can. Most of the film's main players will be played by the main Muppets ensemble, with some Muppets popping up "as themselves" in time-appropriate roles (Ex: Sam Eagle playing the role of a generic police officer.)

Tucked behind the former Star Tours location is the iconic Mel's Drive In which serves as the exterior of the attraction. Off in the "distance" is a radio tower that through forced perspective appears to be much further away than it actually is, much like the Epcot Eiffel Tower. Classic cars with gag license plates line the parking lot. On the roof of the drive-in, a very dapper looking AA of Rolf tickles the ivories of a honky tonk piano, providing constant music and energy to the small but immersive back corner of the land.

After winding through a series of outdoor switchbacks winding in and out of the Mel's parking lot, guests enter the actual restaurant for the start of the proper indoor queue. This section is very much built to resemble the movie theater lobby of Disneyland's Runaway Railway queue, with a 50s diner twist. Over the top quadruple burgers, giant submarine-shaped sandwiches, and crazy elaborate milkshakes that would make Toothsome's Chocolate Emporium blush are just a few of the food gags found. Sharp eyed guests will even be able to spot the iconic smiley face bacon and eggs from A Goofy Movie.

Winding through the very messy and chaotic kitchen, guests then pass through the "dressing rooms" of the actual Muppets on the way to the "stage" on which the rest of the attraction takes place. This is the only nod to the ride itself being a performance the Muppets are putting on. The classic "key under the mat" gag from MuppetVision will find a new home in this area. In fact, this whole hallway is essentially a recreation of the hallway leading to that attraction's pre-show.

The main pre-show will take place in non other than Wolfman Jack's radio station, with the Wolfman being played by non other than Dr. Teeth (Wearing an inexplicably cheap looking Wolfman costume claws and clearly not getting the memo that radio isn't a visual medium) Wolfman sets up the "last gasp of the 1950s" time period and the general plot of the attraction which sees an ensemble cast of characters having one incredibly memorable night at a distinct turning point in both their own personal lives and US history.

Exiting the radio station, guests find themselves in an old fashion mechanic garage filled with half taken apart classic cars that are literally being held together by Duck Tape and bubble gum. Not exactly a ringing endorsement for the ride vehicles were about to board.

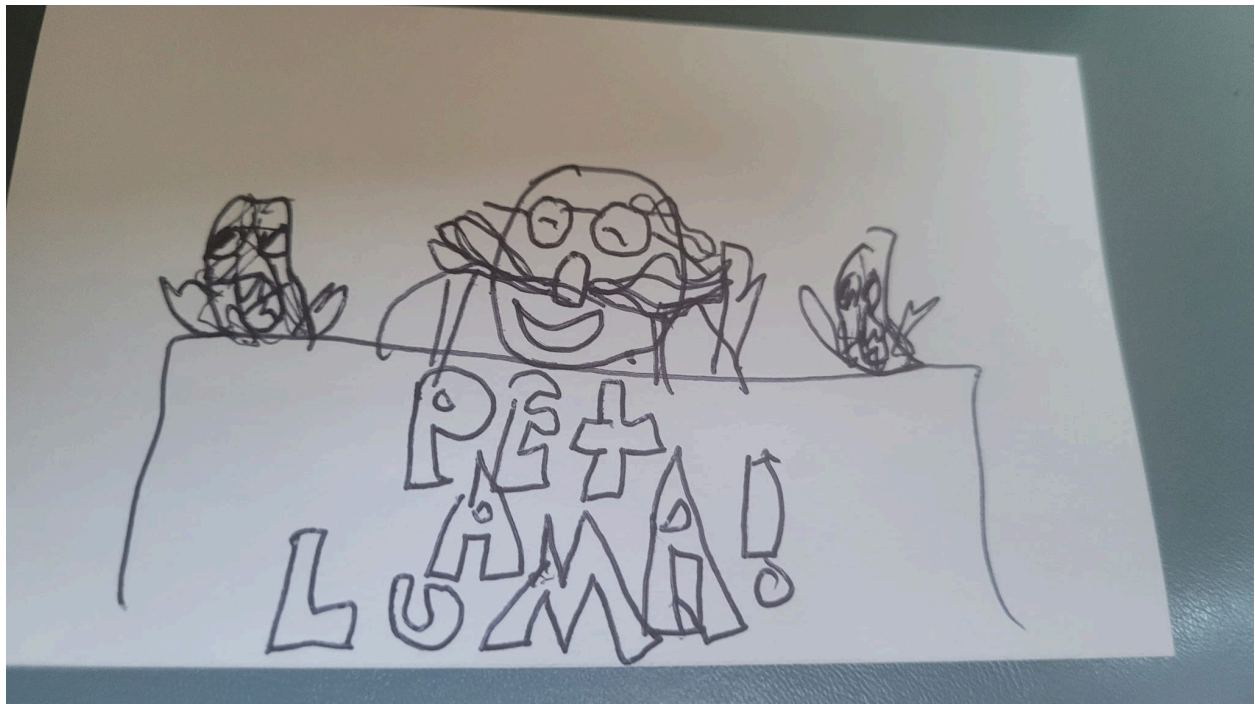
The ride vehicles will be roughly the size of Test Track/Radiator Springs Racers and of course be individual classic cars from the decade. Each car comes complete with a radio dialed directly to Wolfman Jack, with the song randomly changing in every scene within the attraction. The American Graffiti soundtrack is one of the all time greats in film history, with dozens of tracks to choose from. This means you'll almost always get a slightly different soundtrack. The other big thing about these vehicles is that true to Muppets form they WILL sputter, bump into "potholes", struggle to keep running, and more. Again, these will be randomized moments within the attraction to give it even more flavor and repeat value.

