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Disneyland® 2024

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rides, and get the most for your money

Seth Kubersky with Bob Sehlinger, Len Testa & Guy Selga Jr.

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INTRODUCTION

WHY “UNOFFICIAL”?

DECLARATION OF INDEPENDENCE

THE AUTHORS AND RESEARCHERS OF THIS GUIDE specifically and categorically declare that they are and always have been totally independent of the Walt Disney Company, Inc.; of Disneyland, Inc.; of Walt Disney World Company, Inc.; and of any and all other members of the Disney corporate family.

The material in this guide originated with the authors and researchers and has not been reviewed, edited, or in any way approved by Walt Disney Company, Inc.; Disneyland, Inc.; or Walt Disney World Company, Inc.

With no obligation to toe the Disney line, we represent and serve you, the reader. The contents were researched and compiled by a team of evaluators who are completely independent of the Walt Disney Company, Inc. If a restaurant serves bad food, if a gift item is overpriced, or if a ride isn't worth the wait, we say so. And in the process, we hope to make your visit more fun, efficient, and economical.

DANCE TO THE MUSIC

A DANCE HAS A BEGINNING AND AN END. But when you're dancing, you're not concerned about getting to the end or where on the dance floor you might wind up. You're totally in the moment. That's the way you should be on your Disneyland vacation.

You may feel a bit of pressure concerning your vacation. Vacations, after all, are very special events—and expensive ones to boot. So you work hard to make your vacation the best that it can be. Planning and organizing are essential to a successful Disneyland vacation, but if they become your focus, you won't be able to hear the music and enjoy the dance.

PLANNING *Before* YOU LEAVE HOME

GATHERING INFORMATION

IN ADDITION TO THIS GUIDE, we recommend that you first visit our website, theunofficialguides.com, which is dedicated to news about our guidebooks, as well as a blog with posts from Unofficial Guide authors. You can also sign up for the Unofficial Guides Newsletter, containing even more travel tips and special offers.

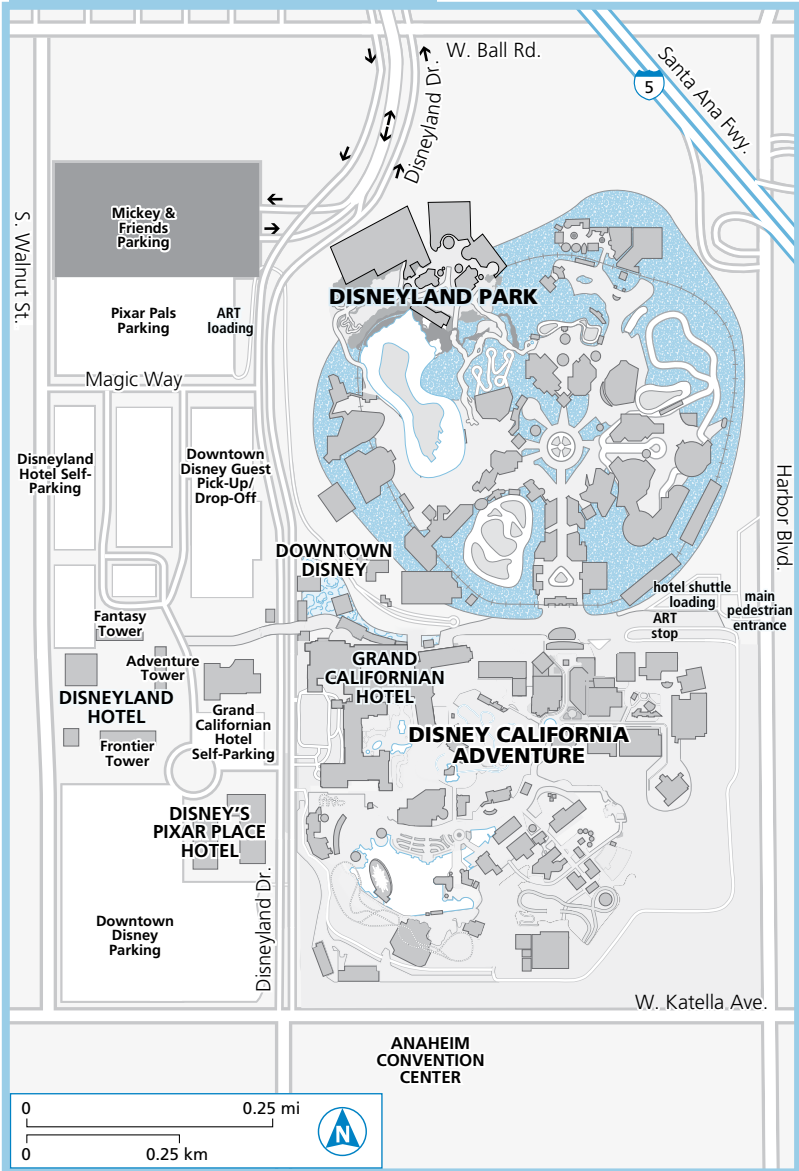
Our sister website, touringplans.com, offers essential tools for planning your trip and saving you time and money. Its blog, blog.touringplans.com, lists breaking news for the Disneyland Resort and Disney theme parks worldwide. Touringplans.com also offers computer-optimized touring plans for Disneyland and Disney California Adventure (DCA), as well as searchable dining menus, including wine lists, for every food cart, stand, kiosk, counter-service restaurant, and sit-down restaurant in the Disneyland Resort.

Another really popular part of touringplans.com is its Crowd Calendar, which shows crowd projections for Disneyland and DCA for every day of the year. Look up the dates of your visit, and the calendar will not only show the projected wait times for each day but will also indicate for each day which theme park will be the least crowded. Historical wait times are also available, so you can see how crowded the parks were last year for your upcoming trip dates.

Much of the content on touringplans.com—including the menus, resort photos and videos, and errata for this book—is completely free for anyone to use. Access to parts of the site, most notably the Crowd Calendar, premium touring plans, and in-park wait times, requires a small annual subscription fee (current-book owners get a substantial discount). This nominal charge helps keep touringplans.com online and costs less than a souvenir bucket of popcorn at Disneyland. Plus touringplans.com offers a 45-day money-back guarantee.

A subscriber from Arvada, Colorado, wrote in to say:

Around Disneyland



ACCOMMODATIONS

WHERE *to* STAY

TRAFFIC AROUND DISNEYLAND, and in the Anaheim–Los Angeles area in general, is so terrible that we advocate staying in accommodations within 2–3 miles of the park. Included in this radius are many expensive hotels as well as a considerable number of moderately priced establishments and a small number of bargain motels.

READERS' DISNEYLAND RESORT REPORT CARD

EACH YEAR OUR READERS grade their hotel in several categories (see table on page 44). Room quality indicates cleanliness, bed comfort, and room size. Check-in efficiency rates how quickly and accurately the hotel staff get you into your room. Quietness of room considers soundproofing from neighbors and exterior noise. The pool rating includes the size of the pool, how crowded it gets, and how clean the pool and pool area are. The staff category assesses how friendly and effective the hotel staff are at handling problems and special requests. Our hotel dining rating applies to any on-site counter-service dining, and the overall rating is the summary for every category.

Readers rate Disneyland hotels better than neighboring hotels, continuing a years-long trend. Much of the lodging around Disneyland consists of motels with aging rooms, many in need of refurbishment, content to trade on their proximity to the park rather than the quality of their rooms.

Readers indicate that Disneyland's top two hotels are substantially better than nearby hotels; however, the Anaheim Desert Inn & Suites (the off-site hotel that appears most often on our reader surveys) scores higher than Pixar Place (formerly Paradise Pier) in key categories. In this year's reader report card, Disney's highest grades are in room quality and staff friendliness—two things you'd expect to see, given the premium Disney charges for its lodging.

DISNEYLAND RESORT HOTELS

DISNEY OFFERS THREE ON-SITE HOTELS: Grand Californian Hotel & Spa, Disneyland Hotel, and Pixar Place Hotel. The **Grand Californian Hotel & Spa**, built in the rustic stone-and-timber style of the grand national park lodges, is the flagship property. Newer, more elaborately themed, and closer to the theme parks and Downtown Disney than the other two on-property hotels, the Grand Californian is without a doubt the best place to stay . . . if you can afford it.

The next most convenient is the sprawling **Disneyland Hotel**, the oldest of the three, though repeatedly renovated. Comprising three guest-room towers, the hotel is lushly landscaped with a new vintage Disneyana theme and offers large, luxurious guest rooms. **The Villas at Disneyland Hotel**, an expansion tower of luxurious Disney Vacation Club (DVC) rooms, was added in 2023. Walking time to the monorail station, with transportation to Disneyland Park, is about 3–6 minutes.

The east side of the third Disney hotel overlooks the Paradise Gardens Park and Pixar Pier sections of Disney California Adventure (DCA), and has been known over the decades as the Paradise Pier, Pan Pacific, and Emerald Hotel. In 2023, it was renamed and rethemed once again to **Pixar Place Hotel**, inspired by the CGI film studio's favorite films. Guest rooms here are large. Walking to the monorail station and Downtown Disney takes about 7–10 minutes.

All the on-site hotels offer club-level rooms with luxury amenities, such as nightly turndown service and access to a private club. One reader from Ontario, Canada, didn't feel that it was worth the extra money:

The club lounge was open 6:30 a.m.–8:30 p.m. each day. The early-morning park hours began at 7 a.m., and one needs to be at the park at least 45 minutes before park opening, so breakfast in the lounge was not possible. The lounge also closed too early in the evening for us to stop and pick up a water or soda on our way back from the parks.

But another visitor from Oakland, California, managed to make good use of the club:

We stayed at [Pixar Place] club level, and it was SO NICE to have access to the club. We were able to get there when it opened at 6:30 a.m., divide and conquer between coffee and food, and make it to the 7 a.m. park opening. While I doubt I would ever pay rack rate for a club-level room, this perk was greatly appreciated and worthwhile.

Guests at all Disney-owned hotels can use their keys to charge dining and shopping within the resort to their room. Third-party vendors (including most Downtown Disney restaurants) are excluded, and you'll need to show photo ID along with your room key. Ask for a "pool key" when you check out if you want to use the amenities until closing on your departure day. Parking for registered resort guests at any of the Disney-owned hotels is \$35 per night for self-parking (\$40

logo indicating that they are Authorized Disney Vacation Planners. These Disney specialists are so good that we use them ourselves. They save us time and money, sometimes lots of both. The best of the best include **Sue Pisaturo**, whom we've used many times and who is a contributor to this guide (sue@smallworldvacations.com, smallworldvacations.com); **Magical Vacations Travel** (magicalvacationstravel.com); **Mouse Fan Travel** (mousefantravel.com); **The Magic for Less** (themagicforless.com); and our partners at **TouringPlans.com**.

