



**Mickey's Not So Scary Funhouse
A Halloween Enhancement Proposal
For Walt Disney World**

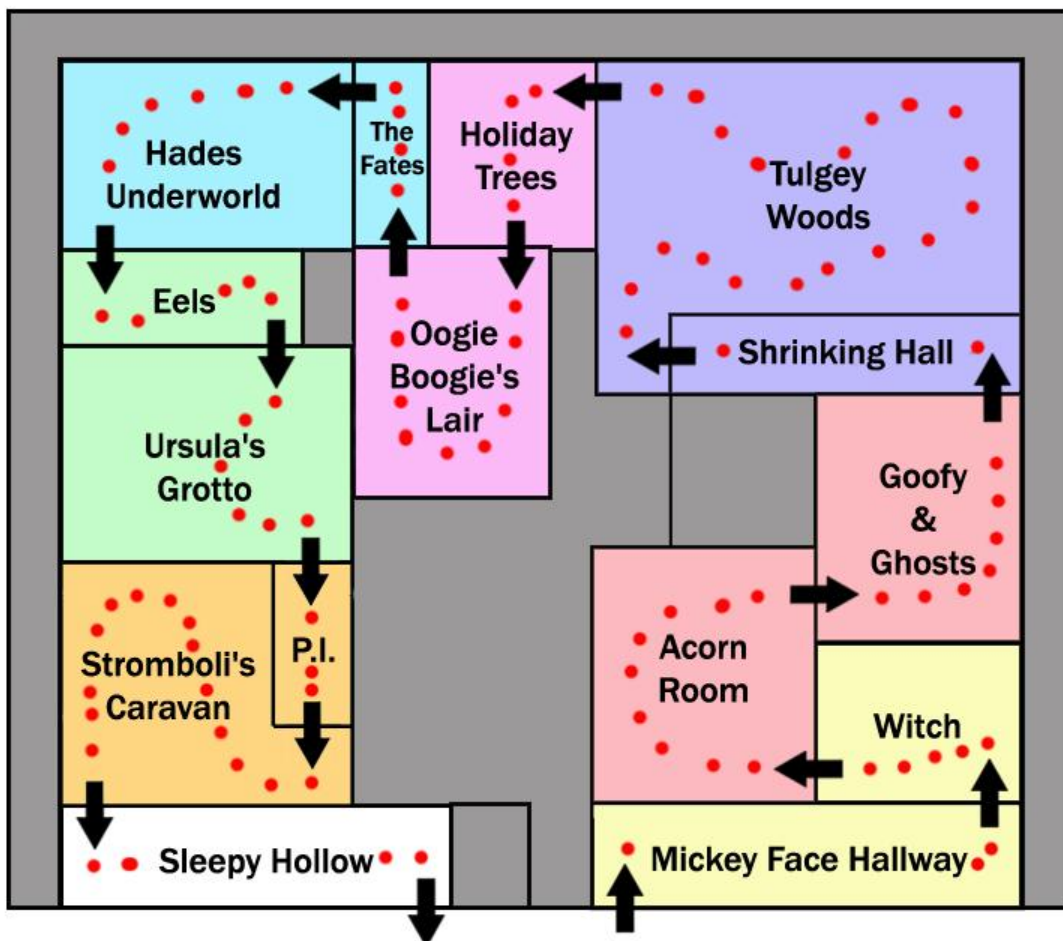
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MICKEY'S NOT SO SCARY FUNHOUSE

This is a proposal a new attraction and enhancement to the WDW resort during the Halloween season. This is a Disney-themed "funhouse" which would appeal to both children and adults. This venue would best be described as "walk-through dark ride with live performers". This attraction would feature about 10 live character performers, some video and lighting effects, and 15 funhouse rooms painted primarily in ultraviolet colors. It would have about the same amount of "scariness" as the Snow White's Scary Adventure attraction in the Magic Kingdom.

There are 8 segments to the attraction based on scenes and characters from these animated shorts and features: *Trick or Treat*, *Lonesome Ghosts*, *Alice in Wonderland*, *The Nightmare Before Christmas*, *Hercules*, *The Little Mermaid*, *Pinocchio*, and *The Legend of Sleepy Hollow*.





