

Disney Villain Big Top



Backstory



At the invitation of Dr. Facilier (from *The Princess and the Frog*), a troupe of Disney villains has arrived at an abandoned camp in the Mojave Desert to plot how to challenge Mickey Mouse. "His Disneyland is just too good!" Over breakfast, at the suggestion of Oogie Boogie (from *The Nightmare Before Christmas*), it is decided that the best way to "take down the

Mouse” is to beat him at his own game--entertainment. They plan to open their own carnival in the world famous Las Vegas—a city also known as the Neon City or “Disneyland for Adults.” Ursula (who has access to a pool at the camp) plans to thrill guests by spiraling them around in boats. Oogie Boogie will use shock-and-awe with his games of risk. The Queen of Hearts will design a roller coaster ride that will be “off with their heads!” Others (including the Horned King) plan to join forces and dazzle the crowds in a theater show in a similar vein to Fantasmic.

Aesthetics

Carnivals are places where everyone of all ages can discover fun. Yet, behind the scenes, there have always been horrors the mainstream eyes do not see. So, the Disney villains and here to change that, creating their own Big Top full of their evils that seep throughout the bright lights of Las Vegas. Now, they can’t just create a simple carnival. No, these powerful beings must go above and beyond to create a festival that makes them stand out like never before.

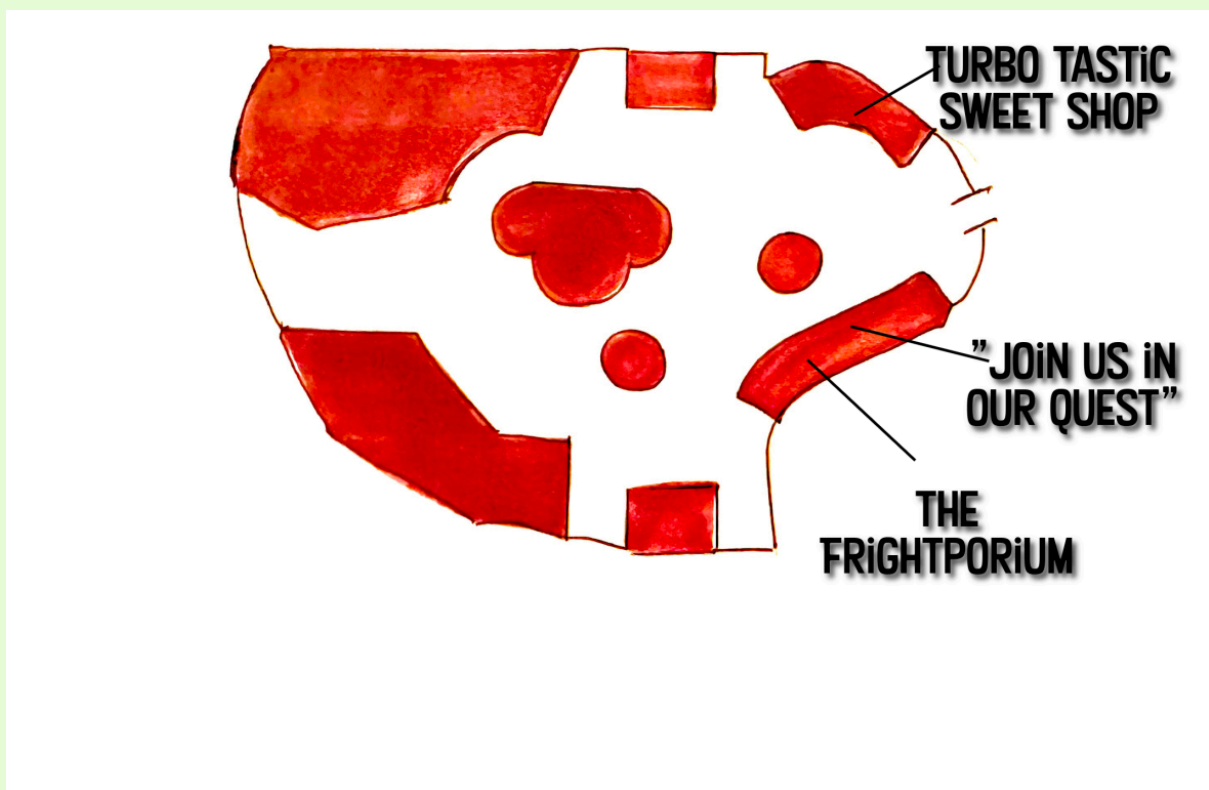
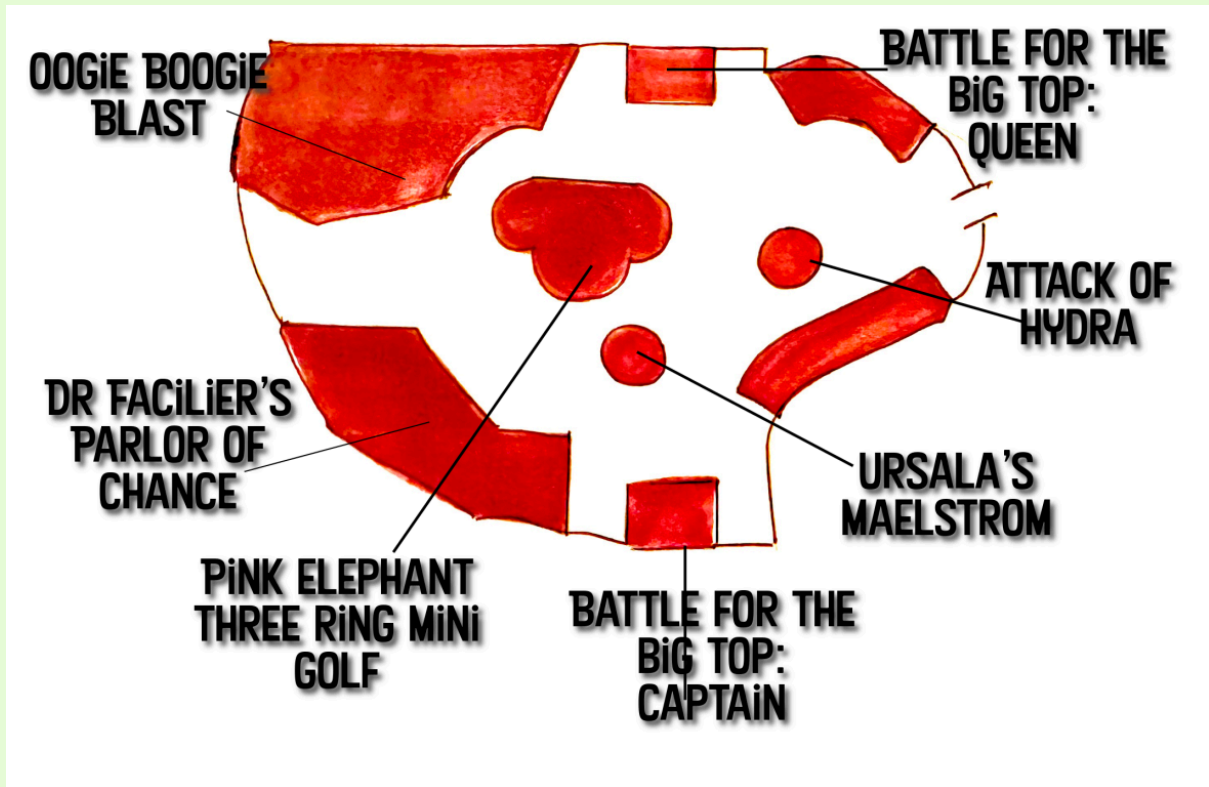