7. ROOM UPGRADES Sometimes a room upgrade is as good as a discount. If you're visiting Disneyland Resort during a slower time, book the least expensive room your discounts will allow. Checking in, ask very politely about being upgraded to a pool view room. A fair percentage of the time, you will get one at no additional charge.

NON-DISNEY HOTELS

MANY OF THE HOTELS AND MOTELS near Disneyland were built in the early 1960s, and they are small and sometimes unattractive by today's standards. Quite a few motels adopted adventure or fantasy themes in emulation of Disneyland. As you might imagine, these themes from five decades ago seem hokey and irrelevant today. Although several upscale lodging options are available off-site, there are also still a number of seedy hotels near Disneyland, and even some of the chain properties fail to live up to their national standards.

If you consider a non-Disney-owned hotel in Anaheim, check its quality as reported by a reliable independent rating system such as those offered by The Unofficial Guides, AAA Directories, Forbes Guides, or Frommer's guides. Also, before you book, ask how old the hotel is and when the guest rooms were last refurbished. Be aware that almost any hotel can be made to look good on a website, so don't depend on websites alone. Locate the hotel on our street map (see page 66) to verify its proximity to Disneyland. If you will not have a car, make sure that the hotel has a shuttle service that will satisfy your needs.

GOOD NEIGHBOR HOTELS

A GOOD NEIGHBOR HOTEL is a hotel that has paid Disney a marketing fee to display that designation. Usually a ticket shop in the lobby will sell full-price Disney tickets. Other than that, the Good Neighbor designation means little to nothing for the consumer. It does not guarantee quality or proximity to Disneyland. Unlike at Walt Disney World, Disneyland does not require Good Neighbor hotels to provide free shuttle service to the park, though many do. You can book Good Neighbor hotels in a package with park tickets through the Walt Disney Travel Co.; prices are the same as if booked à la carte, though they toss in a card for 10% discounts at select Downtown Disney locations and a free collectible pin lanyard. (Travel package collectible lanyards can be picked up inside Disneyland at 20th Century Music on Main Street or

MAKING *the* MOST of YOUR TIME

ALLOCATING TIME

THE DISNEY PEOPLE RECOMMEND spending two to four full days at Disneyland Resort. While this may seem a little self-serving, it is not without basis. Disneyland Resort is *huge*, with something to see or do crammed into every conceivable space. In addition, there are two parks, and touring requires a lot of walking, and often a lot of waiting in line. Moving in and among large crowds all day is exhausting, and often the unrelenting Southern California sun zaps even the most hardy, making tempers short.

During our many visits to Disneyland, we observed, particularly on hot summer days, a dramatic transition from happy, enthusiastic touring on arrival to almost zombielike plodding along later in the day. Visitors who began their day enjoying the wonders of Disney imagination ultimately lapsed into an exhausted production mentality (“We have two more rides in Fantasyland; then we can go to the hotel”).

If your schedule and budget permit, try building in a day of rest to break up your park visits, as a mom from Folsom, California, suggests:

You are SPOT ON when you emphasize how exhausting a Disneyland Resort trip is. If I could go back and do the trip again, I would spend one day at Disneyland, have a day of rest at the motel (with the kids swimming and me being in the shade and off my feet), and then go to California Adventure on our third day in Anaheim.

A family from Vancouver, Canada, concurs:

With a four- or five-day pass, I strongly recommend a day's break in between where you can sleep in, swim, read a book, and have a day off from theme parks. In hindsight I think this would have made the back end of our holiday that much more enjoyable.

Alternately, plan to spread your touring over additional days so that you can spend afternoons outside the park, as this Fort Collins, Colorado, family did:

An entrance plaza is just outside the turnstiles of the parks. Usually all guests are held outside the turnstiles until 40 minutes prior to official park opening, or 10 minutes before early entry begins. Use this time to pull up your tickets on your smartphone (turn the screen brightness to maximum for easier scanning) or make sure each person is holding their own pass if using paper tickets. All guests are admitted during the early-entry period, but those without hotel credentials will be confined to a small section of the park until the official opening time. At Disneyland Park you will be admitted to Main Street, U.S.A.; at DCA to Buena Vista Street. If you proceed farther into a park, you will encounter Disney cast members who will keep you from entering the remainder of the park. You will remain here until the proverbial “rope drop,” when the park and all (or most) of its attractions are opened at the official opening time.

A WORD ABOUT THE ROPE DROP

DISNEY HAS A NUMBER OF cast members supervising the rope drop in order to suppress the mayhem of anxiously waiting guests. A pleasantly parental prerecorded “Please walk; don’t run” announcement attempts to have a somewhat subduing effect on the straining crowds, but upbeat music at the opening moment revs them right back up again. In most cases, an actual rope is no longer dropped. Instead, Disney cast members may lead you at a fast walk toward the attraction you’re straining to reach, forcing you (and everyone else) to maintain their pace. Not until they come within close proximity of the attraction do the cast members step aside.

So here’s the scoop. If cast members persist in walking the crowd back, the only way you can gain an advantage over the rest of the crowd is to arrive early enough to be one of those close to the front. Be alert, though; sometimes the Disney folks will step out of the way after about 50 yards or so. If this happens, you can fire up the afterburners and speed the remaining distance to your destination.

Early entry–eligible guests must show their hotel reservation in the Disneyland app to a cast member after entering the park in order to access a special holding area, from which they’ll be released into select lands 30 minutes prior to the regular rope drop. When the official opening time arrives, early-entry guests have an advantage reaching certain E-Ticket rides, especially Rise of the Resistance and Radiator Springs Racers.



LIGHTNING LANE *and* **DISNEY GENIE+**

FASTPASS WAS A FREE SYSTEM for moderating the waiting time for popular attractions. This program was retired in 2021 and replaced

In terms of dollars and cents, using Genie+ at DCA averages out to \$10–\$16 per hour saved waiting standby, depending on crowd levels; at Disneyland, the cost drops to \$7–\$10 per hour, and the value gets even better if you park hop. That compares very favorably to the average hourly rates for Genie+ at Walt Disney World, which range from around \$7–\$12 at Magic Kingdom up to over \$20 at EPCOT.

Individual Lightning Lanes, on the other hand, are more available but far less valuable at Disneyland, and are therefore relatively overpriced. In particular, Rise of the Resistance’s Lightning Lane costs \$20–\$25 at Disneyland, versus \$15–\$25 at Disney’s Hollywood Studios, even though Anaheim’s standby wait is usually shorter than Orlando’s. Mickey & Minnie’s Runaway Railway, Disneyland’s other Individual Lightning Lane ride, costs an additional \$15–\$20 but is included in Genie+ at Walt Disney World. Also, the ride at DCA selling Individual Lightning Lane access also offers a single-rider line, providing a free alternative to waiting standby. While we wholeheartedly endorse buying Genie+, we don’t advocate investing in Individual Lightning Lanes unless you are visiting on a busy day and anxious to ride Rise of the Resistance.

If you do choose to buy Individual Lightning Lanes, don’t rush to make your purchase right at rope drop. Instead, monitor the return times and grab one when they reach the busier part of the day, for maximum time savings. Don’t worry too much about them being sold out before breakfast like in Florida. Individual Lightning Lane reservations for Rise of the Resistance remain available on busy days until around 11 a.m., or until 4–6 p.m. on an average day; Radiator Springs Racers and Runaway Railway rarely run out before closing time.

VIRTUAL QUEUES

ALONG WITH THE OPENING OF *Star Wars: Galaxy’s Edge* came the arrival at Disneyland Resort of Virtual Queues (also referred to as Virtual Boarding Passes), which Disney devised to help manage the overwhelming demand for popular attractions like Rise of the Resistance. The system was also used for Mickey & Minnie’s Runaway Railway in Toontown and *WEB SLINGERS: A Spider-Man Adventure* at Disney California Adventure (DCA) when they first opened. Virtual Queues have been discontinued at all attractions, as all three rides now offer standby queues and either Genie+ or paid Individual Lightning Lanes, but Virtual Queues are still employed for controlling access to *World of Color* viewing areas. Virtual Queues may also be reintroduced during peak attendance periods or on popular new attractions. Check Disneyland’s app or website ahead of your visit to see if they are offered.

When in use, Virtual Queue boarding passes, which are free for all guests, become available for nighttime spectaculars at noon daily; when offered for rides, they are released each morning exactly at 7 a.m., with a second batch made available daily at noon. Guests must

have already redeemed their boarding pass and are waiting in the physical queue (or mid-ride) during a shutdown may receive a line-skipping pass valid when it reopens.

14. If a Virtual Queue attraction experiences extended downtime, guests still in the Virtual Queue may have their boarding passes automatically exchanged for expedited access to an alternate attraction; guests with very high boarding numbers (designated as “backup groups”) will not be compensated in case of closure. There is also no compensation for show cancellations.

SINGLE-RIDER LINES

AN OFTEN-OVERLOOKED TIME-SAVER is the single-rider line, a separate line for individuals who are visiting the park alone or don't mind being separated from their party. The objective is to fill odd spaces left by groups that don't quite fill the entire ride vehicle. Because there aren't many singles and most groups are unwilling to split up, single-rider lines are usually much shorter than regular lines. The only downside—aside from being briefly separated from your traveling companions—is that single riders skip most of the scene-setting queues, which first-time riders may want to experience.

Single riders are usually welcomed in Disneyland Park at Matterhorn Bobsleds, *Millennium Falcon: Smugglers Run*, Space Mountain, and Tiana's Bayou Adventure (opening late 2024); and in Disney California Adventure (DCA) at Goofy's Sky School, Grizzly River Run, Incredicoaster, Radiator Springs Racers, Soarin' Around the World, and WEB SLINGERS. Star Tours in Disneyland accommodates single riders intermittently, and Toy Story Midway Mania! and Monsters Inc. Mike & Sulley to the Rescue! sometimes offer a similar “buddy pass” shortcut. A single-rider line used to be available at Indiana Jones Adventure in Disneyland, but it was closed at press time.

Note that single-rider lines are not always available and may be closed if there is too much (or too little) demand. Most participating attractions have a dedicated single-rider lane that is clearly marked, but at a few you may need to ask a cast member at the entrance for a paper pass, which will permit you to walk up the exit pathway.

SAVING TIME *in* LINE *by* UNDERSTANDING *the* RIDES

THERE ARE MANY TYPES OF RIDES IN DISNEYLAND. Some rides, such as It's a Small World, are engineered to carry several thousand people every hour. At the other extreme, rides such as Dumbo can accommodate only around 500 people an hour. Most rides fall somewhere in between, so we provide for each attraction an estimate (based on published information and our own observations) of its typical guest throughput, assuming normal operating conditions. Lots of factors figure into

ESSENTIALS

The BARE NECESSITIES

CREDIT CARDS

AMERICAN EXPRESS, MASTERCARD, VISA, Discover, and Japan Credit Bureau credit cards are accepted for theme park admission. Disneyland shops, fast-food and counter-service restaurants, sit-down restaurants, and the Disneyland Resort hotels also accept all the cards listed above. Most vendor carts accept credit cards, but a handful do not—ask before you order.