SECTION 1 - INTRODUCTION

Main Entrance - Mickey Face Tunnel

Guests first enter the funhouse through a long hallway. Painted in on the walls, ceiling, and floor is a stretched perspective of Mickey Mouse's face. When viewed from the entrance end of the hall, the perspective creates the face in proper dimensions but it slowly turns into stretched shapes and nonsense as guests travel to the far end.

Introduction - The Witch

After turning from this hallway, guests enter a small room and see Witch Hazel (from the 1952 Donald Duck animated short called *Trick or Treat*) stirring her cauldron. She introduces the funhouse to them.

She says, "Welcome children to Mickey's Not So Scary Funhouse. In this house, we have gathered some of the best Disney Halloweens for you to experience. Our house is all in good fun so enjoy yourselves, but stay together, follow your guide, and don't stray from the path. Please refrain from taking flash pictures. You don't want to scare away the critters. Oh, and if you feel like you need to exit the funhouse early, just leave through any of the doors marked Fraidy Cat. Just like the one right there. (She points to an exit door) Have a good time dearies. It's time to start the fun."





SECTION 2 - CLASSIC CARTOONS

Main Room 1 - Chip and Dale's Acorn Room

The first room after the introduction is a large area decorated like an oversized cartoon forest. Large foam acorns are strewn about the room and hanging from the ceiling. As guests work their way through the acorns, Chip and Dale appear in the trees, laughing and waving to the guests.

Main Room 2 - Goofy and the Lonesome Ghosts

The next room is an old cartoon haunted house. Goofy, dressed as a "ghost hunter", tells the guests he is trying to find ghosts. Each time Goofy turns, one of the ghosts from the short cartoon *The Lonesome Ghosts* briefly materializes behind him. No matter how much the guests try to help, Goofy never sees the ghosts. He gives up and exits through another door to continue his search. The guests then continue on to the next part of their journey.





SECTION 3 - ALICE IN WONDERLAND

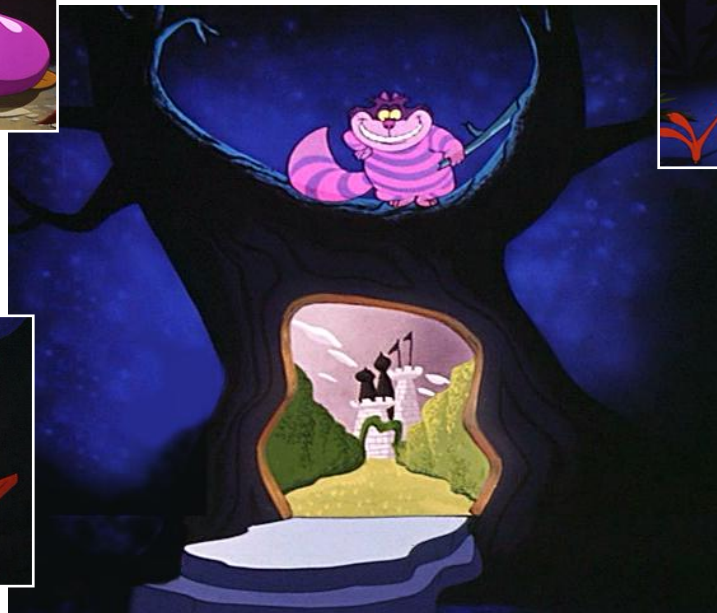
Transition Hallway - Long Hallway

Guests turn the corner and into a long hallway that seems to stretch on for a great distance. On either side of the hallway, fake doors are painted in various colors. As guests move to the end of the hallway, they discover that it has been painted in forced perspective and that the hallway is actually growing smaller and shorter. At the end of the hall is a door with the doorknob from *Alice in Wonderland* on it.



Main Room - Tulgey Woods

As they pass through the door, guests enter a blacklight forest filled with unusual creatures from the movie *Alice in Wonderland*. It appears to be nighttime and a crescent moon is in the air. As they explore the forest, the moon becomes the smile of the Cheshire Cat sitting in a large tree at the end of the room. He says, "I suppose you are looking for a way out. Here is what you are looking for." In the trunk of the tree below him, the outline of a door appears. Guests pass through this to exit the room.





SECTION 4 - THE NIGHTMARE BEFORE CHRISTMAS

Transition Room - Holiday Trees

The next room is small, circular, and painted in blacklight to look like a circle of trees with doors to the various holiday worlds of the movie *The Nightmare Before Christmas* on them. The only door that opens leads to Halloween Town.