Leaving the garage, we first get an "Establishing Shot" of the city with the entire ensemble in their respective vehicles cruising towards downtown. Kermit the Frog as the pre-Richie Cunningham Ron Howard character Steve Milner greets us with his girlfriend Laurie (Piggy) at his side in the passenger

seat. He shouts at the film's main protagonist Curt (played by Fozzie) that the gang is meeting at Mel's Drive In before heading to the school dance. A forced perspective night shot of the city glitters in the distance in model form.

The next room sees us getting closer to the outskirts of the city within the rural farmland surrounding it. Muppet cows line the road. The main feature of this small transitional scene is a roadside stand run by Pops. The sign reads "Pet A Luma" with furry creatures that resemble a cross between a racoon and weasle popping up on either side of Pops. "Pet a Luma here! Cute and fluffy!"

This gag is a nod to Petaluma, California, the filming location of most of the film's cruising scenes and the home town of a certain well known Tiki-themed internet personality.



Much like Radiator Springs Racers, the next scene takes us into a recreation of a location already seen elsewhere in the land, in this case the Mel's parking lot. Rolf on the rooftop comments that he feels like he's seen us before. We also see Scooter as Terry "The Toad" getting the keys to Steve Milner's car which will turn out to be a big plot point. "I'll guard it with my life Kerm....um...I mean Steve!"

It is here where any sense of trying to follow the actual plot of the movie goes out the window and the attraction veers strictly into Muppet madness. We

crash into the Mel's dining room and through the kitchen, only to be met with what Kermit promised us to begin with...the school dance. "Wow! What a wild transition!" Gonzo comments enthusiastically.

The folks in the school however, are not so enthusiastic with your sudden appearance on the dance floor. Kermit and Piggy are about to perform a big dance for the crowd of their "fellow kids" Muppet peers who are all obviously too old to still be in high school. Statler and Waldorf can prominently be spotted in full Steve Buscemi mode. Piggy is FURIOUS that we've crashed her big moment, and in a flash of glorious forth wall breaking the entire room begins to question why a bunch of cars have suddenly driven right into the gym and how dangerous that would really be. This gives way to a high speed "chase" through town with Sam Eagle as a generic police officer pursuing you.

"Stop right where you are!" Sam yells. "You are under arrest for breaking the continuity!" Weaving in and out of city streets, we quickly pass by the scene of Fozzie getting himself caught up in a brawl with a bunch of very generic looking greasers in a pinball arcade. Sweetums runs out as the owner of the arcade clearly dismayed. "My pinballs!!" he yells. "Not my precious pinballs!!"

One clever Easter egg is that two distinct pinball machines will play homage to MuppetVision 3D. The Easter themed "Bean Bunnies Easter Egg Hunt" and the sci-fi themed "Waldo's 3D Pinball Blast" which a random greaser is playing while wearing a pair of classic red and blue lensed 3D glasses.