So, the villains’ carnival (Disney Villain Big Top) features all the classic components yet turned up to an extreme level nobody has seen before. Yet, daylight will not help them out at all, so the pink-tinted dome is now shuttered, creating a permanent nighttime experience that can be experienced at all times of the day. Leading up the entrance of this new park, worn-down signs appear with blacklight letters telling people to head this way. Once at the entrance, an over-the-top circus ensues like no other. In the park, there are grand yet weirdly shaped tents that curve inward and deliver a kooky feel. Blacklight paints spread all over the tents and buildings, and neon signs depicting various Disney villains illuminate all around the park. Up in the sky, stratus clouds with a neon green hue project on the dome to make the area seem like it is taking place outdoors. The whole area is alive with mischief, taking what guests think of a carnival and turning into a neon extravaganza that features wildly shaped buildings and a wickedly fun tone that is made to give guests all kinds of thrill.

Join Us In Our Quest

This is an interactive game similar to Sorcerers of the Magic Kingdom and the Star Wars interactive in Galaxy's Edge. Players will start in a recruiting station near Guest Services.

Casts members dressed up in costumes resembling the villain of the day (it rotates daily between about 4 villains a season) recruit guests to join the villains. Guests will be given a set of tasks to complete that will have them going around the park completing them—things like finding items, completing puzzles, and engaging with cast members. At the end, they report back to various bases. Depending on the villain to be inducted in that villain's crew, players will be rewarded with a pin, which will increase cast member interaction.