Disney Visa cardholders can get a private character meet and greet in Disney California Adventure's Hollywood Land 10:30 a.m.–1:30 p.m. and an exclusive face-to-face with a *Star Wars* villain at Disneyland's Star Wars Launch Bay 2–6 p.m. or 4–8 p.m., depending on the season. Cardholders also get a code to download all their private poses from disneyland.com/photopass or the Disneyland smartphone app. Disney Visa cardholders save 10% on merchandise (\$50 minimum purchase) and dining at select resort locations and 15% on guided tours. Instant application kiosks can be found in Downtown Disney, with \$100 or more in statement credits sometimes offered as an incentive to approved applicants. Visit disneyrewards.com for current offer details.

Disney gift cards can be used for payment at the same locations as credit cards and can also be used in the Disneyland app account; hold onto your original card in case of any problems. Mobile payment or tap-to-pay, a wireless payment method on newer iPhones, Apple Watches, and NFC-equipped Android smartphones, is supported at most Disneyland Resort ticket booths, stores, quick-service restaurants, and outdoor vending carts. Locations that support tap-to-pay have a small black pad with a Contactless Indicator symbol (also known as an EMVCo symbol, which looks like a Wi-Fi symbol turned sideways). When it works, mobile payment is the swiftest way to pay, even quicker than scanning a hotel charge barcode.

DISNEYLAND *with* KIDS

I am very grateful for the help your book gave me. The best part was that there were no surprises that spoiled the fun. I was ready for rain, wind, cold, expensive food, small-child meltdowns, and 40-minute potty stops for the grandparents (well, maybe not quite ready for the 40-minute potty stops). I did need an hour alone in the Grand Californian bar after the third day.

—Mom from Lompoc, California

The **BRUTAL TRUTH** *About* **FAMILY VACATIONS**

IT HAS BEEN SUGGESTED that the phrase *family vacation* is a bit of an oxymoron because you can never take a vacation from the responsibilities of parenting if your children are traveling with you. Though you leave work and normal routine far behind, your children require as much attention, if not more, when traveling as they do at home.

Parenting on the road requires imagination and organization. You have to do all the usual stuff (feed, dress, bathe, supervise, comfort, discipline, and so on) in an atmosphere where your children are hyperstimulated, without the familiarity of place and the resources available at home. Though not impossible—and possibly even fun—parenting on the road is not something you want to learn on the fly.

The point is that preparation, or the lack thereof, can make or break your Disneyland vacation. Believe us: you don't want to leave the success of your expensive Disney vacation to chance. Your preparation can be organized into several categories: mental, emotional, physical, organizational, and logistical. You also need a basic understanding of the two theme parks and a well-considered plan for how to go about seeing them.

WAITING-LINE STRATEGIES *for* FAMILIES *with* SMALL CHILDREN

CHILDREN HOLD UP BETTER through the day if you minimize the time they spend in lines. Arriving early and using the touring plans in this guide will reduce waiting time immensely. There are, however, additional measures that you can employ to reduce stress on little ones.

1. LINE GAMES Smart parents know that a little structured activity can relieve the stress and boredom of waiting in line. In the morning, kids handle the inactivity of waiting in line by discussing what they want to see and do during the course of the day. Later, however, as events wear on, they need a little help. Watching for, and counting, Disney characters is a good diversion. Simple guessing games such as 20 Questions also work well. Lines for rides move so continuously that games requiring pen and paper are cumbersome and impractical. Waiting in the holding area of a theater attraction, however, is a different story. Here, tic-tac-toe, hangman, drawing, and coloring can really make the time go by.

For Apple and Android smartphone users, our favorite queue distraction is Ellen DeGeneres's Heads Up, a Taboo-style game where one player holds a phone against their forehead, and the others help guess the phrase displayed before the timer counts down. The app costs \$1.99 and includes several starter "decks" of clues to play. If you're inside Disneyland Resort, you can unlock a deck featuring Disney characters and attractions for free. Don't be surprised if you see several shouting families playing Heads Up in any given line. There's also a free official Play Disney Parks app with simple games that unlock inside select attraction queues and all around the Star Wars area; beware that this power-hungry program doesn't drain your battery before you board.

2. LAST-MINUTE ENTRY If a ride or show can accommodate an unusually large number of people at one time, it is often unnecessary to stand in line. The *Mark Twain* Riverboat in Frontierland is a good example. The boat holds about 450 people, usually more than are waiting in line to ride. Instead of standing uncomfortably in a crowd with dozens of other guests, grab a snack and sit in the shade until the boat arrives and loading is under way. After the line has all but disappeared, go ahead and board.

In large-capacity theaters, such as Tomorrowland Theater, ask the entrance greeter how long it will be until guests are admitted to the theater for the next show. If the answer is 15 minutes or more, use the time for a restroom break or to get a snack; you can return to the attraction just a few minutes before the show starts. You will not be permitted to carry any food or drink into the attraction, so make sure you have time to finish your snack before entering.

see the table on page 164. This situation arises frequently at Pirates of the Caribbean—small children lose their courage en route to the loading area.

There is no law that says you have to ride. If you get to the boarding area and someone is unhappy, just tell a Disney attendant that you have changed your mind, and one will show you the way out. Older children and adults who are unable or unwilling to ride an attraction may also experience the queue with their party and exit before boarding without embarrassment.

LOST CHILDREN

LOST CHILDREN NORMALLY do not present much of a problem at Disneyland Resort. All Disney employees are schooled in handling such situations. If you lose a child while touring, report the situation to a

unofficial TIP

We suggest that children younger than 8 years old be color-coded by dressing them in purple T-shirts or equally distinctive clothes.

Disney employee; then check in at City Hall (Disneyland Park) or Guest Relations (DCA) where lost-children logs are maintained. In an emergency, an alert can be issued throughout the park through internal communications. If a Disney cast member encounters a lost child, the cast member will escort the child to the Baby

Care Center located at the central-hub end of Main Street in Disneyland Park and at the entrance plaza in DCA. Guests age 11 or under are taken to the Baby Care Center in the San Fransokyo area at DCA. Guests age 12 and older may leave a written message at City Hall or the Guest Relations lobby or wait there.

It is amazingly easy to lose a child (or two) at a Disney park. It is a good idea to sew a label into each child's shirt that states their name, your name, and the name of your hotel. The same task can be accomplished by writing the information on a strip of masking tape; hotel security professionals suggest that the information be printed in small letters, and that the tape be affixed to the outside of the child's shirt 5 inches or so below the armpit.

HOW KIDS GET LOST

CHILDREN GET SEPARATED from parents every day at the Disney parks under remarkably similar (and predictable) circumstances.

1. PREOCCUPIED SOLO PARENT In this scenario the only adult in the party is preoccupied with something such as buying refreshments or using the restroom. Junior is there one moment and gone the next.

2. THE HIDDEN EXIT Sometimes parents wait on the sidelines while allowing two or more young children to experience a ride together. As it usually happens, the parents expect the kids to exit the attraction in one place, and lo and behold, the young ones pop out somewhere else. The exits of some Disney attractions are considerably distant from the entrances. Make sure that you know exactly where your children will emerge before letting them ride by themselves.

del Zocalo Restaurante in Frontierland accounts for many lost children. Because it's located in a passageway connecting Frontierland and Fantasy Faire, children can wander into a totally different area of the park from where they came by simply making a wrong turn out of the restroom.

If you can't be with your child in the restroom, make sure that there is only one exit. Designate a meeting spot more distinctive than a bench, and be specific in your instructions: "I'll meet you by this flagpole. If you get out first, stay right here." Have your child repeat the directions back to you.

5. PARADES There are many special parades and shows at the theme park during which the audience stands. Children, because they are small, tend to jockey around for a better view. By moving a little this way and a little that way, it is amazing how much distance kids can put between themselves and you before anyone notices.

6. MASS MOVEMENTS Another situation to guard against is when huge crowds disperse after shows, fireworks, or parades, or at park closing. With 5,000–12,000 people suddenly moving at once, it is very easy to get separated from a small child or others in your party. Extra caution is recommended following the evening parades, fireworks, and nighttime spectaculars. Families should develop specific plans for what to do and where to meet in the event they are separated.

7. CHARACTER GREETINGS A fair amount of activity and confusion is commonplace when the Disney characters are on the scene. See the next section on meeting the Disney characters.

The **DISNEY CHARACTERS**

FOR YEARS THE COSTUMED, walking versions of Mickey, Minnie, Donald, Goofy, and others have been a colorful supporting cast at Disneyland and Walt Disney World. Known unpretentiously as the Disney characters, these large and friendly figures help provide a link between Disney animated films and the Disney theme parks.

About 250 of the Disney animated-film characters have been brought to life in costume. Of these, a relatively small number (about 50) are greeters (the Disney term for characters who mix with the patrons). The remaining characters are relegated exclusively to performing in shows or participating in parades. Some appear only once or twice a year, usually in holiday parades.

Up-close character meet and greets with autographs, parades, and similar experiences were temporarily suspended during the coronavirus pandemic in favor of socially distanced appearances, but guests can once again hug and high-five their Disney friends.

CHARACTER ENCOUNTERS

CHARACTER WATCHING has developed into a pastime. Where families were once content to stumble across a character occasionally, they