Elsewhere in the scene we see Gonzo cruising with a very young looking Yolanda, even though he'd much rather be joined by Camilla. Yolanda is gawking at everything and being super hyper. It's clear she's taking playing the role of high school freshman Carol incredibly seriously as it makes her feel young. A water balloon is thrown at Yolanda by a passing car who yells "get bent, turkey!"

Beverly Plume then drives by in a red T Bird wearing a ridiculous blonde wig. "Somebody summoned me!!" she says. Fozzie instantly falls head over heels for the turkey in question much like his character falls for the blonde in the T Bird in the actual film. Beverly Plume is basking at being the object of affection

within the plot, and Yolanda roles her eyes. "Geez, and I thought I was hamming it up!"

The next scene features the entrance of the film's main antagonist Bob Falfa, the first on screen role for Harrison Ford here played will eclectic glory by the one and only Pepe the King Prawn wearing a ridiculously over sized cowboy hat. Pepe has managed to get Piggy into his car (how he's driving is a total mystery) and is trying to serenade her with a rendition of "Some Enchanted Evening". Piggy is absolutely, 100%, NOT having it. "Bite me, prawn!"



In the next room, Pepe sees Gonzo and challenges him to a drag race. In the film, Bob Falfa comes cruising into town looking to challenge the local hot shot who happens to be John Millner. In the drag race scene our vehicle is between Pepe and Gonzo's car, with the gag being that there's just a mat painting of scenery rolling by and the cars aren't actually going anywhere, similar to the filming technique used for the "Real World" transitions in Barbie.



Pepe spins out and lands his car in a ditch, leading to Gonzo winning the day and saving his reputation, at least until his character's untimely "death" a few years later which Uncle Deadly joyfully reminds us of and in the film was revealed in an infamously dark final title card going through what became of the lead characters.

The cars then drive right by a large plane parked in the middle of a random "runway" movie set. "Wait!!!" yells Kermit, "You still need to see the end of the story!". "Oh forget it Kermit" Fozzie says, "I like this ending better." He then drives by with Beverly Plume in the T Bird, flying in the face of the original film's ending which sees Fozzie's character actually boarding the airplane to start the next leg in his journey and looking down at the blonde in the T Bird from down below as a symbol of the life he's transitioning away from.

With that, we arrive at the unload and exit the attraction through a "gift shop" that's 100 percent, completely sold out of merchandise. One final Muppets gag to end our wild journey through the last gasps of 1950s classic car culture.

Fly Inside

Once you go past Legen-Diners you can see an abandoned aircraft hanger in the distance. Once you enter the theater you can see barbed wire open up into a forest. You see an abandoned M4 Sherman, when you go deeper in the forest you see abandoned aircraft guns and atvs. Once we get through the forest we see a clearing where we can see an abandoned aircraft hanger with it's doors open where we can see old A-20s, B-17s, and Mustangs. Once we enter the control tower we can see old TV's and desks rotting away and cobwebs growing everywhere. We exit the control tower we enter a room that says flight simulator. Then someone comes over the intercom and says "Thank You for volunteering for the new flight simulator that we are testing". She says that they have been working on this for quite some time and this is to train new recruits. We enter the flight simulator and the pilot tells us that we will go through several scenarios to train us.

Scene 1: We exit the aircraft hanger and go past the city.

Scene 2: We fly off an aircraft hanger and we do a flight check over the pacific ocean. We fly across the pacific ocean and we can see Tokyo in the distance.

Scene 3: We then go to North Africa and start approaching a fake American town. After we fly over the city and start heading back to base. We then hear a big boom and we see a fridge flying beside us. The pilot comments that he heard that someone tried hiding in a fridge.

Scene 4: We fly over Paris and the countryside as we start making our way towards Berlin. We then fly over the war-torn city and make our way back to London.

Scene 5: We then go to Pearl Harbor and see the Japanese attacking the harbor. We see the Japanese destroying ships and buildings. We start shooting down Japanese planes. The Japanese eventually retreat back to their carriers.