Map



Dr. Facilier's Parlor of Chance

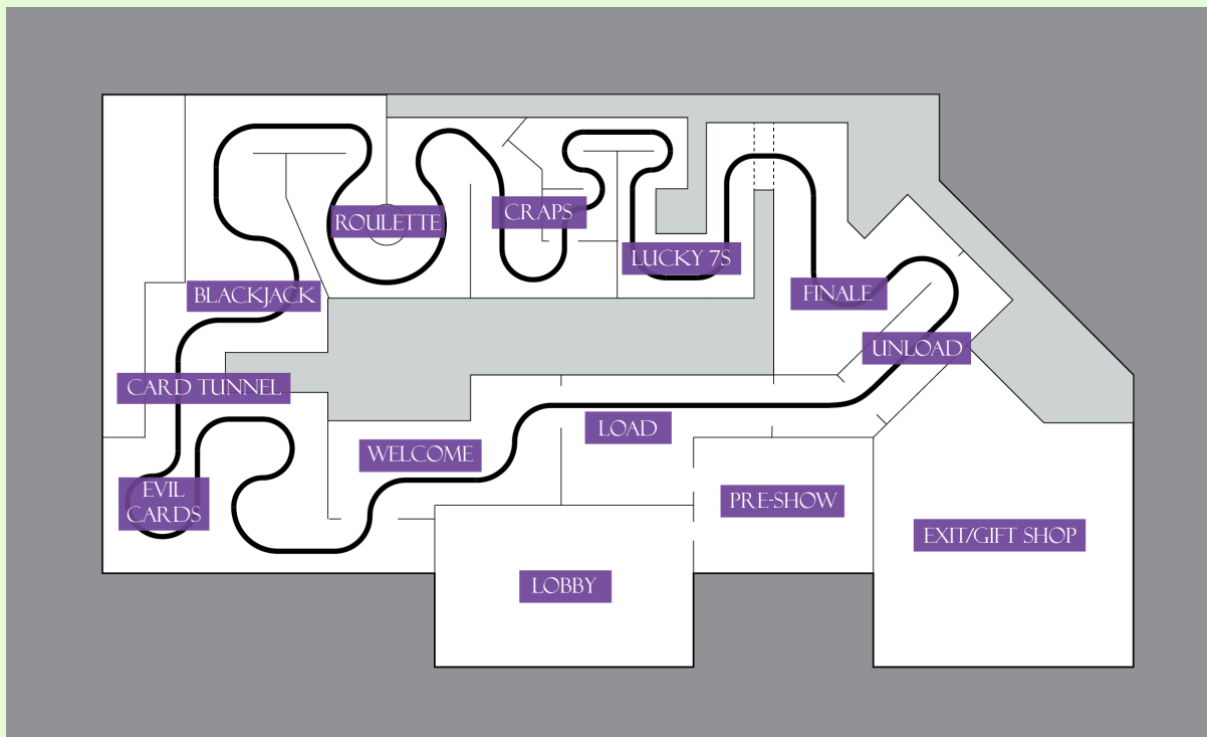
The most sinister voodoo doctor in New Orleans is back from the other side. Having made a deal with his friends to release him...for a price. His soul, for many more. With a debt owed the flamboyant, yet sharply dressed, trickster made his way to a place where his skills in cards and sleights of hand could be of use. This is where he established Dr. Facilier's Parlor of Chance; a gaming institution and fun house for the traveler really interested in trying their luck.

Queue

The facade of the structure is an elaborate Victorian era as if from a turn of the century Boardwalk but a dark mirrored version. The intricate details of the architecture and lighting are perfectly crafted with hand painted murals on the clapboard walls advertising various games of chance; promising wealth beyond your wildest dreams. "Come one, come all" a familiar voice beckons us "Step inside and watch as your wildest dreams come true!" We enter a series of switchbacks around the outside of the building before stepping towards the entrance; a large marquee advertising "Dr. Facilier's Parlor of Chance" with a gold top hat resting upon it. We enter the building and work our way through an elaborate yet somewhat unsettling lobby; a strange marriage between the aesthetics of a luxurious gaming parlor and the dark of New Orleans voodoo.

We move through the lobby past the front desk and in through a door marked "Dr. Facilier", into his office adored with elaborate souvenirs and trinkets one can only imagine are from his friends on the other side. As the doors behind us close, the desk begins to glow and hum with the whispers of far off spirits. The large picture above the fireplace mantle that shows the establishment's devilish owner suddenly transforms to tell the story of Dr. Facilier's return from the other side and the deal he struck to earn his freedom. His soul in exchange for the souls of thousands more; a favorable trade for the doctor. With the stage set the other doors open and we continue on towards our, far more high stakes than before, games of chance.

Ride



The ride vehicles are circular in design; similar to the cars of the old Virginia Reel coasters except with added size and safety features. With a design inspired by a roulette wheel with checkered patterns and numbers in fanciful fonts on the outside. Our vehicle moves forward from the station as we enter a room with Dr. Facilier standing in front of us welcoming him to his parlor of chance. He promises us all we'll find here is thrills, delights, and riches beyond our wildest dreams.