DISNEYLAND PARK



ARRIVING *and* GETTING ORIENTED

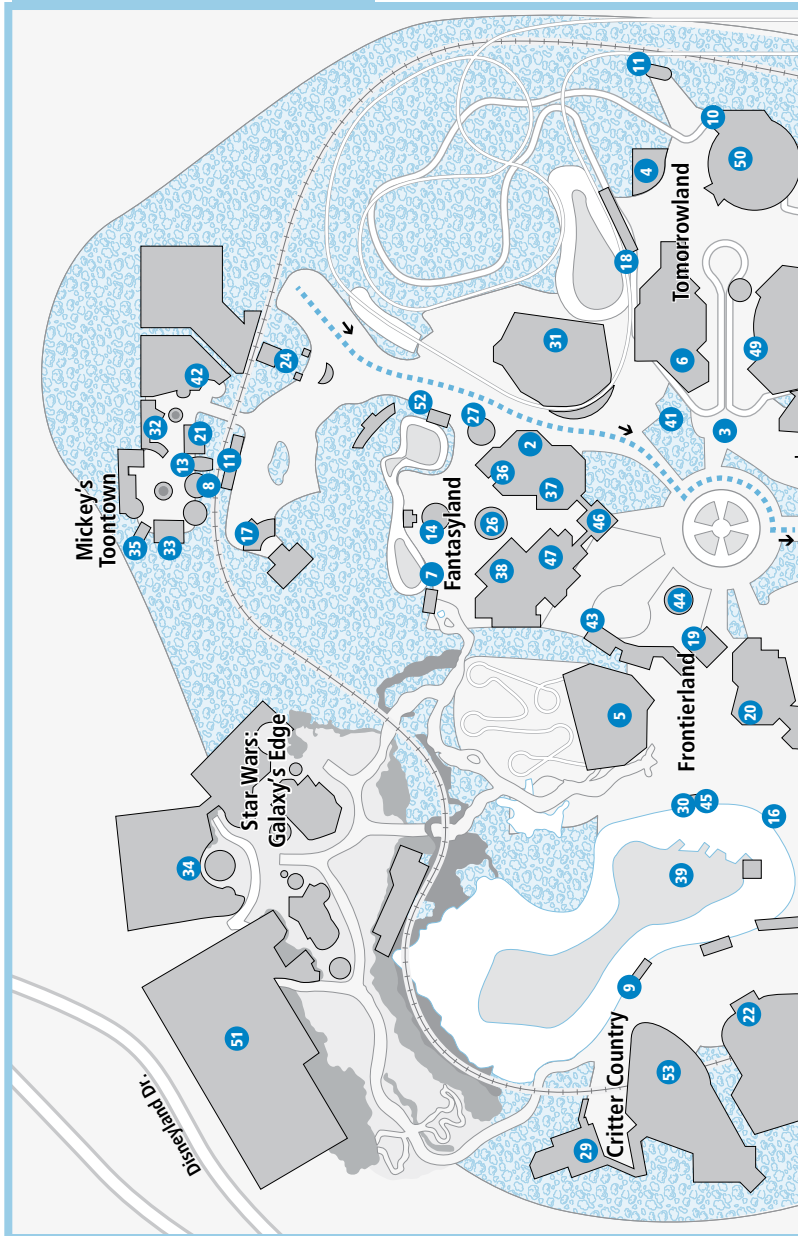
AFTER PARKING AT OR WALKING into the resort, guests pass through security screenings before entering the Esplanade to approach Disneyland's front turnstiles. Two entrance gates, 14 and 19, are blocked by trees situated in the entrance plaza about 10 feet from the security checkpoint. The trees sometimes inhibit the formation of a line in front of both the obstructed gates. Gates 14 and 19 are staffed nonetheless and draw guests from adjacent lines 13 or 15 and 18 or 20. When this happens, it significantly speeds up the entry process for guests waiting in lines 13 and 20. Our advice on arriving, therefore, is to inspect the lines leading to gates 14 and 19 and join whichever looks to be shortest. Later in the day, the outside gates (1 and 32) tend to be fastest for reentry. Stroller and wheelchair rentals are available in the Esplanade between Disneyland and Disney California Adventure. As you enter Main Street, City Hall is to your left, serving as the center for general information, lost and found, and entertainment information.

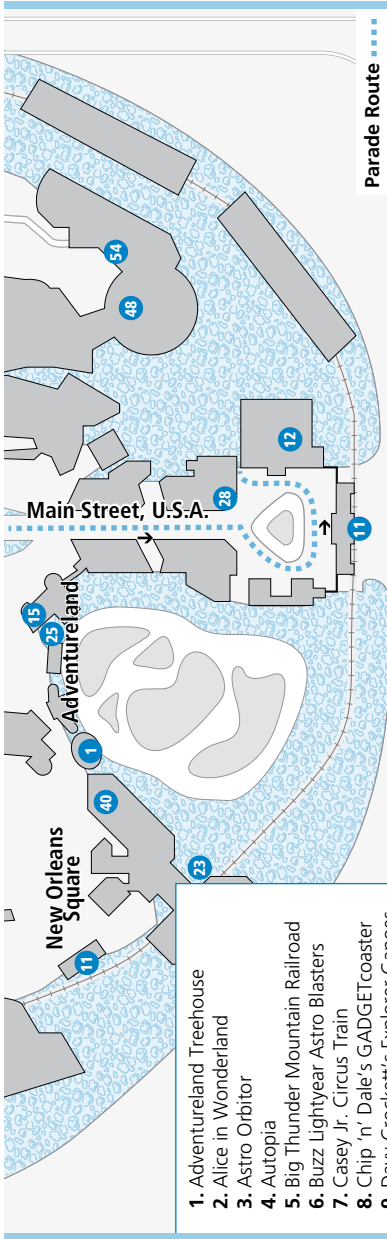
To combat rampant resales of unexpired tickets, Disneyland Resort has implemented a policy of photographing all guests upon their first park entry. Have your ticket ready for scanning by a cast member just before you enter the turnstiles; if your mug isn't yet in Mickey's mainframe, you'll be asked to pose before proceeding. These added steps can sometimes slow the line at the start of the day, and there's no express lane for returning guests or Magic Key passholders.

Be sure to pick up a park map as you pass through the turnstiles. Maps are also available in the passages connecting the park entrance to Main Street, U.S.A.; at City Hall; and at a number of shops throughout the park. Printed *Times Guide* pamphlets, which detailed daily

Continued on page 178

Disneyland Park





1. Adventureland Treehouse
2. Alice in Wonderland
3. Astro Orbiter
4. Autopia
5. Big Thunder Mountain Railroad
6. Buzz Lightyear Astro Blasters
7. Casey Jr. Circus Train
8. Chip 'n' Dale's GADGETcoaster
9. Dawy Crockett's Explorer Canoes
10. Disneyland Monorail System
11. Disneyland Railroad
12. *The Disneyland Story*, presenting *Great Moments with Mr. Lincoln*
13. Donald's Duck Pond
14. Dumbo the Flying Elephant
15. *Enchanted Tiki Room Fantasyland!*
16. *Fantasyland Theatre*
17. Finding Nemo Submarine Voyage
19. Frontierland Shootin' Exposition
20. The Golden Horseshoe
21. Goofy's How-To-Play Yard
22. The Haunted Mansion
23. Indiana Jones Adventure

Parade Route

24. It's a Small World
25. Jungle Cruise
26. King Arthur Carrousel
27. Mad Tea Party
28. Main Street Cinema
29. The Many Adventures of Winnie the Pooh
30. Mark Twain Riverboat
31. Matterhorn Bobsleds
32. Mickey & Minnie's Runaway Railway
33. Mickey's House and Meet Mickey
34. *Millennium Falcon: Smugglers Run*
35. Minnie's House
36. Mr. Toad's Wild Ride
37. Peter Pan's Flight
38. Pinocchio's Daring Journey
39. Pirate's Lair on Tom Sawyer Island
40. Pirates of the Caribbean
41. Pixie Hollow
42. Roger Rabbit's Car Toon Spin
43. Royal Hall at Fantasy Faire
44. Royal Theatre at Fantasy Faire
45. Sailing Ship *Columbia*
46. Sleeping Beauty Castle
47. Snow White's Enchanted Wish
48. Space Mountain
49. Star Tours—The Adventures Continue
50. Star Wars Launch Bay
51. Star Wars: Rise of the Resistance
52. Storybook Land Canal Boats
53. Tiana's Bayou Adventure (opening 2024)
54. Tomorrowland Theater

that Tiana has turned into an employee-owned business and helping her find the missing ingredients for a special recipe. The ride path and drops are expected to remain largely unchanged, but the revamped ride will include dozens of new animatronic figures of Princess Tiana and her bayou buddies, elaborate nighttime effects, and songs and dialogue recorded by the original voice actors, including Anika Noni Rose.

TOURING TIPS Splash Mountain was among the most popular rides in Disneyland Park for patrons of all ages, and we expect pent-up demand to draw big crowds to Tiana's Bayou Adventure once it opens. Lines will persist throughout the day from early morning until a few minutes before closing. This will be particularly true on hotter days, as weather affects the wait times significantly. Single riders can save time by entering through the attraction's exit.

A Suffolk, Virginia, mom contends that there are more important considerations than beating crowds:

Definitely wait to do [Tiana's Bayou Adventure] at the end of the day. We were seated in the front of the ride, and we were drenched to the bone. If we had ridden first thing in the morning, I personally would have been miserable for the rest of the day. Parents, beware! It says you will get wet, not drowned.

It is almost a certainty that you will get wet, though probably not drenched, on this ride. During the summer months, the water jets are cranked up to 11, practically guaranteeing that you'll get soaked. Be warned: no matter how dry everyone exiting the ride looks, a rogue wave may swamp your log unexpectedly. If you visit on a cool day, you may want to carry a plastic garbage bag. By tearing holes in the bottom and sides, you can fashion a sort of raincoat. Be sure to tuck the bag under your bottom. Though you can get splashed regardless of where you sit, riders in the front seat generally get the worst of it. If you have a camera, either leave it with a nonriding member of your party or wrap it in a plastic bag.

One final word: This is not just a fancy flume ride—it is a full-blown Disney adventure. The scariest part by far is the big drop into the pool (visible from the sidewalk in front of the attraction), and even this plunge looks worse than it really is. Despite reassurances, however, many children wig out after watching it from the sidewalk. A Grand Rapids, Michigan, mother recalls her kids' rather unique reaction:

We discovered after the fact that our children thought they would go underwater after the five-story drop and tried to hold their breath throughout the ride in preparation. They were really too preoccupied to enjoy the clever story.

STAR WARS: *Galaxy's Edge*

STAR WARS HAS BEEN ASSOCIATED with Disneyland ever since Star Tours opened in 1987, but after the Walt Disney Company acquired Lucasfilm in 2012 for the Death Star–size sum of \$4 billion, Disneyland dedicated 14 acres of backstage areas to Star Wars: Galaxy's Edge, its most ambitious and largest expansion ever, which opened to the public in summer 2019.

Carefully concealed from the rest of the park by a mountainous berm, Galaxy's Edge is accessed either via two rocky tunnels branching

sets with video projections to create some of the most overwhelming environments ever seen in an indoor ride. One sequence sends you in between the legs of two towering AT-ATs while dodging laser fire from legions of Stormtroopers, while another puts you face-to-face with the Solo-gation Ren. In the epic finale (spoiler alert), you'll survive an escape pod's dramatic crash back to Batuu, a brief-but-exhilarating plunge enhanced by digital projections.

TOURING TIPS We think Rise of the Resistance is the best ride Disney has produced in decades. It is the most popular attraction in the park, and the most complex ride in the resort, which means it experiences delays on an almost daily basis that cut into its already meager hourly carry capacity, so always check Disneyland's app to make sure it's operating before hiking to Batuu.