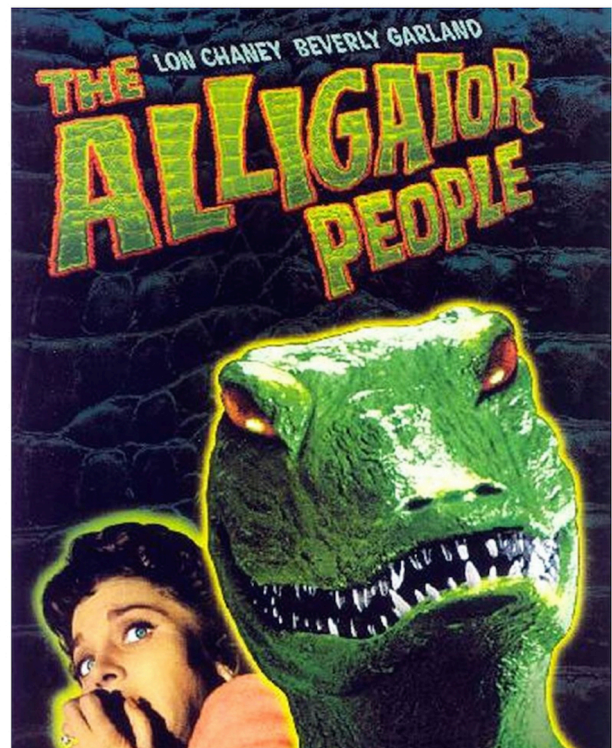
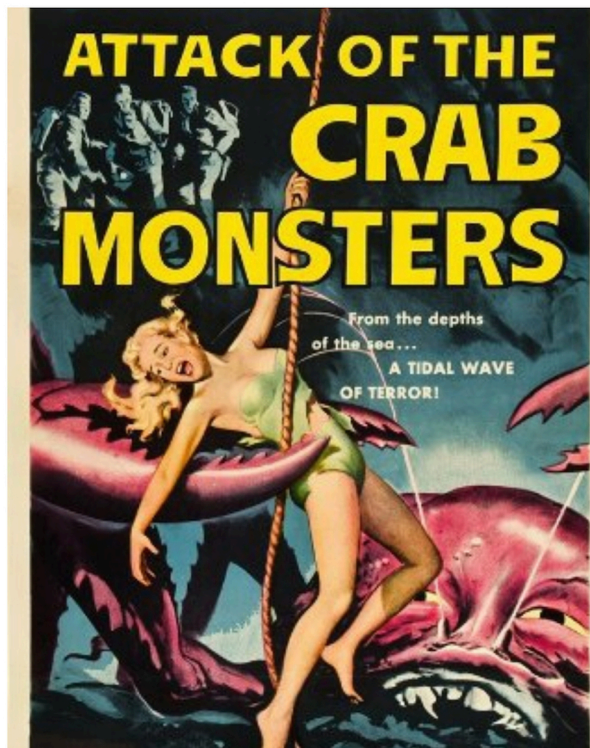
Scene 6: We then go to Korea where we start shooting down Korean planes. The battle starts to go in our favor but then Soviet migs start shooting down American planes in rapid succession.

Scene 7: We fly through the mountain and rainforests of south-east Asia. We have a near miss with a land slide.

Scene 8: We then land back in the hanger and the pilot thanks us for our participation.

We then exit through a back area of the hanger. We exit into an old air force museum where you can purchase old ww2 and cold war merchandise.

Monster Mania



Once you exit the 1950's main street you can see a theater with monster movie posters posted outside and flashing lights. Once you go back the ticket booth you can see a grand staircase with red carpet and drapes going up to a 2nd floor and doors leading to other rooms. We go through the screening room and throughout the theater rooms. We enter a pre-show where we can see reels of old monster movies. Then all of a sudden the reel breaks and start seeing the monsters jumping off the screens and parts of the town starts getting changed such as the swamp and an old train yard. We then enter the loading area in specific vehicles that can go into film reels.

We exit the theater through a back garage and make our way to the swamp.

We enter the swamp and go through flooded areas and a collapsed shack. We then see the creature from the black lagoon jumps out at us and we shoot the creature with a special gun that brings creature's back to the film world. We then make our way to the local freezing area.

As we enter the local freezing and storage area. We see a freezer that appears to have someone in it. Then the thing appears out of the freezer and attacks us and chases us around the freezer. We then shoot him with the gun, we then go to the local cemetery.