"Just don't get too carried away or you might lose your shirt...or if I'm lucky a lot more." he breaks into a maniacal laugh as his dark magic engulfs us and our cars jolt forward and begin to spin as we round a series of sharp corners shrinking smaller and smaller. We come to a stop in an elaborate room covered top to bottom in play cards of all sizes and varieties.

Moving through the maze of suits and colors we become surrounded on all sides by face cards towering over us before they transform into terrifying versions from the darkness sending us flying backwards and spinning through a spiral tunnel of cards. We emerge from the tunnel and face a large game of blackjack being played. The projection mapped cards are played in front of us as we attempt to beat the house's hand of a demonic Jack and Queen of spades. Our hand is a King and Ace of Hearts, but our victory is short lived as Dr. Facilier's voice curses and his magic transforms the cards into a 2 and a 3. We are pushed back again as we hear the sounds of coins being pulled away.

"Tough luck my friends, but keep trying, you'll win one of these times I promise" our host feigns. Through the darkness we emerge onto a giant roulette wheel as our car begins to spin and circle the large room as the wheel spins around us. The large circular ball spins along with us before slowing and landing in a spot that turns the colors of the room deep red. We are pushed back as a large chip rake comes down and pushes us against a wall of chips

sliding back into the darkness. We twist and turn through another series of corners before we stop on a massive craps table. We look upwards to see Dr. Facilier holding a pair of dice before throwing them towards us; a large set of dice dropping from the ceiling quickly and bouncing; we turn to watch them land in front of us. The result is a 12 and we hear the trickster doctor shout in displeasure as we zig zag back into a maze of chips.

“Now where are you going friends, I’m not done with you!” We race away only to emerge in front of the largest slot machine we’ve seen with the doctor standing beside it holding the lever. “We have time for one last game before you need to pay up your debt!” We move close slowly as he continues to boast “I think you’re luck’s run just about out!” He pulls the lever sending the dials spinning accompanied by his self assured laugh. They stop one at a time on “7” resulting in a jackpot for us. He howls in furious disbelief as the payout begins filling the room with gold coins on all sides before they start to glow green. We launch forward into the mass of our winnings returning to normal size and stopping in the same room we started in before with the doctor again standing in front of us holding a deck of cards.. “Oh no my friends, one lucky spin won’t let you get away. This is my parlor and here the house always wins!” Before can finish the cards glow green and he suddenly seems panicked.

“No! Wait, I’ll still fulfill my deal! I need more time. I almost had them!” but his time has run out as the accessories on the wall begin to glow green with the sound of an angry chant. It gets louder and louder as the green and black wave moves closer to the doctor who begins to please for more. It reaches him and with his shout the lights go out in the room leaving us in full darkness; only the sound of a deck of cards being scattered; wheezing past our faces. The lights return revealing nothing more than the doctor’s hat and a scattered pile of cards where he once stood. The familiar sound of the music from the lobby returns as we leave the room to the unload station where we depart. Our departure leads us into the gift shop selling a variety of games and princess and the Frog themed merchandise.

Oogie Boogie Blast



Oogie Boogie is the main antagonist of Tim Burton's *The Nightmare Before Christmas*. He has the appearance of a yellow-green starfish-shaped potato sack. He typically has a snake as a tongue and a couple of spiders and thousands of other insects inside of him.

The Nightmare Before Christmas has become a cult classic since its 1993 release. Every year since 2001, it has been the theme of the Haunted Mansion Holiday at Disneyland; Tokyo Disneyland's version began in 2004. Since 2019, the Halloween party at the Disneyland Resort has been called the Oogie Boogie Bash. Held at Disney's California Adventure, Oogie Boogie is one of the Disney villains that has his own meet-and-greet.

The Nightmare Before Christmas gets its first stand-alone ride in Oogie Boogie Blast. The ride is set after the movie. At the start of the queue, guests see the Treehouse of Oogie's henchmen (Lock, Shock, and Barrel). As guests wind their way through Oogie's Lair, they see the metal slide that the boys use to feed Oogie (as well as to send down others like Sandy Claws in the movie). Also in the queue are various chains, spades, and torture devices used to harass Oogie's victims.

In the pre-show, guests hear an emergency message from Santa Claus. "Oogie Boogie has the snowman with him--no, not Olaf but Frosty. Oogie is hungry but if you can gather enough insects with your bug suckers, then we might be able to save Frosty. Unfortunately, I was unable to reach Jack Skeleton, so you are on our own."