At rope drop, Batuu-bound guests exit the hub into Frontierland and go through the tunnel behind Big Thunder Mountain. Early entry-eligible guests should wait near Red Rose Taverne for the passage to Big Thunder Trail to open, then take the second right into Galaxy's Edge. Don't try to beat the Rise of the Resistance rope drop crowd by going through Critter Country; you may be forced to queue behind the crowd coming from Frontierland. Rise of the Resistance has become reasonably reliable in the mornings, but a delayed opening is still not uncommon, making your morning workout wasted. Even if everything goes according to plan and you're among the first few hundred guests inside the queue, it will take you 25-40 minutes to emerge from the attraction, so lines at the rest of the park's E-Tickets will be growing by the time you return to Planet Earth. Wait times for those lagging just a few minutes behind the leaders are often worse than at midday, so don't bother rope-dropping Rise if you aren't at the head of the pack. Your other options for riding with a reasonable wait are to go late in the day or spring for Individual Lightning Lane reservations. Be aware that Rise of the Resistance closes for nightly maintenance by 9 p.m., even on evenings when the park stays open much later. Your wait should be modest if you get in the standby line during the last half hour of operation, after most Lightning Lane guests have redeemed their return times. Be sure to check Disneyland's app for the exact closing time, and be aware that you'll likely miss the evening fireworks if you join the queue less than an hour before showtime.

As far as physical thrills go, the ride is much less rough than Indiana Jones, and the drop at the end isn't nearly as intense as Mission: Breakout! at DCA, but it may still unsettle sensitive stomachs.

FRONTIERLAND

FRONTIERLAND ADJOINS New Orleans Square as you move clockwise around the park. The focus here is on the Old West, with log stockades and pioneer trappings. Along the Big Thunder Trail to Fantasyland, where a petting zoo and barbecue restaurant once stood, you'll now find two tunnels leading to Star Wars: Galaxy's Edge. Be warned that, since the advent of Lightning Lane and Galaxy's Edge, Big Thunder Trail has become one of the most congested pinch-points in Disneyland Park.

of boat rides on the Rivers of America. If you have time to be choosy, ride aboard the *Columbia*. After boarding, while waiting for the cruise to begin, tour below. Once the ride begins, come topside and stroll the deck, taking in the beauty and complexity of the rigging.

The *Columbia* does not usually require a long wait, which makes it a good bet during the crowded afternoon hours. Like the other attractions on the river, the *Columbia* closes early on *Fantasmic!* performance evenings.

FANTASYLAND

TRULY AN ENCHANTING PLACE, spread gracefully like a miniature alpine village beneath the towers of Sleeping Beauty Castle, Fantasyland is the heart of the park. A few Fantasyland attractions (namely Peter Pan's Flight and Snow White's Enchanted Wish) may close for fireworks during certain wind conditions but should reopen once the fire marshal gives the all clear.

Alice in Wonderland ★★★★★½

APPEAL BY AGE PRESCHOOL ★★★★★ GRADE SCHOOL ★★★★★ TEENS ★★★★★½
YOUNG ADULTS ★★★★★½ OVER 30 ★★★★★ SENIORS ★★★★★

What it is Track ride in the dark. **Scope and scale** Minor attraction. **When to go** Before 11 a.m. or after 5 p.m. **Comment** Good characterization and story line. **Duration of ride** Almost 4 minutes. **Average wait in line per 100 people ahead of you** 12 minutes; assumes 16 cars operating. **Loading speed** Slow.



DESCRIPTION AND COMMENTS This attraction recalls the story of *Alice in Wonderland* with some nice surprises and colorful effects. Guests ride nifty caterpillar cars in this Disney spook-house adaptation. Though not a spring chicken, Alice is a third-generation Disney dark ride with more vibrant, evocative, and three-dimensional sets and characters than Pinocchio's Daring Journey or Mr. Toad's Wild Ride. This is also the only two-story Disney dark ride with an outdoor section. The ride turned 60 in 2018, but its classic charms still remain relevant with the aid of advanced projection effects, which utilize original hand-drawn animation to bring the static sets to life.

TOURING TIPS This is a well-done ride in the best Disney tradition, with familiar characters, good effects, and a theme you can follow—too bad it loads very slowly. Do not confuse it with the Mad Tea Party ride. This very popular attraction can build a lengthy line as the morning progresses, so we like to ride as early in the day as possible, usually right after Peter Pan's Flight.

Bibbidi Bobbidi Boutique

This pricey beauty salon for little ones is located next to Sleeping Beauty Castle. Here, Fairy Godmothers-in-training make would-be princesses look like prom queens (or vice versa). A range of packages is offered, including everything from hair styling and makeup to princess gowns and accessories. The top-of-the-line package includes skip-the-line VIP access to the nearby Royal Hall princess meet and greet, which may be worth its *wait* in gold. If you have the bucks, the girls love it. For reservations, call ☎ 714-781-7895 up to 60 days in advance. A Winston, Oregon, mom thinks highly of Bibbidi Bobbidi:

DISNEY CALIFORNIA ADVENTURE

We enjoyed DCA much more than Disneyland Park. More fun, fewer strollers and little kids, more-adventurous people. Just a different feeling all the way around.

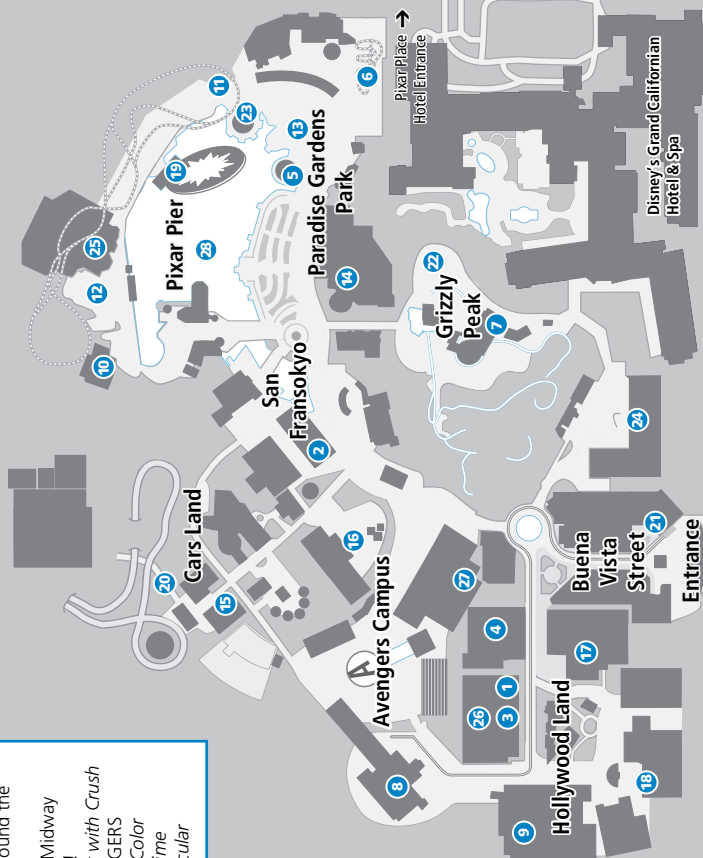
—Mom from Bend, Oregon

A MOST ANTICIPATED SEQUEL

DISNEY CALIFORNIA ADVENTURE held its grand opening on February 8, 2001. Known as DCA among Disneyphiles, the park is a bouquet of contradictions conceived in Fantasyland, starved in utero by corporate Disney, and born into a hostile environment of Disneyland loyalists who believed they'd been handed a second-rate theme park. Its parts are stunningly beautiful yet come together awkwardly, failing to compose a handsome whole. And perhaps most lamentable of all, the California theme is impotent by virtue of being all-encompassing. But after a billion-dollar metamorphosis, DCA overcame its inauspicious debut and emerged as an honorable companion to its storied older sibling across the Esplanade.

The history of the park is another of those convoluted tales found only in Robert Ludlum novels and corporate Disney. Southern California Disney fans began clamoring for a second theme park shortly after EPCOT opened at Walt Disney World in 1982. Though there was some element of support within the Walt Disney Company, the Disney loyal had to content themselves with rumors and half-promises for two decades while they watched new Disney parks go up in Tokyo, Paris, and Florida. For years, Disney teasingly floated the Westcot concept, a California version of EPCOT that was always just about to break ground. Whether it was a matter of procrastination or simply pursuing better opportunities elsewhere, the Walt Disney Company sat on the sidelines while the sleepy community of Anaheim became a sprawling city and property values skyrocketed. By the time Disney emerged from its Westcot fantasy and began to get serious about a second California

Disney California Adventure



1. Anna & Elsa's Royal Welcome
2. Bakery Tour
3. Disney Animation
4. *Disney Junior Dance Party!*
5. Golden Zephyr
6. Goofy's Sky School
7. Grizzly River Run
8. Guardians of the Galaxy—Mission: Breakout!
9. Hyperion Theater
10. Incredicoaster
11. Inside Out Emotional Whirlwind
12. Jessie's Critter Carousel
13. Jumpin' Jellyfish
14. The Little Mermaid: Ariel's Undersea Adventure
15. Luigi's Rollickin' Roadsters
16. Mater's Junkyard Jamboree
17. *Mickey's PhilharMagic*
18. Monsters, Inc. Mike & Sulley to the Rescue
19. Pixar Pal-A-Round
20. Radiator Springs Racers
21. Red Car Trolleys
22. Redwood Creek Challenge Trail
23. Silly Symphony Swings
24. Soarin' Around the World
25. Toy Story Midway Mania!
26. *Turtle Talk with Crush*
27. WEB SLINGERS
28. *World of Color: Nighttime Spectacular*

Red Car Trolleys ★★★

APPEAL BY AGE PRESCHOOL ★★★★★ GRADE SCHOOL ★★★★★½ TEENS ★★★★★
YOUNG ADULTS ★★★ OVER 30 ★★★ SENIORS ★★★★★½

What it is Scenic in-park transportation. **Scope and scale** Minor attraction. **When to go** The first or last 2 hours the park is open. **Duration of ride** About 11 minutes round-trip. **Average wait in line per 100 people ahead of you** 12 minutes; assumes both cars in operation. **Loading speed** Very slow.

DESCRIPTION AND COMMENTS Much like the vintage vehicles that travel up and down Main Street, U.S.A., at Disneyland Park, these trolley cars add visual interest to DCA's entrance area but not much entertainment value. Modeled after the Pacific Electric Railway that served the Los Angeles area in the 1920s and 1930s (as seen in *Who Framed Roger Rabbit?*), the trolleys boast authentic details such as narrating conductors who share historical tidbits during your travels, retro-styled interior advertisements, and realistic overhead power lines—un electrified, as the eco-friendly cars are actually battery-powered. More transportation than attraction, the Red Car Trolleys ferry guests on a one-way trip between Buena Vista Street near the park entrance and the Hyperion Theater (or back the other way), making stops in Carthay Circle and Hollywood Land along the way.

TOURING TIPS It is usually faster to walk the route than to wait for the next Red Car Trolley, but if you wish to experience this nostalgic transportation, do so in the morning. Hop on at the station near the Hyperion; it should be less crowded than the station near the park entrance.

HOLLYWOOD LAND

THE ATTRACTIONS AND SHOPPING in Hollywood Land are inspired by California's (and Disney's) contribution to television and cinema. Visually, the land is themed as a studio back lot with sets, including an urban street scene, boxy soundstages, and a central street with shops and restaurants that depict Hollywood's golden age.