Main Room - Oogie Boogie's Lair

Guests pass through the door and enter the lair of Oogie Boogie. On every wall are blacklight images of large playing cards, machinery, and creatures. The floor is a large round disk that is slowly turning. Once they are all in the room, Oogie Boogie appears and begins to sing to them. The exit appears on the far side of the room and the guests escape.





SECTION 5 - HERCULES



Transition Room - The Fates

The walls of this room are painted with images of Grecian vases with stylized *Hercules* characters on them. The last 3 vases at the end of the room depict the Fates. The voices of the fates are heard trying to convince the guests to enter the

realm of Hades. As each Fate speaks, the "one eye" appears in their empty sockets.

Main Room - The Swirling Underworld

Passing the last vase, guests enter a large blue cave in the Grecian Underworld. The voice of Hades echoes from the ceiling welcoming guests to their new home for eternity. The guests now work their way through a low-rise maze of rockwork. As they do, Pain and Panic continually jump up from hiding spots behind these rocks to surprise the guests. They also tease them about the fact that they'll never find the secret exit. This continues until Pain accidentally reveals that the secret exit is marked by a torch with blue flames on the far side of the room. Suddenly, Hades voice booms in anger at Pain and Panic as the guests escape the room.

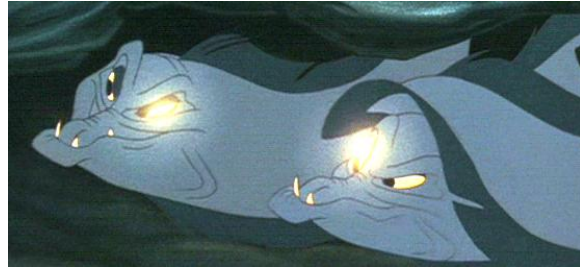




SECTION 6 - THE LITTLE MERMAID

Transition Room - The Eels

In this hallway, the scenery makes a slow and dark transition from the cave-like land of Hades to an underwater grotto. As guests move through this hall, they hear the voices



of the eels, Flotsam and Jetsam, from the movie *The Little Mermaid*. The eels talk to themselves about the poor unfortunate souls traveling this realm and how Ursula might be able to help them. The white and yellow eyes of the eels also seem to appear and disappear amongst the rocks and seaweed.

Main Room - Ursula's Grotto

Guests turn the corner and enter a large underwater cave. Through some of the openings in the walls, various fish and Merpeople who have been captured and transformed by Ursula can be seen. As the music to the song, *Poor Unfortunate Souls* begins, the eyes and shell necklace of Ursula appear on the other side of the room. Ursula begins to sing and the lights brighten to reveal her standing behind



her smoking "cauldron". Suddenly, the voice of Ariel can be heard to the left. She tells the guests to follow her voice and they escape through the exit.





SECTION 7 - PINOCCHIO



Transition Hallway - Pleasure Island

The hallway leading to the next area is painted in blacklight to look like the streets of Pleasure Island from the movie *Pinocchio*.

Main Room - Stromboli's Caravan

Guests enter a small room crowded with birdcages of various sizes and

shapes, accented with large pieces of cloth, and strewn with small theatrical sets. Some of these items hang from the walls while others are suspended from the ceiling. All of the cages have marionettes inside of them. Inside of a tall cage on the floor, Pinocchio is trapped. He calls out for help escaping from the cage. Once a guest volunteer opens the cage, Pinocchio tells them to run away before Stromboli returns. "Go through the curtains", he says as he points to the exit. As the guests leave the room, Stromboli's voice can be heard in pursuit.





SECTION 8 - LEGEND OF SLEEPY HOLLOW

The Exit - Sleepy Hollow Bridge

Guests now find themselves in a forest looking into the tunnel bridge from the movie *The Legend of Sleepy Hollow*. There is spooky wind noise and it is dark on the other end. A glowing pumpkin appears at the other end of the bridge and a creepy laugh starts. Suddenly, the lights come on at the far end and reveal that it is Mickey Mouse holding the pumpkin.

He says, "He he. What were you expecting? A headless horseman?" The creepy laugh is heard behind the guests. "Hope you had a good time. Bye bye now."

Guests walk across the bridge and exit the funhouse.