We then see the once empty cemetery, now has a castle where a vampire resides. We enter the castle through a grand hall. We first go through the kitchen, dining room, living room, and finally bedroom. After we enter the bedroom we go up into the attic where the vampire attacks us, he almost gets us but we shoot him with the gun. We then go to the hospital.

Once we enter the hospital we go through the reception room. We go into the cafeteria and we hear someone eating. We then enter the kitchen and see Frankenstein/Zombie eating all the food and he sees us. We get chased through the hospital and then we shoot him. We then go to the local comic store.

We go to the comic store and hear footsteps. We then see Godzilla going through the city and destroying stuff. He sees us and uses his atomic breath. We shoot him which he shrugs it off and starts making his way to the ocean.

We enter the museum and go through the rooms. We notice that there are a steady amount of eyes watching us. We then enter the Egypt section and see a sarcophagus open up and starts chasing us but this time the monster actually catches us and more mummy's start showing up. Before they can kill us we shoot the main mummy with the gun and all the other mummy's die.

Now we enter back into the theater.

We enter the theater through the back entrance. They thank us for getting the monster's back, they think we got all of them but their is one monster missing but they don't know that. A cast member asked why we didn't shoot the monsters at the start. The reason why is that is not how horror movies work.

We exit through a backstage area into the WW2 land.

Amazing Aliens



Amazing Aliens is a dark ride in the vein of its fantasyland compatriots of the past, especially Mr. Toad in that it has two routes to take, Country & City, the latter being more intense and akin to Snow White. Regardless, this ride is from the POV of alien invaders, who can also be seen as a plexiglass figure in the queue, surrounded by alien invasion books of the past, like "War of the Worlds". You can also hear frantic work on a film script on a typewriter, as an allusion to the filmmaking roots of the park. Regardless of route, each flying saucer has 2 rows of seats and the vehicles are named after different elements; "boron", "iron", "bismuth", "aluminum", "nitrogen", "hydrogen", "carbon", "silicon", "helium", etc.

Buckle up, the restraints are merely seatbelts as the motion is only moderately wild. Then we speed off to our respective routes and begin the invasion. Let's start with the less intense route in the countryside, please. Of course, you start off in a field of cattle, ripe for abduction, seeing them being picked up in tractor beams... up until the bull decides to make a stand. After that, you enter a farmhouse where the panicked farmer brandishes an axe at you, and the farmhands take on two plowshares, a pitchfork (without the fork), two pitchforks (without the sticks), and crude flails... cow-abunga.

After leaving the farmhouse, you see a large group of other farmhouses while there's a moose in the road that everyone's paying more attention to than the aliens, while the farmhands try to warn them. You then shrink yourselves down to avoid notice and end up inside a beekeeper's bee house, with bees creating honey that you snatch up, returning to normal size to encounter a bear trying to grab some honey. We then head from the farmlands to a forest, with bigfoot looking around with a camera to try and take pictures of you, a polluted River full of trash, and a moose that burps at the riders.

Then we go to a drive-in in the suburbs, where we literally crash through a movie screen as partygoers run off in panic, before going into the drive in's bar as the sly waitress tosses her dish in the air much like Winky. We lastly end up in the suburbs where the Bull from earlier has followed us to, along with the farmhands (ninjas in real life were often farmhands yes) on his back, chasing us down the suburbs where we see what appears to be Elvis next to that waitress, before we are punted all the way back to our home planet.

Landing there, our pet, a spider-like beast, gives us a nice lick of friendship as we learn “there’s no place like home.”

Those who want a scarier ride go for the City. And it shows, as we begin in the slums, where there’s a gang fight in progress, where gangsters jump out with Tommy guns and stolen alien blasters. Then we see one get blasted anyway, because if you’re messing with the rose you get the thorns. Exiting the slum through a breakaway wall, we end up inside a diner, that provides some comic relief with the return of the waitress and her spinning dishes as panicked diners look on. Exiting, we enter a busy street that seems fairly normal, until we see a tripod loom up ahead and try to crush us under its legs, blasting the city streets... but this is an Army tripod, not ours, of course. But we’re blasted again, and end up next in the cemetery, an old Puritan graveyard full of ominous headstones, where the living dead pop out behind the graves, trying to claw our faces off, and in an homage to Plan 9, the ruler of the living dead is a vampiric queen who calls us pathetic traitors and wants our blood.