Guests board "Boogie Boards"--spinning wheels that seat 4 guests each (2 rows of 2). The bug suckers work similar to the flashlights in *Monsters Inc.* at Tokyo Disneyland--a quiet

vacuum noise is made and the insect goes from being lit up with a fluorescent green hue to being dark. There is no score on this ride.

Guests first find themselves in the woods of Halloween Town. There are sets of creepy creatures. Next, the henchmen—Lock, Shock, and Barrel—appear from behind a rock and a pair of trees and exclaim to us, “After them!”

Guests their clutches only to next find themselves in Oogie’s Lair with devices belonging to the boogeyman. There are also chains and fluorescent bats. As guests turn the corner, guests see Frosty on the Wheel of Death with Oogie saying that it is time to spin!

In the next scene, Oogie’s slot machine lands on 3 Stars—a Jackpot (of bugs)! Guests also see the robotic slot machines from the movie.



Next, Jack Skellington comes to the rescue by leaping into the lair. Oogie Boogie rolls the red-and-black dice saying “Skellington, I’m betting your a dead skeleton.” In the next scene, the dice have landed on 1’s. Jack exclaims, “Oogie Boogie, you got snake eyes! You lose!” A huge bin of bugs drops on Oogie Boogie.

In the final scene, Jack Skellington, Zero, Sally, Santa Claus, and Frosty are all back in Halloween Town. Santa Claws thanks us for saving Frosty. Jack Skeleton says one of his lines from the movie: “Eureka! This year, Christmas will be ours!”

Battle for the Big Top: Queen vs. Captain

By far the most popular attraction in the original "Adventuredome" location was the Canyon Blaster, an Arrow looping coaster through the park's iconic rock work. With this in mind, Disney knew it had big shoes to fill when coming up with the new park's signature coaster experience. They set their sights on the mad geniuses over at Rocky Mountain Construction, a company responsible for many of the most world renowned modern coasters including Steel Vengeance at Cedar Point and Iron Gwazi at Busch Gardens Tampa.

Battle for the Big Top takes two of the most iconic villains of 1950s Disney and pits them against each other in a battle for coaster supremacy. The Queen of Hearts and Captain Hook both stand out in Disney's rogues gallery for a variety of reasons. They both come from classic literature, were featured in films that were released back to back, and were two of the earliest examples of comedic Disney villains who could still be very intimidating when the moment called for it.

The Queen of Hearts and Captain Hook coasters will load on opposite sides of the indoor park and meet in the middle for a steep 90 foot lifthill ascent. Both stations will be able to load two cars at once, ensuring that each ride launches with both sides of the coaster leaving the station and hitting their respective lift hills at the same time.

Following a harrowing twisted dueling drop (only the second twisted drop in RMC's history) the layout for the two coasters makes very creative use of space. Mostly weaving around the side areas of the park's massive show building through a series of gut-wrenching air time hills. The two coasters feature multiple interaction points but don't actually feature mirrored layouts. Instead the coasters will weave in and out of each other through a series of near miss elements that act as a daredevil game of chicken rather than a traditional dueling coaster "Race".

The layout also features a series of signature moments that spill out into the midway, and will be the attraction's only inversions in the otherwise airtime focused ride. This includes a "Top Gun Stall" which sends one coaster track on an upside down stall directly over the other track. The other will be a world's first "Double Decker Under Flip" in which one track traverses through two rapid fire corkscrew style inversions while the other track speeds in a helix around it. The Captain Hook side features the double decker underflip while the Queen of Hearts side gets to experience the Top Gun Stall.

While the queues for these attractions will be relatively small in scale to accommodate the park's footprint, they will both be housed in iconic exteriors. The Captain Hook side weaves around a scaled down version of Skull Rock before entering the "below decks" area of the Jolly Roger and finally boarding on the deck of the ship. The Queen of Hearts side first winds its way through the queen's infamous rose garden before entering an eye-catching castle made entirely out of her army of playing cards.

Escape from the Forbidden Mountain

Looking at Villain Big Top from the parking lot, guests might notice a huge, rocky mountain attached to the main tent. This is where Maleficent, the evil fairy in *Sleeping Beauty*, lives in her decaying castle at its peak, preparing to dish out any possible consequence to whoever dares to trespass her domain.

Inside the dome, a tournament tent façade and simple switchback queue (*mural and all*) pull triple-duty as call-backs to the Fantasyland dark rides of old, consciousness towards the greater park's enclosure's footprint, and forms of deception to trick first-timers into expecting just another standard dark ride. The only hints at what's to come at this stage lie in the form of signs leading the way to this façade (reading "**This way to the Forbidden Mountain**") and a forced-perspective backdrop of the ominous mountain looming over the carnival...