Anna & Elsa's Royal Welcome ★★★

APPEAL BY AGE PRESCHOOL ★★★★★ GRADE SCHOOL ★★★★★ TEENS ★★★★★
YOUNG ADULTS ★★★ OVER 30 ★★★★★½ SENIORS ★★★★★

What it is Character greeting with the *Frozen* sisters. **Scope and scale** Minor attraction. **When to go** Within the first 90 minutes after park opening, or an hour before closing. **Comment** Located inside Disney Animation. **Duration of experience** 3-5 minutes. **Probable waiting time** 20-30 minutes.

DESCRIPTION AND COMMENTS The popular ladies of Arendelle, Queen Elsa and Princess Anna, meet guests within the Disney Animation building. As an added bonus, Kristoff and Olaf sometimes take turns accompanying the sisters. Much like Fantasy Faire's Royal Hall, the *Frozen* character encounter is richly appointed and has multiple meeting rooms to increase capacity without ruining the magic.

TOURING TIPS *Frozen* fever has cooled off considerably, but even with the drop-off in demand, the line here isn't particularly efficient. If your party would like to meet the sisters, you should schedule it early in the day or shortly before closing.

You'll have to ride several times to catch them all. Before disembarking, be sure to banter with sluglike supervisor Roz, an animatronic "living character" that can see and interact with riders.

TOURING TIPS You can usually ride without too much of a wait. Because it's near several theater attractions, the ride is subject to experiencing a sudden deluge of guests when the theaters disgorge their audiences. In a unique twist on the single-rider line operated by other attractions, Monsters, Inc. sometimes offers a Moving Buddy pass. If you are a party of one or two adults, with up to two lap-sitting small children, you can ask the ride's greeter for a Moving Buddy pass, which will permit you to enter through the exit. Because Monsters, Inc.'s ride vehicles have three benches, Moving Buddy pass guests get to fill the otherwise empty back row, resulting in significantly shorter waits.

Monsters, Inc. is an iffy attraction for preschoolers: some love it and some are frightened. Increase your odds for a positive experience by exposing your little ones to the movie before leaving home.

Turtle Talk with Crush ★★★★★

APPEAL BY AGE PRESCHOOL ★★★★★½ GRADE SCHOOL ★★★★★½ TEENS ★★★★★½
YOUNG ADULTS ★★★★★ OVER 30 ★★★★★ SENIORS ★★★★★

What it is An interactive animated film. **Scope and scale** Minor attraction. **When to go** After you see the other attractions in the Animation building. **Duration of show** 17 minutes. **Probable waiting time** 10–20 minutes.

DESCRIPTION AND COMMENTS *Turtle Talk with Crush* is an interactive theater show starring the 150-year-old surfer-dude turtle from *Finding Nemo*. Though it starts like a typical Disney theme park movie, *Turtle Talk* quickly turns into a surprise interactive encounter as the on-screen Crush begins to have actual conversations with guests in the audience. Real-time computer graphics are used to accurately move Crush's mouth when forming words. Crush is joined in his tank by son Squirt and Dory the blue tang, along with Destiny the whale shark, Bailey the beluga whale, and Hank the seven-legged octopus from the theatrical sequel *Finding Dory*.

A mom from Henderson, Colorado, has a crush on Crush:

Turtle Talk with Crush is a must-see. Our 4-year-old was picked out of the crowd by Crush, and we were just amazed by the technology that allowed one-on-one conversation. It was adorable and enjoyed by everyone, from Grammy and Papa to the 4-year-old!

TOURING TIPS The animation is brilliant, and guests of all ages list *Crush* as their favorite Animation building feature. By late afternoon, the building has usually cleared out. Save this for your last stop there.

AVENGERS CAMPUS

IN 2021, DISNEY WELCOMED Marvel Cinematic Universe fans inside a land that serves as the West Coast headquarters of Spider-Man, Captain Marvel, Black Panther, and their fellow Super Heroes. Avengers Campus, which was built around the existing Guardians of the Galaxy attraction, encompasses the area previously occupied by the kid-centric A Bug's Land. The main gateway into the land lies just past Carthay

Wrist-mounted WEB Power Bands that can boost your blasting power (and score) are sold for \$35 in the nearby gift shop. Because the devices don't interact outside of the ride, they seem like an even bigger waste than paid upgrades in video games; if you get one, wear it on the ride until the "calibration" is complete, then remove it to reduce wrist fatigue. The customizable remote-controlled Spider-Bots (\$80 and up) make much cuter and more functional souvenirs.

PIXAR PIER

WRAPPED AROUND THE SOUTHERN SHORE of the kidney-shaped lake, Pixar Pier (previously known as Paradise Pier) is Disney's headquarters for the nonautomotive computer-animated heroes from Pixar's popular franchises.

The land's original tacky mid-20th-century theme was ironic, and in a perverse way it brought the story of Walt Disney and Disneyland full circle. Walt, you see, created Disneyland Park as an alternative to parks with a carnival atmosphere, simple midway rides, carny games, and amply available alcohol. Amazingly, corporate Disney had made just such a place the centerpiece of Disneyland's sister park. The 2012 refurb's clapboard buildings and retro carnival games gave the area much-needed charm, and in 2018 the area was reimagined yet again, this time as Pixar Pier, DCA's home for all Pixar characters.

Pixar Pier is subdivided into four neighborhoods. *The Incredibles* occupy the first quadrant around their Incredicoaster; *Toy Story* characters claim the block outside their Midway Mania ride; *Inside Out* has taken over the far end of the boardwalk; and the remaining area around Pixar Pal-A-Round claims a catchall of Pixar characters. Even the snack stands have Pixar landlords, like *Monsters, Inc.*'s Adorable Snowman Frosted Treats; *Inside Out*'s Angry Dogs and Bing Bong's Sweet Stuff; and Señor Buzz Churros and Poultry Palace from *Toy Story*.

Incidentally, those aforementioned carnival games, which are all themed around Pixar films like *La Luna* and *A Bug's Life*, aren't as avaricious as their unfair fair ancestors. If you and a companion play together, you can win a stuffed animal for only \$5 (less than you'd pay in the park's gift shops). Some games let you combine multiple wins for an impressive prize. The fishing and racehorse games seem easiest.

On your way across the bridge into Pixar Pier, look up at the Luxo Jr. desk lamp atop the archway. The animatronic incarnation of Pixar's longtime mascot nods to guests, and it even watches the nightly lagoon show with rapt attention.

Note: Pixar Pal-A-Round and Jessie's Critter Carousel close early for *World of Color* performances, but Incredicoaster, Toy Story Midway Mania!, and Inside Out Emotional Whirlwind remain operational.

Incredicoaster (*Lightning Lane*) ★★★★★

APPEAL BY AGE PRESCHOOL ★★ GRADE SCHOOL ★★★★★½ TEENS ★★★★★
 YOUNG ADULTS ★★★★★ OVER 30 ★★★★★½ SENIORS ★★★★★

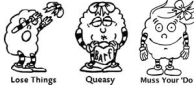
Silly Symphony Swings ★★★

APPEAL BY AGE PRESCHOOL ★★★ GRADE SCHOOL ★★★ TEENS ★★★½
 YOUNG ADULTS ★★★ OVER 30 ★★★ SENIORS ★★★

What it is Swings rotating around a central tower. **Scope and scale** Minor attraction.

When to go The first 90 minutes the park is open or just before closing. **Comments** Simple but fun. Must be 40" tall to ride (48" tall to ride solo). **Duration of ride** Less than 1½ minutes. **Average wait in line per 100 people ahead of you** 6¼ minutes.

Loading speed Slow.



Lose Things

Queasy

Miss Your 'Do

DESCRIPTION AND COMMENTS The theme pays tribute to the 1935 Mickey Mouse cartoon *The Band Concert*, the first color Mickey cartoon released to the public, with guests seated in swings flying around a tower.

In the scary department, it's a wilder ride than Dumbo, but SSS is still just swings going in circles. A number of tandem swings are available to allow children 40–48 inches to ride with a parent; look for a separate tandem line to the left as you approach the attraction.

TOURING TIPS This is a fun and visually appealing ride, but it's also one that loads slowly and occasions long waits unless you ride during the first hour or so the park is open. Be aware that it's possible for the swing chairs to collide when the ride comes to a stop—Bob once picked up a nice bruise when an empty swing smacked him during touchdown.

CARS LAND

THE CROWNING CAPSTONE on DCA's 2012 transformation, Cars Land was the first major "land" in an American Disney theme park devoted solely to a single film franchise. Tucked into the park's southeast corner on 12 acres of repurposed parking lot, Cars Land's main entrance is across from the Golden Vine Winery, though there is a secondary gateway in San Fransokyo (the vista through the stone archway is especially scenic). A massive mountainous backdrop topped with 125-foot-high peaks patterned after 1950s Cadillac tail fins, known as the Cadillac Range, cradles Ornament Valley, home to a screen-accurate re-creation of Radiator Springs. That's the sleepy single-stoptlight town along Route 66 populated by Pixar's anthropomorphized automobiles. Along its main drag, in addition to three rides, you'll find eateries themed to the film's minor characters and souvenir shops selling *Cars*-themed and Route 66 merchandise.

Walking through the aesthetically astounding area is uncannily like stepping into the cinematic universe, and it's well worth the wait even if you weren't particularly enamored of the merchandise-moving movies. As striking as Cars Land is by daylight, it is even more stunning after sunset; the nightly neon-lighting ceremony set to the doo-wop classic "Life Could Be a Dream" is a magical must-see (showtimes are not publicized but occur promptly at sundown, so ask a Cars Land cast member and arrive early). Finally, a word to the wise from a Dallas, Texas, family:

Tip: Cars Land has NO shade. Literally none. Wear a hat.

DINING *and* SHOPPING *in and around* DISNEYLAND

DINING *in* **DISNEYLAND RESORT**

IN THIS SECTION, we aim to help you find good food without going broke or tripping over one of Disneyland Resort's many culinary land mines. More than 50 restaurants operate in Disneyland Resort, including about 20 full-service restaurants, several of which are inside the theme parks. Collectively, Disney restaurants offer reasonable variety, serving everything from Louisiana Creole to California fusion, but sadly, international cuisines other than Mexican, Asian, and Italian are not well represented.

On the upside, Disneyland Resort restaurant quality is much better now than it was a decade ago, though the gains have leveled off lately. Ingredients are fresher, preparation is more careful, and even steam tables and buffets are under almost constant supervision. As a whole, the culinary team has definitely stepped up its game, and we are the winners. Many establishments have undergone complete menu makeovers, with terrific results. On the downside, we've seen repeated portion reductions and price increases at some of our former favorite eateries, especially in the wake of postpandemic inflation, although "shrinkflation" has been less severe at Disneyland than at our local supermarket. Unlike other attractions and shops inside the resort, the food and beverage operation remains in constant flux. Venues open and close, add and delete menu items, and change decor throughout the year. We strive to provide you with the most accurate information possible; however, we do eventually have to go to press with the most current information we have at the time. Keep this in mind when using the guide. You can find up-to-date Disneyland Resort menu information in the Lines app and the official Disneyland app.

