



**Mickey's House of Villains
A Halloween Enhancement Proposal
At Walt Disney World**

**Mike Brister
Stage Technician, Disney-MGM Studios
May 19, 2006**



PROPOSAL

House of Villains is a proposal for a new Halloween enhancement for one of the WDW theme parks. The venue is an enhanced "Meet and Greet" for Disney Villain characters with theatrical elements and special effects.

BASIC DESCRIPTION

The House of Villains consists of 3 parts: the queue line, waiting room, and Villain Rooms. Guests enter the House of Villains and wait in a maze-like queue line with various visual effects and decorations designed to look like a "cartoon haunted house". At the end of the main queue line, guests stand in a large circular waiting room where the queue line breaks into 6 sections. At this point, they must choose which of the 6 lines they wish to be in based on which Villain they would like to meet. From here, they are led in large groups into the greeting rooms where they first see a short production featuring the Villain, greet the Villain, and then pose for pictures.

THE QUEUE LINE

The queue line is a long and twisting hallway decorated to look like a secret entrance to the House of Villains. Throughout the halls, Villain-related props from animated features are displayed on shelves and fake doors appear to lead to different areas where Villains might work. These props and doors might include:

- Yzma's Secret Laboratory next door to Kronk's Not-So-Secret kitchen
- The Queen of Heart's croquet equipment and some of her cards
- Stromboli's puppets in cages
- The Headless horseman's smashed pumpkin
- Cruella de Vil's wardrobe
- Judge Doom's rubber mask and gloves
- The skull and diamond from The Rescuers
- Ursula's shell necklace
- A door labeled Sector 4: Zurg's Secret power Source
- Weapons and equipment from Ratcliffe, Rourke, and Clayton
- A door leading to Gaston's lodge with antlers over the door
- Prince John's crown
- Hair Care products for Hades



THE WAITING ROOM

The waiting room is a large circular area with the 6 queue lines entering from one side. Across from this entrance, the Magic Mirror from Snow White hangs on the wall. To each side of the Magic Mirror, there are 3 doors. All 6 of these doors have a unique style and picture of the Villain inside the room on them.



While guests are waiting, the Magic Mirror comes to life occasionally and speaks to them in its dry, poetic style:

*“Behind 6 doors, six Villains wait,
To give you a Halloween treat,
Mind your manners or you’ll seal your fate,
Before entering, please wipe your feet...”*

*“This wall of doors is called Villains Row,
You’ll walk through them in good time,
None of these doors lead to restrooms though,
You should’ve gone before you got in line...”*

*“When the Villain you seek is ready,
I will tell you to enter your door,
I hope you appreciate all my talking,
Because my throat is getting sore...”*

When a Villain Room is ready for guests to enter, the Magic Mirror tells a short poem about the Villain and the corresponding door will light up. An Operations Host will then lead the group through the door.



THE VILLAIN ROOMS

Each of the Villain Rooms is decorated in the style of the movie the Villain comes from. When the guests enter, the Villain is located on a small set in front of them. The Villain performs a short vignette from their movie and then poses for pictures and autographs.

ROOM #1 - JAFAR

The Magic Mirror introduces this room and the door lights up.

*“Arabian nights can be scary stuff,
In exotic lands afar,
This man’s no diamond in the rough,
Come and meet the evil Jafar...”*



Guests entering this room find themselves standing inside the treasure filled Cave of Wonders from the movie Aladdin. In the distance behind Jafar, the magic lamp sits high up on a hill surrounded by water.

Jafar says, *“Greetings weary travelers and welcome to the Cave of Wonders. I agreed to meet you with on this dark night because I am looking for some assistance. Perhaps one of you is my ‘Diamond in the Rough’, the one who can retrieve my Magic Lamp? Perhaps not. We shall see. In the mean time, heed this warning: Touch none of the treasure or you will face your doom. Now, who wants autographs?”*

ROOM #2 – SNOW QUEEN

The Magic Mirror introduces this room and the door lights up.