Boarding a train of enchanted (or cursed?) carriages, guests start their trek innocently enough, with a roam through the forest where Briar Rose dances with Prince Phillip, but things start going south as soon as we head deeper into the woods and into her cottage. There, we discover that the fireplace wall has given way to a pitch black void, and we are being lured uphill by a glowing green orb...

..into Maleficent's lair, where she orders her goons to hunt us down and imprison us! Things seem hopeless for a moment as we dodge and zoom past the goons attempting to throw us off the path to freedom (*not unlike the Witch's constant appearances in the Magic Kingdom's original Snow White's Adventures*), until the Three Fairies fly in and grant our carriages with enough speed to outrun them...and "jump" right over where the castle's drawbridge had been.

But that's not the end of our troubles, for as soon as it looks like we've escaped Maleficent's clutches, she surfaces again as a hulking dragon (*an Audio-Animatronic similar to the one in Disneyland's Fantasmic!*), threatening to burn us to a crisp...but before she can, the drawbridge we're on gives way (*via a drop swing propulsion effect*), sending us hurtling backwards down a cliff! As we come to a stop at the bottom of the cliff, the Fairies yet again show up to show us a way out of our situation: a portal, which we promptly launch into, through a tunnel of thorns, and around the dragon. Just before she can attempt to set our carriages ablaze again, Prince Phillip arrives and slays Maleficent, who falls to her death as we are sent through a speed tunnel of flames back to the loading area.

From there, we could either proceed back to the carnival, shocked by what we just experienced, or brave the Escape from the Forbidden Mountain again...

Ursula's Maelstrom



There are few Disney villains as iconic as Ursula the Sea Witch. Her larger than life presence has made her a fan favorite baddie for decades and it is altogether fitting and proper that an experience dedicated to Disney villains have an attraction dedicated to her. Guests approach and immediately notice the two story tall ursula structure at the center of the ride; Trident and Crown firmly in her possession; her deep and rough laugh beckoning us to come aboard. She rises out of a small lagoon fed by waterfalls from the adjacent rock formations. The queue begins working its way into the large rockwork structure adjacent to the ride, a large shipwreck lost along its rocky shores. Snaking our way into the caves filled with tidepools, we look down to see characters from the Little Mermaid swimming through the waters below avoiding the chasing Flotsam and Jetsam.

The vehicles are designed as scaled down period sailing ships with 3 rows of 2 or 3 depending on guest size. With lap bars down the ride begins as Ursula laughs and our boats begin to move circling around the larger than life sea witch. "Insignificant Fools!" she beckons alongside the sounds of crash waves and lighting. Our boats begin to spin as if caught in a whirlpool as we circle her; caught in the storm threatening to engulf us. Her trident glows as segments of destroyed ships rise out of the storm seas and follow us as we keep spinning faster and faster. She continues to taunt us with her newfound power over the seas threatening our demise as the waves intensify. The sound of lighting cracks as she lets out a howl; the storm begins to subside as we stop spinning and return to a safe and complete stop.

The Attack of Hydra

The ruler of the Underworld, Hades, is always ready to cause a scene, wanting to demonstrate his immense power to all so he can finally rule the entire world. With the help of