You can expect to pay hefty prices for food within Disneyland Resort. Nearly every entrée, snack, and drink purchased inside the theme parks and resort hotels will cost anywhere from 50% to 300% more than similar items at your hometown eateries. On the concession

markup scale, Disneyland falls just behind airports and sports stadiums. As a Vancouver, Washington, reader observed:

After visiting the park several times in the last couple years, I've finally come to accept that the price charged for food, souvenirs, and lodging is probably double what they are actually worth. Sort of like getting charged \$10 for a Bud Light at an NBA game.

However, its food is a bargain compared to some regional theme parks, and you can find munchies at more moderate (or at least mall-like) prices in Downtown Disney. To prepare your belly and budget, Disneyland's official app lets you browse the menu (including prices) for every eatery in the resort, from fine dining to the churro carts.

With fine dining offered at Disney California Adventure (DCA), you can enjoy a glass of wine, a mug of beer, or even a cocktail without having to exit the park. Downtown Disney offers a wide variety of dining options, from mediocre to awesome, from intimate and adult to wild and kid-friendly. The Grand Californian Hotel is home to **Napa Rose**, one of the finest dining spots in all of Southern California, and even character meals at eateries such as **Storytellers Cafe** offer better, healthier food than ever before.

DISNEY DINING 101

DISNEYLAND RESORT RESTAURANT RESERVATIONS: WHAT'S IN A NAME

DISNEY TINKERS CEASELESSLY with its restaurant-reservations policy. Disney Dining issues reservations that aren't exactly reservations. Your name and essential information are taken, well, as if you were making a reservation, but a table isn't actually being held for you; rather, you will be seated ahead of walk-ins—that is, those guests without reservations. Disneyland's online dining reservations system allows you to book a table without any pesky human interaction. On your computer or smartphone, visit disneyland.disney.go.com/dining, or tap "Check Dining Availability" in the Disneyland app's main menu, to see restaurant availability; most tables may be reserved through either method, but dining packages for shows and parades may need to be booked via a web browser rather than the mobile app. You will need to create a Disney login account (if you don't already have one) and supply a credit card and phone number to secure a booking (see the discussion below). You can also try calling Disney Dining at ☎ 714-781-3463, but plan on spending hours on hold before reaching a human being. Reservations can be booked 60 days in advance for Disneyland Resort hotel guests and off-site visitors alike, starting at midnight PST online or 7 a.m. PST over the phone.

unofficial TIP

Dining reservations are available to all Disneyland visitors—not just guests of the resort hotels. In the theme parks, you can make reservations for the next 60 days using the free Disneyland app.

jelly with banana and candied bacon, paired with a yummy banana smoothie. At the outdoor Tasting Lab bar, you can grab a beer served in cups that “magically” fill from the bottom (like Thor’s stein), or in a flight of miniature mugs on a souvenir oversize ruler.

Mobile Ordering is highly recommended here. The Freestyle dispensers offer free refills in 100-plus flavors, including an exclusive Pingo Doce citrus soda. The Shawarma Palace cart outside often draws a long queue; look for a satellite stand with shorter lines and a large seating area outside the Hyperion Theater, near the Terran Treats cart serving cosmic cream puffs.

Smokejumpers Grill (*Mobile Ordering*)

QUALITY Fair-Good **VALUE** B- **PORTION** Medium-Large **LOCATION** Grizzly Peak
Reader-Survey Responses 85% 👍

SELECTIONS Bacon cheeseburger, green chile burger, or chicken sandwich with onion rings or crinkle-cut fries; chicken tenders; grilled chicken salad; vegan burgers; seasonal milkshakes.

COMMENTS The burgers come with a variety of toppings and sauces, including one with roasted green chile salsa and purple cabbage slaw. The onion rings and crinkle-cut fries are decent, and this is the only place in DCA that serves them. The handsome location, inspired by “brave men and women who fight wildfires in our California forests,” features ample seating surrounded by lush pine trees.

DISNEYLAND RESORT RESTAURANTS:

Rated and Ranked

TO HELP YOU make your dining choices, we’ve developed profiles of full-service restaurants at Disneyland Resort. Each profile lets you quickly check the restaurant’s cuisine, location, star rating, cost range, quality rating, and value rating. Profiles are listed alphabetically by restaurant. In addition to all full-service restaurants, we also list and profile a couple of counter-service restaurants in the theme parks that transcend basic burgers, hot dogs, and pizza. All restaurants listed here have disabled access.

PAYMENT All Disney restaurants accept American Express, MasterCard, Visa, Diners Club, Discover, and Japanese Credit Bureau.

STAR RATING The star rating represents the entire dining experience: style, service, and ambience, in addition to taste, presentation, and food quality. Five stars, the highest rating, indicates that the restaurant offers the best of everything. Four-star restaurants are above average, and three-star restaurants offer good, though not necessarily memorable, meals. Two-star restaurants serve mediocre fare, and one-star restaurants are below average. Our star ratings don’t correspond to ratings awarded by AAA, Forbes, Zagat, or other restaurant reviewers.

ANAHEIM-AREA FULL-SERVICE RESTAURANTS

SOUTHERN CALIFORNIA offers a mother lode of wonderful dining, and if we directed you to Newport Beach, La Jolla, or LA, we could guarantee you a fantastic eating experience every night. In that you've chosen Disneyland as your destination, however, we've elected to profile only solid restaurants that you can reach by car or cab in 15 minutes or less. That said, here are our picks; all of them offer disabled access.

Bierstube German Pub at the Phoenix Club ★★☆☆½

GERMAN INEXPENSIVE-MODERATE QUALITY ★★★½ VALUE ★★★★★

375 W. Central Ave., Brea; ☎ 714-563-4166; thephoenixclub.com

Reservations Recommended. **When to go** Lunch or dinner. **Entrée range** \$12.75-\$22.75. **Service** ★★★. **Friendliness** ★★★★★. **Bar** Wine list, extensive draft beer offerings, and full bar. **Dress** Casual. **Hours** Wednesday-Saturday, 11 a.m.-8 p.m.; Sunday, 10:30 a.m.-8 p.m.

SETTING AND ATMOSPHERE Once a private club reserved for family members of the original German settlers of Anaheim and more recent émigrés, this landmark is now open to the public, and at press time it was relocating after 62 years to nearby Brea. It has more than a half dozen German beers on tap. Its menu is somewhat limited, trending toward less-fancy preparations, but it's these basic dishes that keep folks coming back. The pub is conducive to raucous eating, drinking, and carousing. Live music seems omnipresent, from local and guest polka bands to renowned accordion artists.

HOUSE SPECIALTIES Wursts, kraut, pork roast, mixed platters, and sauerbraten are the best in a 100-mile radius.

OTHER RECOMMENDATIONS Pork in a creamy mushroom sauce.

SUMMARY AND COMMENTS The bastion of Anaheim's founding families and subsequent waves of German immigrants, The Phoenix Club offers a little taste of the *Mutterland* far from home. The food is good, occasionally great; the beer is always cold; and the help is always ready to show you a good time, German or not. During Oktoberfest, the place rocks. Kids will love the oompah bands, Mom and Dad will love the German beers, and everyone will love the sweet-and-sour flavors of German cuisine.

Carolina's Italian Restaurant ★★☆☆

SOUTHERN ITALIAN MODERATE QUALITY ★★★ VALUE ★★★½

12045 Chapman Ave., Garden Grove; ☎ 714-971-5551; carolinaitalianrestaurant.com

Reservations Recommended. **When to go** Dinner. **Entrée range** \$15-\$35. **Service** ★★½. **Friendliness** ★★★½. **Bar** Extensive beer and wine lists. **Dress** Casual. **Hours** Daily, 11 a.m.-midnight; dine-in service until 10 p.m.

SETTING AND ATMOSPHERE A classic Italian family restaurant replete with wall murals of the motherland, comfortable seating, and the overwhelming aroma of garlic and olive oil. It's like walking through a time warp.

SHOPPING *at* DISNEYLAND

SHOPS ADD REALISM and atmosphere to the various theme settings and offer souvenirs, clothing, novelties, jewelry, decorator items, and more. Much of the merchandise displayed (with the exception of Disney trademark souvenir items), though, is available back home and elsewhere, so we recommend bypassing the shops on a one-day visit. If you have two or more days to spend at Disneyland Resort, browse in the early afternoon, when many attractions are crowded.

Our recommendations notwithstanding, we realize that for many guests, Disney souvenirs and memorabilia are irresistible. One of our readers writes:

People have a compelling need to buy Disney stuff at Disneyland. When you get home, you wonder why you ever got a cashmere sweater with Mickey Mouse embroidered on the breast, or a tie with tiny Goofys all over it. Maybe they put something in the food?

To bypass long lines at the cash registers, most larger stores in the resort offer mobile checkout through the smartphone app. Scanning barcodes with your own camera is fast and easy, and after showing your phone to the designated cast member, you'll be out the door in a fraction of the time; passholder discounts are even automatically applied.

If you don't want to lug your packages around, you can leave them at the shop where you made your purchase and pick them up before you exit the park, or have them delivered to your hotel if staying on-site. If you have a problem with your purchases or need to make a return, call Disneyland Exclusive Merchandise at ☎ 877-560-6477. If you return home and realize that you forgot to buy mouse ears or some similarly essential tchotchke, a large selection of park-exclusive merchandise is available at shopdisney.com/parks. To reduce the resort's use of single-use plastic, Disneyland Resort now offers reusable themed bags with your purchases for \$2–\$3; free disposable bags are still available upon request for now.

FREE DISNEYLAND SOUVENIRS

Although there's no such thing as a free lunch, there are such things as free souvenirs at Disneyland. Here's a sampling of the gratis gifts that frugal visitors can bring home as giveaways for family and friends.

- Celebration buttons (*guest services, see page 121*)
- Fortunes from Esmerelda and Fortune Red (*via the Play Disney app, see page 246*)
- Park maps in a variety of languages (*park entrances*)
- Disney character stickers (*guest services*)
- Animation Academy drawings (*Hollywood Land, see page 256*)
- Mardi Gras beads (*New Orleans Square, seasonally*)
- Jungle Cruise map (*Adventureland*)
- Sourdough bread sample (*Bakery Tour, see page 274*)

UNIVERSAL STUDIOS HOLLYWOOD

UNIVERSAL STUDIOS HOLLYWOOD (USH) was the first film and TV studio to turn part of its facility into a modern theme park. By integrating shows and rides with behind-the-scenes presentations on moviemaking, USH created a new genre of theme park, stimulating a number of clone and competitor parks. First came Disney-MGM Studios (now Disney's Hollywood Studios) at Walt Disney World, followed shortly by Universal Studios Florida, also near Orlando. Where USH, however, evolved from an established film and TV venue, its cross-country imitators were launched primarily as theme parks, albeit with some production capability on the side. Disney is also challenging Universal in California with Disney California Adventure (DCA). While DCA does not have production facilities, one of its themed areas focuses on Hollywood and the movies.