*“Thru this Mirror on this wall,
Her cruelty and jealousy were seen,
Second fairest of them all,
Come see Snow White’s wicked Queen...”*



This room is decorated like the Snow Queen’s secret dungeon from the movie Snow White. Her cauldron and potions are located in the center of the set. The Queen is holding a small box in one hand and an apple in the other.

The Queen says, *“Welcome loyal servants. I’ve brought you here for a very important task. I need a huntsman to take Snow White into the forest and finish her off. Only then can I be the fairest of them all.”* She holds the small box up to the guests briefly. *“On the other hand, you don’t really look like huntsmen... more like tourists. Perhaps autographs and photos are more appropriate for you. I’ll have to handle Snow White myself.”* She holds up the apple and then puts both items on a nearby shelf.



ROOM #3 – CRUELLA DE VIL

The Magic Mirror introduces this room and the door lights up.

*“Her fashion trends are a cut above,
Her passions are greater still,
You could say she suffers from ‘puppy love’,
Say ‘hello’ to Cruella de Vil...”*

Guests find themselves surrounded by all kinds of black and white furniture and artwork in this room from the movie 101 Dalmatians.

Cruella says, “Ah, you are back at last. I sent you to get those puppies hours ago! Wait, where are the puppies!? You fools. How hard is it to steal 101 Dalmatian puppies!? You’re not my henchmen are you? You must be my adoring fans!!! Get your autograph books and cameras ready. I’ll get those puppies later.”

ROOM #4 – MALEFICENT

The Magic Mirror introduces this room and the door lights up.

*“She wasn’t invited to Aurora’s party,
But gave a spinning wheel as a present,
This dragon made the Princess sleep heartily,
If you dare, come visit Maleficent...”*

This room looks like the inside of a decrepit and abandoned castle from the movie Sleeping Beauty. The room is made of stones and is overgrown with thorny vines. A spinning wheel sits next to a window overlooking a stormy landscape.

Maleficent says, “Good evening my children. Come to try your hand at my spinning wheel? No? I promise no harm will come to you. What’s the worst that could happen? You might tired and feel a bit sleepy. There’s nothing scary about that is there? No? Oh well, while you’re here you might as well do something. How about pictures and autographs?”



ROOM #5 – HADES

The Magic Mirror introduces this room and the door is lights up.

*“This Grecian leader of the Underworld,
Has hair ablaze in blue,
With fists clenched and lips curled,
Hades is now calling for you...”*



Guests enter and find themselves in Hades Underworld throne room from the movie Hercules. Everything looks like stone and is mostly blue and gray in color. A large rock with an opening on top sits in front of Hades and swirling blue lights emanate from it.

Hades says, *“Welcome, welcome, welcome. There’s always room for a few more souls down here in Hades Underworld. Are we comfy? You are going to be here for eternity, and by the way, THAT is a very long time. Now let’s see... wait a minute! You guys look so ALIVE still. This can’t be right. Let me guess... tourists! Ah, I thought so. OK, OK, let’s get started then. Photos and autographs right here. And if any of you decide to stay for eternity afterwards, just let me know.”*

ROOM #6 – CAPTAIN HOOK

The Magic Mirror introduces this room and the door lights up.

*“His ship sails the skies above Skull Rock,
His hand a croc once took,
Now he fears the sound of the clock,
Enter and meet Captain Hook...”*



Guests entering this room find themselves inside of a cave that looks like the interior of Skull Rock from the movie Peter Pan. There are piles of treasure, pirate flags, weapons, and a small twinkling lantern located on the rocks.

Captain Hook says, *“Ah ha! Ah ha! I’ll get that Peter Pan for sure. Now that I’ve captured all of his friends, The Lost Boys, he’ll come to rescue you and then I’ll have him.”* The lantern begins to twinkle and the sounds of Tinkerbell can be heard ‘talking’ to Hook. *“What is that you say, my little pixie? Not the Lost boys? Tourists? What do they want? Autographs? Well it will be my pleasure! Step right up everyone. But rest assured, I will get that Peter Pan if it’s the last thing I do!”*



Halloween Enhancement Proposal Creative Idea Forum

Mike Brister - May 2006