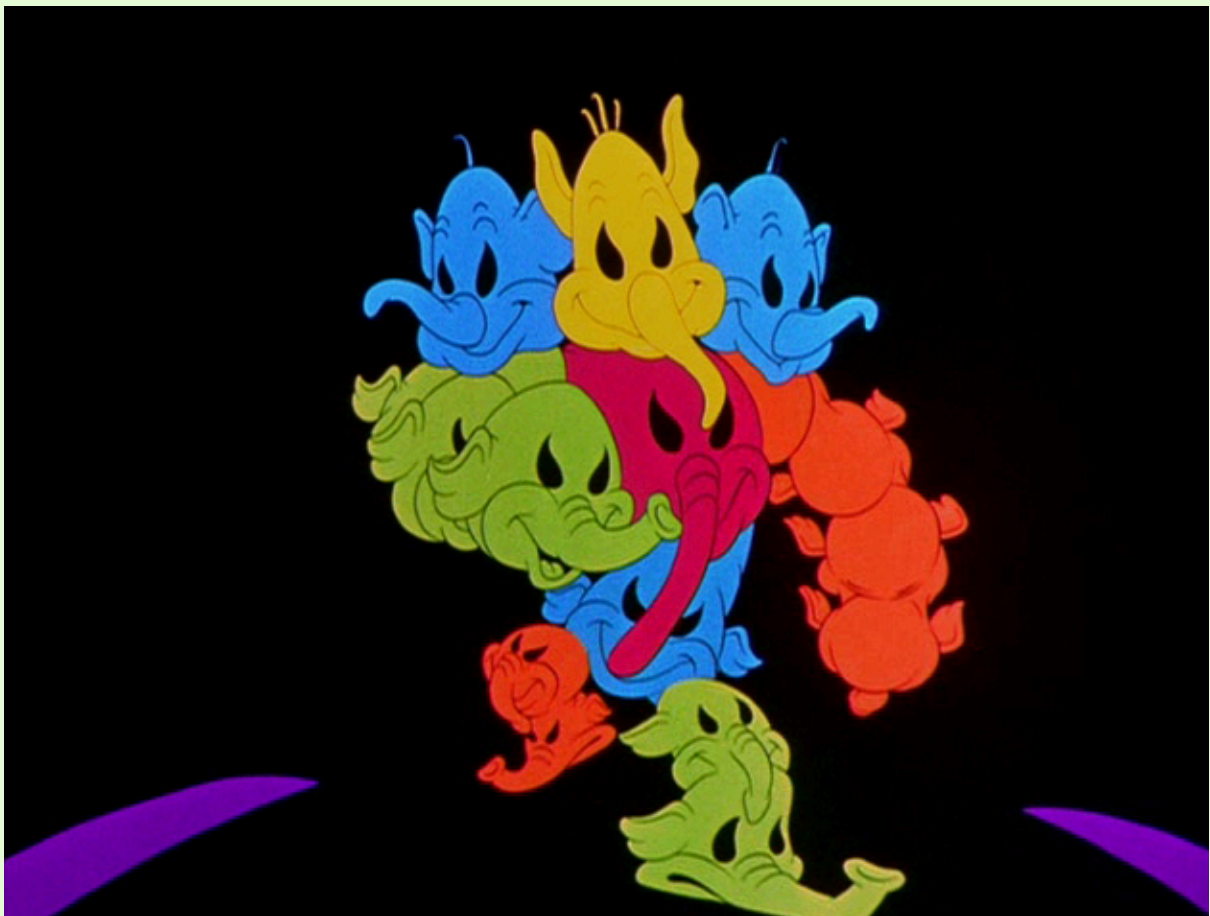
Hydra, a large serpent with an abundance of heads, Hades is ready to take guests on a wild ride to show his power.

This flat ride uses an Octopus ride system, similar to how it used in a variation of the ride system in [Germany](#), to spin guests all different ways. The main three-headed hydra is the center of the attraction, with its large eyes blinking and heads slightly turning. The arms are actually the serpent's body, with the seating being 8 different Hydra heads. Four guests will enter the gaping mouth of each Hydra head, as Hades narrates eccentrically over the speakers, giving them a disorienting ride they will not forget.

Pink Elephants Three Ring Golf

(Insert attraction logo here, coming soon)

The villains have hired the world famous Pink Elephants on Parade to be the headlining entertainment at their big top. The Pink Elephants will take up a prominent foot print in the center of the park, with a traditional three ring layout. This isn't just any performance though, this is an experience the guests can get up close and personal with thanks to a nine hole mini golf course that runs through their performance space. There's many blacklight mini golf courses in Vegas, but this one is sure to give them all a run for their money.



The giant monstrosity that appears about midway through the iconic sequence which is made up of a collection of smaller technicolored elephant heads will be standing proudly in the middle of the three rings and will act as the centerpiece of the golf course. On top of this

structure is a live DJ who controls a unique playlist of techno/dub Disney remixes as well as the projection mapping on the statue itself.

One unique thing about Three Ring Golf is right in the name. Guests can choose to tackle each of the three rings in whatever order they chose, giving the course an air of excitement and an incentive to repeat the game in a different order.

Ring One:



Trunk Trumpets - The elephants who introduce the original sequence will be front and center at the start of this ring, beckoning you further in. Guests must hit their ball up a ramp into the trumpet trunk of one of the elephants as the hole.

Marching Band - Guests must maneuver around several statues of marching Pink Elephants holding different instruments.

Worm Elephants - A brief but unsettling sight gag from the original sequence becomes a memorable finale for the first section of holes. A mechanically controlled pair of worm elephant puppets slither their way horizontally across the course, and it's up to the players to put their way past them in this otherwise relatively simple set up with a basic golf hole awaiting them on the other side.

Ring Two:



Drunk Dumbo - A large screen showing a drunken Dumbo and Timothy greet guests in the corner of the ring, as a parade of mini pink elephants circle around their peripheral vision.

Guests putt their ball into the "Screen", which is then held in place while an interactive moment plays with Dumbo and the golf ball.

The key here is to time putting the ball into the screen when it will bounce off and hit at least three circling elephants. If guests fail this task their ball is spat back out to the start of the hole and the guest has to putt again. If they achieve it the mechanism spits it out into a small putting area off to the side of the screen where guests complete the hole.