Located just off US 101 north of Hollywood, USH operates on a scale and with a quality standard rivaled only by Disney, SeaWorld, and Busch Gardens parks. Unique among American theme parks for its topography, USH is tucked on top of, below, and around a tall hill. The studios consist of an open-access area and a controlled-access area. The latter contains the working soundstages, back lot, wardrobe, scenery, prop shops, postproduction facility, and administration offices. Guests can visit the controlled-access area by taking the Studio Tour. The open-access area, which contains the park's rides, shows, restaurants, and services, is divided into two sections. The main entrance provides access to the upper section, the Upper Lot, on top of the hill. Two theater shows and six rides (including The Wizarding World of Harry Potter), as well as two walk-through attractions and the loading area for the Studio Tour, are located in the Upper Lot. The Lower Lot, at the northeastern base of the hill, is accessible from the Upper Lot via escalators. There are four rides and a couple of meet and greets in the Lower Lot.

On April 7, 2016, USH capped a half-decade of redevelopment with the grand opening of The Wizarding World of Harry Potter, a

Universal Studios Hollywood



UNIVERSAL STUDIOS HOLLYWOOD ATTRACTIONS

UPPER LOT

THE UPPER LOT is essentially a large, amorphous pedestrian plaza. The website references “10 themed lands,” such as Production Plaza, Hollywood, and Minion Land, but on foot these theme distinctions are largely lost, and placement of buildings appears almost random. The park’s Mission Revival entry corridor features facades recalling the Golden Age of Hollywood (look for tributes to the studio’s past talents, like makeup artist Jack Pierce), and an Art Deco tower serves as a central landmark to navigate by, but outside of The Wizarding World of Harry Potter, don’t expect Disneyland’s dedication to thematic integrity.

Inside the main entrance, stroller and wheelchair rentals are on the right, as are rental lockers. Straight ahead is the park’s largest gift store, and beyond that is the Universal Box Office, where Express passes and ticket upgrades can be purchased.

Attractions in the Upper Lot are situated around the perimeter of the plaza. Near The Simpsons Ride (straight ahead) are the escalators and stairs that lead to the Lower Lot.

Despicable Me Minion Mayhem ★★★★★½

APPEAL BY AGE PRESCHOOL ★★★★★ GRADE SCHOOL ★★★★★ TEENS ★★★★★
YOUNG ADULTS ★★★★★ OVER 30 ★★★★★ SENIORS ★★★★★

What it is Motion simulator ride. **Scope and scale** Major attraction. **When to go** In the morning immediately after Secret Life of Pets. **Comment** Must be 40” tall to ride. **Duration of ride** 5 minutes, plus 10-minute preshow. **Average wait time per 100 people ahead of you** 3½ minutes. **Loading speed** Moderate–slow.



Loud



Queasy

DESCRIPTION AND COMMENTS Despicable Me Minion Mayhem is a motion simulator ride similar to The Simpsons Ride and Disneyland’s Star Tours. You’re seated in a ride vehicle that faces a large video screen, on which the attraction’s story is projected. When the story calls for you to drop down the side of a mountain, your ride vehicle tilts forward as if you were falling; when you need to swerve left or right, your ride vehicle tilts the same way. The main difference between Minion Mayhem and other simulators is that most other simulators usually provide one video screen per ride vehicle, while Minion Mayhem arranges all of its eight-person vehicles in front of one large IMAX-size video screen. The ride vehicles are set on raised platforms, which get slightly higher toward the back of the theater, affording good views for all guests.

The preshow area is inside the home of adorably evil Gru (voiced by Steve Carell), where you see his unique family tree and other artifacts. The premise of the ride is that you’ve been turned into one of Gru’s yellow Minions. Once converted, you must navigate the Minion training grounds, where your “speed, strength, and ability not to die” are tested. Something soon goes amiss, though, and your training turns into a frenetic rescue operation.

the best-selling Mario Kart games. Prospective competitors enter Bowser's castle, touring its bowels where his anthropomorphic bomb minions are built, before being handed special visors styled after Mario's distinctive red cap. Once riders strap into the four-seater vehicles, a video display with angled transparent lenses snaps onto the visor, creating Pepper's Ghost-style digital holograms that appear to float among the physical sets.

During the ride, racers cooperate to claim the coveted Universal Cup by aiming at their virtual opponents with their heads, then pressing buttons on their steering wheels to shoot shells, as well as by turning the wheels in response to flashing arrows. Everyone on your team will need to collect at least 100 coins in order to beat Bowser to the finish line, and ammunition is limited, so look down along the track for crystal blocks to reload. TIP: Press both buttons during the starting countdown between "3" and "2" for a bonus, and look behind you for hidden coin blocks. The ride spins quite a bit but doesn't actually move particularly fast; however, the combination of game-play elements and projection effects creates a chaotic sense of speed, especially during the climactic Rainbow Road sequence.

TOURING TIPS Mario Kart develops a multihour wait by the time the general public enters the land in the morning, and lines don't drop until closing time. Although the best time to ride Mario Kart is during early entry or shortly before closing, be warned that the ride may open late or close early due to maintenance. With no Express option for now, the easily overlooked single-rider entrance (on the right immediately inside the queue) can be a lifesaver, although it bypasses the Easter egg-filled queue and the cartoon preshows instructing players on how to score. Universal advises guests with waist sizes over 40 inches to test the vehicle restraints outside the attraction before entering the queue, but the lap bars are actually less restrictive than those on some other rides in the park, such as *Revenge of the Mummy* or *Secret Life of Pets*.

LIVE ENTERTAINMENT at UNIVERSAL STUDIOS HOLLYWOOD

THE THEATER ATTRACTIONS operate according to the entertainment schedule available in the official park app and on information boards around the park. The number of daily performances of each show varies from as few as 3 a day during less-busy times of year to as many as 10 a day during the summer and holiday periods. Characters like Gru's Minions, *The Simpsons*, and the *Transformers* can be spotted hanging out near their respective rides. Characters from DreamWorks films—including the *Shrek*, *Kung Fu Panda*, and *Madagascar* series, as well as *Trolls*—greet guests at designated photo ops around the central Universal Plaza, while Hello Kitty holds court at the Animation Studio Store, and others (*Beetlejuice*, *Dracula*, *Frankenstein's Monster* and his

DINING *at* UNIVERSAL STUDIOS HOLLYWOOD

THE COUNTER-SERVICE FOOD at Universal Studios runs the gamut from burgers and hot dogs to pizza, fried chicken, crepes, and Mexican specialties. We rank most selections marginally better than fast food, though the resort has made great strides in creativity and ingredient quality recently. Prices are comparable to those at Disneyland, and Universal is finally rolling out a mobile ordering option like Disney's. **The Three Broomsticks** is the best restaurant at USH by far and ranks with the finest quick-service food found in any theme park, but the wait to order during mealtimes can be 30 minutes or more. The wait at **Toadstool Cafe** inside Super Nintendo World isn't worth the hassle, although the food is tasty and super *kawaii*. (Same-day reservations are available via a QR code posted outside the land, but tables fill up within 2 hours after opening.)

Our other favorites in the park are the tacos and margaritas at **Cocina Mexicana** and the soups and salads at **French Street Bistro**. **Mel's Diner** has upgraded its burgers and decor, and **Jurassic Cafe** on the Lower Lot serves Costa Rican-inspired entrées like mojo pork, with handcrafted tropical cocktails mixed at **Isla Nu-Bar** next door. **Minion Café** (near Despicable Me Minion Mayhem) serves grilled cheese sandwiches with pulled pork, chicken tinga-topped nachos, bacon mac and cheese, and banana-flavored desserts to mollify your Minions' munchies. **Hollywood and Dine** has a seasonal selection of ramen soups and other surprisingly authentic Asian fare. The Simpsons **Fast Food Boulevard** eateries are a great bet; give Cletus's chicken and waffles, Bumblebee Man's tacos, or a Krusty burger a try, with a Duff beer to wash it down.

For \$17 (reactivate for \$11 per day) you get a large Coca-Cola Freestyle souvenir soda sipper cup and one day of unlimited refills from the park's Freestyle fountains, each of which can mix 100-plus varieties of soft drinks; try the Orange Coke!

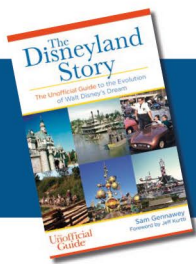
If you're looking for full-service dining, try **VIVO Italian Kitchen**, **Antojitos Cocina Mexicana**, **Buca di Beppo**, **Dongpo Kitchen**, or the **NBC Sports Grill & Brew** in Universal CityWalk just outside the park entrance. Also in CityWalk, **Jimmy Buffett's Margaritaville** serves his signature laid-back libations and Floribbean bar food, and **Toothsome Chocolate Emporium & Savory Feast Kitchen**, also imported from Florida, features decadent milkshakes and cocoa-infused entrées. Reservations for most table-service restaurants are available through Universal's website or app and are recommended on weekends and during holiday periods. If you prefer counter service, an upstairs food court is full of well-known franchises, plus some more-adventuresome eateries like **Voodoo Doughnut** and **The Crepe Cafe**. If you leave the park for lunch, be sure to have your hand stamped for reentry. To service your caffeine addiction, there are now **Starbucks** outlets in the park on both the Upper and Lower Lots, plus one in CityWalk.

“A Tourist’s Best Friend!”
—*Chicago Sun-Times*

“Indispensable”
—*The New York Times*

Honest and Outspoken Advice from the **Unofficial** Experts

- Complete reviews of the attractions in Disneyland’s reimagined Toontown, including Mickey & Minnie’s Runaway Railway
- A preview of the upcoming *Princess and the Frog* ride, Tiana’s Bayou Adventure
- Advice on experiencing Disney’s live entertainment, including *World of Color—ONE*, the Magic Happens parade, and Disneyland’s new fireworks
- Updated tips on when and how to use Disney’s Genie+ and Lightning Lane line-skipping services
- Profiles and ratings for more than 30 Disneyland Resort and Anaheim hotels, including the newly transformed Pixar Place and Disneyland Hotels
- An in-depth guide to Universal Studios Hollywood’s Super Nintendo World, including how to enjoy the interactive games



Check out *The Disneyland Story: The Unofficial Guide to the Evolution of Walt Disney’s Dream*. It’s the perfect companion to this guide. Supplement your valuable guidebook with tips, news, and deals by visiting our website, theunofficialguides.com.

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