Next we head for an office building for more comedy relief with office workers panicking and portraits falling down... but the CEO is the vampiric queen, screaming “You’re too late, punks!!!” Next we enter a military base, where the army is ready to open fire, up until they’re attacked by our own blob monster! Entering the desert, things seem fine... until the vampire queen shows up in her own tripod, saying “Going somewhere?” & tosses a giant gem at riders, leading them to “Alien Hell”, where she now appears as a giant, madly laughing at us as her laughter echoes and a large cycloptic Kaiju head appears and breathes fire.

Alien Invasion: Under New Management



Alien Invasion: Under New Management is a ride designed to soften the blow of the World War II attraction, so for the first time an anime property is licensed to directly appear in a Disney park and intercept Universal in this regard. To be specific, Urusei Yatsura by Rumiko Takahashi gets the limelight here, one of the major comedic anime properties and the first major “harem” series. Lum and her romantic rivals appear on the ride, them being largely aliens themselves, to deal with SIR (yes, this ride is a crossover) trying to capture them. So finally the aliens are unambiguously good guys... and they look perfectly human. Skippy still appears as well.

The ride is set in a train station in art deco style that is owned by XS-Tech, where riders walk through before being placed into a train car, then they are seated and buckled in, with restraints as well, more comfortable than those on the original, as they begin to move, making it more similar to Universe of Energy. SIR, now voiced by Kevin Michael Richardson, confronts the riders as

they are moved across the railroad, as Lum and her “darling” Ataru arrive on a vacation to Hollywood. SIR detects Lum is an alien and then captures her and Ataru too. Shinobu remains uncaptured, and decides to work together with the riders to help them save Lum, and more importantly Ataru. There’s a sudden blackout as SIR tries to take a sample from Lum, depicted as an audio-animatronic, activating her electric powers as she breaks free and SIR tries to recapture her. Lum bounces on restraints and the vehicle, Shinobu runs about carrying Ataru, and then Oyuki, Benten, and others get into the mix as SIR goes into overdrive and tries to capture them all, with the train car suddenly zooming away at high speed, before a crash can be seen and heard. The ride ends with Lum and pals at a dance party boogieing to her theme song as animatronics, which continues into the ride’s exit.

After the ride, one can shop at the gift shop for merchandise related to UY and other Rumiko Takahashi properties, including some Disney crossover stuff. Lum is also meetable, though she now wears a standard schoolgirl outfit as opposed to her fur bikini due to Disney dress codes.

Route 66



What better way to spend a vacation than taking the family on a trip down the great Route 66? This dynamic flat ride brings to life the classic American road trip for a journey down nostalgia road. Hop aboard one of the many classic station wagon theme ride vehicles and fasten your seatbelt. The attraction uses the same ride system as Luigi's Rollicking Roasters at DCA with the ride surface painted like an American highway. Cars travel throughout the track interacting with various set pieces that showcase iconic stops along Route 66 including gas stations, motels, and diners. The sets are large enough for

vehicles to move through activating effects with vehicles frequently avoiding near misses adding elements of fun and thrill.



“Main Street” Shops

Signal Gas Station



Step into a small gift shop along main street themed to the 1950s era Signal Gas Station popular in the Los Angeles area.

Kooky Coffee Shop & Goods



Off of the main streets of NiftyFive Boulevard, guests can enter a quaint coffee shop which duels as a gift shop for knick knack items to use throughout your day at Disney's Hollywood Studios such as hats, sunglasses, and more.

The Electronic Library



Inspired by 50s futurism, this library allows guests to peruse through a gallery of texts ranging from classic novels, science-fiction books, and also non-fiction

categories ranging from US history to World History. This is adjacent to Kooky Coffee so guests can transition seamlessly between the two shops to sip their coffee while reading a good book.

Seashore Sweets



Inspired by the former Boardwalk Resort Seashore Sweet shop, this small ice cream parlor will act as the 'sister' location to Beaches and Cream at Disney's Beach Club Resort. While B&C is famous for its kitchen sink, this will be famous for its Funday Sundaes, an amalgamation of various sweets and candies, with ice cream all wrapped into one family size portion.