Bed - In a recreation of one of the most striking visuals of the film, an elephant is in bed as several elephants march upside down on the ceiling above them. In this relatively simple course that's mostly here for visual wow factor, guests must putt their ball under the bed into the hole on the other side.

Camel - Guests must maneuver their balls past a pair of multi colored camel elephants with humps bouncing to the beat of the music.

Ring Three



Waltz - Perhaps the most technically impressive moment in the original sequence slows things down as two neon pink pachyderms perform a waltz complete with ice skating. The surface of this course will be slippery, and the waltzing elephants will spin around it on a turn table. This makes a double challenge trying to navigate your ball around the dance partners while also dealing with the slippery surface making it tricky to plan out shots.

Electric Trunks - Another memorable moment towards the finale of the original sequence sees two elephants get a visually striking charge of electricity between their trunks. While the electricity will purely be a projected illusion, the goal here will be to putt your ball under the static without the static reaching towards the ground. If the static hits your ball a sensor will lock it in place and send it back to the start of the hole.

Elephant Train - Board a train for sheer chaos. In this climatic hole guests must time out the passing of a scale replica of the elephant train from the original sequence going around a track that encircles the hole. The goal is to putt your ball over the tracks before the train hits it. If the train hits the ball, it will send it back to the start of the hole where guests will have to take another shot.



House of Villains Presents: The D List



Located in a recreate of the famed House of Mouse off to the side of the main park, House of Villains is the signature dining experience of the Big Top serving up a savory selection of gastropub offerings to go with a show that takes Character Dining to an entirely new level.

The venue will be relatively intimate, with 20 tables that can seat up to five guests each.

The general premise of the show is that after the House of Mouse has been entirely ransacked by the villains, a crew of "D List" Disney villains invades with plans to take over.

These villains will all be incredibly unique characters, with designs that are way less traditional Disney parks costumes and way more into the CreepyPasta "Hyper Realistic" style. The show, much like something like Hoop Dee Do Review, is a combination of improv and musical performance. Much of the appeal of the show is seeing how the different D List villains interact and bounce off of each other, a factor that will be different from night to night.

Character Roster

Mortimer Mouse - Scary crooked nose and whiskers. 1940s gangster.

Brom Bones - Essentially a really nice Chippendale

Bowler Hat Girl - Time warped female version of Bowler Hat Guy

Captain Gantu - Essentially there to be the muscle and a cool makeup job.

The Horned King - So scary and off putting that he's played off as a gag social pariah that no one wants to associate with.

John Silver - Desperately wants to be literally everyone's father figure.

Madam Medusa - Constantly gets confused with Madam Mim, who has avoided the D List by virtue of technically having a villain song.

McLeach - The head hauncher with a big ego.

Prince John - Desperately wants to prove he's not a wimp

Alameda Slim - The literal court jester, but his yodeling is surprisingly OP.

Yzma - In full Tom Hooper Cats mode

Flintheart Glomgold - No make up, just a straight up Scottish stereotype

Gideon Gleeful - Disturbing man baby. A mix of Shrek: The Musical's Farquaad costume with a bit of puppetry.

Morgana - Basically just here because #URSULASCRAZYSISTER

Shops:

A Turbo-Tastic Sweet Shop

A circular white, red, and purple carnival tent stands tall with its thick vertical stripes stretching along the tent. A neon sign above reads “A Turbo-Tastic Sweet Shop” in bright purple letters with a neon outline of King Candy and his shimmering grin glimmering brightly. Yet, not everything is as it seems, as the ruler’s appearance shifts into a menacing Turbo outline, flashing with the classic neon sign effect before it rests on the alter ego of King Candy for several minutes.

Inside the shop, loads of various candies are sold. Some candy is inspired by Wreck-It-Ralph like oreos and green sourballs, while other candy is themed to other villains guests can find in the park. Similar to Bing Bong’s Sweet Stuff in Disney California Adventure, guests can purchase various slushies that taste so delicious that King Candy might have you tricked that he is not Turbo after all!

The Frightporium

The magical, more cheery Disneyland park has The Emporium. It is a shop where guests can grab their merchandise that celebrates the park and the mouse that started it all. The villains are hardly ever recognized there, so they created their own version of the retail experience titled The Frightporium. Themed like a classic carnival fun house, guests enter a horizontal revolving cylinder, where they don’t move but the wall around them very slowly does. Once passing through this slowed-down effect (the villains want people to shop, not get motion sickness), guests enter a building full of mirrors along the walls. Tucked in between these mirrors are merchandise items galore that all highlight the villainously evil antics that are present throughout this experience.

Conclusion

Between the roller coasters, dark rides, theatre show, and other experiences, Disney Villain Big Top in Las Vegas is set to be the go-to destination on the Las Vegas Strip. The Villains put on a great show!